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 Miscel-laneous 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
Compli-cations	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 Conseq-uences	If you roll +4 or -4 compared the the difficulty rating, you trigger a special bonus/-penalty determined by the GM. See p 16 for sugges-tions

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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 Conseq-uence
	Retry rules to no apply to Acquisition rolls

Trade Goods

Obtaining a Trade Good	You may make a 12t Acquis-ition 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
Acquis-ition 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 Acquis-ition 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 Spare Time Pts	Can only be used for Heal or Repair Attribute Damage
Found items	Have no cost in Spare Time Points nor do they need an Acquisition Roll. Knowledge costs do need to be paid

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