

Time		
Unit	Duration	Perform
Round	10 Seconds	Single Action
Stretch	15 Minutes	Search Room
Shift	6 Hours	15 km/Ship Duty

Attributes
Strength: Raw muscle power and brawn.
Agility: Body control and speed.
Logic: Intelligence and power of deduction.
Perception: Awareness and vigilance.
Insight: Mental stability and sharpness.
Empathy: Charisma and social intelligence.

Calculated Attributes
Health: Sum of Strength and Agility
Hope: Sum of Logic and Empathy
Health: Sum of Perception and Insight

Rolling Dice
Creating a Dice Pool:
1. Select Attribute
2. Add Applicable Talent Bonus
3. Add Gear Dice
(Gear Dice should be a different color)

Pushing Rolls
If you fail your roll you can push by rerolling any dice not a 6 or 1 on Base Die or Gear Die
You can only push once .
Risks of Rerolling Die:
Lose Hope for each 1 rolled on a Base Die
Gear will lose -1 Bonus for each 1 rolled and break at 0

Helping
Helping must be declared before roll:
+1 Base Die per player helping. MAX 3 .
The character helping loses their turn.
NPCs can also help in this way.
If the roll fails, it counts as a failure for the group, you cannot try one time each.
Conditions:
You can give Hope to another player:
Lose 1 Hope and more per each 1 rolled.

Opposed Rolls
Ties break with the most 6's rolled.
Opposed rolls can be pushed.

Difficulty
GM can adjust difficulty by adding or removing dice from the pool a player rolls.
Typically +/- 1 to 2 dice.
Can never go below 1 die total to roll.

Equipment (Repair)
Takes 1 full Shift of time.
Successful Logic + Talent roll.
Success = Fully restored gear.
Failure = Permanent Bonus Loss or Destroyed if 0.

Initiative
Draw Numbers 1-10, lowest goes first.
If a player has surprise, you can go in any order for first round. The remaining characters draw normally.
Exchange initiative. Can change with a character who has not gone yet, cannot resist. New initiative can not be swapped again.

Free Actions
Draw / Holster Weapon
Change Position: Stand or Drop from Prone
Drop Equipment
Speak

Actions	
Action	Attribute
Melee Combat	Strength
Ranged Combat	Agility
First Aid	Logic
Persuade	Empathy
Block Attack	Strength
Dodge Attack	Agility
Grapple	Strength
Command Bird	Insight

Zones
A room, corridor, or area of ground.
A few steps to about 25m.
Cluttered, Dimly Lit, and Cramped.



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