

Character Generation

Set your level to 1

Select a Species

Spread 18 points across the 6 attributes - Attributes have a minimum of 0 and a maximum of 5

- An Attribute of 1 or less creates a -1 modifier to related skill checks. Attribute of 4 or higher grants a +1 to linked skill checks

Select Your Skills

- Choose 6 Primary, 2 Personal Combat, and 2 Spacecraft Combat skills

Select 1 trait

Select 1 Complication

Starting Resources = Level + 2

Set Spare Time Points (t) and Knowledge

- Spare time points = Level + 4
- Starting Knowledge = 3

Sub-stats Equipment slots = STR + 6

Grit re-rolls = GRIT

Defense = 10 + REF

Endurance = (10+(STR * 5))

Armor - Based on Outfit you start with

Munitions = 3

Recovery = GRIT

Combat Order = INT

Buy Weapons (max 3) A Sidearm costs 1 Resource

You may have 1 Companion

Buy an Outfit Pay associated Acquire and Resource Cost

Character Generation (cont)

Buy a Utility Pay associated Acquire and Resource Cost

Optional: Purchase Miscellaneous Gear Pay the Acquire Cost

Write down free items You get a Hand Comm, Flashlight, Bulky Toolbox, and Common Items for free

Optional: Choose Starship with your group

Page numbers for each step are on page 9 of the core rulebook

References

Traits p. 31

Complications pps. 32-36

Perks p. 37 - gain one Perk for every 5 current Influence

Resources and Influence p 39. Resources limit what you can carry around. You can swap items to open resource slots

Influence is gained by trading Networking units. Influence, like Resources, is allocated, not spent. It's an amount of "- slots available"

Influence cannot be shared, but can be lost if the group that gives it to you disavows you

Acquisition Rolls and Spare Time Points p. 40

How to Make a Skill Roll

GM sets Difficulty Rating

How to Make a Skill Roll (cont)

PC describes their goal and approach along with skill choice and tools they will use At GM's discretion, a +2 or -2 bonus or penalty may be applied if they think the approach is good/bad

Roll 3d6 and add skill modifier

Roll of 6 = STRONG HIT

A GRIT re-roll point may be spent to re-roll ALL dice

Trained skills grant +1 Modifier, Untrained skills apply a -2 penalty

Toolboxes grant a +1 to the applicable skill (doesn't stack)

Workshops grant a +1 bonus, which CAN stack with the Toolbox +1. As long as the PC has regular access to the workshop, they gain this bonus, they don't have to be AT the workshop when performing the skill check

Unexpected Consequences If you roll +4 or -4 compared to the difficulty rating, you trigger a special bonus/-penalty determined by the GM. See p 16 for suggestions



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How to Make a Skill Roll (cont)

Helping another PC PCs can help one another. The assisting PC must pass a skill check of 10 Difficulty, using an appropriate skill. If they succeed, they grant a +1 to the main PCs skill check

Retrying You may repeat the skill check if you fail, but you take a -2 penalty, cumulative for each attempt. This also applies to other PCs attempting to retry your failed skill check.

Retries ALWAYS trigger an Unexpected Negative Consequence

Retry rules to no apply to Acquisition rolls

Trade Goods

Obtaining a Trade Good You may make a 12t Acquisition Roll to gain a Trade Good, assuming there is a suitable provider

4 trade goods can be converted to 1 resource

Trade goods are typically an abstraction of looted gear or a reward

Money Requires one equipment slot per 4 Goods. Requires 0 cargo space.

1 Money Trade Good can be spent to gain a +1 on a previously failed roll where wealth would have helped (stacks)

see p.42

STRONG HITS - natural 6's on checks

Common Strong Hit Options (everyone can access) Effort: You may choose to re-roll a single die from the current roll

Critical Hit: Can use once per attack. All damaged targets suffer your weapon's Critical Damage minus armor value directly to a randomly chosen ATTRIBUTE

Critical Boost: +1 Critical Damage vs all damaged characters who are currently at 0 ENDURANCE (can stack)

see p17 of the rulebook for additional details

Difficulty Ratings

Routine No roll needed if you are trained in the skill

Moderately difficult Set Target Difficulty to 12 or 14

Very Difficult 16

Extremely Difficult 18+

ARCANE Rolls

Any Skill or Acquisition roll may be turned into an ARCANE roll

Using ARCANE powers will increase the difficulty rating of the check by at least +2

Failure always triggers a negative Unexpected Consequence

see p. 23 for more details

Acquisition Rolls and Spare Time Points

Spare Time Points Acquisition point is lost even if Acquisition roll fails

Found items do not require an Acquisition roll

You gain 1 Spare Time Point at the start of every session

At character creation, you may acquire any item or service with a cost of 14 time (t) or less, but it does cost an Acquisition point

Acquisition Rolls Spend a Spare Time Point to attempt

Any item with a "t" in the Acquire Cost means you must make an Acquisition Roll to acquire it

The difficulty of the Acquisition Roll is equal to the Acquire # - ex Acquire 12t means spend one Acquisition point, and you must roll 12 or higher to get it

The skill used in the roll is determined by the PCs approach (ex, using Wealth to simply buy something, Mechanics to build the item, etc. Awareness cannot be used)

Helping on an Acquisition Rolls Costs the helper a Spare Time point, too, and only grants a +1.



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Acquisition Rolls and Spare Time Points (cont)

Sharing Can only be used for Heal or
Spare Repair Attribute Damage
Time
Pts

Found Have no cost in Spare Time
items Points nor do they need an
Acquisition Roll. Knowledge
costs do need to be paid



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