

STAR WARS
FORCE
AND DESTINY
SYSTEM CHEAT SHEET

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BASIC MECHANICS

DICE POOLS

◆ = higher of Skill / Characteristic
upgrade to ● = lower of Skill / Characteristic
◆ = difficulty

Advantage: +■
Disadvantage: +■

UPGRADE ◆ to ●: If no ◆, then add ◆.
UPGRADE ◆ to ●: If no ◆, then add ◆.

DOWNGRADE: Reverse upgrade, ignore if no ● or ● available.

OPPOSED CHECKS

◆ = higher of Skill / Characteristic
upgrade to ● = lower of Skill / Characteristic

◆ = higher of opposing Skill / Characteristic
upgrade to ● = lower of opposing Skill / Characteristic

ASSISTED CHECKS

(usually limited to 1 assistant)

SKILLED ASSIST: Use best Skill & best Characteristic.

UNSKILLED ASSIST: +■

SYMBOLS

Boost Dice ■
Ability Dice ◆
Proficiency Dice ●
Setback Dice ■
Difficulty Dice ◆
Challenge Dice ●
Force Dice ◻
Light Side ○
Dark Side ●
Success ☆
Advantage ☺
Triumph ⚡
Failure ▼
Threat ☹
Despair ⚡

CHARACTERISTICS

Agility, Brawn, Cunning, Intellect, Presence, Willpower

1 = Weak
2 = Average
3 or 4 = Above Average
5 or 6 = Exceptional

OUTCOME

▼ cancels ☆
☆ = success
▼ = failure

☹ cancels ☺

☺ = positive consequence (even on failure)
☹ = negative consequence (even on success)

⚡ = 1 success + triumph effect
▼ = 1 failure + despair effect

COMPETITIVE CHECKS

Character with most ☆ succeeds.
Tie goes to most ⚡, then most ☺.
Draw = GM decision or new check.

DESTINY POINTS

FORM DESTINY POOL: Roll ◻ per character.

○ = +1 light side Destiny Point
● = +1 dark side Destiny Point

Flip 1 ○ Destiny to ● Destiny per Dark Side Force User.
+1 ○ Destiny per Light Side Paragon.

1 Destiny = Upgrade ◆ or ◆
1 Destiny = Player introduces retcon / deus ex machina
(limit 1 ○ Destiny and 1 ● Destiny per check)

DIFFICULTY

**DIFFICULTY
LEVEL**

DICE

EXAMPLE

Simple
Easy
Average
Hard
Daunting
Formidable
Impossible



Routine task; outcome rarely in question.
Picking a primitive lock, tending minor cuts, finding food/shelter on lush planet.
Picking a typical lock, stitching small wound, finding food/shelter on temperate planet.
Picking a complicated lock, setting broken bones / suturing large wounds, finding food/shelter on rugged planet.
Picking an exceptionally sophisticated lock, performing surgery / grafting implants, finding food/shelter on barren desert planet.
Picking a lock with no comprehensible mechanism, cloning a new body, finding food/shelter on planet with no breathable atmosphere.
Only attempted at GM's discretion. Cannot spend Destiny Points on the check.

COMBAT

INITIATIVE

COOL: If character is aware/ready for combat.

VIGILANCE: If combat is unexpected.

Tie goes to 🌀, then PC over NPC.

🌀 = +1 maneuver in first round

🌀 = -1 maneuver in first round

Initiative order determines PC/NPC slots. Specific results for each PC/NPC don't matter.

TURN

- **Incidental:** Can perform any number per turn.
- **Action:** 1 action per turn.
- **Maneuver:** 1 free maneuver per turn.

RANGE BANDS

- **Engaged:** Close enough to attack in melee or use an item.
- **Short:** Several meters.
- **Medium:** Several dozen meters.
- **Long:** Farther than medium.
- **Extreme:** Farthest range at which two targets can interact.

INCIDENTALS

- Speaking.
- Dropping an item.
- Releasing someone you're holding.
- Shifting position / peeking around a corner.

ACTIONS

- **Maneuver:** Perform an additional maneuver.
- **Activate Ability / Force Power**
- **Skill Check**
- **Combat Check**

MANEUVERS

(2 strain = +1 maneuver, max. 2 maneuvers per turn)

AIM (1 maneuver):

- +■ to next combat check; or
- Target specific item or hit location; suffer +■ to next combat check.

AIM (2 maneuvers):

- +■ to next combat check; or
- Target specific item or hit location; suffer +■ to next combat check.

ASSIST: +■ to character being assisted

GUARDED STANCE: +■ to combat checks until end of next turn, +1 melee defense

INTERACT WITH ENVIRONMENT

- Moving large item
- Opening/closing door

MANAGE GEAR:

- Draw / holster weapon
- Ready / load weapon
- Take something from storage / put it away

MOUNT / DISMOUNT: ♦♦ Sur for untrained animal

MOVE:

- 1 maneuver = moving within short range
- 1 maneuver = between engaged & short
- 1 maneuver = between short & medium
- 2 maneuvers = between medium & long
- 2 maneuvers = between long & extreme

PREPARATION: Required by certain abilities.

STAND / DROP PRONE: Prone characters are

- +■ when making melee attacks
- +■ when targeted by ranged attacks
- +■ when targeted by melee attacks

TAKING COVER:

- +1 range defense
- +■ to Perception checks

COMBAT CHECK

Ranged: Ranged (Light, Heavy) or Gunnery

Melee: Melee, Brawl, or Lightsaber

+■ = to target's Melee/Ranged Defense

Range	Difficulty
Melee	♦♦
Engaged with Ranged (Light)*	♦♦♦
Engaged with Ranged (Heavy)*	♦♦♦♦
Engaged with Gunnery*	n/a
Short	♦
Medium	♦♦♦
Long	♦♦♦♦
Extreme	♦♦♦♦♦

*target gains +■ with melee attack response
 *upgrade ♦ of ranged attacks at engaged targets

WOUNDS: Weapon Damage + ✨ - Soak

DAMAGE

WOUNDS > WOUND THRESHOLD: Incapacitated + Critical Injury

MAX. WOUNDS = Wound Threshold x 2

STRAIN > STRAIN THRESHOLD: Incapacitated

CRITICAL INJURY: Roll 1d100 + 10 per injury
Critical Injuries remain until cured, even if short-term effect ends.

TWO-WEAPON COMBAT

COMBINED CHECK:

Use lower Skill / lower Characteristic vs. highest difficulty.

★ = Hit with primary weapon.

☉☉ / ☉ = Hit with secondary weapon.

UNARMED COMBAT

Brawl check

Base Damage = Attacker's Brawn Rating

Critical Rating: 5

Disorient 1 - Knockdown

IMPROVISED WEAPONS

Melee check + automatic ☉

Critical Rating: 5

☉☉ / ☉ = Improvised weapon breaks

PERSONAL SILHOUETTES

Silhouette 2 larger = - ◆

Silhouette 2 smaller = + ◆◆

Silhouette	Examples
0	Jawa, Ewok, astromech droid, smaller creature
1	Humans and most humanoid species
2	Dewback, tauntaun, most riding animals
3	Rancor, krayt dragon, other large creature
4	There are creatures even larger than those.

CONCEALMENT

Dice Added	Examples
+■	Mist, shadow, waist high grass.
+■ ■	Fog; darkness of early morning / late evening, shoulder-high grass
+■ ■ ■	Heavy Fog; thick and choking smoke; darkness of night; dense, head-high underbrush; thick grass.

ADVERSARIES

MINIONS

- Suffer Strain as Wounds
- Do not possess skill ranks.
- Critical injury immediately incapacitates.
- **Group Fighting:**
 - Wound threshold = WT x # of minions
 - WT in Damage = 1 minion defeated
 - +1 skill rank per minion after the first

RIVALS

- Suffer Strain as Wounds
- Can spend strain similar to a PC
- WT in Damage = Can be killed instantly

NEMESIS

- Opposite of PCs
- Have WT and ST

STATUS EFFECTS

(durations from multiple effects stack)

DISORIENTED: +■ to all checks.

IMMOBILIZED: Cannot perform maneuvers (including ones purchased by strain or ☉).

STAGGERED: Cannot perform actions until end of next turn (including downgrading actions to maneuvers).

FLYING

HOVER: Ignore difficult/impassable terrain. Must remain within medium range of ground.

AERODYNAMIC FLIGHT: Requires 1 maneuver per turn to maintain flight speed. Can move from long to short range in 1 maneuver.

RECOVERY

END OF ENCOUNTER: Discipline / Cool check.

- ★ = recover 1 strain

NATURAL REST:

- 1/night: Heal 1 wound + all strain
- 1/week: Resilience check vs. severity of Critical Injury, on success remove injury

BACTA TANK:

- *Wounded:* Heal 1 wound per hour
- *Incapacitated:* Heal 1 wound per 6 hours
- 1/day: Resilience check vs. severity of Critical Injury, on success remove injury

OIL BATH: Like Bacta Tank for droids. Cannot remove Critical Injuries.

STIMPACKS: Heal 5 wounds, -1 wound per additional stimpacked used without full night's rest.

EMERGENCY REPAIR PATCH: Heals 3 wounds for droid.

MEDICINE / MECHANICS SKILL

Recover ★ wounds and ☉ strain.

☉ heal +1 wound or Critical Injury.

☉☉ = +1 strain

☉ = +1 wound

+◆ to treat your own wounds if droid.

+◆◆ to treat your own wounds if organic.

State of Health

Wounds ≤ ½ wound threshold

Wounds > ½ wound threshold

Wounds = wound threshold

Recover Critical Injury

(max. 1 check per week for treating critical injury)

Difficulty

◆

◆◆

◆◆◆

◆◆◆◆

Critical Injury severity

IMPROVISED WEAPONS

Size	Dam	Encum	Special	Examples
Small	Brawn+ 1	1	-	Bottle, fist-sized rock, hydrospanner
Medium	Brawn + 2	3	Cumbersome 2	Two-handed rock, chair, holoivid screen
Large	Brawn + 3	4	Cumbersome 4	Shovel, large tree branch, table, crate

SUCCESSFUL ATTACK EFFECTS – PERSONAL COMBAT

Cost	Effect	Cost	Effect
⚡ ≥ critical rating / ⚡	1 critical injury	⚡ / ⚡	Suffer 1 strain
⚡⚡ (or as described) / ⚡	Activate item quality	⚡ / ⚡	Loses benefit of prior maneuver
⚡ / ⚡	Recover 1 strain	⚡⚡ / ⚡	Opponent immediately performs one free maneuver
⚡ / ⚡	+🟢 to next allied character's next check	⚡⚡ / ⚡	+🟢 to target's next check
⚡⚡ / ⚡	Perform immediate free maneuver	⚡⚡ / ⚡	+🟣 to active or allied character's next check
⚡⚡ / ⚡	+🟣 to target's next check	⚡⚡⚡ / ⚡	Fall prone
⚡⚡ / ⚡	+🟢 to any allied character's next check	⚡⚡⚡ / ⚡	Initiative slot being used now last in initiative order
⚡⚡⚡ / ⚡	Negate target's defensive bonuses until end of round	⚡	Ranged weapon runs out of ammunition
⚡⚡⚡ / ⚡	Ignore environmental penalty until end of next turn	⚡	Upgrade 🟡 of any allied character's next check
⚡⚡⚡ / ⚡	Target is disabled instead of suffering wounds/strain	⚡	Tool / weapon being used is damaged
⚡⚡⚡ / ⚡	+1 melee or ranged defense until end of next turn	⚡	Ranged attack hits character engaged with target
⚡⚡⚡ / ⚡	Target drops weapon they're wielding		
⚡	Upgrade 🟡 of target's next check		
⚡	Upgrade 🟢 of any allied character's next check		
⚡⚡	Destroy a piece of equipment carried by target		

SUCCESSFUL ATTACK EFFECTS – VEHICLE COMBAT

Cost	Effect	Cost	Effect
⚡ ≥ critical rating / ⚡	1 critical hit	⚡ / ⚡	-1 speed
⚡⚡ (or as described) / ⚡	Activate item quality	⚡ / ⚡	Lose benefit of prior maneuver
⚡ / ⚡	+🟢 to next allied character's next check	⚡ / ⚡	Suffer 1 system strain
⚡⚡ / ⚡	Perform immediate free maneuver	⚡⚡ / ⚡	Opponent immediately performs one free maneuver
⚡⚡ / ⚡	+🟣 to target's next check	⚡⚡ / ⚡	+🟢 to target's next check
⚡⚡ / ⚡	+🟢 to any allied character's next check	⚡⚡ / ⚡	+🟣 to active or allied character's next check
⚡⚡⚡ / ⚡	Temporarily damage component instead of damage	⚡⚡⚡ / ⚡	Initiative slot being used now last in initiative order
⚡⚡⚡ / ⚡	Ignore penalizing terrain / stellar phenomena until end of next turn	⚡⚡⚡ / ⚡	-🟡 to checks made against vehicle for one turn
⚡⚡⚡ / ⚡	Perform one free Pilot Only maneuver	⚡	Weapon system suffers Component Hit Critical made
⚡⚡⚡ / ⚡	Break any enemy Aim or Stay on Target maneuvers	⚡	Upgrade 🟡 of any allied character's next check
⚡	Upgrade 🟡 of target's next check	⚡	Ship suffers minor collision
⚡	Upgrade 🟢 of any allied character's next check	⚡ + failure	Ship suffers major collision
⚡	Lose a pursuing ship in an asteroid field		
⚡	Destroy component instead of damage		

COLLISIONS

Minor: All vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defense times 10 from the roll; if the result is zero, the ship's shields or other defenses have nullified the collision entirely, and the Critical Hit is canceled.

Major: All vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defense times 5 from the roll. If there are multiple defense values on multiple facings of the ship, the GM chooses which facing is hit, based on what the ship or vehicle was doing at the time. Cancelling a Critical Hit still applies.

MORALITY

CONFLICT:

- Using ● to generate Force points.
- Performing narrative actions.
- Certain results from failed fear check.

END OF SESSION: Add 1d10 – Conflict to Morality.

DARK SIDE FORCE USER (Morality < 30)

- Remain DarkSide user until Morality > 70
- Generate Force points from ●.
- **Morality < 20:** -1 strain threshold, +1 wound threshold
- **Morality < 10:** -2 strain threshold, +2 wound threshold

LIGHT SIDE PARAGON (Morality > 70)

- **Morality > 80:** +1 strain threshold
- **Morality > 90:** +2 strain threshold

THE FORCE

COMMIT FORCE DICE: Commit ⬡ to activate ongoing effect. Reduce Force Rating by # of ⬡ committed.

or

FORCE POWER CHECK: Roll ⬡ = Force Rating.

- ○ = Can generate 1 Force Point
- ● = Can generate 1 Force Point + strain + Conflict per ●*
*flip a single Destiny Point to cover all ● used

DARK SIDE CHECK: Roll ⬡ = Force Rating.

- ● = Can generate 1 Force Point
- ○ = Can generate 1 Force Point + strain per ○*
*flip a single Destiny Point to cover all ○ used

COMBINED POWER CHECK: Roll ⬡ with normal skill check. Check must succeed and sufficient Force points generated.

RESISTING POWER CHECK: Forces a combined check opposed by the target.

FEAR

FEAR CHECK: Discipline or Cool (if mentally prepared)

- ▼ = +■ to all actions until end of encounter
- ⚙ = +1 strain per ▼
- ⚙⚙⚙ = Staggered for 1 turn
- ⚡ = +♦ to all actions until end of encounter
- ⚡ = +■ to any ally's next fear check
- ⚡ = Cancel penalties from previous fear checks
- ⚡ = No fear checks until end of encounter

MORALITY EFFECT

- ▼ = +1 conflict per ♦ of check instead of other negative effects (GM Option)
- ⚡ = +1 conflict per ♦ of check in addition to other negative effects
- Conflict cannot be reversed by ⚡

TRIGGERING MORALITY

- Roll 1d100 at beginning of session. PC with morality closest to die roll is targeted for triggering morality in that session.
- Use Emotional Strength / Weakness.
- If morality was triggered, double loss or gain of morality at end of session.

Conflict Received	Action
1	Knowing Inaction: Choose not to intervene knowing that NPC or PC is going to do something bad. Lying for Personal Gain: Lie for selfish reasons. Resorting to Violence: Defaulting to violent solutions when other options are possible.
2	Coercion: Threaten someone with violence. Emotional Abuse: Say something cruel/petty to cause mental anguish.
2-3	Theft: Mitigated if theft is from the corrupt; it is enhanced if taking from someone who cannot afford it.
3-4	Unnecessary Destruction: Of objects, property, or other items.
4-5	Unprovoked Violence: Assaulting, beating, or attacking NPC or NPC for no reason.
6-7	Unnecessary Cruelty to Non-Sapient: Animals or animal-intelligence droids.
10	Torture
10+	Murder: Killing someone who is helpless and no threat.

Fear	Fear Check	Example
Minimal	♦	Somewhat overmatched in combat; minimally dangerous creature; minor threat to safety
Moderate	♦♦	Obviously overmatched in combat; dangerously aggressive creature; credible threat to safety; minimal threat to life
Very Afraid	♦♦♦	Battlefield combat; pack of aggressive creatures; major threat to safety; moderate threat to life
Mortally Afraid	♦♦♦♦	Terrifyingly intense combat; large and dangerous creature; overwhelming fear for life
Utterly Terrified	♦♦♦♦♦	Hopeless situation; combat against incomprehensible enemies; attacked by group of wampas; fear so crippling sanity cracks
Something with reputation for danger	+♦	Escaping disintegrating starship, negotiating under threat of violence
Something known to be dangerous and very rare	+♦♦	Confronting a Sith warrior or Inquisitor
Something known to be extremely dangerous and unique	+♦♦♦	Darth Vader
	+ = Upgrade	

EQUIPMENT

BUYING ITEMS

LEGAL ITEM: Negotiation check.
BLACK MARKET: Streetwise check.

Rarity	Difficulty	Examples
0	-	Glow Rod
1	-	Long Range Comlink
2		Medpac
3	◆	Scanner Goggles
4		Blaster Pistol
5	◆◆	Blaster Rifle
6		Cybernetic Limb
7	◆◆◆	Cortosis Gauntlets
8		Thermal Detonator
9	◆◆◆◆	Dantari Crystal
10	◆◆◆◆◆	Lightsaber

Rarity Modifier	Circumstances
-2	Primary Core World (Coruscant, Duro, Corellia)
-1	Other Core World
-1	World on primary trade lane
+0	Colony or Inner Rim world
+0	Civilized world
+1	Mid-Rim world
+1	Recently settled world, out-of-the-way world
+2	Outer Rim world
+2	Frontier world
+3	Wild Space world
+4	Uncivilized world

SELLING ITEMS

★ = ¼ value
 ★★ = ½ value
 ★★★ = ¾ value

LEGAL ITEM: Negotiation check.
BLACK MARKET: Streetwise check.

(3+ ☞ or ☞ means the deal has gone sour (double cross, police, etc.)

TRADE

- ADJUST VALUE:** Multiply cost by the difference between item's rarity where it was bought and where it was sold.
- MAKE CHECK:** As per selling item.

ENCUMBRANCE

Encumbrance Threshold: 5 + Brawn

Carrying > ET = ■ to Agility/Brawn checks
Carrying > ET + Brawn = 1st maneuver costs 2 strain

LIFTING

Athletics check

Single Object ≤ ET = No difficulty
 Single Object > ET = ◆ per extra encumbrance
 Cannot lift object 5+ encumbrance over ET
 Additional characters add Brawn to ET.

HIDDEN ITEMS

Searcher gains ■ per Encumbrance - 1 of largest hidden object.

ADVANTAGEOUS EQUIPMENT

If task can be accomplished without equipment, equipment adds +■ to attempt.

REPAIRING GEAR AND MODDING

Mechanics checks

Repair Required	Cost	Difficulty	Use Penalty
Minor	25% base cost	◆	+■
Moderate	50% base cost	◆◆	+◆
Major	100% base cost	◆◆◆	Unusable

(-10% cost per ☹)

Modding Difficulty: ◆◆◆ and +◆ for every additional Mod
Requirements: 100 Credits, Tool Kit, Workbench, Few Hours
Success: Mod is successfully installed
Failure: Mod is not installed and may not be attempted again
Failure + ☹: Above effect + attachment is rendered useless

ENVIRONMENT

DIFFICULT TERRAIN: x2 maneuvers to move

FALLING: Athletics / Coordination check (◆◆)

- ★ = -1 damage
- ☹ = -1 strain
- ☹ = Reduce fall by one range band

Range	Damage	Strain
Short	10 - soak	10
Medium	30 - soak	20
Long	Incapacitated, Critical Injury +50	30
Extreme	Incapacitated, Critical Injury +75	40

FIRE / ACID / CORROSIVE ATMOSPHERE

- Deal damage = rating per round.
- Some corrosive atmospheres only damage if inhaled.
- Putting Out Fire:** Athletics check
 - Hard Surface: ◆◆
 - Grass / Soft Ground: ◆

Rating	Examples
1-2	Campfires, mildly caustic substance (industrial cleaner), air filled with ash from heavy fire
3-5	Flammable liquids / projectors, industrial acids, air contaminated by chemical leaks
6-9	Welding torches, weaponized acids, atmospheres with ammonia or chlorine
10+	Lava, blast furnaces, atmospheres of completely hazardous gases

GRAVITY: Affects Brawn / Coordination skills.

- Heavy Gravity: +■ ■ ■
- Weaker Gravity: +■ ■ ■
- Zero Gravity: All movement = difficult terrain.

SWIMMING: Difficult terrain.

- Swift Current: Athletics check

SUFFOCATION: 3 strain per round

- Hold Breath: Rounds = Brawn
- 1 Critical Injury per round of incapacitation

VACUUM: Suffocation +3 wounds per round.

- 1 Critical Injury per round of incapacitation.

STARSHIP BASICS

SILHOUETTE ≤ 4

- *Defense Zones:* Forward / Aft
- 1 free starship maneuver per round
- 2 strain = second starship maneuver

SILHOUETTE 5+

- *Defense Zones:* Forward / Aft / Port / Starboard
- 1 free starship maneuver per round (max. 1)

FIRE ARCS: Forward / Aft / Port / Starboard

LIMITED AMMO: Starships can't reload with a maneuver. Must return to base or carrier ship.

STARSHIPS vs. CHARACTERS: Starship damage and armor is 10x stronger.

PLANETARY RANGE BANDS

Range	Planet	Space
Close	Everything within extreme personal range, up to several kilometers	Dogfighting range
Short	Several dozen kilometers; no line-of-sight weapons	Just outside of dogfighting range
Medium	50 kilometers	Few hundred kilometers
Long	100 to 200 kilometers	Several thousand kilometers
Extreme	Far edge of scanners	Beyond the range of capital ship weapons

STARSHIPS AND VEHICLES

STARSHIP MANEUVERS

ACCELERATE / DECELERATE (Pilot Only)

- Increase / decrease vehicle's speed by 1 (min. 0, max. speed rating)

FLY / DRIVE (Pilot Only)

- **Speed 0:** Cannot use this maneuver.
- **Speed 1:**
 - 1 maneuver = Within close range
 - 2 maneuvers = Between close and short
- **Speed 2-4:**
 - 1 maneuver = Within close range
 - 1 maneuver = Between close and short
 - 2 maneuvers = Between close and medium
- **Speed 5-6:**
 - 1 maneuver = Within close range
 - 1 maneuver = Between close and medium
 - 2 maneuvers = Between close and long

EVASIVE ACTION (Pilot Only; Silhouette 1-4, Speed 3+)

- Upgrade for all attacks targeting ship
- Upgrade for all attacks made by ship
- Lasts until end of pilot's next turn

STAY ON TARGET (Pilot Only; Silhouette 1-4, Speed 3+)

- Upgrade on ship's combat checks
- Upgrade on combat checks targeting ship
- Lasts until end of pilot's next turn

PUNCH IT (Pilot Only; Silhouette 1-4)

- Go immediately to maximum speed
- Suffer 1 system strain per point of speed increased

ANGLE DEFLECTOR SCREENS

- Reassign one from defense zone to different defense zone

STARSHIP ACTIONS

BOOST SHIELDS (Mechanics)

- = 1 strain, +1 defense to defensive zone (1 turn)

CO-PILOT (Piloting)

- = - to pilot's next piloting check

FIRE DISCIPLINE (Leadership / Discipline)

- + to next crew member firing
- = Bonus applies to additional crew
- = +1 strain to target hit

GAIN ADVANTAGE (Pilot Only; Silhouette 1-4; Speed 4+)

- = ignore Evasive Action penalties & choose defense zone hit by attack
- *Cancel Advantage:* Make check at + for each time they've used the maneuver successfully against you.

Difference in Speed	Piloting Difficulty
Same	
Initiating ship is faster	
Initiating ship is 1 slower	
Initiating ship is 2+ slower	

JAMMING (Computers)

- = Target must make Computers check () to use communications system
- = + to target's Computers check
- = +1 affected target

MANUAL REPAIRS (Athletics - 1/encounter)

- = -1 hull trauma
- = Additional -1 hull trauma

PLOT COURSE (Astrogation / Perception)

- = Cancel from difficult terrain

SCAN THE ENEMY (Perception)

- = Learn target's weapons, mods, system strain, and hull trauma thresholds
- = Learn current system strain and hull trauma

SLICE ENEMY'S SYSTEMS (Computers)

- = -1 defense in one defensive zone on target
- = +1 strain to target
- = Disable target weapon system for 1 round

"SPOOF" MISSILES (Computers / Vigilance)

- = + for Guided weapons for 1 turn
- = + for Guided weapons

VEHICLE COMBAT CHECK DIFFICULTY

Target Silhouette	Difficulty
2+ larger	◆
1 larger	◆◆
Same Size	◆◆◆
1 smaller	◆◆◆◆
2 smaller	◆◆◆◆◆
3 smaller	◆◆◆◆◆◆
4 smaller	◆◆◆◆◆◆◆

HULL TRAUMA: Weapon Damage + ☆ - Armor

DAMAGE

HULL TRAUMA > HULL TRAUMA THRESHOLD:
Critical Hit + Shut Down
(Mook Silhouette ≤ 3 = Explodes)

SYSTEM STRAIN > STRAIN THRESHOLD:
Speed = 0, Defense = 0, weapons inoperable

CRITICAL HIT: Roll 1d100 + 10 per hit
Critical Hits remain until repaired, even if short-term effect ends.

VEHICLE MINIONS

MULTIPLE SHIPS: Use normal minion rules.

GUNNERY MINIONS: Group multiple guns firing in the same arc on a single ship into a minion group (upgrading check if they have the Gunnery skill).

EMERGENCY REPAIRS

(to restore ship in shut down)

Mechanics ◆◆◆

☆ = -1 speed, -3 handling, weapons inoperable
Any hull trauma = Critical hit at +30

DAMAGE CONTROL

(Starship Action – 1/encounter for hull trauma)

Total System Strain	Mechanics Difficulty
System Strain < ½ strain threshold	◆
System Strain ≥ ½ strain threshold	◆◆
System Strain = strain threshold	◆◆◆
Repair Critical Hit	◆◆◆◆
☆	Critical Hit severity -1 strain

REPAIRING HULL TRAUMA

Slip / Drydock: 500 credits per trauma

Temporary Repairs: Mechanics ◆◆◆ or ◆◆◆◆◆
(GM should apply additional complications)

CHASE

Competitive Piloting Checks

☆ = +1 range band

+1 range band per difference in speed

CHASE END: When target engaged or close range

NON-VEHICLE CHASES: Athletics check against set difficulty. (Difficulty not specified.)

NAVIGATION HAZARDS

(Piloting Check)

◆ = higher of ½ Silhouette / Speed
upgrade to ● = lower of ½ Silhouette / Speed

▼ = -1 speed, fail to reach destination

■: Applies to all Piloting checks in hazardous conditions

HAZARD	SETBACK	PLANETARY EXAMPLE	SPACE EXAMPLE
Light	-	Flat, clear ground. Roads, firm fields, grassy plains. Clear skies, good weather. Light traffic.	Broad, loosely packed asteroid field.
Medium	■	Deep mud, standing water, trees, dense undergrowth, sand dunes. Windy weather. Heavy traffic.	Flying over high mountains on a moon, thicker asteroid field, nebula.
Dangerous	■ ■	Thick forests, flowing water, rocky hills. Violent storm. Wheeled vehicles typically cannot pass this type of terrain.	Fracturing comet, gas giant's ring system, dense and turbulent asteroid field.
Very Risky	■ ■ ■ +	Sheer cliff faces, deep swamps, semi-cooled lava, narrow canyon.	The Maw, near a deadly pulsar, asteroid tunnels.

SUBLIGHT TRAVEL

Trip Time	Example
5-15 minutes	Fly from orbit to safe hyperspace jump distance.
30-90 minutes	Fly from planet surface to moon.
6-12 hours	Fly from one planet to another planet in the same system.
12-72 hours	Fly from center of star system to farthest limits.

HYPERSPACE CALCULATION

Astrogation	Description
◆	Well-established route to nearby system.
+◆◆◆	No astromech droid or navicomputer.
+◆	Quick calculations made under pressure.
+◆	Ship lightly damaged.
+◆◆	Ship heavily damaged.
+◆	Outdated, corrupt, or counterfeit navigation charts / navicomputer data.
☆	Better exit point / less time calculating.
⊙	Reduce travel time.
⊕	Minimum calculation time.
⊗	Greatly reduce travel time.
⊘	Decrease accuracy / increase travel time.
⊖	Same as ⊘ or disastrous occurrence.

HYPERSPACE TRAVEL TIME

Distance	Average Duration (Class 1 Drive)
Within sector	10-24 hours
Within region	10-72 hours
Between regions	3 days to 1 week
Across galaxy	1-3 weeks

(multiplied by hyperdrive class)

CRITICAL INJURIES

d100	Severity	Result
01-05	◆	Minor Nick: 1 strain
06-10	◆	Slowed: Can only act during last allied initiative slot on next turn
11-15	◆	Sudden Jolt: Drop item in hand
16-20	◆	Distracted: Cannot perform free maneuver next turn
21-25	◆	Off-Balance: +■ to next skill check
26-30	◆	Discouraging Wound: Flip light side Destiny Point to dark side (reverse for NPC)
31-35	◆	Stunned: Staggered until end of next turn
36-40	◆	Stinger: +◆ to next check
41-45	◆◆	Bowled Over: Knocked prone, +1 strain
46-50	◆◆	Head Ringer: +◆ to Intellect / Cunning checks until end of encounter
51-55	◆◆	Fearsome Wound: +◆ to Presence / Willpower checks until end of encounter
56-60	◆◆	Agonizing Wound: +◆ to Brawn / Agility checks until end of encounter
61-65	◆◆	Slightly Dazed: Disoriented until end of encounter
66-70	◆◆	Scattered Senses: Gains no ■ until end of encounter
71-75	◆◆	Hamstrung: Lose free maneuver until end of encounter
76-80	◆◆	Overpowered: Attacker may immediately attempt another free attack, using same pool as original attack
81-85	◆◆	Winded: Cannot voluntarily suffer strain until end of encounter
86-90	◆◆	Compromised: +◆ until end of encounter
91-95	◆◆◆	At the Brink: 1 strain per action
96-100	◆◆◆	Crippled: One limb is impaired until healed/replaced. +◆ to all checks using that limb.
101-105	◆◆◆	Maimed: One limb is permanently lost. Cannot perform actions with limb. All other actions +■
106-110	◆◆◆	Horrific Injury: -1 penalty to random characteristic until injury is healed
111-115	◆◆◆	Temporarily Lame: Cannot perform more than 1 maneuver per turn until injury is healed
116-120	◆◆◆	Blinded: Cannot see. +◆◆ to all checks. +◆◆◆ to Perception and Vigilance.
121-125	◆◆◆	Knocked Senseless: Staggered until end of encounter.
126-130	◆◆◆◆	Gruesome Injury: Permanent -1 penalty to random characteristic
131-140	◆◆◆◆	Bleeding Out: Suffer 1 wound & 1 strain per turn until injury is healed. Suffer 1 Critical Injury per 5 wounds beyond wound threshold.
141-150	◆◆◆◆	The End is Nigh: Character dies after last Initiative slot of next round.
151+	-	Dead

1d10	Random Characteristic
1-3	Brawn
4-6	Agility
7	Intellect
8	Cunning
9	Presence
10	Willpower

VEHICLE CRITICAL HITS

d100	Severity	Result
01-09	◆	Mechanical Stress: +1 system strain
10-18	◆	Jostled: Small explosion or impact. Crew suffer +1 strain and are disoriented for 1 round.
19-27	◆	Losing Power to Shields: -1 defense in a defense zone until repaired. If no defense, -1 strain.
28-36	◆	Knocked Off Course: On next turn, pilot cannot execute any maneuvers and must make Piloting check to regain control (◆ = speed)
37-45	◆	Tailspin: All attacks from ship suffer +■ and all crew immobilized until end of pilot's next turn.
46-54	◆	Component Hit: One component inoperable until end of next round.
55-63	◆◆	Shields Failing: -1 defense in all zones until repaired. If no defense, -2 strain.
64-72	◆◆	Navicomputer Failure: Navicomputer (or R2 unit) fails until repaired. If no hyperdrive, navigation systems fail (pilot flying blind).
73-81	◆◆	Power Fluctuations: Pilot cannot voluntarily inflict system strain until repaired.
82-90	◆◆◆	Shields Down: Defense in affected zone reduced to 0, -1 defense in all other zones until repaired. If no defense, -4 system strain.
91-99	◆◆◆	Engine Damaged: -1 speed (minimum 1) until repaired.
100-108	◆◆◆	Shield Overload: -2 strain. Defense = 0 in all zones. Cannot be repaired until end of encounter. If no defense, -1 armor.
109-117	◆◆◆	Engines Down: Speed = 0 and cannot perform maneuvers until repaired. (Ship continues on present course due to momentum.)
118-126	◆◆◆	Major System Failure: One component inoperable until repaired.
127-133	◆◆◆◆	Major Hull Breach: Silhouette ≤ 4 = depressurize in rounds = silhouette. Silhouette 5+ = partially depressurized at GM's discretion.
134-138	◆◆◆◆	Destabilized: Hull Trauma Threshold and System Strain Threshold = ½ original values until repaired.
139-144	◆◆◆◆	Fire! -2 strain. Crew may be caught in fire. Takes one round per 2 silhouette to put out, requiring Cool and Vigilance checks.
145-153	◆◆◆◆	Breaking Up: Ship is completely destroyed at the end of the next round.
154+	-	Vaporized: Ship is destroyed in an impressive fireball. Nothing survives.

SMALL VEHICLE COMPONENTS

(SILHOUETTE ≤ 4)

Component	Description
Support Droid	Astromech or similar. If PC, suffers -10 strain.
Ejection System	Unable to escape ship
Weapon System	One weapon system cannot be used
Sensors	-1 sensor range band
Comms	Cannot send or receive electronic signals / data
Sublight Engines	-1 speed
Hyperdrive	Cannot jump to hyperspace
Shields	-1 defense in all defense zones

LARGE VEHICLE COMPONENTS

(SILHOUETTE 5+)

Component	Description
Landing Gear	If landing without gear: -2 hull trauma, -2 strain
Weapon System	One weapon system cannot be used
Sensors	-1 sensor range band
Comms	Cannot send or receive electronic signals / data
Sublight Engines	-1 speed
Hyperdrive	Cannot jump to hyperspace
Shields	-1 defense in all defense zones
Landing Bay	One landing bay cannot be used (possibly decompressed)
Cargo Hold	Exposed to vacuum (cargo may be lost / damaged)
Bridge	No starship maneuvers or actions can be attempted

SKILL GUIDE

KNOWLEDGE SKILLS

- ✨ pieces of knowledge / speed of gaining knowledge.
- 🗝 particularly useful piece of knowledge.
- 📖 extremely useful piece of knowledge (i.e. weakness)
- 🗨 omits vital detail or context.
- 🗨 seeds misinformation / outright falsehood.

ATHLETICS

- 🌧: Adverse conditions (rain, winds, pursuit)
- 🌪: Extreme conditions (hurricane, oil-covered surface)
- ✨: Reduce time / increase distance traveled
- 🏃: +1 movement-based maneuver
- 🏃: +🟢 on other physical checks
- 🏃: +1 strain
- 🏃: Fall prone
- 🏃: +1 wound
- 🏃: Critical Injury

CHARM

- *Large Crowds*: Not an opposed check; GM sets difficulty.
- +🟢: Outcome directly opposed to target's interests
- ✨: Extend support for +1 scene
- 🗨: Affect subjects beyond original target
- 🗨: Target becomes recurring ally
- 🗨: Reduce number of people influenced
- 🗨: Turn people other than target against them
- 🗨: Target or other NPC becomes recurring adversary

COERCION

- *Large Crowds*: Not an opposed check; GM sets difficulty
- +🟢: Target acting against core beliefs
- ✨: +1 strain
- 🗨: Affect subjects beyond original target
- 🗨: Target becomes recurring subjugated ally
- 🗨: Building resentment in the NPC
- 🗨: Coercer reveals something about their true intentions

COMPUTERS

- *Sensors* - 🟢: Use in active mode without ambient radiation, atmospheric disturbances, terrain, or active jamming.
- ✨: Reduce time required
- 🗨: Uncover additional information (additional assets, owner's personal journals, well-concealed defenses)
- 🗨: Conceal the system slice
- 🗨: Security systems are alerted, other slicers gain +🟢 against character
- 🗨: Character can be traced / identified, +🟢 against future Computer checks targeting the slicer

COOL

- 🗨: Additional insight into situation
- 🗨: -3 strain
- 🗨: Miss vital detail/event
- 🗨: Staggered for 1 round

COORDINATION

- ✨: Increase distance by 25%
- ✨: Decrease time
- 🏃: +1 maneuver
- 🏃: Lose free maneuver for 1 turn
- 🏃: +1 wound / lose piece of equipment

DECEPTION

- ✨: Extend duration of deception
- 🗨: Increase value of goods/services gained
- 🗨: Target believes character is trustworthy; future checks are not opposed (GM assigns difficulty based on lie)
- 🗨: Target sees through part of lie / knows he's been lied to
- 🗨: Target spreads word of the deception
- 🗨: Target turns lie to their advantage (bad info / goods)

DISCIPLINE

- ✨: Downgrade 🟢 on next action
- 🗨: Additional insight into situation
- 🗨: +🟢 to ally's Discipline checks for 1 round
- 🗨: +🟢 to next action, character's resolve undermined
- 🗨: Loses action / can only perform 1 maneuver next round

LEADERSHIP

- ✨: Extend duration of support
- 🗨: Affect subjects beyond original target
- 🗨: NPC becomes recurring faithful follower
- 🗨: Ordered actions take longer or done poorly
- 🗨: +🟢 to future Leadership checks until rep repaired
- 🗨: Target becomes recurring problem, refusing to take orders or turning others against character

MECHANICS

- *Missing Tools/Components*: +🟢 to future checks using item
- ✨: Reduce time required by 10-20%
- 🗨 - *Superior Repairs*:
 - +🟢 using item for 1 session
 - Item gains Superior quality for 1 session
- 🗨: Give device a new, single-use function
- 🗨: Item malfunctions in the near future
- 🗨: Additional damage to target
- 🗨: Related components begin to malfunction

NEGOTIATION

- ✨: Increase length of contract / profit by 5.
- 🗨: Gain perk / concession from target.
- 🗨: NPC becomes regular client / vendor.
- ✨: Increase cost / decrease value / shorten contract.
- 🗨: Agreement contains serious loophole.

PERCEPTION

- ✨: Reveal additional details.
- 🗨: Recall additional information about object noticed.
- 🗨: Notice useful details, gain +🟢 on future interactions.
- 🗨: Conceal vital detail.
- 🗨: False information.

PILOTING

- 🏃: +🟢 vs. opponent's piloting style
- 🏃: +1 maneuver with vehicle
- 🗨: Opponent gains +🟢 vs. character
- 🗨: Damage vehicle

RESILIENCE

- *No Sleep for 24 Hours*: 🟢
- ✨: Extend time before next Resilience check
- 🗨: Identify method of gaining +🟢 on future Resilience checks (including for allies)
- 🗨: -3 strain
- 🗨: +🟢 on next Resilience check
- 🗨: +1 wound or minor Critical Injury

SKULDUGGERY

- 🗨: Gain additional items / identify additional target
- 🗨: Gain permanent bypass
- 🗨: Gain extra value / information
- 🗨: NPC opportunity to catch them after the act
- 🗨: Evidence left behind / lost equipment

STEALTH

- ✨: Add ✨ to allied character
- 🗨: Reduce time required
- 🗨: Identify method of distracting opponent for entire scene
- 🗨: Increase time required by 25%
- 🗨: Evidence left behind / lost equipment

STREETWISE

- ✨: Reduce required time / cost
- 🗨: Gain additional rumor / alternative source
- 🗨: Gain semi-permanent NPC contact
- 🗨: Information includes falsehood
- 🗨: Character's questions / intention detected

SURVIVAL

- ✨: Add ✨ to allied character
- ✨: Gain additional supplies
- 🗨: Identify method of gaining +🟢 on future Survival checks (including for allies)
- 🗨 (*Tracking*): Learn detail about target (numbers, species, age of tracks)
- 🗨 (*Handle Animals*): Animal is now permanent companion
- 🗨 (*Tracking*): Learn detail about target (destination, disposition, presence of prisoners / cargo)

VIGILANCE

- ✨: Important resource is available
- 🗨: Spot environmental advantage (cover, escape route, +🟢)
- 🗨: Miss information about situation / environment

ITEM QUALITIES

(duration = quality rating / activate quality = ☹☹)

ACCURATE: +■ to attack per rating

AUTO-FIRE: Make auto-fire attack at +◆

- ☹☹: Auto-fire attack hits additional target

BLAST:

- ☹☹: All characters in blast radius suffer damage.
- ☹☹☹: On missed attack, target and all characters engaged with target still damaged.

BREACH: Ignore 1 armor / 10 soak per rating.

BURN:

- ☹☹: Target suffers base damage per round for duration.

CONCUSSIVE:

- ☹☹: Target staggered for duration

CORTOSIS:

- Weapons:** Immune to Sunder.
- Armor:** Immune to Pierce and Breach.

CUMBERSOME: Requires Brawn = rating

DEFENSIVE: +1 melee defense

DEFLECTION: +1 ranged defense

DISORIENT:

- ☹☹: Target +■ for duration

ENSNARE:

- ☹☹: Target immobilized for duration. Target may attempt Athletics check (◆◆◆) to end effect.

GUIDED:

- ☹☹☹: On miss, make guided attack at end of the round.
- ◆ = Guided rating
- ◆ = Per vehicle combat check; Silhouette = 0
- Spoofing:** +1 defense vs. guided attacks

KNOCKDOWN:

- ☹ = Silhouette of Target: Target knocked prone

INACCURATE: +■ to attack per rating

INFERIOR:

- Automatic ☹ on all checks using item
- Weapon:** -1 base damage
- Armor:** -1 defense, +1 encumbrance (if no defense, -1 soak)

ION: Damage dealt as system strain.

LIMITED AMMO: After # of attacks equal to rating, requires maneuver to reload. Ammo must be purchase once used.

LINKED:

- ☹☹: Gain additional hit on target.

PIERCE: Ignore 1 soak per rating.

PREPARE: User must perform # of maneuvers equal to rating before using item.

SLOW-FIRING: Wait # of rounds = rating before using again.

STUN:

- ☹☹: Inflicts strain = rating.

STUN DAMAGE: Deals strain damage, not regular damage.

SUNDER:

- ☹: Item damaged one step (undamaged, minor, moderate, major, destroyed).

SUPERIOR:

- Automatic ☹ on all checks.
- Weapon:** +1 base damage
- Armor:** +1 soak, -1 encumbrance

TRACTOR: Target may not move. Target may attempt Piloting check (◆ = rating) to end effect.

UNWIELDY: Requires Agility = rating

VICIOUS: Add rating x 10 to Critical Hit/Injury roll.

SKILL LIST

Astrogation (Intellect)

Athletics (Brawn)

Brawl (Brawn)

Charm (Presence)

Coercion (Willpower)

Computers (Intellect)

Cool (Presence)

Coordination (Agility)

Core Worlds (Intellect)

Deception (Cunning)

Discipline (Willpower)

Education (Intellect)

Gunnery (Agility)

Leadership (Presence)

Lightsaber (Brawn)

Lore (Intellect)

Mechanics (Intellect)

Medicine (Intellect)

Melee (Brawn)

Negotiation (Presence)

Outer Rim (Intellect)

Perception (Cunning)

Piloting (Planetary) (Agility)

Piloting (Space) (Agility)

Piloting (Heavy) (Agility)

Ranged (Heavy) (Agility)

Ranged (Light) (Agility)

Resilience (Brawn)

Skulduggery (Cunning)

Stealth (Agility)

Streetwise (Cunning)

Survival (Cunning)

Underworld (Intellect)

Vigilance (Willpower)

Xenology (Intellect)

SOCIAL SKILLS

Previous Relationship: +■ or ■

Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool

SUCCESSFUL ATTACK EFFECTS – MASS COMBAT

Cost	Effect
☹ / ☹	All characters with acting force recover 1 strain
☹ / ☹	Notice key feature of enemy force and its position on the battlefield
☹☹ / ☹	Reveal a weakness in the enemy forces defenses, +■ to next Mass Combat check
☹☹ / ☹	Perform a particularly heroic act, +1 Duty at the end of the battle
☹☹☹ / ☹	Notice a geographical feature on the battlefield, downgrade 🔴 of next Mass Combat check once
☹☹☹ / ☹	Disable enemy hardware/heavy weapon/ or item of equipment that gave enemy an advantage
☹☹☹ / ☹	Leader of acting force makes a rousing speech, Upgrade ◆ of next Mass Combat check once
☹	On next Mass Combat check, any ☹ generated causes the enemy force to abandon its post and run
☹	Notable NPC within acting force performs heroic feat, gives a tangible benefit and makes a name for NPC
☹	Reinforcements arrive to support acting force, increase Force Strength of acting force by 1
☹☹	Sizable reinforcements arrive to support acting force, increase Force Strength of acting force by 2
☹☹	Get a chance to change the entire course of the entire battle

Cost	Effect
☹☹ / ☹	All characters with acting force suffer 1 strain
☹☹ / ☹	Fog of war creates confusion, +■ to active force's next Mass Combat check
☹☹☹ / ☹	Enemy disrupts line of battle, +■ to active force's members next skill check
☹☹☹ / ☹	One PC suffers 4 wounds, determined by GM
☹☹☹☹ / ☹	Get bogged down in difficult terrain, Upgrade ◆ of next Mass Combat Check once
☹☹☹☹ / ☹	Enemy force gains significant advantage due to blow of command of acting force, Downgrade 🟡 of the next Mass Combat check once
☹☹☹☹ / ☹	Enemy force disables an active force hardware/heavy weapon/ or item of equipment that gave active force an advantage
☹	One PC suffers a Critical Injury, determined by GM
☹	Notable NPC suffers a Critical Injury
☹	Communications are disrupted, commander cannot communicate to troops, acting force does not Upgrade ◆ next Mass Combat check
☹	Reinforcements arrive to support enemy force, increase Force Strength of enemy force by 1
☹☹	Portion of acting force joins enemy force, decrease acting force Force Strength by 1, increase enemy force Force Strength by 1
☹☹	Sizable reinforcements arrive to support enemy force, increase Force Strength of enemy force by 2

SUCCESSFUL ACTION EFFECTS – SQUAD/SQUADRON COMBAT

(requires Easy ♦ Leadership check as a maneuver to create)

Cost	Effect
☹☹	On successful Leadership check to enter formation, enter as an incidental instead of a maneuver
☹☹☹	Force one minion from targeted squad out of position, leader loses benefits of that minion until it performs 2 maneuvers to rejoin
☹☹☹ / ☹	Change formation of squad as incidental without additional check
☹☹☹ / ☹	Targeted character cannot redirect this attack to their squad
☹	Squad may make an immediate attack, follow normal rules for a minion group, max 5 ranks
☹☹	Force target squad to disband
☹	One minion is separated from squad, leader loses benefits of that minion until it performs 2 maneuvers to rejoin
☹☹	Squad breaks its current formation
☹☹☹ / ☹	Cannot redirect next successful attack against them this turn to their squad
☹	Member of squad is defeated due to collision/friendly fire/mishap
☹☹	Squad immediately disbands

FORMATIONS – SQUADS/SQUADRON COMBAT

(requires Average ♦♦ Leadership check as a maneuver)

FORMATIONS – SQUADS

DUG IN: +■ to any attack targeting squad/leader

SKIRMISH:

- +■ to Vigilance/Perception checks leader makes
- Enemies must spend ☹ to use Auto-fire/Blast when attacking this squad/leader

SUPPORT FIRE: +■ to attacks made by leader

COMM SILENCE:

- +■ to Stealth checks leader makes
- Formation ends if comlink/similar device is used

SEARCH PARTY:

- +■ to Survival checks to track a target
- +■ to all Perception checks

FORMATIONS – SQUADRONS

ATTACK FORMATION: +■ to attacks made by leader

EVASIVE MANEUVERS:

- +■ to checks to Gain the Advantage
- +■ to enemy attempts to Gain the Advantage on this squadron/leader
- Enemies must spend ☹ to use Auto-fire/Blast when attacking this squadron/leader

RUNNING DARK:

- Downgrade ♦ of Stealth checks leader makes once
- Upgrade ♦ of Leadership checks once

SENSOR SWEEP:

- +■ to Vigilance checks made by leader
- +■ to Computers checks to detect targets

SCREEN FORMATION:

- Add 1 to Ship Defense in all zones
- If squadron entering maneuver has no shields or loses them, Upgrade ♦ of Leadership checks to use this formation once

SUCCESSFUL ACTION EFFECTS – URBAN CROWDS

* for outside of encounter

Cost	Effect
👤 / 🚦	Flow of traffic is with character, gain a free Move maneuver, or *decrease travel time by half
👤👤 / 🚦	Passersby obscures character's actions, +■ to all checks targeting the character beyond engaged range
👤👤👤 / 🚦	NPC is sympathetic to character's actions and will assist, NPC adds automatic 👤👤 to checks PC makes for rest of encounter
👤 / 🚦	Inflict 1 Strain on character for each Move maneuver character performs in this crowd, or *increase travel time by half
👤👤 / 🚦	Become boxed in, for remainder of encounter, while in this crowd, count as being in difficult terrain
👤👤 / 🚦	Passing NPC mistakes character for someone they know
👤👤👤 / 🚦	PC's actions alarm passersby, if action taken was a combat check, collateral damage or stray shots endanger or injure crowd
👤👤👤 / 🚦	Character is swept away by crowd and is unable to maneuver out of it, character is immobilized for next 2 turns and moved by crowd to long range of previous location, or *ends up in an unfamiliar part of town

SUCCESSFUL ACTION EFFECTS – URBAN TRAFFIC

* for outside of encounter

Cost	Effect
👤 / 🚦	Flow of traffic is with character, gain a free Fly/Drive maneuver, or *decrease travel time by half, can only be selected while in a vehicle
👤👤 / 🚦	High speed speeder throws off one of character's adversaries, +👤 to that hostile character's checks for rest of encounter
👤👤 / 🚦	Spot gap in traffic, if using any maneuvers to move this turn, anyone pursuing counts as being in difficult terrain, must be a PC on foot
👤👤👤 / 🚦	Oncoming speeder strikes character's foe, if on foot, suffer Critical Injury, if in vehicle, suffer a minor collision
👤👤👤 / 🚦	Secretly leap into back of a truck/open vehicle, gain free transportation unnoticed by anyone, must be a character on foot
👤 / 🚦	Narrowly avoid a speeder, lose free maneuver next turn
👤👤 / 🚦	Loose cargo strikes character, suffering 3 strain or 1 wound, if in vehicle suffer 2 system strain, may cause additional complications
👤👤👤 / 🚦	Oncoming speeder strikes character, if on foot, suffer Critical Injury, if in vehicle, suffer a minor collision, may draw attention

SUCCESSFUL ATTACK EFFECTS – URBAN COMBAT

Cost	Effect
🔥 / 🚰	Attack ruptures pipe carrying water/other liquid, creating difficult terrain around target
🔥🔥 / 🚰	Debris strikes the target, inflicting 1 strain
🔥🔥 / 🚰	Power to the area is destroyed/cut off, creating darkness within the area
🔥🔥🔥 / 🚰	Attack dislodges large amount of rubble or durasteel plating onto the target, staggering them for 1 round
🔥🔥🔥 / 🚰	Vehicle, power supply, ammunition store, fuel container, etc, explodes near target, inflicting 10 damage to all engaged characters
🔥🔥🔥 / 🚰	Attack seriously damages target's cover, reducing ■ it adds by 1
🚰	Attack collapses floor beneath the target, he suffers a fall from short/medium range, and is immobilized for 1 round
🚰	Attack collapses a wall or section of building near target, staggering the target and anyone engaged with him for 1 round
🎯 / 🚰	Character gets distracted somehow, +■ to next combat check targeting character
🎯🎯 / 🚰	Debris falls in front of target character, providing cover or improving existing cover
🎯🎯 / 🚰	Floor gives out and traps active character's foot, immobilizing them until they spend a maneuver to free themselves
🎯🎯🎯 / 🚰	Attack injures or endangers a civilian
🎯🎯🎯 / 🚰	Active character's cover is damaged/collapses, reducing ■ it adds to incoming attacks by 1
🚰	Environment falls toward active character, inflicting 12 damage + knocking prone unless avoided with a Hard (◆◆◆) Vigilance check

SUCCESSFUL ATTACK EFFECTS – BOARDING ACTIONS

Cost	Effect
🔥 / 🚰	Attack strikes terminal/power cable, showering character in sparks, next attack against target character has the Disorient 2 quality
🔥🔥 / 🚰	Target must succeed a Average (◆◆) Resilience check or become staggered for 1 round, each 🎯 generated disorients for 1 round
🔥🔥 / 🚰	Attack hits a control panel and causes a bulkhead door (chosen by player) to close or open
🔥🔥🔥 / 🚰	Computer terminal/control panel explodes near the target, dealing 10 damage to all engaged characters
🚰	Attack knocks target into environment, inflicting strain equal to damage caused by attack
🎯 / 🚰	Ricocheting blaster bolt startles active character, +■ to next combat check targeting him
🎯🎯 / 🚰	Fluctuation in ship's artificial gravity knocks active character prone and disorients him for 1 round
🎯🎯 / 🚰	Attack shorts out lighting system for corridor/room, plunging it into darkness
🎯🎯🎯 / 🚰	Ongoing combat damages the artificial gravity generator in the area, placing all combatants in zero gravity
🚰	Attack damages life support systems for the ship, characters without space suits or oxygen supplies face suffocation
🚰🚰	Attack somehow breaches the hull, exposing combatants to vacuum, all characters exposed must succeed an Average (◆◆) Athletics to avoid being pulled through the breach due to decompression

SUCCESSFUL ATTACK EFFECTS – WILDERNESS COMBAT

Cost	Effect
👁️ / 🛡️	Attack draws attention to concealed enemy, +🟢🟢 to next check to detect them
👁️ / 🛡️	Attack somehow startles target, inflict 1 strain on target and each other character within short range
👁️👁️ / 🛡️	Attack ignites flammable material near target, starting a fire with rating of 2
👁️👁️👁️ / 🛡️	Attack damages important piece of survival gear carried by target
👁️👁️👁️ / 🛡️	Attack somehow distracts the target, causing them and other characters within short range to lose free maneuver next turn
🛡️	Large mass falls onto target, who is knocked prone + immobilized until they pass a Hard (◆◆◆) Athletics/Coordination check action
👁️ / 🛡️	Something obscures active character's sight, +👁️ to next check
👁️👁️ / 🛡️	Active character gets caught in something, immobilizing them until they pass an Average (◆◆) Athletics/Coordination check action
👁️👁️👁️ / 🛡️	Draw attention of a predator or frightens wildlife with dangerous consequences
👁️👁️👁️ / 🛡️	Suffer 1 wound each round for 5 rounds until treated with an Average (◆◆) Medicine check due to small poisonous creature bite/sting
🛡️	Severe weather event occurs without warning for duration of encounter, upgrade the difficulty of all checks once for all characters

SUCCESSFUL ATTACK EFFECTS – CONFINED SPACES

* for outside of encounter

Cost	Effect
👁️ / 🛡️	While here, count as being in cover
👁️👁️ / 🛡️	Fit through a tight space, remove any 🟡 or other penalties from being in the cramped location next action
👁️👁️👁️ / 🛡️	Find handy item that can be useful for the encounter at hand
👁️ / 🛡️	Suffer 1 strain for every maneuver while in this setting, *or choose to suffer 2 strain or increase travel time by half
👁️👁️ / 🛡️	End up in exceptionally tight space, double all 🟡 or other penalties from being in cramped location next action
👁️👁️👁️ / 🛡️	Character's attack rebounds, character suffers half the damaged dealt by the check, reduced by soak, must be from combat check
👁️👁️👁️ / 🛡️	Get stuck, become immobilized, getting loose requires an Average (◆◆) Athletics or Coordination check

SUCCESSFUL ATTACK EFFECTS – VERTICAL SPACES

Cost	Effect
👁️ / 📍	Notice something useful from a vantage point, does not need to be related to current encounter
👁️👁️ / 📍	Spot a way to prevent falling from current location, if character falls later in encounter, reduce fallen distance by one range band
👁️👁️👁️ / 📍	Gain advantage from elevation, choose to either upgrade next relevant skill check once or upgrade difficulty of targeting character once
🌀 / 📍	Become disoriented until end of encounter, but another character may offer support via maneuver to remove status effect
🌀🌀 / 📍	Lose free maneuver on next turn, but may suffer strain or spend 🌀 as normal to gain additional maneuvers
🌀🌀 / 📍	While at the edge of the space, must make an Average (◆◆) Discipline check as an incidental or become staggered
🌀🌀🌀 / 📍	Slip towards a sharp drop, moving one range band closer to the closest edge. If at the edge, make an Easy (◆) Athletics or Coordination check as an action on next turn or fall

DIFFICULTY TABLE – INFORMATION OBSCURITY

Difficulty	Result Options
Simple (-)	Basic Information that is required to operate within the field in question Knowledge (Education) Example: Basic mathematical theorems
Easy (◆)	Standard information that is widely known in the field in question Knowledge (Xenology) Example: The location of the Twi'lek homeworld of Ryloth
Average (◆◆)	Information that requires basic research or is common only to specialists within the field Knowledge (Core Worlds) Example: The primary exports of the famous planet Corellia
Hard (◆◆◆)	Moderately obscure information, requiring research or a dedicated specialist to discover Knowledge (Outer Rim) Example: The hyperspace routes needed to travel from one planet to another as quickly as possible
Daunting (◆◆◆◆)	Obscure information, requiring significant research, even from a specialist Knowledge (Underworld) Example: The identity of recent majordomos that a temperamental Hutt crime lord has had executed
Formidable (◆◆◆◆◆)	Rare information, which might require special permissions to access or be kept secret by those who know it. Might involve 🔴 Knowledge (Lore) Example: The location of worlds where kyber crystals can be found

SUCCESSFUL ACTION EFFECTS – CONTACT NETWORKS

Cost	Effect
👤 / 📍	If contact network is called upon again during the same investigation, +🟩 to its check
👤👤 / 📍	Contact network may respond well to future requests, or an NPC within network might step forward to offer additional assistance
👤👤👤 / 📍	Select a single piece of related info of an obscurity no greater than the first and learn it without a check, must be a successful check
👤👤👤 / 📍	Choose either Scope or Espertise, and raise the rating by one for remainder of investigation
🕒 / 📍	Info takes one additional day per 🕒 spent
🕒🕒 / 📍	Contact network demands additional payment, may be a minor favor or credits up to 200 times the obscurity rating
🕒🕒🕒 / 📍	Key member of network is in trouble, if not helped, network cannot be used for remainder of the session
🕒🕒🕒 / 📍	Network becomes dissatisfied with PCs, may break away if not appeased, if not by the end of the investigation, reduce Scope by 1

SUCCESSFUL ACTION EFFECTS – INVESTIGATIONS

Cost	Effect
👤 / 📍	Gain a lead on other useful info, PC adds automatic 👤 to next check to pursue info for the investigation
👤👤 / 📍	Find a source who provides info easily, +🟩 to all Charm and Deception checks to aquire info from NPC, works until failing a social check
👤👤👤 / 📍	If PC is not currently investigating multiple questions, gain source to provide info to a hidden aspect of situation. If taken on a successful check, PC may discover 2 different sources, or the lead gained may provide answers to both questions at once
👤👤👤 / 📍	Uncover a strong clue or object that is directly connected, this counts as an additional lead and +🟩 to any Perception and Knowledge checks the PC makes to determine how it fits into the investigation, must be selected from a successful check
🕒 / 📍	While pursuing a lead, PC risks losing opportunity to follow another one, add 🕒 to next check PC makes to pursue information
🕒🕒 / 📍	When PC makes any one check later in the investigation, GM explains how a detail interferes and adds ▼ to the check
🕒🕒 / 📍	Lead turns out to be false, if used with successful check, PCs may select which one is invalid, if unsuccessful, GM selects
🕒🕒🕒 / 📍	PC finds a source that does not easily give up answers, if NPC, +🟩🟩 to all Charm and Deception checks made to gather info from that source. If evidence, +🟩🟩 to all Perception and Knowledge checks to determine how it fits into the investigation
🕒🕒🕒 / 📍	PC runs afoul of powerful foes who have their own interests in the investigation

SUCCESSFUL ACTION EFFECTS – COMPUTER CHECKS (DIFFERENT FROM SLICING ENCOUNTERS)

Cost	Effect
🌀 / 🌀	+■ to next Computers or relevant Knowledge skill check character makes during this encounter
🌀 / 🌀	Discover snippet of info on computer, unrelated to current task. Nature up to GM. Additional 🌀 or 🌀 may give better info
🌀🌀 / 🌀	Peak performance from system. +■ or –■ from a single subsequent related check of player's choice later this session
🌀🌀 / 🌀	Character creates fast access point on system. +🌀 to Computers checks character makes on this system during current session
🌀🌀🌀 / 🌀	Disguise current effort as normal system function. +■ to any check made to detect character's actions
🌀🌀🌀 / 🌀	Take additional ✨ from current check, remove them, and add that number to the results of a single Computers/ relevant Knowledge check later in the same encounter
🌀🌀🌀 / 🌀	Droid reprogramming succeeds beyond expectations. Droid reboots, loses all memory, and views character as its Master, +🌀 to all Leadership checks to give orders to that droid
🌀	Downgrade difficulty of the next check the character makes in this session involving this system once per 🌀 spent this way
🌀	When accessing or upgrading a droid's circuitry, manage to pull data that was thought to be previously wiped. Droid does not recall these events, but GM provides one fact or other information relevant to character's current mission per 🌀 spent this way
🌀	Character is able to retrieve and download data from system/droid quicker than usual. Reduce any associated time by 50%
🌀 / 🌀	Character unknowingly misses vital component to retrieved info. GM may choose a single check character makes when acting upon that info later in current session and +■ to that pool
🌀 / 🌀	Attempt to reprogram droid has caused a glitch. Remainder of encounter, droid is only capable of moving in a small circle or spinning
🌀🌀 / 🌀	Character causes deep error in droid/computer system. Remainder of encounter, +🌀 to all checks to use computer/direct droid
🌀🌀 / 🌀	Computer/Droid has power surge. Character suffers 2 strain, droid suffers 1 strain. Can also be used on PC droids as well as NPC droids
🌀🌀🌀 / 🌀	Computer ceases function for duration of encounter or narrative scene. Additional 🌀 or 🌀 can spread to other computers/sound an alarm
🌀🌀🌀 / 🌀	Effort to repair/upgrade droid goes badly. GM selects one skill droid possesses a rank in, and removes a rank in that skill. Can be used on PC droids as well as NPC droids, but 🌀🌀 must be spent this way per skill rank removed
🌀🌀🌀 / 🌀	When attempting to detect residual signs of previous users' efforts, accidentally wipe a significant portion of computer's data. +🌀 to future attempts to gain info from system until repaired with Computers check. (Acts as a moderate repair effort)
🌀 (Successful)	Effort succeeds but causes problems within system that are not apparent until future use. Remainder of encounter, failed checks involving computer/system inflict 1 strain on character. Next time GM spends 🌀 to inflict strain on that character, double it
🌀 (Successful)	Effort succeeds but unknowingly trips hidden security measures and leaves noticeable electronic trail. +■ to any checks made to detect intruders for rest of session. +■ to Stealth checks PCs make to stay hidden in the facility/building
🌀 (Failed)	Attempt to reprogram droid fails immensely, and droid goes quietly malicious. Soon after attempt, it comes to life and attacks character in most destructive way possible
🌀 (Failed)	Character's actions causes a computer belonging to her or ally to crash and components to burn and smoke. Device is now unusable, requiring a major repair to fix with the difficulty of the repair check upgraded once per 🌀 spent

SUCCESSFUL ACTION EFFECTS – COMPUTER SLICING

Cost	Effect
👤 / 👤	Both: +🟢 to slicer's next Computers check in this system
👤 / 👤	Intruder: Encounter unrelated data that could prove useful or valuable, nature of data determined by GM
👤👤 / 👤	Intruder: +🟢🟢 to a single future check to slice this system, may be saved for any future check
👤👤 / 👤	Intruder: +🟣 to any checks by defensive slicers to uncover Intruder's slicing signature in this system
👤👤 / 👤	Defender: Portion of the Intruder's slicing signature is discovered in this system. (See page 90 of Special Modifications)
👤👤👤 / 👤	Both: +🟣🟣 to next check to use Expel User or Trace User action against slicer. Fails with 🛡️ or 🚫 can give false data or a fake name
👤👤👤 / 👤	Intruder: May perform Access System action on this system as a maneuver with no check
👤👤👤 / 👤	Defender: Downgrade 🟡 of next check to use Expel User or Trace User action once for each portion of enemy signature possessed
👤👤	Intruder: After next successful Enact Command action, may resolve 2 commands instead of 1
👤👤	Defender: Choose action that Intruder has attempted and increase 🟡 by 2 to his Computers checks for that action til end of encounter
🛡️ / 🚫	Both: +🟢 to checks to aquire slicer's signature
🛡️ / 🚫	Intruder: +🟣 to Intruder's next Computers check in this system
🛡️ / 🚫	Defender: +🟣 to next Computers check made against the Intruder
🛡️🛡️ / 🚫	Intruder: Defender chooses 1 Slicing Action, intruder cannot perform that action during next round of the encounter
🛡️🛡️ / 🚫	Defender: +🟢🟢 to single check for the Intruder, may be saved for any future check
🛡️🛡️🛡️ / 🚫	Intruder: All users with access to system become aware of the Intruder
🛡️🛡️🛡️ / 🚫	Defender: Lose all fragments of Intruder's slicing signature, along with any 🟢 gained from possessing them
🚫🚫	Intruder: Entire system shuts down as if a slicer performed Lockdown action
🚫🚫	Defender: Intruder may immediately resolve a command as if he had performed Enact Command action (ignores security)

SLICING ACTIONS

Slicing Action	Difficulty*	Action	Description
Access System**	NA	Access System	Gain access to the computer system
Activate Security Program	🟡🟡	Activate Security Program	Activate security programs, Intruders cannot take certain Slicing Actions
Disable Security Program**	NA	Disable Security Program	Shut down a security program in system
Enact Command**	NA	Enact Command	Issue a single command (ex: Lock Doors)
Expel User	Opposed	Expel User	Cause another user to lose access to the system
Lockdown	🟡🟡🟡	Lockdown	Block access to all users, 🟡🟡 Computers check restarts, takes 1 Hour
Trace User	Opposed	Trace User	Learns physical location, portion of signature, or full list of actions taken

*all checks done with **Computers** skill

**based on quality of Security Program/GM

SUCCESSFUL ACTION EFFECTS – DECEPTION CHECKS

Cost	Effect
☹ / ☹	Planned well. Next time character suffers strain during the session as part of skill check, reduce amount suffered by 1 to a minimum of 0
☹ / ☹	Efforts are going smoothly. +■ to next related skill check character makes during this encounter
☹☹ / ☹	Cover identity is well crafted. +☹ to social skill checks character makes while using this cover during this encounter
☹☹ / ☹	Target reveals additional insight into situation. Use info to decrease difficulty of future Deception checks by 1 to a minimum of Simple (-)
☹☹☹ / ☹	Take additional ✨ from check, remove them, and add that number to the results of a single Deception check later in the same encounter
☹☹☹ / ☹	False background is seamless. Once before end of session as maneuver, PC may introduce a fact without spending a Destiny Point
☹☹☹ / ☹	Character cultivates a local contact who offers unexpected aid in some form of GM's choosing, such as info or supplies
☹	Contacts in local area supply useful info. Remainder of session, upgrade Streetwise checks character makes while in area once
☹	False persona becomes ingrained into setting. -■■ to opposed social skill checks made against NPCs in character's false social strata
☹	Target fully trusts PC's false identity. Deception checks against NPC are no long opposed. Baseline difficulty based on lie instead
☹☹ / ☹	Stress has PC on edge. Recover 1 less strain when recovering strain at the end of the encounter (to a minimum of 0)
☹☹ / ☹	Make almost-unnoticeable error. Increase difficulty of next social skill check character makes with anyone who witnessed the error by 1
☹☹☹ / ☹	Character's actions attracts other interested parties. Such as attracting government when interacting with local criminal network
☹☹☹ / ☹	Character's forgery contains subtle error that cannot be removed without destroying document. +☹☹ to checks characters make using item
☹☹☹☹ / ☹	Character's efforts are noticed by someone who is aware of false identity. NPC quietly notifies proper authorities
☹☹☹☹ / ☹	Negotiation done to establish cover story or obtain crucial item goes badly. Target realizes character lacks funds or ownership of item in question, or even questions real identity. Character suffers 1 strain in order to make social skill checks for remainder of the session
☹☹☹☹ / ☹	Local area has been alerted to possible presence of criminals/hostile agents. +☹☹☹ to opposed social skill checks to NPCs in location
☹ (Successful)	Deception succeeds but subject has brought backup (bodyguards for example) that may cause difficulties
☹ (Successful)	PC's forged document/cover is too perfect. Remainder of session, +☹☹☹ to social skill checks to resist this character's deceptive manner
☹ (Failed)	Character's failure reveals lies made to subject or nature of illegal actions. Rather than notifying proper authorities, subject has decided to use knowledge as leverage to get a desired item or info from character
☹ (Failed)	Character's efforts end in disaster. Similar checks are upgraded in difficulty once until end of encounter

SUCCESSFUL ACTION EFFECTS – SKULDUGGERY CHECKS

Cost	Effect
👁️ / 📍	Disguise works well and NPC confides in character. Reveals info relevant to current task
👁️ / 📍	Disguise vehicle's true nature. +🟩 to next check PC makes during encounter related to keeping vehicles identity or for it to avoid notice
👁️👁️ / 📍	Intelligence network provides info crucial to mission. +👁️ to next check character or allies make based on info received
👁️👁️ / 📍	Vehicle has been well disguised. +🟩🟩 to Perception check made to follow or track it
👁️👁️👁️ / 📍	Establish place of refuge during mission. PC and allies get +🟩🟩 to checks to recover strain while in this location
👁️👁️👁️ / 📍	Plant evidence of inside help. Triggers reprisals for local security. PC and allies get +🌟 on next social skill made against these NPCs.
👁️👁️👁️ / 📍	Discover vulnerability while lockpicking. All locks in same location can be opened automatically for remainder of session
📍	Trusted member of intelligence network knows area. Remainder of session, downgrade difficulty of all Streetwise/mission related Knowledge checks character makes while in this area once
📍	Stolen property contains item target could not legally own. +🌟 to Coercion checks to force target to do PC's bidding. Failing such a check against target loses this benefit
📍	Reveal security vulnerability in target. Remainder of session, +🟩 to Deception and Stealth checks to exploit vulnerability
👁️👁️ / 🚨	Draw attention of local law enforcement. GM decides if results in better security, additional forces, or other response appropriate
👁️👁️ / 🚨	Work takes longer than expected. Time to complete task increased by 25%. Choosing to rush instead causes character to suffer 2 strain
👁️👁️👁️ / 🚨	Unless PC suffers 2 strain first, +👁️ to all disguise-dependent checks the PC makes for as long as the disguise is in use
👁️👁️👁️ / 🚨	Break lockpick while picking a lock in such a way the lock is jammed shut and the pick is destroyed
👁️👁️👁️👁️ / 🚨	Disguise happens to fit description of government agent's quarry. They want person alive for questioning, but may harm the goods
👁️👁️👁️👁️ / 🚨	Stolen item contains hidden tracking device, alerting target of theft and allows tracking. GM can send guilded bounty hunter after PCs
👁️👁️👁️👁️ / 🚨	Major crime organization mistakes PC's intelligence network as a rival gang. They take retaliatory (and likely violent) measures
🚨 (Successful)	Attract attention from someone who is genuinely interested in personal/vehicle disguise. (Soldiers might think PC is their commander)
🚨 (Successful)	Stress puts PC on edge. Remainder of encounter, each time GM spends 🚨 to inflict strain on PC, PC gets +🟩 to their next check
🚨 (Failed)	Failure blows operation. Targets are now setting an elaborate trap to capture PC and any allies
🚨 (Failed)	Member of PC's intelligence network is turned. Could result in false info, sabotage of equipment, or even an assassination attempt

SUCCESSFUL ACTION EFFECTS – STEALTH CHECKS

Cost	Effect
☹ / ☹	Character melts into crowd. For remainder of encounter, +■ to any Perception checks made to identify or notice PC in a crowd
☹ / ☹	Be able to take extra time on task at hand, +■ to next skill check PC character makes as a result
☹☹ / ☹	While piloting, find path on fringe of enemy sensors or follow a ship. +■■ to next Perception check made to detect their vessel
☹☹ / ☹	While tracking, find good positioning and stay ahead of the target. +■■ to subject's Perception check to notice the tracking
☹☹☹ / ☹	Take additional ☆ from check, remove them, and add to results of single Deception/Stealth/Skulduggery check later in same encounter
☹☹☹ / ☹	PC joins small group of people and picks up useful info. Remainder of encounter, downgrade difficulty of Charm/Negotiation/Deception checks made in area once
☹☹☹ / ☹	As part of stealthy action, sneakily hand object of Encumbrance 2 or less to engaged ally. +▼ to Perception checks to notice the pass
☹	Able to find best location for shady dealings. Remainder of session, downgrade difficulty of Streetwise checks made in this area once
☹	While shadowing someone, notice habits and mannerisms. If fighting in combat later, PC gets +■ to roll to determine initiative
☹	PC becomes very unnoticeable. Remainder of encounter, PC or PC's vehicle gets +1 Ranged Defense.
☹☹ / ☹	When tailing, PC chooses: Increase difficulty of stealth check to tail target by 1, or +■ to subject's perception check to notice the tail
☹☹ / ☹	Attempt to hide an object is spotted, and is mistaken for a pickpocket. Local law enforcement is summoned and is on the way
☹☹☹ / ☹	Subject being tailed is aware of character's presence and is actually leading them into an ambush
☹☹☹ / ☹	While tailing, character is distracted by a loud noise. Remainder of encounter, when making Cun/Int based checks, upgrade difficulty once
☹☹☹☹ / ☹	Local authorities suspect PC and start following closely. Remainder of session, +☹☹ to character's Stealth checks.
☹☹☹☹ / ☹	PC activates loud alarm and empties entire area of people except anyone after them. All PCs suffer 2 strain, and +■■ to their next check
☹☹☹☹ / ☹	PC fails to blend in and leaves an impression among witnesses. Remainder of session, +☆ to enemy Perception checks to notice PC
☹ (Successful)	PC tracks quarry but target knows they're there. +▼ to PC's next Cool/Vigilance check to determine initiative if NPC is in combat
☹ (Successful)	PC's able to place improvised security, but all of them trigger for benign reasons. Remainder of session, stress gives PC 1 strain every time they fail a check
☹ (Failed)	PC accidentally leaves behind evidence of passage that can be used by others to uncover details about they're identity or mission
☹ (Failed)	PC finds themselves on authorities' Most Wanted list, and their face is appearing on holovids throughout the area

SUCCESSFUL ACTION EFFECTS – ASTROGATION

Cost	Effect
☉	+■ to character's next Astrogation check when travelling on this route
☉☉	Trip is particularly smooth. Each character aboard the vessel recovers 2 strain
☉☉☉ / ☉	Ship reaches its destination 25% faster (Option can only be selected once per check)
☉	Discover new shortcut. +■ to all future Astrogation checks to use this hyperspace route. Organizations may pay for this info.
☉	Energy surge from hyperdrive inflicts one system strain on the ship
☉	+■ to character's next Astrogation check when travelling on this route
☉☉	Trip is particularly rough. Each character aboard the vessel suffers 2 strain
☉☉	Piece of debris strikes ship upon reentry and inflicts 1 hull trauma on the ship
☉☉	Mynocks attach to the ship before jump or during realspace stopover. Ship suffers 3 system strain. PCs may need to remove Mynocks
☉☉☉ / ☉	On Failed check, miscalculations send ship wildly off course. Emerge from hyperspace in system of GM's choosing or in deep space
☉☉☉ / ☉	On Successful check, presence of a gravity shadow forces ship out of hyperspace early. Must make another Astrogation check.
☉☉☉ / ☉	Ship reaches its destination 25% slower (Option can only be selected once per check)
☉	Hyperdrive cuts out to avoid a gravity shadow, but is damaged. Once vessel exits hyperspace, hyperdrive is inoperable until repaired
☉☉	Ship collides with a gravity shadow or similar entity. Force ship out of hyperspace and suffer an immediate Critical Hit with +30 on roll

ASTROGATION MODIFIERS

MODIFIER	EXAMPLE
Add automatic ☉ to the check	Astrogator has done extra research on charts of the route
Add automatic ☉☉ to the check	Astrogator has personally run the route recently
Add automatic ☉☉ to the check	Real-space debris is casting uncharted mass shadows
Add automatic ☉☉☉ to the check	Major celestial event impacted the route since last charting
Upgrade difficulty of the check once	Vessel has faulty hyperdrive or entered hyperspace while too close to a planet

LESSER ROUTES AND SMUGGLING RUNS

ROUTE NAME	TRAVEL TIME	NOTABLE LOCATIONS
Kessel Run	0.75 Hours	Kessel, Oba Diah
Kessel Trade Corridor	1.5 Hours	Kessel, Zerm
Llanic Spice Run	4.25 Hours	Jermac, Llanic, Mon Gazza
Ootmian Pabol	1.5 Hours	Nal Hutta, Nar Bo Sholla, Keldooine
Pabol Hutta	2 Hours	Nal Hutta, Sleheyron

MAJOR GALACTIC ROUTES (IN DAYS USING A CLASS 1 HYPERDRIVE)

DESTINATION PLANET		DEPARTURE PLANET														
		PERLEMIAN TRADE ROUTE			CORELLIAN RUN			CORELLIAN TRADE SPINE			RIMMA ROUTE			HYDIAN WAY		
		Ossus	Roche	Taanab	Coruscant	Corellia	Tatooine	Duro	Bestine	Bespin	Thyferra	Sullust	Kal'sebbol	Bonadon	Brentaal	Eriadu
PERLEMIAN TRADE ROUTE	Ossus	-	1	2.5	4.5	5.5	9	6	6.5	9	6	9	10.5	7.5	4	9
	Roche	1	-	1.5	3.5	4.5	8.5	5	5.5	8	5.5	8	9.5	6.5	3	8
	Taanab	2	1	-	2	3.5	7.5	3.5	5	7.5	4.5	7.5	8	6	2	7
CORELLIAN RUN	Coruscant	4	3	2	-	1.5	5.5	2	2.5	5.5	2.5	5	6	5	0.5	4.5
	Corellia	5.5	4.5	3.5	1.5	-	4	0.5	1	4	1.5	4	5	6.5	2	3.5
	Tatooine	9	8	7	5	4	-	4	6	8	6	6.5	7.5	11	5.5	6
CORELLIAN TRADE SPINE	Duro	5.5	4.5	3.5	1.5	0.5	4	-	3	4	2	4	5.5	6.5	2	3.5
	Bestine	6	5.5	4.5	2.5	1.5	5.5	1.5	-	3	1	2	4	8	3.5	2.5
	Bespin	8.5	8	7	5	4	8	4	2.5	-	3	3.5	5	11	6.5	3.5
RIMMA ROUTE	Thyferra	6.5	6	5	3	2	6	2	.5	2.5	-	2	3.5	8.5	3.5	2.5
	Sullust	9	8	7	5	3.5	6	4	2	3.5	2	-	2	11	5.5	0.5
	Kal'sebbol	10	9	8	6	5	7.5	5	4	4.5	3.5	2	-	11	6.5	1.5
HYDIAN WAY	Bonadon	8	7	6	5.5	6.5	11	7	7.5	10.5	8	10.5	11.5	-	4.5	9.5
	Brentaal	3.5	2.5	1.5	1	2	5	2.5	3	6	3.5	5.5	6	5	-	5
	Eriadu	8.5	7.5	6.5	4.5	3.5	6	3.5	2.5	3	2	0.5	1.5	9.5	4.5	-

SUCCESSFUL ATTACK EFFECTS – FIGHTING IN ASTEROID/DEBRIS FIELDS

Special Features: Erratic Flight Path (Maneuvering through a debris field automatically grants benefits of **Evasive Maneuvers**, Pilots may not make a **Stay on Target** maneuver)

Checks can be Piloting or Gunnery but is up to GM's discretion

Cost	Effect
☉ / ☉	Swerve around a chunk of debris, granting +■ to active character or allied character's next Piloting check
☉☉ / ☉	Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn
☉☉☉ / ☉	The difficulty of all skill checks is downgraded by one die until the active character's next turn
☉☉☉☉ / ☉	Find a path through the rubble; active character's next Piloting check is Average (◆◆) difficulty
☉	Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged
☉	Active character's ship gains the benefits of Gain the Advantage on a target of choice after maneuvering around the surrounding terrain
☉☉	Active craft swerves around large debris enemy ship doesn't see. Force one enemy craft at close range to suffer a major collision
☉☉ / ☉	Path through the debris field suddenly gets much smaller. +■ to the craft's next Gunnery or Piloting check
☉☉ / ☉	Craft passes through hail of small debris. +■ to the craft's next Gunnery or Piloting check and ship takes 1 system strain, ignoring armor
☉☉☉ / ☉	Large rubble collides close to active ship, sending a cloud of debris into its path. Upgrade difficulty of ship's next Piloting check by 1
☉☉☉ / ☉	Unstable asteroid/energy cell explodes nearby, rocking active ship. Inflict system strain equal to the ☉☉ generated
☉ (Successful)	Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1
☉ (Successful)	A high-energy impact in the field sends powerful shockwave into path. Inflict system strain equal to twice the ☉☉ generated
☉ (Failed)	Vehicles smashes into side of asteroid. Suffer major collision and careen out of control. Craft suffers " Knocked Off Course " Critical Hit

SUCCESSFUL ATTACK EFFECTS – FIGHTING IN A NEBULA

Special Features: Low Visibility (Increase difficulty of all **Gain the Advantage** checks by one);

Where are We? (+■■■■ to all **Astrogation** checks).

Checks can be Piloting or Gunnery but is up to GM's discretion

Cost	Effect
☉ / ☉	Sight limitations of the nebula lift briefly, +■ to active character or ally's next Piloting check
☉☉ / ☉	Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn
☉☉☉ / ☉	One enemy craft is removed from encounter, but remains intact. Future ☉ may be used to bring it back into the fight
☉	Active character's ship gains the benefits of Gain the Advantage on a target of choice after maneuvering around the surrounding terrain
☉☉	Gain benefit of above effect and trigger a discharge that hits one enemy craft of pilot's choice at close range, inflicting a minor collision
☉☉ / ☉	Energy discharge disrupts controls. +■ to the craft's next Gunnery or Piloting check and ship takes 1 system strain, ignoring armor
☉☉ / ☉	Bright lightning disorients the active character. Upgrade the difficulty of this ship's next Piloting check by one
☉☉☉ / ☉	Sudden cloud of debris appears in path. Ship's next Piloting check difficulty is determined using the Stellar Phenomena rules.
☉☉☉ / ☉	Fog clears briefly to reveal enemy ship/debris at point blank range. Active character must make immediate Piloting check at Stellar Phenomena difficulty. Failure results in minor collision
☉☉☉ / ☉	Energy discharge from the nebula cloud rocks active ship. Inflict system strain equal to the ☉☉ generated
☉ (Successful)	Heavy energy discharge from the nebula cloud rakes across the active ship. Inflict system strain equal to twice the ☉☉ generated
☉ (Failed)	Above effect occurs, additionally, the blast shorts out all power on the ship. Ship immediately suffers the " Engines Damaged " Critical Hit

SUCCESSFUL ATTACK EFFECTS – FIGHTING IN LARGE SPACE BATTLES

Special Features: Like Insects (Ships larger than silhouette 4 may be treated as terrain. Any ship being treated this way is merely an obstacle on the battlefield, too busy with the chaos of the battle to directly respond to the actions of the PCs);

Too Small for Turbolasters (For ships being treated as terrain, the effects of their weapons fire on the combat are simulated through the effects of the table below rather than through combat checks).

Checks can be Piloting or Gunnery but is up to GM's discretion

Cost	Effect
☉ / ☉	Ship jinks around other craft/debris. +■ to all Gunnery checks targeting this craft until the pilot's next turn
☉ / ☉	Pilot positions himself to get brief look at the larger battle. +■ to active or ally's next Piloting check
☉☉ / ☉	Upgrade difficulty to all Gunnery checks targeting this craft until the pilot's next turn
☉☉☉ / ☉	One enemy craft is removed from encounter, but remains intact. Future ☉ may be used to bring it back into the fight
☉	Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged
☉	Active character's ship gains the benefits of Gain the Advantage on a target of choice after maneuvering around part of a larger ship
☉☉	Force one enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of debris
☉☉ / ☉	+■ to the craft's next Gunnery or Piloting check and ship takes 1 system strain, ignoring armor
☉☉ / ☉	Bright explosion disorients the active character. Upgrade the difficulty of this ship's next Piloting check by one
☉☉☉ / ☉	Sudden cloud of debris appears in path. Ship's next Piloting check difficulty is determined using the Stellar Phenomena rules.
☉☉☉ / ☉	Upgrade craft's next Gunnery or Piloting check by one, and ship takes 1 hull trauma, ignoring armor
☉☉☉ / ☉	Nearby loose fuel cell detonates and rocks active ship. Inflict system strain equal to the ☉☉ generated
☉ (Successful)	Ship clips a piece of superstructure/debris, suffering a minor collision and reducing speed by 1
☉ (Successful)	Large shockwave from a nearby explosion shakes the active ship. Inflict system strain equal to twice the ☉☉ generated
☉ (Failed)	Ship collides with superstructure/fighter, suffering a major collision and begins to tumble. Craft suffers " Knocked Off Course " Critical Hit

ASTROMECHS IN SPACE COMBAT

INITIATIVE	MANEUVERS	ACTIONS
<ul style="list-style-type: none"> - PC Astromechs roll initiative as normal, may want to take a turn close to their pilot - NPC Astromechs have their turn integrated with the pilot's - Always considered to be performing an Assist maneuver, adding +■ to one skill check the pilot makes each turn - Pilot may spend ☉☉☉ or ☉ to gain benefit of one successful astromech maneuver/action listed on the right - If action required a check, check counts as having succeeded with ☆ with no ☉ or ☉☉ 	<ul style="list-style-type: none"> - Can take any pilot-only maneuvers if pilot is otherwise incapacitated/occupied - Can perform the following maneuvers while socketed: <ul style="list-style-type: none"> - Angle Deflector Shields, Assist - Increase Power: Ship takes 2 system strain, increase ship's top speed by 1 for turns equal to Astromechs Intelligence, reduce ship's handling by 2, and Astromech cannot perform a Boost Shields action on the same turn 	<ul style="list-style-type: none"> - Astromechs may perform the following actions: <ul style="list-style-type: none"> - Damage Control, Plot Course, Copilot, Boost Shields, Scan the Enemy, Spoof Missiles - Watch Your Back: Make Average (◆◆) check, each ☆ gives +1 Defense to a single defence zone until Astromech's next turn - Target Lock: Make check with difficulty determined by comparing silhouettes of astromech's ship and target ship; success gives +■ to pilot's Gunnery checks against the target and gives an additional +■ for each ☆☆ beyond the first; lasts one turn + one additional round per ☉☉. Any ☉☉ indicates number of turns must wait before another attempt at Target Lock may be made

SHOWDOWNS

STEP 1: FACE OFF (PICK 1 AND SPEND ☹️, 🎯, 🛡️, 🗡️ AS NORMAL OR ON CHART ON PAGE BELOW)

- **Size Up:** Perception/Streetwise against opponent's Cool
 - **Result:** If successful, upgrade ability for Cool check to determine initiative in **Step 2: Draw** once, and once per additional ★★ on the check
- **Intimidate:** Deception/Coercion against opponent's Discipline
 - **Result:** If successful, +■ to opponent's Cool check to determine initiative in **Step 2: Draw**, and +■ per additional ★★ on the check

STEP 2: DRAW

- Both characters make a **Competitive Cool** check with a difficulty of **Simple (-)** to determine Initiative, with modifications based on checks from **Step 1: Face Off**
- Character with lower Initiative blinks first and tries to attack
- Character with higher Initiative keeps his nerve and draws and attacks in a seamless motion
- Higher Initiative takes the first turn but **MUST** draw his weapon and attack, can use remaining maneuvers to Aim, take cover, or perform other relevant actions
- Successful attack inflicts damage as normal, and player and GM may spend ☹️, 🎯, 🛡️, 🗡️ in the usual ways as well as in the ways listed in the chart below
- GM may also use the chart on other checks that occur during **Step 1: Face Off** and **Step 2: Draw** or during the ensuing combat encounter
- GM may also spend 🗡️ for the winning character to indicate he acts prematurely and draws and shoots first. This could have social repercussions
- Assuming targeted character survives, he then takes his first turn following the same rules as the first character

STEP 3: COMBAT CONTINUES

- If both characters survive after **Step 2: Draw**, combat proceeds as normal with the exception that both characters and GM may still continue to spend ☹️, 🎯, 🛡️, 🗡️ on the chart below
- Any additional characters who enter the fight at this point make Cool checks to determine initiative

SUCCESSFUL ATTACK EFFECTS – SHOWDOWNS

Cost	Effect
☹ / ☹	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)
☹☹ / ☹	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
☹☹☹ / ☹	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 them immediately (Can only be activated in Step 2: Draw)
☹☹	If the attack inflicts damage, it incapacitates the target without killing them (Can only be activated in Step 2: Draw)
☹☹	Character may immediately make another combat check against a different target within range (Can only be activated in Step 2: Draw)
☹☹ / ☹	The character suffers 2 strain
☹☹☹ / ☹	The character is disoriented for 2 rounds
☹☹☹☹ / ☹	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 it as though it had run out of ammunition if applicable)
☹☹	The character's attack hits a bystander within range (of opponent's choice) instead of his target (Can only be activated in Step 2: Draw)
☹☹	The character cannot voluntarily suffer strain to activate any abilities or gain extra maneuvers until the end of his next turn

SMUGGLING CARGO PAYOUT CHART

RARITY	RESTRICTED	UNRESTRICTED
4-5	10%	5%
6-7	25%	10%
8-9	30%	25%
10	50%	50%

SMUGGLING PAYOUT MODIFIERS

CIRCUMSTANCE	MODIFIER
Each ☹ or ☹☹☹☹ on Negotiation check (or other skill at GM's discretion)	+10%
Each ✨ on Negotiation check (or other skill at GM's discretion)	+5%
Each ☹ or ☹☹☹☹ on Negotiation check (or other skill at GM's discretion)	-10%
Each ▼ on Negotiation check (or other skill at GM's discretion)	-5%
The destination is under Imperial/Government blockade	+20%
The destination is under criminal or other blockade	+10%
The PCs arrive earlier than contracted	+10% per day early
The PCs arrive later than contracted	-10% per day late
The PCs lose a portion of the cargo	-10% or more (based on losses)

HINTARO GAMBLING

STEP 1: SELECT HINTARON

- At the beginning of each round, players must select a new Hintaron. At casinos it will always be the dealer. In non-organized gambling, the Hintaron typically goes to the player to the left of the previous. The Hintaron's duties are to collect antes and wagers, ensure everyone follows the rules, and to throw the Hintaro.

STEP 2: ANTE IN

- Beginning with the player to the Hintaron's left, each player pays the ante to the pot to get the round going.

STEP 3: THROW DICE

- Once initial wager is set, each player rolls  which correspond to the chance cubes listed below. In casino play, the casino rolls for all players. (You can have players roll and say the casino does it narratively)






STEP 4: PLACE WAGERS

- Once all players have rolled the dice, each player beginning at the Hintaron's right, may wager an additional amount. The next player must meet the new bet or drop out. After Hintaron decides to meet or raise, all other players must meet the new wagers or drop out. All bets go straight to the pot.


STEP 5: THROW AGAIN

- After each player has examined the other players' rolls and made a wager, each player may choose to reroll a single die. The Hintaron (or GM) asks each player in turn whether he will reroll, starting with the player to his left.
 - Talents and other abilities can NOT modify Hintaro. Unmatched Fortune Signature Ability can.

STEP 6: THROW HINTARO AND DETERMINE WINNER

- Once all players have rerolled a die (or not), the Hintaron or GM rolls  to represent throwing the special Hintaro chance cube. Each  (Hin) cancels one  (Tukar) and each  (Taro) cancels one  (Kulro).
- After cancelling, compare all remaining symbol sets on table below to determine their rank. Any set not shown has no rank and cannot win. The best rank (1st is highest, 4th is lowest) wins the match and the entire pot. In the case of a tie, the pot is split. If no one wins, the pot remains in place for the next round.

HINTARO SYMBOLS

DICE SYMBOL	HINTARO NAME
	Tukar
	Kulro
	Hin
	Taro

HINTARO RESULTS

NAME	DICE	RANK
Tukar to Kulro	   	1st
Quad Kulro	   	2nd
Tukar Tukar	 	3rd
Kulro Kulro	 	4th

SABACC GAMBLING













STEP 1: WAGERS

- All characters at the table agree on a wager, and pays the set amount into the pot. Casino's will always have a set amount per table.




STEP 2: DETERMINE DIFFICULTY

- GM determines difficulty of check based on difficulty of game and skill of opponents. If multiple PCs are playing against each other or against minor NPCs, difficulty should be a set value.
- Against a skilled NPC or one important to the plot, it should be set by NPC's skill, following opposed check rules.











STEP 3: ROLL SKILL

- Each character then rolls their check, skill determined by if they want to play fairly or not (Cool to play fairly, Deception, Computers, or Skulduggery to cheat).
- If cheating, upgrade the difficulty of the check once and if the character rolls a , the character is caught cheating, regardless of results.
- After the roll, each character then rolls  to represent the shifting cards. Each  changes one  and  into a  and  respectively. Each  changes one  and  into a  and  respectively.

STEP 4: COLLECT WINNINGS

- If a character succeeds on their check, they win back their wager. Failing loses the wager. Each additional  wins another wager's worth. A  reveals a positive or negative 23 and wins the entire sabaac pot.
- When playing with multiple PCs, treat the roll as competitive where player with most  wins. In the case that no character succeeds, the pot rides to the next round of betting.

SUCCESSFUL ACTION EFFECTS – SABAAC

Cost	Effect
	Character recovers one strain as one card unexpectedly flips into something useful
	Character adds  to next check as they successfully bluff their opponent
	Character figures out an opponent's tells and downgrades difficulty of their next check once
	Reveal a positive, negative, or natural 23 and win the entire sabacc pot (determined by the GM)
	Character suffers one strain as one card unexpectedly flips into something detrimental
	Character adds  to next check as they fall for an opponent's bluff
	Character's concentration is shattered for the moment from a bad hand or lack of focus and upgrades difficulty of their next check once
	Character is caught cheating; if not cheating, character bombs out/runs out of chips and can no longer play in the game (at GM's discretion, character may be able to amass another stake and buy in later)

MINDFUL ASSESSMENT

INFO

- Only **Warriors** may make a Mindful Assessment check
- Allowance of a Mindful Assessment check is up to the GM
- Check replaces initiative roll
- PC slot generated will be made as if the PC made an initiative roll that generated no ✨ and no 🌀
- PC must select an individual involved in the combat (a Nemesis or named Rival) or a type of Adversary (a Minion type or, at the GM's discretion, a type of Rival)
- PC must make an **Average (◆◆) Perception or Knowledge check**
- Knowledge skill must be relevant to the combat
- Skill roll that must be made is determined by GM
- If check is successful, the character adds 🟩 to their combat checks targeting selected foe for the rest of the encounter

SPENDING ADVANTAGE/TRIUMPH

(All effects last until the end of the current encounter)

Cost	Effect
🌀 / 🌀	Remove a 🟩 from the character's combat checks targeting the chosen adversary
🌀🌀 / 🌀	+🟩 to combat checks the chosen adversary makes targeting the character
🌀🌀 / 🌀	+🟩🟩 to combat checks the chosen adversary makes targeting the character's allies
🌀🌀🌀 / 🌀	+🟩 to the character's combat checks targeting the chosen adversary
🌀	The character adds +2 damage to one hit from each successful attack they make against the adversary
🌀🌀	Add automatic 🌀🌀 to all combat checks made by the character or allies against chosen adversary