

Dice Rolls

6 complete success. More than one 6 is a crit

4 or 5 partial success, but there are consequences

1-3 bad outcome

If you have 0 dice for the roll (no skill, for ex.) roll 2d6 and drop the high die.

Create a dice pool = use a TRAIT, plus ship's CREW Quality

Roll your pool of dice and take the one highest die and compare it to this appropriate results table based on current Position

Effect

Effect Ticks from Clock

Limited 1 - partial or weak effect

Standard 2 - normal result

Great 3 - You hit it out of the park

Things that alter the effect

- Potency Good gear for ex, assessing target's weakness, pushing yourself

- Quality / tier Effectiveness of tools, weapons, or other resources

- Scale Number of enemies, size of area, scope of influence

- Trade Position Raise the danger level (controlled to risky, risky to desperate, etc.) by your actions

Resistance and Armor

You can always resist an effect, and immediately make a RESISTANCE ROLL (gm can't argue against)

Roll on Insight, Prowess, or Resolve

Resistance and Armor (cont)

Suffer SIX stress when you resist, but reduce STRESS loss by the highest die from the RESIST roll

You can only Resist a specific consequence once

RESIST ROLL 1die per attribute rating

Armor Mark an armor box to avoid or reduce a consequence instead of rolling

Death If you take a level 4 harm and don't resist, you die. If you need to record a level 3 harm, but there's no boxes left, you die or suffer a catastrophic effect

Flashbacks and Clocks

Clocks You set the clock by how difficult the situation is

Tick off for positive effects

Negative things like being chased get their own clock

Flashbacks

GM sets the stress cost 0 = controlled, 1 = complex or unlikely, 2 or more = elaborate, requires special opportunities

After paying STRESS cost, determine what roll is needed to make the flashback work, usually an ACTION roll

Action Roll

1. State your goal

2. Choose Action which Rating to use

Choose what Action (aka skill) to use

3. GM sets POSITION

Controlled, Risky, or Desperate. By default, actions are RISKY

4. GM sets EFFECT Level

Limited, Standard, or Great

Add BONUS Dice

Assistance from ally = +1 die (they take 1 stress) , Push Yourself +1 Die, +2 Stress, or take a Devil's bargain

Roll for it!

Make an action roll when doing something dangerous or troublesome (or combat!). Results depend on position (controlled, risky, desperate)

Devil's Bargain - gm determines effect and price, then gives +1 Die to the pool

Reduced effect Success with a cost (someone accepts your story, but still keeps an eye on you)

Complication Problems arise

Never use a complication in a way that negates a successful roll

Consequences and Harm

Lost opportunity The situation changes.

Worse position Controlled becomes risky, risky becomes desperate



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Consequences and Harm (cont)

Harm Record harm on harm track. If a harm row is full, you must mark the next tier of harm. If the 3rd tier is full, you suffer a catastrophic effect (loss of limb for ex)

Fortune Roll - used for more random situations

1d for each TRAIT rating

1d per MAJOR advantage

-1d per MAJOR disadvantage

6 Full effect

4 or 5 Partial success

1-3 bad result, poor or little effect

engagement roll

Take 1 die to start

1 die for each major advantage

-1 die for each major disadvantage

Take the best die

6 controlled starting position

4-5 risky starting position

1-3 desperate

Action Roll - Controlled

6 success

4 You hesitate. Withdraw and try something else. or take a MINOR consequence MINOR complication, REDUCED effect, or LESSER HARM. Position is now RISKY

1-3 You fail somehow. Press on in a RISKY situation, or withdraw and try something else

Action Roll - Risky

6 Success, and add a GAMBIT to your crew

4-5 success with a price. Position is now DESPERATE

1-3 It all goes bad. You suffer harm or a serious complication. Situation is Desperate.

Action Roll - Desperate

6 Success

4-5 Success with SERIOUS consequence or harm.

1-3 Worst outcome. Severe HARM, complication occurs, or you lose this opportunity

Gather Info Roll

Make an ACTION or FORTUNE roll Results depend on effect level

Great Lots of detail! Can ask follow ups

Standard Good details, can ask follow ups

Limited Partial info, can ask follow ups

Character Generation

1. Choose a playbook

2. Read your starting ability Every PC class starts with one ability

3. Choose one special ability from your sheet

4. Choose Heritage

5. Choose Background

6. Assign 4 skill points (Action Dots) No rating can be higher than 2 dots

Increase one rating related to your Heritage

Character Generation (cont)

Increase one rating related to your Background

Spend two dots however you like

7. Choose a friend and a rival

8. Choose a vice

9. Record Name, Alias, and Look

10. Set Loadout

Loadout

3 Light load, you're not obviously packing slots

5 Normal load, you look like you're ready for something.... items slots

6 You're obviously packing, and items you're slowed by everything you could be carrying slots

When creating a PC, you choose your loadout. Do Not actually select gear, just the loadout (light, normal, heavy). As you play, you select items from the available list, checking off their box and comparing it to your max loadout. Note that some items fill two checkboxes, and thus two slots of your loadout



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