Destiny Die

Attribute, Attack, and Damage checks automatically roll a special twenty-sided Destiny Die that can affect the result. This represents luck, fate, and the influence of the Force—and the effect takes place regardless of the check's success or failure.

During combat, when you roll a Destiny Die effect, you cannot roll another until the start of your next turn. Destiny Die effects include:

- **Attribute: Complication.** You narrate an unexpected and unrelated complication that results during their PC's check, and the GM adds a secondary detail. For example: you succeed at a check to hack into a computer console and decide the Complication is that a unit of enemy soldiers stumble onto you at that moment.
- **Attribute: Opportunity.** You narrate an unexpected and unrelated opportunity that results during their PC's check, and the GM adds a secondary detail. For example: you fail at a check to lose your pursuers down a side alley and decide the Opportunity is that a nearby door has been left ajar.
- **Attack: Gain Momentum.** You can take one additional action before the end of your turn.
- **Attack: Dramatic Reversal.** A nearby enemy immediately takes an action after your attack resolves.
- **Damage: Vicious.** Increase your attack's damage by 5.
- **Damage: Glancing.** Reduce your attack's damage by 5.

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