

### Character Overview

Origin	Provides background info, species, etc.
Edges	A general area you're skilled at. Gain a bonus +1d6 to roll if you can apply your EDGE to an action
Skills	Grant you +1 to +3 dice in a situation where they apply
Languages	You have 1 to 3 ranks in each language. More ranks is better
Aspects	Special abilities granted by traits, gear you carry, friends you have, pets that accompany you, etc . Aspects take damage and you can lose them and have to regain them! They may also add bonus dice to a roll
Resources	Stuff you've scavenged on your adventures. May sometimes offer bonus dice
Milestones	Goals for your character. Track these as they are how you advance your character
Mires	Negative traits or features about your character. Mostly for roleplay, but may cause penalties to rolls

### Action Rolls

Step	Detail
1. Build Dice pool	Max size of pool is 6 dice. Gain dice from:  Edges - up to 1d6 bonus dice. You can only use one edge in an action

### Action Rolls (cont)

	Skill or Language - 1d6 per dot you have in that skill/language. You can only use one skill or language in an action roll
	Advantage - 1d6 per, max of 2d6 bonus
Describe your action	This has a narrative, non-mechanical effect
Roll dice	Roll the dice and find the highest individual number rolled
	6 :Complete success (Triumph)
	4-5 : Partial success (Conflict) - you succeed, but must make a tradeoff somehow (maybe burning a resource you used, for ex.) Normally this will mark or clear a tick on the related track
	1-3: Failure (Disaster) - Introduces a narrative challenge/drawback, you do not tick or clear any boxes on tracks.

### Action Rolls (cont)

Doubles - TWIST! Along with whatever the die roll result would be, you also introduce an unexpected outcome (usually positive) that's related to the action and situation. Players can suggest the twist, but GM makes the final approval. IMORTANT - the player who rolled has no say in the TWIST. Only the other players and the GM can come up with the twist.

When you take action, your roll for success

Note - if you have no relevant Edges, Skills, Languages or Advantages related to the action, but you still want to try, roll 1d6 and a Triumph (a 6 on the die) counts only as a Conflict.

### Combat

No initiative!	Just keep moving from player to player, whoever is ready to go, goes
Focus	A player's "round" (time they have focus) has no set time limit or action limit. They could react and act several times before passing to the next player
Ranges	Attacks are either Close Range or Long Range  If using a Long Range (LR) weapon to fight in Close Range (CR) combat, you cut one die from your action



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### Combat (cont)

When using a CR weapon (ex, throwing a handaxe) you cut one die from the Action

**Damage** Damage is taken to your (and enemy) Aspects. Normal damage is 1 tick on the chosen aspect,

PCs do not die unless they choose to. They may be knocked out if that narratively makes sense based on the damage they've taken

**Loss of Resource** Using some weapons, like smashing a glass bottle to use as a blade, means you lose the bottle's storage benefit

**Injuries** Injuries do direct damage, rather than doing aspect damage. They may cause you to always cut a die, remove a skill, or have other negative effects

**Damage type resistance** Reduce damage from that type by one tick

**Damage type weakness** Increase damage from that type by one tick

**Damage Type Immunity** Take no damage from that type

### Character Notes

**Bloodline** = species

**Origin** = the live they've lived before coming onboard

**Post** = job within the crew

**Edges** = how the PC typically solves problems. Be it by fighting, sneaking, using their instincts, etc.

**Skills** = training or natural knowledge

**Languages** = don't need to roll, but more points in it are more useful

**Aspects** = abilities that make PCs unique. Might be gear, pets, physical attributes, etc.

**Mires - negative aspects of your PC** One mire mark = mild narrative effect, two marks on same mire = significant narrative effect

When you perform an action that contradicts a Mire, you cut the # of dice = to ticks on the Mire

**\* When to mark Mire** Anything extremely horrific, stressful, crew death, you accidentally cause someone's death

**\* When to clear Mire** Encounter something wonderous, rest in a port, drugs, therapy, surgery

**Using Drives** When you achieve something that advances or satisfies a drive, choose from:

### Character Notes (cont)

Gain a whisper related to the Drive

Clear a Mark of Mire

Gain a Minor Milestone related to the Drive

Gain a Major Milestone if you completely satisfy the Drive

### Collecting Resources Rolls

**6** You gain a darned near perfect version of the resource. Fresh ripe fruit, a brand new collection of tools, etc.

**4-5** Gain the resource, but with the "- Negative" tag, it'll get the job done, but it ain't pretty (a bunch of bananas where a few are overripe to the point of rotten, while the rest are ok, but only have a few days left)

**1-3** Disaster - you can't find that resource, or you destroy it during collection

**Doubles** Resource has an unusual benefit or bonus, determined by you or another player

When your ship is out exploring, you can try to grab just about anything you see as a resource. This roll table is specific to gathering these resources. You may apply appropriate advantages, skills, etc, just as with typical action rolls to your dice pool for Resource gathering.



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### "Cutting" Dice

**Cutting Overview** Remove the highest die (or dice) from the rolled results. Ex, you roll 1,2, 4, 6 and decide to cut 1 die. Thus you must remove the 6.

You can cut more than one die depending on the situation

The GM may force you to Cut a number of dice based on the difficulty of the action you're performing. They typically tell you before you roll how many cuts you're taking so you have a chance to rethink your approach

The Player may Cut 1 die (max1) to be more precise in an action, especially combat. You could Cut 1 die to aim for a body part, for ex.

Player may Cut for Impact, but must declare this BEFORE the roll. Can only Cut 1 die for this.

By cutting dice from the roll, you can boost the results. Cutting basically means removing some of your high dice rolled in exchange for better effects.

Cutting works sort of like bonus/penalty modifiers or boons/banes in other games.

### Crew/Ship Sheet Overview

**Ratings** Various features of your ship. All start at 1 dot

**Design** Each feature here effects your ship's ratings

### Crew/Ship Sheet Overview (cont)

**Fittings** Customizations to your ship that you make over time

**Conditions** Record ship damage here, along with any special conditions that effect the ship

**Undercrew** An overview of the NPCs that keep your ship running - officers, various crew, helpful animals, etc.

**Stakes** A collection of resources your crew spends to fix or upgrade your ship

**Cargo and Passengers** Self explanatory

### Tracks (aka "Clocks")

Tracks work just like Clocks from Blades in the Dark. You set a number of "ticks" on the track, which correlate to steps to completing something - be it a task, a fight, or whatever.

The Track is named after the task you're trying to complete. Note, a task can be positive or negative, such as trying to "do something" or "prevent something"

Tracks do not have to mark "time" specifically, they are typically marking steps to completion of a task.

In some situations you may erase a tick on the track (usually when healing an aspect)

**Burned tracks** - an extreme effect may burn a tick on a track, meaning you cannot easily remove that tick. Example is a leviathan biting through the ship's hull makes it harder to fix. Ask the GM for how to remove a specific burned tick

### Tracks (aka "Clocks") (cont)

**Extra impact** - most of the time, you mark or remove one tick, but in cases where the situation says it is a HIGH impact, you mark/remove 2 ticks, MASSIVE impact removes/adds 3 ticks

Tracks may be open, HIDDEN (you don't know how far along you are) or SECRET (you have no idea how many ticks exist)

### Combat Roll Results

Attacking	Defending
6 Triumph - solid hit, do damage and possibly an effect	6 Triumph, you are unharmed
4-5 Conflict - you hit and do damage, but take some effect, lose a resource, take damage, etc.	4-5 Conflict - you might take lesser damage, or have some other effect
1-3 Disaster - you miss or do no damage AND take damage yourself, take an effect, lose a resource, etc.	1-3 Disaster - You're hit HARD, take damage AND potentially take an effect, lose a resource, etc
TWIST - you deal more damage or can explain extra success narratively	TWIST - An unexpected narrative effect or you could do 1 damage as a counter attack

Enemies do not roll for their attacks. The GM explains their attack and the player rolls a reaction on the Defending chart. Player should explain how they are defending (parrying, dodging, ducking, etc.)



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### Recovery and Creation Rolls

Acquisition	Recovery	Creation
6: You gain a great condition version of the resource	6: Triumph - heal TWO ticks of damage or an injury or ship damage or mire	6: Recipient of creation gets a temporary bonus related to resources used
4-5: Conflict - gain the item but it's sub-optimal, has the negative tag	4-5: conflict - as above but heal only one tick	4-5: Recipient gains a temporary 2-track aspect but using it has minor negative effects
1-3: Disaster - failure to find resource or accidentally destroy it	1-3: Disaster, take an extra single tick of damage to a related track	1-3: You create a useless item
TWIST (doubles): The resource you gain has a unique or positive tag, provided by you or another player at the table	TWIST (doubles): You don't consume the resource you used for your recovery roll	TWIST (doubles): Gain a small bonus result to the created item

### Montages

Task

### Montages (cont)

Exploration	Great for when you split the party to go on separate mini-quests. Decide on what skills make the most sense to roll on in these situations.
Acquisition	Buying, looting, trading, or other ways of looking for resources. Roll on the Acquisition results table  Scavenging: Use scavenge, rattle, delve, or other relevant skills on the roll. Success grants you SALVAGE  Hunting: Tracking down and capturing SPECIMENS  Gathering: Look around for vegetation to use as SPECIMENS
Recovery	Healing: Requires an appropriate SPECIMEN  Repairing: Requires an appropriate piece of SALVAGE  Relaxing: Requires an appropriate WHISPER
Creation	Cooking: Requires 2 SPECIMENS  Concocting (potions): Requires 1 SPECIMEN and 1 SALVAGE  Crafting: Requires 2 pieces of SALVAGE

These are extended scenes where you don't worry about time. Only one roll is made vs. the TASK you're attempting. You're not rolling on individual actions, but more abstract TASKS

