

BASICS

SYMBOL KEY

Dice	Symbols
◆ Ability Dice	★ Success
◆ Difficulty Dice	▼ Failure
■ Boost Dice	⊕ Advantage
■ Setback Dice	⊗ Threat
● Proficiency Dice	⊕ Triumph
● Challenge Dice	⊗ Despair
○ Force Dice	○●● Force

DIFFICULTY (EotE. 17)

Difficulty Level	Dice	Scope
Simple	-	Basic and routine.
Easy	◆	Poses little challenge, but something could go wrong.
Average	◆◆	Success expected, but failure is not surprising.
Hard	◆◆◆	Professionals fail as often as they succeed.
Daunting	◆◆◆◆	Pushes Professionals to their limits.
Formidable	◆◆◆◆◆	High impossible.
Impossible	-	With GM permission, spend Story Point to tackle as Formidable.

UPGRADING/DOWNGRADING DICE (EotE. 21)

- **Increase:** Add ◆ or ◆.
- **Upgrade:** Convert ◆ to ● or ◆ to ●. If upgrading is impossible, increase instead.
- **Decrease:** Remove ◆ or ◆. If only ● or ● are left, ignore additional decreases.
- **Downgrade:** Convert ● to ◆ or ● to ◆. If only ◆ or ◆ are left, ignore additional downgrades.

DESTINY POINTS (EotE. 28)

There are 2 pools of Destiny Points. The players' and the GM's. The players can use their pool to do things, and the GM can use their pool do similar things. When a story point is used, it is moved to the other pool.

The points can be used to:

- Upgrade your own or an ally's roll.
- Downgrade an opponent's roll.
- Activate an ability you have.
- Do anything the GM will allow a Destiny Point to do.

DICE POOL (EotE. 18)

Assembling a dice pool has 4 steps::

1. **Base:** Collect ◆ equal to the characteristic.
2. **Upgrade:** Convert an amount of ◆ equal to your skill rank into ●.
Note: If your skill is higher than your characteristic, then use skill for the base and characteristic for the upgrade.
3. **Difficulty** GM adds ◆ and ● depending on the base difficulty of the task.
4. **Modifiers:** GM, actions, maneuvers or special abilities add ■ and ■ depending on situation-specific changes to the difficulty of the task.

INTERPRETING THE RESULT (EotE. 23)

1. **Triumph and Despair:** A ⊕ symbol on the die counts as both a ★ and a ⊕. A ⊗ symbol on the die counts as both a ▼ and a ⊗.
2. **Cancel out:**
 - ⊕ and ⊗ cancel each other out.
 - ★ and ▼ cancel each other out.
 - ⊕ and ⊗ do **NOT** cancel each other out. The ★ and ▼ they generated do however count as regular ★ and ▼, and can be cancelled out normally.
3. If the roll generated more ★ than ▼, you succeed. If it generated the same amount or more ▼, you fail.
4. **Spend ⊕, ⊕, ⊗ and ⊗:** In combat, you spend the ⊕ and ⊕ and the GM spends the ⊗ and ⊗. Out of combat, the GM spends it all.