

Examples of Spending Advantage and Triumph in Combat (p206/p236)





| Cost | General | Starship and Vehicle |
|------------|--|--|
| ⊕ or ⊕ | <ul style="list-style-type: none"> Recover 1 strain (may be selected more than once). Add □ to next active allied characters check. Notice a single important point in the ongoing conflict. Activate Critical Hit for weapon with ⊕ Critical rating. Activate ⊕ cost Weapon Quality. | <ul style="list-style-type: none"> Add □ to next active allied characters Pilot, Gunnery, Computers or Mechanics check. Notice a single important point in the ongoing conflict. Activate Critical Hit for weapon with ⊕ Critical rating. Activate ⊕ cost Weapon Quality. |
| ⊕⊕ or ⊕ | <ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add ■ to target's next check. Add □ to active or allied characters next check. Activate Critical Hit for weapon with ⊕⊕ Critical rating. Activate ⊕⊕ cost Weapon Quality (default). | <ul style="list-style-type: none"> Perform an immediate free maneuver, provided you have not already performed two maneuvers that turn. Add ■ to target's next Pilot or Gunnery check. Add □ to active or allied characters next Pilot, Gunnery, Computers or Mechanics check. Activate Critical Hit for weapon with ⊕⊕ Critical rating. Activate ⊕⊕ cost Weapon Quality (default). |
| ⊕⊕⊕ or ⊕ | <ul style="list-style-type: none"> Negate enemy's defensive bonus till end of round. Ignore environmental penalties till end of next turn. Gain +1 to melee or ranged defense till end of next turn. Disarm the target rather than dealing wounds/strain. Activate Critical Hit for weapon with ⊕⊕⊕ Critical rating. Activate ⊕⊕⊕ cost Weapon Quality. | <ul style="list-style-type: none"> Reduce the target's defense by half till end of round. Ignore stellar effects till end of next turn. If piloting, perform free Pilot Only maneuver, provided you have not already performed maximum number of Pilot Only maneuvers that turn. Force target to break any Aim or Stay on Target actions. Activate Critical Hit for weapon with ⊕⊕⊕ Critical rating. Activate ⊕⊕⊕ cost Weapon Quality. |
| ⊕⊕⊕⊕ or ⊕ | <ul style="list-style-type: none"> Activate Critical Hit for weapon with ⊕⊕⊕⊕ Critical rating. | <ul style="list-style-type: none"> Activate Critical Hit for weapon with ⊕⊕⊕⊕ Critical rating. |
| ⊕⊕⊕⊕⊕ or ⊕ | <ul style="list-style-type: none"> Activate Critical Hit for weapon with ⊕⊕⊕⊕⊕ Critical rating. | <ul style="list-style-type: none"> Activate Critical Hit for weapon with ⊕⊕⊕⊕⊕ Critical rating. |
| ⊕ | <ul style="list-style-type: none"> Upgrade the difficulty of target's next attack. Upgrade active or allied characters next check. Do something vital to turn the tide of battle. | <ul style="list-style-type: none"> Upgrade the difficulty of target's next Pilot or Gunnery check. Upgrade active or allied characters next Pilot, Gunnery, Computers or Mechanics check. Do something vital to turn the tide of battle. |
| ⊕⊕ | <ul style="list-style-type: none"> Destroy a piece of target's equipment (GM discretion). | <ul style="list-style-type: none"> Destroy target ship component (p245) rather than dealing hull damage or system strain (GM discretion). |

Examples of Spending Threat and Despair in Combat (p207/p236)

| Cost | General | Starship and Vehicle |
|-----------------------|--|--|
| ⊕ or ⊕ | <ul style="list-style-type: none"> Active character suffers 1 strain (may be selected more than once). Active character loses the benefit of a prior maneuver. | <ul style="list-style-type: none"> If piloting, force ship to slow down by one speed. Active character loses the benefit of a prior maneuver. |
| ⊕⊕ or ⊕ | <ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add □ to target's next check. Add ■ to active or allied characters next check. | <ul style="list-style-type: none"> Opponent may immediately perform one free maneuver in response to active characters check. Add □ to target's next check. Add ■ to active or allied characters next check. Active characters vehicle suffers 1 system strain (may be selected more than once). |
| ⊕⊕⊕ or ⊕ | <ul style="list-style-type: none"> Active character falls prone. Active character grants the enemy an advantage in the encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape. | <ul style="list-style-type: none"> The initiative slot used by active player drops to last in initiative order. Active character grants the enemy an advantage in the encounter, such as decreasing the difficulty of any checks made against it by one until the beginning of his next turn. |
| ⊕ | <ul style="list-style-type: none"> Active characters weapon immediately runs out of ammo and can't be used for the rest of the encounter. Upgrade the difficulty of active or allied characters next check. Tool or melee weapon the active character is using becomes damaged. | <ul style="list-style-type: none"> Primary weapon system of active characters ship (or weapon system manned if gunner) suffers Component Hit Critical. Does not count towards ship's accumulated Critical Hits. Upgrade the difficulty of active or allied characters next Pilot, Gunnery, Computers or Mechanics check. The active character suffers a minor collision with opponent at close range or stellar effect. |
| ⊕ (plus failed check) | | <ul style="list-style-type: none"> The active character suffers a major collision with opponent at close range or stellar effect. |

TABLE 3-4: SPENDING ☺, ☻, ☼, AND ☽ IN BOARDING ACTIONS

| Dice Symbols | Effect |
|--------------|---|
| ☺ or ☼ | The attack strikes a terminal or power cable, showering the target character in sparks. The next attack against the target character gains the Disorient 2 quality. |
| ☺☺ or ☼ | A nearby power conduit discharges into the target character, who must succeed at an Average (◆◆) Resilience check or be staggered for one round; the character is disoriented for one round for each ☻ generated (see page 230 of the ACE OF REBELLION Core Rulebook). The attack hits a control panel and causes a bulkhead door (chosen by the player) to close or open. |
| ☺☺☺ or ☼ | A computer terminal or control panel near the target explodes, dealing 10 damage (or more, at the GM's discretion) to all engaged characters. |
| ☼ | The attack knocks the target into an exposed power cabling or smashes him into a computer terminal, inflicting strain equal to the damage caused by the attack. |
| ☻ or ☽ | A ricocheting blaster bolt startles the active character; add ☐☐ to the next combat check targeting him. |
| ☻☻ or ☽ | A fluctuation in the ship's artificial gravity knocks the active character prone and disorients him for 1 round. The attack shorts out the lighting system for the corridor or room, plunging it into darkness (see page 226 of the ACE OF REBELLION Core Rulebook). |
| ☻☻☻ or ☽ | The ongoing combat damages the ship's artificial gravity generator or the gravity conduits in the area, placing all combatants in zero gravity (see page 227 of the ACE OF REBELLION Core Rulebook). |
| ☽ | The attack (or the cumulative effects of many attacks) damages life support systems for this part of the ship or the entire ship, depending on its size. Characters without space suits or oxygen supplies face suffocation, as described on page 228 of the ACE OF REBELLION Core Rulebook . |
| ☽☽ | The attack cracks a transparisteel viewport, causes an explosive chain reaction, or otherwise breaches the hull, exposing the combatants to vacuum, as described on page 227 of the ACE OF REBELLION Core Rulebook . In addition, all characters exposed must succeed on an Average (◆◆) Athletics or Coordination check to avoid being pulled through the breach due to decompression. |

TABLE 3-5: SPENDING , , , AND  IN WILDERNESS COMBAT

































| Dice Symbols | Effect |
|---|---|
|  or  | The attack exposes or draws attention to a concealed enemy, adding <input type="checkbox"/> <input type="checkbox"/> to the next check to detect him. The attack drops an insect hive, ignites swamp gas, or otherwise badly startles the target, inflicting 1 strain on the target and each other character within short range. |
|   or  | The attack ignites dry foliage or other flammable material near the target, starting a fire with a rating of 2 (see page 228 of the AGE OF REBELLION Core Rulebook). |
|    or  | The attack damages an important piece of survival gear carried by the targeted character. The attack kicks up a cloud of sand, frightens a flock of birds, or otherwise distracts the target, causing him and each other character within short range to lose his free maneuver on his next turn. |
|  | The attack collapses a tree, rocks, snow bank, or other large mass onto the targeted character, who is knocked prone and immobilized until he passes a Hard (  ) Athletics or Coordination check, requiring an action. |
|  or  | Insects, leaves, sand, or snow obscures the active character's sight; add one automatic  to his next check. |
|   or  | The active character steps in quicksand or gets caught by a root or vine, immobilizing him until he succeeds at an Average ( ) Athletics or Coordination check. |
|    or  | The active character draws the attention of a predator or frightens wildlife with dangerous consequences (potentially for both sides). The active character receives a bite or sting from a small but venomous creature and suffers 1 wound each round for 5 rounds or until treated with an Average ( ) Medicine check. |
|  | A severe weather event occurs without warning, such as a sandstorm, twister, or blizzard; for the duration of the encounter, upgrade the difficulty of all checks once for all characters. |

TABLE 3-3: SPENDING , , , AND  IN URBAN COMBAT



























| Dice Symbols | Effect |
|---|---|
|  or  | The attack ruptures a pipe carrying water or another liquid, creating an area of difficult terrain (see page 227 of the AGE OF REBELLION Core Rulebook) around the target. |
|   or  | Shattered transparisteel, shrapnel, or debris strikes the targeted character, inflicting 1 strain. Power to the area is cut off or light sources destroyed, possibly resulting in darkness (see page 226 of the AGE OF REBELLION Core Rulebook). |
|    or  | The attack dislodges a large amount of rubble or durasteel plating onto the targeted character, staggering him for 1 round. A vehicle, power supply, ammunition store, or fuel container near the target explodes, inflicting 10 damage (or more, at the GM's discretion and based on the environment) to all engaged characters. The attack seriously damages the target's cover, reducing the  it adds by 1. |
|  | The attack collapses the street or floor beneath the targeted character; he suffers a fall from short or medium range (see page 228 of the AGE OF REBELLION Core Rulebook) and is immobilized for 1 round. The attack collapses a wall or other considerable section of a building near the targeted character, staggering the target and anyone engaged with him for 1 round. |
|  or  | The sight or sound of a door closing or window shattering distracts the active character, adding  to the next combat check targeting him. |
|   or  | Debris falls in front of the targeted character, providing cover or improving existing cover (see pages 226–227 of the AGE OF REBELLION Core Rulebook). The floor or street gives out and traps the active character's foot, immobilizing him until he spends a maneuver to free himself. |
|    or  | The attack injures or endangers a civilian. The active character's cover is damaged or collapses, reducing the  it adds to incoming attacks by 1. |
|  | A section of ceiling, a bridge, or even vehicle wreckage falls toward the active character, inflicting 12 damage and knocking him prone unless he avoids it with a Hard (  ) Vigilance check . |

TABLE 3-7: SPENDING , , , AND  IN A SHOWDOWN

























| Cost | Result Options |
|---|---|
|  or  | Perform a Guarded Stance maneuver as an incidental during Step 2: Draw (or a subsequent turn). Drop prone or stand up from prone as an incidental during Step 2: Draw (or a subsequent turn). |
|   or  | Perform an Aim maneuver as an incidental during Step 2: Draw (or a subsequent turn). Add +10 to the first Critical Injury the character inflicts before the end of his next turn. |
|    or  | Draw a weapon as an incidental during Step 2: Draw (or a subsequent turn). Force the target to drop a weapon it is carrying. |
|  | Add +50 to the first Critical Injury the character inflicts before the end of his next turn. If the attack inflicts damage on a rival NPC target, it kills the target immediately. (This can only be activated during the combat check in Step 2: Draw .) |
|   | If the attack inflicts damage, it incapacitates the target without killing him. (This can only be activated during the combat check in Step 2: Draw .) The character may immediately make another combat check against a different target within range. (This can only be activated during the combat check in Step 2: Draw .) |
|  or  | The character suffers 2 strain. |
|   or  | The character is disoriented for 2 rounds. |
|    or  | The character does not benefit from his ranged or melee defense until the end of his next turn. The character is immobilized for 2 rounds. |
|  | After he attacks, the character's weapon malfunctions. Treat this as though it had run out of ammunition if applicable (see page 207 of the EDGE OF THE EMPIRE Core Rulebook). |
|   | The character's attack hits a bystander within range (of his opponent's choice) instead of his target. (This can only be activated during the combat check in Step 2: Draw and if there is a target in range). The character cannot voluntarily suffer strain to activate any abilities or gain extra maneuvers until the end of his next turn. |

TABLE 3-4: SPENDING  AND  IN MASS COMBAT















| Result | Result Options |
|---|--|
|  or  | <p>All characters with the acting force can recover 1 strain.</p> <p>The PCs notice a key feature of the enemy force (an enemy officer, weapon emplacement, support vehicle, etc.) and its position on the battlefield.</p> |
|   or  | <p>An attack by the acting force reveals a weakness in the enemy force's defenses. Add  to the next Mass Combat check as the acting force exploits the weakness.</p> <p>The PCs perform a particularly heroic act or do something with minor but lasting consequences for the cause of the Rebel Alliance (acquire enemy materiel or intel; rescue or otherwise aid a neutral party, thereby swaying that person or group's position on the Rebellion; etc.) When the battle is over, the PCs each increase their Duty by one.</p> |
|    or  | <p>A previously unnoticed geographical feature of the battlefield (a stand of trees, a valley, a rock formation, etc.) affords the acting force some cover. The acting force may downgrade the difficulty of the next Mass Combat check once as it utilizes this vital feature.</p> <p>The acting force disables an important piece of enemy hardware, destroying a heavy weapon or item of equipment that provided the enemy force an advantage in the battle.</p> <p>The leader of the acting force makes a rousing speech to inspire the troops or enacts a cunning plan. The acting force may upgrade the ability dice on its next Mass Combat check once.</p> |
|  | <p>Overwhelmed by the ferocity of the acting force's attack, an enemy unit is close to abandoning its post. On the next Mass Combat check, any  generated causes the enemy force to abandon its post and run.</p> <p>A notable NPC within the acting force performs a particular feat of heroism. This provides the acting force with a tangible benefit and makes a name for the NPC in the Rebel Alliance.</p> <p>Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step (Significant to Imposing, for example) in future phases.</p> |
|   | <p>Sizable reinforcements arrive to support the acting force. These increase the force strength of the acting force by two steps (Significant to Staggering, for example) in future phases.</p> <p>A dramatic narrative moment gives the PCs the chance to singlehandedly change the entire course of the battle. This could be anything from a chance encounter with the enemy commander, to a dogfight with the enemy force's top ace; to the infiltration and slicing of the enemy force's comms station, redirecting enemy reinforcements away from the battle. The options here are endless and entirely dependent on the circumstances of the narrative.</p> |

TABLE 3-5: SPENDING  AND  IN MASS COMBAT















| Result | Result Options |
|---|---|
|  or  | <p>The characters involved with the acting force suffer 1 strain.</p> <p>The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check as the acting force struggles to differentiate allies from enemies.</p> |
|   or  | <p>The enemy disrupts the acting force's line of battle. Members of the acting force suffer  on their next skill check.</p> <p>One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) suffers an unfortunate accident on the field of battle (falling debris, a stray round, friendly fire, etc). The PC suffers 4 wounds.</p> |
|    or  | <p>The acting force gets bogged down in difficult terrain. As a result, it upgrades the difficulty of its next Mass Combat check once.</p> <p>The enemy force disables an important piece of the acting force's hardware, destroying a heavy weapon or piece of equipment that provided the acting force an advantage in the battle.</p> <p>The enemy force gains a significant advantage in the battle due to a blow to the command of the acting force (the Commander is wounded, crucial equipment is damaged, etc.) Downgrade the ability dice in the next Mass Combat check once.</p> |
|  | <p>One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury.</p> <p>A notable NPC within the acting force suffers a grievous Critical Injury. This deprives the acting force of a tangible asset and seriously endangers someone important to the PCs.</p> <p>Communications are disrupted, and orders are garbled. The commander of the acting force cannot clearly communicate orders to the troops. Unless another officer or respected leader who can communicate to the acting force steps in to take the commander's place, the acting force does not upgrade the ability of the dice pool due to its commander's ranks in Leadership the next Mass Combat check.</p> <p>Reinforcements arrive to support the enemy force, increasing its force strength by one step (Significant to Imposing, for example) in future phases.</p> |
|   | <p>Either succumbing to panic or enemy infiltration, a portion of the acting force turns traitor and joins the enemy force. Decrease the force strength of the acting force by one step (Imposing to Significant, for example), and increase the force strength of the enemy force by one step (Significant to Imposing, for example) in future phases.</p> <p>Sizable reinforcements arrive to support the enemy force, increasing its force strength by two steps (Significant to Staggering, for example) in future phases.</p> |

TABLE 0-3: SPENDING , , , AND  IN MASS COMBAT





























| Result | Result Options |
|---|---|
|  or  | Members of the acting force notice a key feature of the enemy force (enemy officer, weapon emplacement, etc.) and its position on the battlefield. All Player Characters with the acting force can recover 1 strain. |
|   or  | A previously unseen geographical feature of the battlefield (a vantage point atop wreckage, a rock formation, etc.) affords the acting force some advantage and allows it to upgrade the ability of the next Mass Combat check once as it exploits that feature. The acting force delays the enemy force in some particularly effective manner, increasing the time this mass combat phase takes by ten minutes. |
|    or  | The acting force disables an important component of the enemy force that provided the enemy an advantage in the battle (a walker, a fire team in an advantageous position, etc.). The acting force delivers a blow to the enemy leadership (shelling their command center, damaging communications equipment, partially jamming comms, etc.). Downgrade the difficulty of the next Mass Combat check once. |
|  | The acting force effectively removes the enemy force commander from the next phase of the mass combat (by physically incapacitating him, cutting him off entirely from his troops, destroying his comms, etc.) Unless a new enemy force commander steps up, the enemy force does not upgrade the difficulty of the next mass combat phase. |
|   | The acting force drives the enemies back and forces them to regroup before they can continue. An additional mass combat phase must be fought at this battleground (taking all the additional time that entails) before the enemy forces press onward to the next battleground. |
|  or  | The PCs and NPCs involved with the acting force suffer 1 strain. The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check, as the acting force struggles to tell allies from enemies. |
|   or  | Each members of the enemy force adds  to the first skill check they make during the next mass combat phase (including enemies involved in the current phase's Target of Opportunity , if any, see page 81). Each member of the active force adds  to the first skill check they make during the next mass combat phase (including enemies involved in the current phase's Target of Opportunity , if any, see page 81). The acting force is driven back more quickly than anticipated, reducing the time this mass combat phase takes by ten minutes. |
|    or  | A key weapon (vehicle, artillery piece, or air support) is deployed to the battlefield to reinforce the enemy force. Upgrade the difficulty of the next Mass Combat check once. The enemy force strikes at the leadership of the acting force, reducing the effectiveness of the acting force commander. The acting force downgrades the ability of the next Mass Combat check once. |
|  | The enemy force effectively removes the acting force commander from the next phase of the mass combat (by physically incapacitating him, cutting him off entirely from his troops, destroying his comms, etc.) Unless a new acting force commander steps up, the acting force does not upgrade the ability of the mass combat phase check during the next phase. |
|   | The enemy immediately overruns the current battleground, skipping any remaining phases and driving the acting forces to retreat to the next battleground in line. |

TABLE 3-3: SPENDING , , , AND  IN LARGE SPACE BATTLES






























| Cost | Result Options |
|---|---|
|  or  | <p>Evasive: Active ship expertly jinks around other craft or debris in the fight, providing some cover. Add  to all Gunnery checks targeting this craft until the pilot's next turn.</p> <p>Moment of Clarity: Pilot positions himself to get a brief glimpse of the larger battle, granting  to active (or an allied) character's next Piloting check.</p> |
|   or  | <p>Tuck and Roll: Upgrade difficulty to all Gunnery checks targeting this craft until the pilot's next turn.</p> |
|    or  | <p>Where'd They Go?: In the fury of the fight, one enemy craft is removed from the encounter, but remains intact. A future  result may be used to return this combatant to the fight.</p> |
|  | <p>Look Out! Force one enemy craft in the encounter to suffer a minor collision with loose debris the active character just dodged.</p> <p>I Have You Now: Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around a smaller capital ship or part of a bigger ship.</p> |
|   | <p>Eat This! Force one enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of loose debris.</p> |
|  or  | <p>Light Flak: Add  to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor.</p> <p>Light Blind: A flash from an explosion within the pilot's field of view disorients the active character. Upgrade the difficulty of the ship's next Piloting check by one.</p> |
|   or  | <p>Structural Failure: A sudden cloud of debris from an exploding ship or superstructure appears in the flight path of the active ship. The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules.</p> <p>Heavy Flak: Upgrade craft's next Gunnery or Piloting check by one, and ship takes 1 hull trauma that ignores armor.</p> <p>Light Blast: A nearby loose fuel cell detonates, rocking the active ship and inflicting system strain equal to the  generated.</p> |
|    or  | <p>Watch Your Vector: The flight path of the encounter crosses another group of engaged fighters that scream by on a different vector. Active character's craft is hit with a stray blast from a medium laser cannon (damage 6 only, no critical rating); upgrade craft's next Gunnery or Piloting check by one.</p> |
|  (successful check) | <p>Ouch! Vehicle clips a piece of superstructure or debris suffering a minor collision and reducing speed by 1.</p> <p>Heavy Blast: A large shockwave from a nearby explosion shakes the active ship, inflicting system strain equal to twice the  generated.</p> |
|  (failed check) | <p>Strap In! Vehicle collides with the side of a capital ship's superstructure or another fighter in a passing dogfight, suffering a major collision, and begins to tumble. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the ACT OF REBELLION Core Rulebook).</p> |

TABLE 3-1: SPENDING ☺, ☻, ☼, AND ☽ IN WLDERNESS SETTINGS





| Symbols | Effect |
|----------------------|--|
| ☺ or ☻ | <p>Favorable Planning: The PC accurately predicts the weather for the remainder of the day, making other efforts less stressful. The next time a member of the group would suffer 1 or more strains while in this setting, that character suffers 2 less strain, to a minimum of 1.</p> <p>Successful Foraging: The character quickly finds some tasty sustenance. Each other character in the party immediately recovers 1 strain.</p> |
| ☺☺ or ☻ | <p>No Surprises: The PC's shelter is well hidden from detection, or they cover their tracks perfectly. Add ■■ to Perception checks to discern their presence here.</p> <p>Field Rations: The character discovers sources of food ideal for long-term preservation and transport. Each PC may add □ to the next Resilience check the character makes during this session.</p> |
| ☺☺☺ or ☻ | <p>Faithful Companion: An attempt to befriend local fauna goes well, and the creature leads the PC to a reliable trail, a place of shelter, or even the campsite of the enemy the party was tracking.</p> <p>Stockpile: The Player Character establishes a cache of preserved food, potable water, and other supplies. Should the party return to this location, the characters may use it to recover 5 strain each.</p> |
| ☼ | <p>Comfortable Setting: The character uncovers a region that appears to be benign and without threats. The PCs gain □ on checks to recover strain at the end of encounters in this location and on checks to establish bonds with native animals.</p> <p>Reliable Supplies: The PC establishes a dependable source of potable water and edible flora, enough to last the party for several days. Downgrade the difficulty of all Resilience checks the PCs make while in this area once.</p> |
| ☽☽ | <p>Cozy Shelter: Any shelter the PC creates is well suited for long-term use. While staying within, whenever the PCs remove 1 or more strain, they remove that amount plus 2 instead.</p> <p>Native Medicine: The PC finds local plants ideal for boosting healing and aiding the wounded. This upgrades the ability of the next Medicine check the PCs make once, and also counts as creating a healer's kit (see page 48).</p> |
| ☼ or ☽ | <p>Poor Passage: The location chosen for this camp or the path for this trail is not wise; the ground hides shifting pebbles, thick mud, or slippery rocks. When making Brawn- or Agility-based checks in this location, add automatic ☼ to the PCs' results.</p> <p>Noisy Footwork: The character leads the group along a path filled with tumbling rocks, cracking twigs, or even small creatures that are loudly indignant when stepped upon. The PCs add ■ to all Stealth checks made along this path.</p> |
| ☼☼ or ☽ | <p>Infestation: The shelter the PC constructed is riddled with tiny insects or parasites, something not noticed until later. Until they find a better resting place, whenever the PCs would remove 1 or more strain, they remove 1 less than that amount instead (to a minimum of 0).</p> <p>Heavens Erupt: The character's forecasting is inaccurate, leading to violent weather for which the group is quite unprepared. For the remainder of the day, when making Brawn- or Agility-based checks in the outdoors, upgrade the difficulty of the PCs' checks once.</p> |
| ☼☼☼ or ☽ | <p>Disastrous Effort: The PC botches an attempt at the wilderness activity, and ruins any implements used as part of the effort as well. This might also include attempts to start fires that wind up igniting clothing and supplies, or to feed animals that instead result in mauling poisoning them.</p> <p>Worked Too Well: The PC's snares fail to capture any small animals. Instead, they draw the attention of a large (and hungry!) predator at least 1 silhouette greater than the largest member of the party.</p> |
| ☽ (successful check) | <p>Missed Signs: The character successfully tracks the quarry, but fails to notice that the target left markers to detect any others following along this path. The PCs add ■ to their next Cool or Vigilance checks to determine initiative order the next time they encounter this foe.</p> <p>Unwanted Attention: The character's efforts have succeeded, but in a noticeable manner. Smoke from fires, cries of slain animals, or disturbed foliage all lead foes to the party's location. Add □□ to Perception or Vigilance checks to notice or find the PCs.</p> <p>Structurally Unsound: Any shelter the PC creates holds together for the night, but turns out to have been made from rotten timber, cracked ice, or crumbling stone. It collapses the following day, and all those inside suffer 2 strain as they madly dash to safety outside while debris falls all around them.</p> |
| ☽ (failed check) | <p>Painful Failure: Not only do the PC's attempt fail, but it harms the PC as well. For example, an animal the character is leading balks and bites, a shelter wall collapses on the PC, or the PC falls into an undetected pit along the trail. The PC suffers 1 Critical Injury, subtracting 50 from the roll on Table 6-10: Critical Injury Result from page 225 of the FORCE AND DESTINY Core Rulebook (to a minimum of 1).</p> <p>Enemy Predator: The character's effort to befriend or treat a creature goes horribly wrong. The animal escapes and now lives only to harass and attack that character. The GM can use this creature as a recurring nemesis for the party while they remain in this environment, or even may have it become the animal companion to one of the PCs' enemies.</p> |

TABLE 3-1: SPENDING ☺, ☻, ☼, AND ☽ IN ASTEROID/DEBRIS FIELDS

| Cost | Result Options |
|----------------------|--|
| ☺ or ☻ | Screen: Swerve around a chunk of debris, granting ☐ to active character or an allied character's next Piloting check. |
| ☺☺ or ☻ | Weave: Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn. Clear Patch: The difficulty of all skill checks is downgraded by one die until the active character's next turn. |
| ☺☺☺ or ☻ | Variable Density: Find a path through the rubble; active character's next Piloting check is Average (◆◆) difficulty. |
| ☻ | Look Out! Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged. Got You! Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain. |
| ☻☻ | Blinders: Active craft deftly swerves around a large chunk of incoming debris that an opposing ship doesn't see. Force one enemy craft at close range to suffer a major collision. |
| ☼ or ☽ | Narrow Margin: Path through the debris field suddenly gets much smaller. Add ■ to the craft's next Gunnery or Piloting check. Gravel Pile: Craft passes through a hail of small debris. Add ■ to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor. |
| ☼☼ or ☽ | Hazard! Large hunks of rubble or wreckage collide in close proximity to the active ship, sending a dense cloud of debris into its path. Upgrade the difficulty of the ship's next Piloting check by one. Light Blast: An unstable asteroid or energy cell explodes nearby, rocking the active ship and inflicting system strain equal to the ☼ generated. |
| ☽ (successful check) | Oops! Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1. Blast! A high-energy impact in the field or drifting energy canister detonates, sending a powerful shockwave into the path of the active vehicle, inflicting system strain equal to twice the ☼ generated. |
| ☽ (failed check) | Hold On! Vehicle smashes into the side of an asteroid or large piece of debris, suffers a major collision, and careens out of control. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the AGE OF REBELLION Core Rulebook). |

TABLE 3-2: SPENDING ☺, ☻, ☼, AND ☽ IN A NEBULA

| Cost | Result Options |
|----------------------|--|
| ☺ or ☻ | Clear Scopes: The sight limitations of the nebula lift briefly, granting ☐ to active character or an allied character's next Piloting check. |
| ☺☺ or ☻ | One with the Fog: Upgrade difficulty to all Gunnery checks targeting this craft until the pilot's next turn. |
| ☺☺☺ or ☻ | We Lost Him: One enemy craft is removed from the encounter, but remains intact. A future ☽ result may be used to return this combatant to the fight. |
| ☻ | Clouds are My Allies: Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain. |
| ☻☻ | Sparks Fly! Gain the benefits of Clouds are My Allies . Additionally, active craft triggers a discharge that hits one enemy craft of the pilot's choice at close range, inflicting the equivalent of a minor collision. |
| ☼ or ☽ | Unresponsive: Light energy discharge from the cloud disrupts the ship's controls. Add ■ to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor. Dazzled: A flash of lightning from the cloud, too far away to harm the ship, is still bright enough to disorient the active character. Upgrade the difficulty of this ship's next Piloting check by one. |
| ☼☼ or ☽ | Out of Nowhere: A sudden and unexpected cloud of debris appears in the flight path of the active ship. The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules. Too Close: The fog clears briefly to reveal an enemy ship or debris at point blank range. The active character must make an immediate Piloting check at Stellar Phenomena difficulty. Failure results in a minor collision. Light Blast: An energy discharge from the nebula cloud rocks the active ship and inflicting system strain equal to the ☼ generated. |
| ☽ (successful check) | Heavy Blast: A heavy energy discharge from the nebula cloud rakes across the active ship, inflicting system strain equal to twice the ☼ generated. |
| ☽ (failed check) | Systems Damaged: Suffer the effects of Heavy Blast . Additionally, the energy blast temporarily shorts out all power in the ship. The craft immediately suffers the "Engines Damaged" Critical Hit (see page 258 of the AGE OF REBELLION Core Rulebook). |

TABLE 3-4: SPENDING , , , AND  DURING ASTROGATION CHECKS


























| Cost | Result Options |
|--|--|
|  | The character adds  to his next Astrogation check when travelling on this route. |
|   | The trip is particularly smooth. Each character aboard the vessel recovers 2 strain. |
|  or    | The ship reaches its destination 25% faster. (This option can only be selected once per check.) |
|  | The discovery of a new shortcut grants  on all future Astrogation checks to use this hyperspace route. Additionally, many organizations and individuals would be willing to pay for such a shortcut, especially if it is on a busy hyperlane. |
|  | An energy surge from the hyperdrive inflicts one system strain on the ship. The character adds  to his next Astrogation check when travelling on this route. |
|   | The trip is particularly rough. Each character aboard the vessel suffers 2 strain. A piece of debris strikes the ship upon reentry and inflicts 1 hull trauma on the ship. Mynocks attached themselves to the ship before the jump or during a realspace stopover. The ship suffers 3 system strain. Additionally, the PCs might need to remove the mynocks themselves (see page 413 of the EDGE OF THE EMPIRE Core Rulebook). |
|    or  | On a failed check, miscalculations send the ship wildly off course, and it emerges from hyperspace in a system of the GM's choosing or in deep space. On a successful check, the presence of a gravity shadow forces the ship out of hyperspace prematurely. The vessel drops out of hyperspace somewhere along the way, and the characters must attempt another Astrogation check to reach their final destination. The ship reaches its destination 25% slower. (This option can only be selected once per check.) |
|  | The hyperdrive cuts out to avoid a gravity shadow, but it is damaged in the process. Once the vessel exits hyperspace, the hyperdrive is rendered inoperable until repaired. |
|   | The ship collides with a planet's gravity shadow or similar phenomenon. This forces the ship out of hyperspace (probably at a very inconvenient location). Further, the ship immediately suffers a single Critical Hit with a +50 to the result on Table 7-9: Critical Hit Result (see page 244 of the EDGE OF THE EMPIRE Core Rulebook). |

TABLE 3-5: SPENDING ☹️, ⚡️, ⚙️, AND ⚠️ IN VERTICAL SPACES

| Cost | Result Options |
|----------------|---|
| ☹️ or ⚡️ | View of the City: The PC notices something useful from a vantage point, which need not relate to the current encounter. At the GM's discretion, more details or useful information might be available for additional ☹️ |
| ☹️ ☹️ or ⚡️ | Safe Fall: The PC spots a way to prevent falling from the current location, such as a series of handholds or a balcony to drop onto. If the PC falls later in the encounter, reduce the overall distance fallen by one range band. |
| ☹️ ☹️ ☹️ or ⚡️ | Elevated Advantage: The PC is able gain advantage from elevation, such as by seizing the high ground in combat or finding a good vantage point from which to search the surroundings. The PC may either upgrade the ability of his next relevant skill check once, or upgrade the difficulty of the next skill check targeting him once. |
| ⚙️ or ⚠️ | Mild Vertigo: The PC is slightly troubled by the elevation. He becomes disoriented until the end of the encounter, but another character can spend a maneuver to offer support and remove that status effect. |
| ⚙️ ⚙️ or ⚠️ | Buffeted: High altitude winds blow the character about, making movement difficult. The character loses his free maneuver on his next turn, but may suffer strain or spend ☹️ to gain additional maneuvers as usual. |
| | Fear of Heights: The PC gets a better look at the drop down than is entirely comfortable. While at the edge, at the start of each of his turns he must make an Average (◆◆) Discipline check as an incidental or become staggered. |
| ⚙️ ⚙️ ⚙️ or ⚠️ | Precarious Perch: The PC slips toward a sharp drop, moving one range band closer to the closest edge. If already at the edge, the PC must make an Easy (◆) Athletics or Coordination check as his action on his next turn or fall. |

TABLE 3-1: SPENDING , , , AND  IN URBAN SETTINGS

| Symbols | Effect |
|---|--|
|  or  | <p>Face in the Crowd: The PCs melt easily into the crowd. Add automatic  to any Perception checks made to identify or notice the PCs in a crowd for the remainder of the encounter.</p> <p>Word on the Street: The PCs overhear a snippet of a conversation as they weave through the streets. It may offer some small clue relevant to their current task.</p> |
|  or  | <p>Side Street: The PCs find a previously undiscovered side street or back alley that allows them easier to follow. Add  to the next Perception check made to follow or track them.</p> <p>Hole in the Wall: The PCs discover an unattended spot that is still connected to local power grids and somewhat easy to also somewhat dusty. They add  on any checks to recover strain at the end of encounters in this location.</p> <p>Hidden Shop: The PCs discover a small, previously unnoticed merchant selling goods at a discount price. Add  to any Negotiation checks made when attempting to purchase items in this location.</p> |
|  or  | <p>Filling Street Food: The PCs run into a street vendor selling one of their favorite dishes. Any PC who spends 3 credits may immediately remove all strain that character is suffering from.</p> <p>Friendly Face: The PCs encounter an unsuspected aid or friendly local. The individual offers them aid in some form of the GM's choosing, such as information or supplies.</p> <p>Urban Hideout: The PCs discover an illicit tavern or other hideout that appears to have been abandoned by local criminals, containing (GM information here) in the form of old datapad files and handwritten notes. Add  to the next Streetwise or Knowledge (Insider) check the characters make during this session. At the GM's discretion, these may reveal the name and location of a mid-level member of a local criminal group.</p> |
|  | <p>Lay of the Land: One of the locals takes a real shine to the PCs and gives them the lowdown on the best ways to get around the city's streets and byways. Downgrade the difficulty of checks made as part of chases, high-speed travel, or vehicular excitement within city limits each.</p> <p>Trusted Contact: The PCs run into a trusted friend or reliable contact. This person can approve the PCs' contact network's Score or Expertise (see page T7), or if no networks are being used can alternatively decrease the difficulty of all Streetwise checks the PCs make while in this area once.</p> |
|  | <p>Perfect HQ: The PCs find a long-abandoned series of industrial rooms underneath a city level. The rooms still have power, tools, and Holonet connections, and can make for an excellent base of operations. While using this HQ, the PCs add automatic  on any Mechanics and Computers checks they make.</p> <p>Unexpected Patron: The PCs are approached by a representative of a major criminal organization or a government official, who (for unknown reasons) offers information and to act on their behalf. This could result in the PCs gaining freedom from arrest, support personnel, or other benefits that best fit with the campaign narrative.</p> |
|  or  | <p>Unwanted Attention: The PCs draw appraising eyes from shady characters in the area. This could lead to their contacts shying away from offering any useful information and street vendors overcharging them.</p> <p>Obvious Visitors: The PCs commit a local slight that makes it obvious they're not from around here. Add  to any Streetwise or social skill checks they make as part of interactions with the local criminal element.</p> |
|  or  | <p>Bad Grub: Some of the local food the PCs ate earlier was spoiled, and they are now feeling the effects. For the remainder of the session, whenever the PC generates  or  on a check, the GM can spend it to cause him to be afflicted by a crippling bout of nausea. The PC becomes immobilized until the end of his next turn.</p> <p>We're Being Followed!: The PCs believe they're being followed by bounty hunters, local criminals, or local law enforcement, which causes them to be edgy, nervous, and restless. While in this area, PCs recover 1 less strain whenever they recover strain at the end of the encounter (to a minimum of 0).</p> <p>Bright Lights, Big City: The PCs are distracted by all of the unique features of the urban environment (such as exotic aliens, unique architecture, unfamiliar sights and smells). For the remainder of the day, when making Cunning or Intellect-based checks in this area, upgrade the difficulty of the PCs' check once.</p> |
|  or  | <p>Mistaken Identity: The characters are mistaken for local criminals. They quickly draw the attention of a small group of provincial law enforcement officers or guided bounty hunters (see pages 403 and 404 of the FORCE AND DESTINY Core Rulebook) who are eager to capture them, perhaps even dead or alive.</p> <p>Inside Information: An NPC who the PCs wish to meet with is already aware of what they want and has some leverage on them. The PCs add automatic  to all opposed social skill checks that target this NPC.</p> |
|  (usually once) | <p>Extra Muscle: The characters have made contact with a desired individual, but this contact has a bit of extra muscle (such as several Street Toughs from page 405 of the FORCE AND DESTINY Core Rulebook) as backup in case things get dangerous or negotiations break down.</p> <p>Extra Stress: The PC is successful in his current goal, but somehow has gained the notice of a local crime lord who seeks to take him down—and who makes these intentions very clear to the PC. Whenever the GM spends  to inflict strain on that PC, that PC suffers 1 additional strain until the crime lord is appeased or dealt with.</p> |
|  (once) | <p>Betrayal: The PCs' failure has made one of their most trusted allies lose confidence in them and begin surreptitiously working for their enemies. This could result in an ambush at a later meeting, the failure of vital equipment to arrive, sabotage of their weapons and gear, or even the poisoning of their meals.</p> |

TABLE 3-3: SPENDING ☹️, 🧭, 🌀, AND 🛡️ IN TRAFFIC

| Cost | Result Options |
|-------------|---|
| ☹️ or 🧭 | The Fast Lane: The flow of traffic is with the PCs, aiding the PC in reaching the desired location. The character gains a free Fly/Drive maneuver (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time. This result may only be selected by a character piloting a vehicle, and if used the vehicle suffers 2 system strain. |
| ☹️☹️ or 🧭 | High-Speed Distraction: A speeder zooming past at high speed throws off one of the character's adversaries, disorienting him with the shriek of its engine or forcing him to dodge out of the way. Add automatic 🌀 to any checks that this hostile character makes for the remainder of the encounter. Traffic Gap: The PC spots a momentary gap in incoming traffic, and can seize it to get ahead of the opposition. If the character spends one or more maneuvers moving this turn, any adversaries attempting to pursue the character count as being in difficult terrain. This result may only be selected by a PC on foot. |
| ☹️☹️☹️ or 🧭 | Fortunate Accident: An oncoming speeder strikes one of the PC's foes. If these foes are on foot, that adversary suffers a Critical Injury. If the chosen foe is in a vehicle, the vehicle suffers a minor collision (as described on page 248 of the FORCE AND DESTINY Core Rulebook). Lucky Lift: The character nimbly leaps into the back of an open-topped repulsor-truck, or otherwise gains free transportation unnoticed by the driver or any lurking foes. This result may only be selected by a character on foot. |
| 🌀 or 🛡️ | Close Call: The PC narrowly avoids a speeder racing past, and is unsettled or forced out of position by the maneuver. The character is loses his turn maneuver in his next turn. |
| 🌀🌀 or 🛡️ | Loose Cargo: A crate or other loose cargo item slips from the back of a speeder truck and strikes the PC. If on foot, that PC suffers 3 strain or 1 wound, depending on the nature of the collision. If in a vehicle, the PC's vehicle suffers 2 system strain. The fallen cargo may cause other complications, at the GM's discretion. |
| 🌀🌀🌀 or 🛡️ | Speeder Accident: An oncoming speeder strikes the character. If the character is on foot, the speeder inflicts a single Critical Injury. If the character is also in a speeder, the vehicles suffer a minor collision, as described on page 248 of the FORCE AND DESTINY Core Rulebook , depending on the local regulations and other surrounding circumstances. This may draw official attention to the character or cause additional long-term complications, at the GM's discretion. |

TABLE 3-2: SPENDING ☺, ☻, ☼, AND ☽ IN CROWDS

| Cost | Result Options |
|-----------|---|
| ☺ or ☻ | Crowd Carry: The flow of foot traffic is with the character, aiding the character in reaching a desired location. The character gains a free maneuver that can only be used for movement (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time. |
| ☺☺ or ☻ | Concealed by the Crowd: The movement of passersby obscures the character's actions, adding ■ to checks for targeting the character from beyond engaged range until the start of the character's next turn. This includes both combat checks and non-combat checks, such as Perception checks to spot the character. |
| ☺☺☺ or ☻ | Helping Hand: A nearby NPC is sympathetic to the PC's actions and offers to assist. The NPC adds automatic ☺☺ to checks the PC makes for the remainder of the encounter. Depending on how the encounter plays out, this NPC may continue to assist the character in other ways, such as by joining (and improving) her contact network (see page 76). |
| ☻ or ☽ | Jostled: The press of bodies proves difficult to push through, inflicting 1 strain on the character for each Move maneuver the character performs while in this crowd. When selected outside of structured encounters, the character's travel time is increased by half. |
| ☻☻ or ☽ | Trapped in the Hordes: A crowd of stubborn pedestrians boxes the character in. For the remainder of the encounter, or as long as the character remains in the crowd, he counts as being in difficult terrain. |
| ☻☻☻ or ☽ | Old Acquaintance?: A passing NPC mistakes the character for an old friend. The NPC could attempt to catch up on past times, drawing unwanted attention with loud conversation, or could be holding a grudge and eager for trouble. |
| ☻☻☻☻ or ☽ | Public Menace: The PC's actions alarm passersby, causing a general panic. This can draw unwanted attention, and at the GM's discretion that character gains 1 Conflict for spreading fear. If the action taken was a combat check, collateral damage or stray shots endanger or injure an innocent bystander (resulting in 3-5 Conflict for the PC, and maybe an injured victim that must be treated). It could also result in members of the population identifying the PC's and remembering their faces. This could make remaining unnoticed in the future more difficult, or even have the PC's descriptions circulated to law enforcement. |
| | Lost in The Crowd: The PC is swept away by an energetic crowd and unable to maneuver out of it before getting lost. When selected outside of structured gameplay, the character ends up in an unfamiliar (and possibly quite dangerous) part of town. When this is selected in structured gameplay, the character is immobilized for his next two turns and moved by the crowd to long range of his previous location during this time. |

TABLE 3-4: SPENDING ☺, ☹, ☹☹, AND ☹☹☹ IN CONFINED SPACES





| Cost | Result Options |
|------------|--|
| ☹☹☹ | Hidden Away: The PC hunkers down amidst some thick debris and is obscured from anyone outside the cramped space. While here, he counts as being in cover. |
| ☹☹ ☹☹ | Perfect Angle: The PC is able to find a way to fit through the tight space unhindered for a moment, removing any ■ or other penalties that the cramped location could impose on the character's next action. |
| ☹☹☹ ☹ | Lost and Found: The PC finds a handy item, discarded or lost and unnoticed until now. The item should be something that ideally can prove helpful to the encounter at hand, such as a tool that can aid in the checks involved, a holdout blaster, a stimpack, or some similar minor but useful piece of equipment. |
| ☹☹☹ | Tough Squeeze: The confines of the passageway force the PC to painfully contort to reach the destination, and even simple activities like readying a weapon become problematic. The character suffers 1 strain per turn if he performs any maneuvers while in this setting. When this is selected outside of structured encounters, the character may choose between suffering 2 strain or increasing the time spent traveling by half. |
| ☹☹☹ ☹☹ | A Bad Spot: The PC ends up in an exceptionally tight space. Double all ■ or other penalties imposed by the cramped quarters during the character's next action. At the GM's discretion, some weapons or tools may be unusable until the character moves to a more open space. |
| ☹☹☹☹ ☹☹ | Goose Collateral Damage: The PC's attack rebounds in the enclosed space or send sharp bits of debris flying back. The PC suffers damage equal to half the damage dealt by the check, reduced by soak as usual. This may only be applied at a miss from a combat check. |
| | Stuck: The character gets stuck in place or pinned in the clutter, and becomes immobilized. Getting loose requires an Average (☹☹) Athletics or Coordination check. |

TABLE 3-19: NARRATIVE DICE RESULTS AND SLICING

| Symbols | Result Options |
|------------|--|
| U or ⊕ | <p>Opportunity Identified: The slicer finds gaps in the structure of the system that can assist in the execution of another task. Add  to the slicer's next Computers check in this system.</p> <p>Valuable Data (Intruder Only): While searching for vulnerabilities in the system, the slicer encounters unrelated data that could prove useful or valuable. The nature of the data is up to the GM, and an additional U may be spent on this result to indicate a particularly interesting find.</p> |
| U U or ⊕ | <p>Temporary Bypass (Intruder Only): The slicer creates a temporary bypass into the system that helps avoid a specific element of the security. The slicer may add   to a single future check to slice this system. This bonus may be saved for any future check.</p> <p>Cover the Tracks (Intruder Only): A weakness in the system's defenses allows the slicer to leave minimal evidence, adding  to any checks by defensive slicers to uncover his slicing signature in this system.</p> <p>Signature Spotted (Defender Only): A portion of the intruder's slicing signature is discovered in the system, with the advantages that this entails (see page 90).</p> |
| U U U or ⊕ | <p>Spread Decoys: The slicer obscures uses false data to misdirect foes. Add   to the next check to use the Expel User or Trace User action against the slicer. If the slicer attempting the check fails with  or , it can be spent to cause that slicer to acquire a piece of false data (such as an erroneous location or a fake name for the target). The slicer.</p> <p>Permanent Backdoor (Intruder Only): The slicer sets up a permanent means of accessing the system without needing to deal with its verification protocols. The PC may perform the Access System action on this system as a maneuver and without performing a check, so long as the character has access to a hard line or a connected network.</p> <p>Telltale Sign (Defender Only): The defender looks for a known user hidden amongst junk data. Downgrade the difficulty of the character's next check to use the Expel User or Trace User action once for each portion of the target's slicing signature the defender possesses.</p> |
| ⊕ ⊕ | <p>Scripted Command (Intruder Only): The next time that the intruder successfully performs the Enact Command action this encounter, the character may resolve two commands instead of one.</p> <p>Custom Encryption (Defender Only): The defender chooses an action that the intruder has already attempted. Increase the difficulty of the intruder's Computers checks for that action by two until the end of the encounter.</p> |
| ⊕ or ⊕ | <p>Evidence of Presence: Careless access results in a trace of the slicer's signature being left in the system. Add  to checks to acquire the slicer's signature.</p> <p>Authorized Access Only (Intruder Only): The slicer stumbles into a particularly secure subsystem and must take care to avoid triggering alarms. Add  to the intruder's next Computers check in this system.</p> <p>Dummy Signatures (Defender Only): A false trail or leftover signature confuses efforts to identify the attacker. Add  to the next Computers check made against the intruder.</p> |
| ⊕ ⊕ or ⊕ | <p>Limited Access (Intruder Only): The Defender chooses one Slicing Action; the intruder cannot perform that action during the next round this encounter.</p> <p>Accidental Backdoor (Defender Only): Moving quickly through the system to respond to the threat causes the slicer to unknowingly leave important access routes into the system. The intruder may add   to a single future check to slice this system. This bonus may be saved for any future check.</p> |
| ⊕ ⊕ ⊕ or ⊕ | <p>Major Alert (Intruder Only): All users with full access to the system becomes aware of the presence of an intruder, potentially alerting defensive slicers or dispatching security teams to deal with the intruder.</p> <p>Encryption (Defender Only): A muddle of encryption ruins any elements of the attacker's signature that have been gathered. The defending slicer loses all fragments of the intruder's slicing signature (see page 90), along with all  from possessing them.</p> |
| ⊕ ⊕ | <p>Automatic Lockdown (Intruder Only): Emergency security measures are triggered across the whole system. The entire system shuts down as if a slicer successfully performed the Lockdown action.</p> <p>Key Vulnerability (Defender Only): Efforts to defend one area of the system leave another critically vulnerable. The intruder may immediately resolve a command as if he had successfully performed the Enact Command action (even if the system has active security programs).</p> |

TABLE 3-8: SPENDING ☹, ☹, ☹, AND ☹ IN CONTACT NETWORKS

| Cost | Result Options |
|--------------|--|
| ☹ or ☹ | Additional References: The contact network turns up more information than is needed to answer the immediate question. If the contact network is called upon again during the same investigation, add ☹ to its check. |
| ☹☹ or ☹ | A Pleasure to Work with You: Members of the contact network form a favorable impression of the PC requesting the information. They may respond well to future requests, or an NPC within the contact network might step forward to offer additional assistance. |
| ☹☹☹ or ☹ | A Wealth of Information: The information discovered answers new questions even as it raises them. The PC may select a single additional piece of related information of an obscurity no greater than the first and learn it without a check. This option may only be selected on a successful check. Making Connections: The PC's contact network expands its connections as the members make inquiries. The character chooses either Scope or Expertise, and raises the contact network's relevant rating by one for the remainder of the investigation. At the GM's discretion, this bonus may become permanent if the character engages with the new contacts during the investigation and takes steps to earn their loyalty. |
| ☹☹☹ | We Need More Time! The contact network refuses to be rushed. It insists additional time is required to come up with the desired results, taking one additional day per ☹ spent. At the GM's discretion, a partial answer may be available before this additional time is up if the check was successful. |
| ☹☹☹☹ or ☹☹ | It'll Cost You: The members of the PC's contact network insist on additional compensation for unforeseen complications. The additional remuneration could take the form of a minor favor or a payment of up to 200 times the obscurity rating of the information, in credits. |
| ☹☹☹☹☹ or ☹☹☹ | Contact in Trouble! One of the key members of the contact network is in trouble as a result of the network's efforts for the PC, such as accessing restricted information or crossing a powerful figure connected with the investigation. If the character does not act to assist the contact, the contact network cannot be used for the remainder of the session — to say nothing of the consequences that might befall the contact! Network Diminished: A portion of the contact network becomes dissatisfied with working for the PC, and it may break away if not appeased. This might require a meeting with the aggrieved contacts, or offering compensation or favors to prove that the network's efforts are valued. If the network is not appeased by the time the investigation is completed, the dissenters break off contact with the character, reducing the Scope of the network by one. |

TABLE 3-9: SPENDING , , , AND  IN INVESTIGATIONS




























| Cost | Result Options |
|---|--|
|   | Follow-Up Lead: While exploring one aspect of the investigation, the PC turns up a lead or other useful information. The PC adds automatic  to the next check he makes to pursue information for the investigation. |
|   | Happy to Help: The PC finds a source who provides information more easily than expected. Add  to all Charm and Disposition checks made to gather information from that NPC until the PC fails a social skill check with that NPC. |
|    | Cases Converge: The PC stumbles upon a source for additional information that serves to answer questions beyond the immediate scope, or he asks other questions involved in the investigation. If the PC is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is used tied to a successful check, the PC may discover two different sources, or the lead may provide information on both questions at once. |
|   | One Lead Leads to Another: The PC's investigation has also uncovered a new lead in the shape of a strong clue or an alert that is also directly connected to the situation. This counts as an additional lead, and adds  to any Perception and Knowledge checks the PC makes to determine how it fits into the investigation. This option may only be selected on a successful check. |
|   | A Cold Trail: While pursuing a lead, the PC loses the opportunity to follow another lead. Add automatic  to the next check the character makes to pursue information for the investigation. |
|   | Overlooked Detail: The PC misses an important element of the investigation, a misstep that seriously impacts efforts to solve. When the PC is making any one check later in the investigation, the GM can explain how this detail interferes with the task to add automatic  . |
|   | Red Herring: One of the PCs' leads turns out to be false. If used with a successful check, the PCs may select which of their capabilities adds was misled. For an unsuccessful check, the GM makes the determination. In either case, the investigation suffers a setback, possibly requiring the PCs to re-verify their sources and duplicating previous work. |
|    | Hostile Source: The PC finds a source that does not readily give up its secrets. If the source is an NPC, add  to all Charm and Disposition checks made to gather information from that source. If the source is not a character, but some hidden, its nature is not readily apparent, add  to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check. |
|    | Major Interference: The PC runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to suppress the investigation. The opposition could consist of several minion groups led by a rival or even a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated. This could lead to the establishment of a new enemy threat, who might bedevil the PCs in future adventures. |

TABLE 3-1: INFORMATION OBSCURITY

| Difficulty | Result Options |
|---------------------------|--|
| Simple (-) | Basic information that is required to operate within the field in question. Knowledge (Core Worlds) example: The major hyperlane routes leading to the Corellian system. Streetwise example: The part of a town in which one should ask about fugitives. |
| Easy (◆) | Standard information that is widely known in the field in question. Knowledge (Underworld) example: The source of the spice called glitterstim. Streetwise example: The specific cantina in which one should ask about fugitives. |
| Average (◆◆) | Information that requires basic research or is common only to specialists within the field. Knowledge (Lore) example: The list of worlds conquered by the Mandalorians in the distant past. Streetwise example: The likelihood that a criminal could slip through the security in a particular place. |
| Hard (◆◆◆) | Moderately obscure information, requiring research or a dedicated specialist to discover. Knowledge (Xenology) example: The physiological vulnerabilities of a gundark. Streetwise example: The potential consequences of asking about a bounty in a given location. |
| Daunting (◆◆◆◆) | Obscure information, requiring significant research, even from a specialist. Knowledge (Outer Rim) example: The last known planetary location of a petty criminal with a posted bounty. Streetwise example: The presence or absence of other bounty hunters pursuing a target. |
| Formidable (◆◆◆◆◆) | Rare information, which requires special permission to access or is kept secret by those who know it. In extreme cases, information of this rarity might involve one or more ◆ upgraded to ●. Knowledge (Education) example: The source of a rare weapon produced only on a single world. Streetwise example: The objectives of a crime boss based solely on observing the behavior of various underlings. |

TABLE 3-2: SPENDING , , , AND  IN BOUNTY INVESTIGATIONS

| Cost | Result Options |
|---|---|
|  or  | What's This?: In the course of investigation, the character turns up leads on other useful information. Add <input type="checkbox"/> to the next check the character makes to pursue information for the investigation. |
|   or  | Valuable Insight: In the course of investigation, the character discovers a crucial detail that can serve them later. When making any one check later in the investigation, the character can explain how this detail assists her with the check to add <input type="checkbox"/> to the check. |
|    or   | That's Convenient!: The character finds a source that provides information more easily than expected. If the source is an NPC, add <input type="checkbox"/> to all Charm and Deception checks made to seek information. If the source is not a character, such as if the character encounters an object that serves as evidence, its nature is more readily apparent, adding <input type="checkbox"/> to all Perception and Knowledge skill checks to determine how it fits in to the investigation. Cases Converge: The character stumbles upon a source for additional information, which serves to answer questions beyond what she was immediately seeking. The character finds a source for one other question involved in the investigation. If the character is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is selected on a successful check, the character may discover two different sources, or the lead may provide information on both questions at once. |
|  or  | Cold Trail: As the character pursues some of her leads, she must sacrifice the opportunity to follow others. Add <input checked="" type="checkbox"/> to the next check the character makes to pursue information for the investigation. Minor Interference: The character runs afoul of small-time troublemakers who have an interest in keeping her away from the information she seeks. She must deal with this opposition before continuing the investigation, through whatever means she finds appropriate. The opposition should consist of no more than a single minion group or rival NPC. |
|   or   | Distracted: The character misses an important element of the investigation, a misstep that could cost her later on. When the character is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add <input checked="" type="checkbox"/> to the character's dice pool. |
|    or   | Hostile Source: The PC finds a source that does not readily give up its secrets. If the source is an NPC, add <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent; add <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check. Payback Looms: The character runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to silence the source the character is after. As such, the character must stop the opposition before continuing the investigation, through whatever means she finds appropriate. The opposition could consist of several minion groups led by a rival, a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated. |

Examples of Spending Additional Successes, Advantage and Triumph with Skills

| Name | Per additional ✨ | Per 🕒 | Per 🎯 |
|--------------------------|--|---|--|
| Astrogation (p104) | <ul style="list-style-type: none"> Better target the location, e.g.: place vessel directly into orbit around target planet. Reduce time spent calculating. | <ul style="list-style-type: none"> Reduce travel time. Identify convenient stopovers to resupply or conduct additional business. | <ul style="list-style-type: none"> Complete calculations in minimum time. Greatly reduce travel time. Reveal highly valuable but previously unknown information. |
| Athletics (p105) | <ul style="list-style-type: none"> Reduce time required. Increase distance travelled. | <ul style="list-style-type: none"> Generate bonus 🎲 on other physical checks performed later or by allies that turn. 🕒 to grant additional maneuver during turn to move or perform physical activity. | Perform the check with truly impressive results. |
| Charm (p105) | Gain an extra scene in which target is willing to support you for each additional ✨ | Affect unexpected subjects beyond the original target. | Have target NPC become recurring character who remains predisposed to assist. |
| Coercion (p106) | 🌟🌟 Inflict one strain on target. | Affect unexpected subjects beyond the original target. | Shift allegiance of target. |
| Computers (p107) | Reduce time required. | Uncover additional information about the system. | Obfuscate actions taken – add 🎯 to any check to detect or identify the characters actions. |
| Cool (p108) | - | Gain an additional insight into the situation at hand. | Heal 3 strain. |
| Coordination (p109) | <ul style="list-style-type: none"> Reduce time required. Increase distance travelled by 25%, (maximum 100% increase). | 🕒 to grant additional maneuver during turn. | Perform the check with truly impressive results. |
| Deception (p109) | Extend duration of Deception action. | Increase the value of any goods or services gained through the action. | Fool the target into believing the character is trustworthy – future Deception checks against target do not require an opposed check. |
| Discipline (p110) | Downgrade difficulty of the dice pool for next action (max. 1). | Gain an additional insight into the situation at hand. | Add 🎲 to any Discipline checks made by allies during the following round. |
| Leadership (p111) | <ul style="list-style-type: none"> Extend target's support for additional scenes. Increase efficiency or effectiveness of target during ordered actions. | Affect bystanders in addition to target. | Have target NPC become recurring character who decides to faithfully follow the acting character. |
| Mechanics (p111) | Reduce time required by 10-20% | Grant 🎲 on checks when using repaired item, or even the Superior quality, for a session. | Give device additional single use function. |
| Medicine (p112) | <ul style="list-style-type: none"> Target recovers one additional wound. Reduce healing time by one hour. | Eliminate one strain from target. | Heal additional wounds while attempting to heal Critical Injury, or vice versa. |
| Negotiate (p113) | <ul style="list-style-type: none"> Increase acting character's profit by 5%. Modify scope of agreement. | Earn unrelated boons from target, concessions if failed or extra perks if passed. | Have target NPC become regular client or specialist vendor. |
| Perception (p114) | Reveal additional details | Recall additional information associated with object noticed. | Notice details that can be useful later to gain 🎲 on future interactions with noticed object. |
| Pilot (Planetary) (p115) | <ul style="list-style-type: none"> Gain insights into situation. Deduce way to modify vehicle to make it more effective in future. | Reveal vulnerability in opponent's piloting style or vehicle, giving benefit in later rounds. | Grant additional maneuver while continuing to pilot vehicle. |
| Pilot (Space) (p116) | <ul style="list-style-type: none"> Gain insights into situation. Deduce way to modify vehicle to make it more effective in future. | Reveal vulnerability in opponent's piloting style or vehicle, giving benefit in later rounds. | Grant additional maneuver while continuing to pilot vehicle. |
| Resilience (p116) | Extend effects of the success to increase time between checks. | Identify way to reduce difficulty of future checks against same threat. | Recover 3 strain. |
| Skullduggery (p116) | Gain additional insights about nature of opposition. | Identify additional potential target. | Earn an unexpected boon. |
| Stealth (p117) | Assist allied character infiltrating at same time. | Decrease time taken to perform action while hidden. | Identify way to completely distract opponent for duration of scene. |
| Streetwise (p118) | Reduce time or funds required to obtain item, information or service. | Reveal additional rumours or alternative sources. | Gain semi-permanent contact on street. |
| Survival (p119) | <ul style="list-style-type: none"> Assist other character in surviving. Stockpile goods to increase time between checks. | <ul style="list-style-type: none"> Gain insight into environment to make future checks simpler. When tracking, learn significant detail about target, such as number, species or how recently tracks were made. | <ul style="list-style-type: none"> When handling domesticated animal, predispose animal towards character earning loyal companion. When tracking, learn vital clue about target. |
| Vigilance (p119) | Character is particularly well prepared. | Notice key environmental factor. | Gain extra maneuver during first round of combat. |
| Knowledge Skills (p122) | Recall information or complete research with remarkable haste. | Learn extra trivial information about subject. | Learn relevant, beneficial information about subject, such as an understanding of a beast's particular weakness or the familial strife between crime syndicates. |

Examples of Spending Threat and Despair with Skills

| Name | Per ☹️ | Per ☹️ |
|--------------------------|--|---|
| Astrogation (p104) | <ul style="list-style-type: none"> Decrease accuracy of hyperspace jump. Increase travel time. Miss relevant details when analyzing hyperspace routes or galactic maps. | <ul style="list-style-type: none"> As for ☹️, but to greater magnitude. Trigger something truly awful happening, such as jumping out of hyperspace in the path of an asteroid. |
| Athletics (p105) | <ul style="list-style-type: none"> Small amounts cause strain. Larger amounts may cause character to fall prone, or even suffer a wound from sprains and bruises. | Inflict a Critical Injury, which the GM can choose to be thematic or roll randomly. |
| Charm (p105) | <ul style="list-style-type: none"> Reduce the number of people able to influence Turn those affected negatively against character. | Turn NPC against character and make into a minor recurring adversary. |
| Coercion (p106) | Target has building resentment towards character. | Reveal something about goals and motivations to target. |
| Computers (p107) | The character does a poor job of concealing his presence in the system. Security systems are alerted, and add ☐ to the check of any NPC attempting to discover evidence of his actions. | Leave behind trace information of your own system in the system being sliced. Add ☐ to the check of any NPC using the target system to slice the character's system. |
| Cool (p108) | Miss a vital detail or event. | The character is overwhelmed by the chaos and is stunned for one round. |
| Coordination (p109) | Lose free maneuver for one round. | <ul style="list-style-type: none"> Suffer a wound Lose a vital piece of equipment. |
| Deception (p109) | Give away a portion of the lie, making target suspicious. | Target realises he has been lied to and spreads word of his deception to harm his reputation or uses the situation to his advantage. |
| Discipline (p110) | Undermine the characters resolve, perhaps inflicting a penalty on further actions in distressing circumstances. | The character is overwhelmed entirely and is unable to perform more than one maneuver next round. |
| Leadership (p111) | Decrease the efficiency of ordered actions, causing them to take longer or be done poorly. | <ul style="list-style-type: none"> Undermine the character's authority, damaging the characters ability to command target or those who witnessed the attempt. With multiple ☹️ target may become a recurring thorn in the character's side, refusing future orders or turning others against the character. |
| Mechanics (p111) | Particularly shoddy repairs or temporary measures, the GM may spend ☹️ to cause the target object or system to malfunction shortly after check completed. | <ul style="list-style-type: none"> Cause further harm to target object or system. Cause other components of target to malfunction. |
| Medicine (p112) | <ul style="list-style-type: none"> Inflict strain on the target due to shock of procedure. Increase time procedure takes. | A truly terrible accident, perhaps inflicting further wounds on target. |
| Negotiate (p113) | <ul style="list-style-type: none"> Increase cost of goods purchased. Decrease value of goods sold. Shorten contracts negotiated. | Seriously sabotage goals during the interaction, perhaps receive counterfeit goods or payment, or agree to terms entirely beyond scope of negotiation. |
| Perception (p114) | Conceal a vital detail about situation or environment. | Obtain false information about surroundings or target. |
| Pilot (Planetary) (p115) | ☹️☹️ to give opponents ☐ on checks against character and vehicle due to momentary malfunction in system. | Deal damage to vehicle as character strains systems throughout vehicle during check. |
| Pilot (Space) (p116) | ☹️☹️ to give opponents ☐ on checks against character and vehicle due to momentary malfunction in system. | Deal damage to vehicle as character strains systems throughout vehicle during check. |
| Resilience (p116) | Overburden the character, inflicting penalties on subsequent checks. | Inflict a wound or minor Critical Injury on character, as they succumb to harsh conditions. |
| Skulduggery (p116) | Opportunity to catch character immediately after act, number of ☹️ determine immediacy of discovery and ensuing danger. | Leave behind evidence of larceny. |
| Stealth (p117) | Increase time taken to perform action while hidden by 20%. | Leave behind evidence of passing, concerning identity and possibly motive. |
| Streetwise (p118) | Seed gathered information with minor falsehoods. | Character lets slip details about self or information sought. |
| Survival (p119) | Spend vital resources (food, fuel, etc.) during check. | Inflict wounds, Critical Injuries or large amounts of strain on character. |
| Vigilance (p119) | Miss key piece of information about situation or environment. | The character is unable to perform more than one maneuver during first round of combat. |
| Knowledge Skills (p122) | Omit a vital detail about the subject at hand. | Seed misinformation and outright falsehoods. |