













## SPENDING , AND


### ADVANTAGE AND TRIUMPH

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



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





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



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


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

### THREAT AND DESPAIR

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

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

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

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



Success



Failure



Advantage



Threat



Triumph



Despair

Y07  
H5H

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M1E4 0E1 0D1 0V0 Y0A V2 020 7V6U79

Version 3.1