

## THE GOOD

## THE BAD

**Awesome!**  
Never Cancelled Out  
Adds ✨ to the Pool



**Terrible!**  
Never Cancelled Out  
Adds ▼ to the Pool

**Empowers**  
Your Action Succeeds  
Describe It!



**Hinders**  
Your Action Fails  
Cancels out ✨

**Good Twist**  
Recover Strain  
Share ■ Boost Dice



**Bad Twist**  
Suffer Strain  
Cancels out ☹

### ABILITY DICE

- First good thing into the pool
- From Skills or Characteristics
- Have the ✨ Et ☹ Symbols



### BASIC DICE TYPES

These dice are the core of every pool.

### DIFFICULTY DICE

- First bad thing into the pool
- From the Difficulty of the Task
- Have the ▼ Et ☹ Symbols



### PROFICIENCY DICE

- Ability Dice upgrade to these
- From Skills or Characteristics
- Have the ✨, ☹, ☹ Symbols

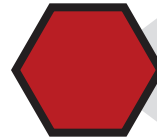


### RAISING THE STAKES

Upgrade the basic dice by swapping for these.

### CHALLENGE DICE

- Difficulty Dice upgrade to these
- From Adversaries or Destiny
- Have the ▼, ☹, ☹ Symbols



### BOOST DICE

- For Effort Et Preparation
- From Environmental Benefits
- Have the ✨ Et ☹ Symbols



### SPECIAL CIRCUMSTANCES



### SETBACK DICE

- For Disarray Et Carelessness
- From Environmental Obstacles
- Have the ▼ Et ☹ Symbols



### BUILDING YOUR DICE POOL THE GOOD PARTS

- Find **Skill Rank** and related **Characteristic**
- 1 The **Large Number** is the number of
  - 2 The **Small Number** is the upgrades to
  - 3 Add any relevant **bonuses** to the pool

### THE FORCE DICE

- Establish the Destiny Pool
- Rolled to use Force Powers
- Have the ○ Et ● Symbols

### BUILDING YOUR DICE POOL THE BAD PARTS

- Every **Skill Check** has a **Difficulty**
- 1 The stated **Difficulty** is the number of
  - 2 The **Gamemaster** may call for upgrades to
  - 3 Add any relevant **penalties** to the pool

### EXAMPLES

- Agility Score **3** →
- Melee Rank **1** →
- Medicine Rank **4** →
- Intellect Score **2** →

### DIFFICULTIES

- SIMPLE** 0
- EASY** 1
- AVERAGE** 2
- HARD** 3
- DAUNTING** 4
- FORMIDABLE** 5

### EXAMPLES

- Hard **3** →
- Destiny Point **1** →
- Daunting **4** →
- Adversary **2** →

Buy Skill Rank:	1	2	3	4	5
Career Skill	5XP	10XP	15XP	20XP	25XP
Non-Career Skill	10XP	15XP	20XP	15XP	30XP

### SPEND EXPERIENCE

Specialization:	2nd	3rd	4th	5th	6th
Career Spec. Tree	20XP	30XP	40XP	50XP	60XP
Other Spec. Tree	30XP	40XP	50XP	60XP	70XP