The Core Mechanic

Grab your DB character sheet. Almost every roll in this system can be rolled using a pool of six sided dice according to the formula /roll Xd10 k1 where X is the number your skill or Force power is at. The k1 command at the end means only the **highest** roll out of the pool of d10 will be kept. The only exception to this is if you are rolling a skill in which you have +0, then the roll will be /roll 2d10 kl1 which will roll two six sided dice and keep the **lowest.**

If the result is a **5 or lower,** this is a **failure with consequence**. This means you do not accomplish what you were trying to do, and something additionally goes wrong. So if you were attempting to stab a Sith with your lightsaber skill, he might deflect the blade away and punch you in the face.

If the result is a **6-9,** this is a **success with consequence**. This means you accomplish what you were trying to do, but something also goes wrong or not entirely as intended. So if you were trying to persuade the bouncer at a nightclub to let you in, he might agree, but only if you give him a couple credits for the trouble.

If the roll is a **10,** this is a **full success.** Meaning you accomplish what you were trying to as intended.

Before making a roll, the GM will determine the **position** the character is in and whether any other modifiers apply to the roll. Positions can be **Controlled, Risky, or Desperate.** A Controlled position means the character is acting from a position of strength or exploiting an advantage, and consequences will be relatively minor. A risky position means they are on even footing with their opposition, and consequences may be harsh. A desperate position means that they are fighting against the odds, and consequences will be severe. Desperate rolls are taken at a -1 modifier

Once the position and success of the roll is determined, the GM will also determine the effect that the roll has. Effect is determined by position, **Scale,** and **Potency**

Scale relates to the size and number of the creatures or objects involved. A lone Force User is going to have a reduced effect when using telekinesis against a starship compared against a pebble, or when facing down a crowd of enemies as opposed to a single opponent.

Potency relates to certain weaknesses and strengths inherent to the situation. An effect might be greater when using an EMP grenade against a droid as opposed to a gas grenade.

Finally, the GM will determine the roll's **consequences**, if it has any. The GM might express these consequences in any of the following ways depending on the position and what makes sense for the story.

- The effect of the characters action may be reduced.
- The character may suffer a complication, introducing a new threat or mounting trouble to the scenario.
- The character may lose the opportunity to act, requiring a new approach as circumstances shift
- The character's position may grow worse as they slowly lose their advantage.
- The character may suffer harm.

Stress

Stress is a special reserve of mental fortitude that players can take advantage of to resist consequences, add bonuses to their rolls, and improve the effect of their rolls. Every character has a reserve of 10 stress to spend. Stress may be spent in the following ways

When you receive a consequence from a roll, a player may choose to **resist** this consequence and take stress instead using a skill of their choice that matches the situation. For instance, if a player were about to take harm from a blaster bolt, they may choose to resist it with their Shield power. Resisting consequences in this way inflicts Stress on the character equal to 10 minus the highest result on their resist roll. So in the previous example if they were to roll a 9 for their shield roll, they would only take 1 Stress. The GM determines to what degree resisting will lessen the consequence, and informs the player before the roll is made.

Stress may be used to **Push** on a roll. Taking 2 stress, a player may add an extra die to their pool for any roll. The player may also choose, in the same way, to increase the effect of their roll.

Stress may also be used to **Assist** another character's roll. Taking 1 stress, a player may add an extra die to another player's roll.

If a character takes 10 or more stress they can no longer Push, Assist, or Resist using stress. Furthermore the character becomes **stressed out** until they have a chance to rest, taking a -1 modifier to any dice rolls made while stressed out.

Harm

Harm is the physical damage your character might take in the course of an adventure as a result of consequences. There are four levels of harm, each with their own effects.

Level 1 harms are minor, annoying injuries such as bruises or minor burns. Not life threatening, but enough to throw you off your game. While suffering from a level 1 harm the effect of a

character's actions are reduced. A player may take up to 2 level 1 harms, if another is received, it becomes a level 2 harm.

Level 2 harms are moderate injuries, such as deep cuts or concussions. Level 2 harm seriously impedes your character. While suffering from a level 2 harm, all dice rolls are taken at a -1 modifier to their pool. A player may take up to two level 2 harms, if another is received, it becomes a level 3 harm.

Level 3 harms are serious injuries, such as a blaster wound or shattered bones. Level three harms require immediate care or your character's life may be in danger. While suffering from a level three harm a character is incapacitated, and cannot normally take actions until receiving aid. A player may only take one Level 3 harm, if another is received, it becomes a Level 4 harm.

Level 4 harms represent instant death, such as a slug to the head or a lightsaber to the heart. Taking a level 4 harm means your character is dead.

Harm may be reduced in a variety of ways. One may choose to resist harm as described in the section on stress above. One may also use their armor to reduce harm. Light, medium, and heavy armor grant 1, 2, and 3 points of armor respectively. These points may be spent to reduce incoming harm by one level for every point spent. Once spent, the armor must be repaired before they can be used again. Lightsaber wounds may not be reduced by armor, unless it is Beskar or similar resistant material.

Devil's Bargain

One last mechanic the characters may use to improve their chances of success is by making a **Devil's Bargain**. By bargaining with the GM, the player may trade away something of importance to them in return for a +1 to one of their rolls. This might be an item, collateral damage to nearby NPCs or PCs, harm to the character themselves, or some other terrible consequence worked out with the GM.