

SKILLS

- ☞ **Battle:** Physical conflict and strategy.
- ☞ **Communicate:** Social tests.
- ☞ **Discipline:** Stamina and willpower.
- ☞ **Move:** Athletics and speed.
- ☞ **Understand:** Mental challenges and knowledge.

DRIVES

- ☞ **Duty:** What is your responsibility.
- ☞ **Faith:** What your heart says.
- ☞ **Justice:** What is right.
- ☞ **Power:** What you want.
- ☞ **Truth:** What the facts are.

DIFFICULTY LEVELS

- SIMPLE (DIFFICULTY 0)

- ☞ Nudging open a stuck door.
 - ☞ Investigating a subject of common knowledge.
 - ☞ Asking for a simple favor.
- AVERAGE (DIFFICULTY 1)

- ☞ Overcoming a simple lock.
 - ☞ Investigating private but not secret knowledge.
 - ☞ Asking for a significant favor from a friend.
- CHALLENGING (DIFFICULTY 2)

- ☞ Overcoming a complex lock.
 - ☞ Investigating confidential or hidden knowledge.
 - ☞ Asking for a favor that costs the benefactor something minor.
- DAUNTING (DIFFICULTY 3)

- ☞ Overcoming a complex lock in a hurry.
 - ☞ Investigating knowledge that has been actively hidden by a powerful faction.
 - ☞ Asking for a complicated or expensive favor.
- DIRE (DIFFICULTY 4)

- ☞ Overcoming a complex lock, in a hurry, without the right tools.
 - ☞ Investigating knowledge whose very existence has been hidden.
 - ☞ Asking for a complicated or expensive favor.
- EPIC (DIFFICULTY 5)

- ☞ Overcoming a complex lock, in a hurry, without the right tools, during a battle.
 - ☞ Investigating knowledge whose very existence has been hidden for centuries .
 - ☞ Asking for a dangerous favor from a stranger.

TRAITS

- ☞ Let you try something you couldn't do normally.
- ☞ Make something easier to attempt (–1 Difficulty).
- ☞ Make something harder to attempt (+1 Difficulty, or need a Skill Test when it wouldn't normally).
- ☞ Stops you doing something that you could normally do.

SKILL TEST PROCEDURE

- Player describes action.
- Gamemaster decides on appropriate skill and assigns a Difficulty.
- Player chooses a Drive statement:
 - ❖ If one is relevant, use that Drive.
 - ❖ If none are relevant use one of the remaining Drives.
 - ❖ If one conflicts or mismatches you may **challenge** or **comply** with the test.
- Check to see if a focus can be applied (max of 1)
- Spend Threat, Momentum, and/or Determination points to modify the test
- Roll the dice and count successes:
 - ❖ Each die that scores the target number or below is a success.
 - ❖ A roll of 1 (or up to the skill value if using a focus) is a critical and yields two successes.
 - ❖ Each success beyond the required Difficulty earns 1 Momentum.

- ☞ **Target Number** = Skill + Drive
- ☞ **Dice Pool** = 2d20, max dice pool 5d20

ASSISTANCE

- ☞ Each assistant rolls only 1d20 (Momentum cannot increase).
- ☞ Target number is their choice of skill + Drive, Focus may be applied.

COMPLICATIONS

COMP. RANGE	DESCRIPTION	COMP. OCCUR ON...
1	Normal	20
2	Risky	19 or 20
3	Perilous	18–20
4	Precarious	17–20
5	Treacherous	16–20

Complications result on a roll of 20 on any dice.

SUCCESS AT COST

A roll may be changed to a bare success if the character suffers a complication

DETERMINATION (PLAYERS)

Determination may only be spent on a test where a Drive statement applies without conflict with the action. If a player opts to **challenge** or **comply** on a **test**, they may gain 1 Determination. Determination may be spent in the following ways, **each use costs 1 point**:

- ☞ **Automatic 1:** On a single die.
- ☞ **Re-roll:** Any or all dice.
- ☞ **Declaration:** Create a new trait or change or remove an existing one.
- ☞ **Extra Action:** Act again during a conflict.

CHALLENGING DRIVES

If the statement for the Drive being used **does not contradict the action** of the skill test, proceed as normal. The player may spend Determination on the test.

If the statement for the Drive being used **contradicts the action** of the skill test, a challenge has occurred. The gamemaster may offer the character a Determination point.

- ☞ If the player refuses the Determination point, they fail the skill test with no further consequences.
- ☞ If the player accepts the Determination point, they must **challenge** or **comply** with their Drive statement. In both cases they use the chosen Drive and make the skill test as normal, but afterwards...
 - ❖ If they **comply** they receive a complication.
 - ❖ If they **challenge** they must put a line through the Drive statement used and must change or recover it to use that Drive.

RECOVERING A DRIVE

Between adventures or in a scene where the character can come to terms with their priorities:

- ☞ Reduce the Drive that has been crossed out by 1 (unless it is 4) and reinstate it.
- ☞ Increase the Drive it is now equal to by 1.
- ☞ Create a new Drive statement for any Drive rated 6 or more without one. It should relate to the action that caused the challenge.

MOMENTUM USES

- ☞ Buying d20s (1–3 points/die)
 - ❖ The first die costs 1 Momentum.
 - ❖ The second die costs 2 Momentum.
 - ❖ The third die costs 3 Momentum.
- ☞ Create a Trait (2 points)
 - ❖ This must relate to the action the character has just attempted, and it must be something that could reasonably result from that action.
- ☞ Obtain Information (1 Point/question)
 - ❖ Each point of Momentum the player spends allows them to ask the gamemaster one question about the current situation.

ADDING TO THREAT

Players can add to the Threat pool in the following ways:

- ☞ **Buying d20s:** As Momentum (1–3 Threat/Die)
- ☞ **Ignore Complications:** (2 Threat/ complication)
- ☞ **Escalation:** Some actions may ‘escalate’ a situation, giving the gamemaster 1 Threat. (1 Threat)

The gamemaster may add to Threat in the following ways:

- ☞ **Threatening Circumstances:** The environment or circumstances of a new scene may add to threat. (1 - 2 Threat)
- ☞ **Non-player Character Momentum:** Non-player character bonus successes add to the Threat pool, instead of Momentum. (Varies by success)

SPENDING THREAT (GM)

- ☞ Buying d20s (1–3 points/die)
 - ❖ The first die costs 1 Threat.
 - ❖ The second die costs 2 Threat.
 - ❖ The third die costs 3 Threat.
- ☞ **Increase Difficulty:** The gamemaster can choose to increase the Difficulty of a single skill test before the roll by one for every 2 Threat spent. (2 Threat)
- ☞ **Non-player Character Threat Spends:** When a player character's action would normally add points to Threat, a non-player characterperforming that same action, or making the same choice, must spend an equivalent number of points of Threat.
- ☞ **Buy off Non-player Character Complications:** The gamemaster may buy off a non-player characters' complication by spending 2 Threat. (2 Threat)
- ☞ **Traits:** The gamemaster may change, remove, or create a trait by spending 2 Threat. (2 Threat)
- ☞ **Environmental Effects and Narrative Changes:** The gamemaster may trigger or cause problems with the scene or environment by spending Threat. (Various)
- ☞ **Rival House Action:** The gamemaster may spend Threat to introduce a known enemy House to the situation. (1 Threat)
- ☞ **Determination:** Non-player characters can spend 3 Threat to effectively use a Determination point. If they gain a Determination point, they instead gain 3 Threat.

CONFLICT

Types of Conflict:

- ❖ **Personal** – Dueling (corebook, p.171).
- ❖ **Skirmish** – Multiple opponents (corebook, p.174).
- ❖ **Warfare** – Large scale conflict (corebook, p.180).
- ❖ **Espionage** – Spying (corebook p.177).
- ❖ **Intrigue** – Social conflict (corebook, p.184).

MOVING ASSETS

To move an asset from one zone to the next requires a skill test (Difficulty 2).

You may spend 2 Momentum to move an additional zone.

- ☞ If you move an asset **subtly**, you reduce the cost to keep the initiative to 0 if you succeed.
- ☞ If you move an asset **boldly**, then you may move one of an opposing character's assets by one zone if you succeed.
- ☞ If you fail, you may not spend Momentum on additional movement, and one enemy may move a single asset one zone. You may not keep the initiative.

USE OF ASSETS

Common examples of ways to use an asset include:

- ☞ Attacking an opponent with the intent of harming or defeating them (see **Attack Sequence and Resisting Defeat**, opposite).
- ☞ Attempting to remove an opponent's asset from play.
- ☞ Attempting to create a new trait for the scene, or a new asset for yourself or an ally.
- ☞ Attempting to overcome an obstacle or hindrance in the environment.
- ☞ Attempting to gain information about the situation.
- ☞ Attempting to remove a trait or similar complication from an ally, or to aid a defeated ally.

ATTACK SEQUENCE

- Choose your target and the asset you're using to attack.
- Make a **Contest** skill test against your opponent. The attacker's final Difficulty increases by +1 for each defensive asset in the target's zone.
 - If you win the contest, then you successfully attack the enemy.
 - If you lose the contest, then your attack has failed, and the action ends. You may not keep the initiative after this.
- If you successfully attacked, the results are as follows:
 - If the enemy is a minor non-player character or minor supporting character, then they are **defeated** immediately.
 - If the enemy is a notable or major non-player character, a notable supporting character, or a main player character, then defeating them is an **extended task**. Each character has an extended task track with a requirement equal to a relevant skill, which is used to track how close to defeat that character is. Each successful attack against a character scores points towards that extended task equal to 2 plus the attacking asset's Potency, and you may add +1 to this by spending 2 Momentum. A character is defeated when their track is full.
- If you defeated an opponent, then you may spend 2 Momentum to inflict a **lasting defeat**.

RESISTING DEFEAT

All player characters, notable and major non-player/ supporting characters may **resist defeat once per scene**.

- ☞ When they do, they are simply not defeated and may continue the conflict, but are not healed in any way.
- ☞ It costs 1 Momentum, or adds 1 to Threat, and causes you to suffer a complication.
- ☞ The amount of Momentum, or Threat spent to Resist Defeat increases by an amount equal to the Potency of the asset used to cause that defeat.

ADVANCEMENT POINTS

GAINING ADVANCEMENT POINTS

During an adventure, you can gain advancement points with:

- ☞ **Adversity:**
 - ❖ **Pain:** When you are defeated during conflict.
 - ❖ **Failure:** When you fail a test with a Difficulty of 3 or higher.
 - ❖ **Peril:** When the gamemaster spends 3 or more Threat at once.
- ☞ **Ambition:** For progressing in your ambition (1–3 points gained).
- ☞ **Impressing the Group:** For a good plan, roleplaying scene, or other noteworthy contribution (limit of 1 per session for any player).

SPENDING ADVANCEMENT POINTS

- ☞ **Skill:** 10+1/advance
- ☞ **Focus:** 1× total Focuses
- ☞ **Talent:** Total Talents ×3
- ☞ **Retrain:** You may advance a skill, focus, or talent by sacrificing an ability you already have. See p.139 for details. (Various).
- ☞ **Drives:** Can only be altered through play. See p146-147 & p.150.

CREATING NON-PLAYER CHARACTERS

MINOR NPCs

- ☞ **Traits:** One trait as a basic description of their job or role, such as House Trooper, Servant, or Spy.
- ☞ **Drives:** Instead, use a single Quality rating, from 4–8, which is added instead of a Drive for any test. They have no Drive statements.
- ☞ **Skills:**
 - ❖ One skill ranked at 6 (the one most relevant to their job).
 - ❖ Two skills ranked at 5, and two at 4.
- ☞ **Focuses:** One focus for the skill ranked at 6.

NOTABLE NPCs

- ☞ **Traits:** One trait as a basic description of their job or role, such as Military Officer, Steward, Pilot, or Scholar. Some may also have a second trait, reflecting the character's reputation.
- ☞ **Drives:** Two Drives rated at 6 and 7. For all other Drives, they use a score of 5. They have a Drive statement for one or both of their higher-rated Drives.
- ☞ **Skills:**
 - ❖ One skill ranked at 7 (the one most relevant to their job).
 - ❖ One ranked at 6, two ranked at 5, and one at 4.
- ☞ **Focuses:** One Focus for any skill ranked at 6, and two Focuses for any skill ranked at 7.
- ☞ **Talents:** One talent, though some may have two (gamemaster's option).

MAJOR NPCs

- ☞ **Traits:** One trait each for their role and reputation. They may have a third faction trait if applicable.
- ☞ **Drives:** They have the full range of Drive scores, rated 8, 7, 6, 5, and 4, and a statement for each Drive rated at 6 or higher.
- ☞ **Skills:** Begin each skill at 4, and freely assign 11 more points. No skill may be rated at higher than 8.
- ☞ **Focuses:** Three to five focuses, as required by their concept.
- ☞ **Talents:** Two to four talents or equivalent special abilities.

NON-PLAYER CHARACTER SPECIAL ABILITIES

Instead of picking a talent a major non-player character might have, you may choose one of the following:

- ☞ **Proficiency:** When using a specific skill in a certain way, the cost to buy the first bonus d20 is 0.
- ☞ **Threatening:** When using a specific skill, or acting in a certain way, and buying additional d20s with Threat, you may re-roll a single d20.
- ☞ **Guidance:** Whenever you assist an ally in a certain way, re-roll your d20.
- ☞ **Substitution:** When making a specific skill test you may use a specific skill regardless of the one usually required.
- ☞ **Familiarity:** Whenever you attempt to perform a specific skill test, you may reduce the Difficulty by 1, to a minimum of 0.
- ☞ **Additional Threat Option:** You can gain a specific or unique benefit by spending 1 or more Threat.

STORY HOOK GENERATOR

ROLL	PLOT	GOAL	LOCATION	HAZARD	CHARACTER
1–4	Break in and steal or kidnap the...	Secret Data	Warehouse	Sardaukar Soldiers	Bashira, the head of a House Minor's security
5–8	Solve the mystery of the...	House Minor Heir	Manor House	Security Systems	Kaunos, the merchant
9–12	Investigate the murder or destruction of the...	Artifact	Sietch	Desert	Anca, the Fremen stillsuit seller
13–16	Cause the murder or destruction of the...	Illegal Technology	Smuggler's Base	Spacing Guild	Hegai, the smuggler
17–20	Rescue or recover the...	Secret Spice Stores	Desert	Smugglers	Akira, the ornithopter pilot