

NAME

PLAYER

APPEARANCE

CINEMATIC CORE

HIGH CONCEPT

PORTRAIT

SKILLS

Start with 13 skills (2 rated at d10, 4 at d8, and 8 at d6).

TRAITS

BACKGROUND

TROUBLES

Choose two troubles, 1 rated a d10 and 1 rated a d8.

FORTUNE & HITS

FORTUNE

+2 on your roll or
Reroll and keep or
Add 1 hit or
Edit the plot

HITS

RULES

SKILLS: Select from the following or (with GM approval) invent your own — *Athletics, Climbing, Computers, Connections, Deception, Diplomacy, Driving, Electronics, Endurance, Engineering, Explosives, Hand-to-Hand, Intimidation, Leadership, Linguistics, Medicine, Navigation, Persuasion, Piloting, Reading People, Running, Science, Sensors, Ship Shields, Shooting, Sleight of Hand, Spacewalking, Shield Operation, Starship Weapons, Stealth, Survival, Throwing, Tracking.*

SKILL ROLLS: To do something risky, roll 1 or more dice, keeping only the die with the highest result.

→ **If Untrained:** Roll 1d4 (the default rating for plausibly using an 'untrained' skill).

→ **If Trained:** Upgrade and roll the die rating for your skill (1d6, 1d8, 1d10, or d12).

→ **If Hindered:** After you suffer two hits, you're hindered. Downgrade and roll 1d4.

→ **If Advantaged:** If circumstances grant a special advantage, add a d6 and take the highest single die as the result.

→ **If Assisted:** Add a d6 and take the highest single die result (helping characters share in the outcome). You can't assist with an untrained skill.

RESULTS: Roll to see if you get what you want. Usually, rolls of 1-4 result in a *hit*.

→ **1-2 Misfortune.** Things go badly. If a high stakes roll, you suffer a hit.

→ **3-4 Success with a Drawback.** You get what you want. If a high stakes roll, you suffer a hit. If attacking, your opposition receives one hit in addition to the hit you suffer.

→ **5+ Unqualified Success.** Higher is better. If you can't achieve your goal (e.g. shooting a target but finding it's bulletproof), you'll still gain valuable information or get an advantage.

ADVANTAGES: Roll a relevant skill to create advantages (a d6 helping die). *Examples:* Roll *Sensors* to find asteroids in which to take cover. Roll *Leadership* to inspire a single crew person. Advantages require GM approval, often only apply to one roll, and last until it no longer makes narrative sense.

FORTUNE POINTS: Start each adventure with 1. Spend a fortune point to either get **+2 on your roll**, a **re-roll of all your dice** (taking this result, even if lower), or **add one hit** to a successful attack. Earn fortune points by doing something amazing (the GM will decide when, but players are free to nominate others for a hero point) or when a *trouble* causes problems in the story. The GM may also allow you to spend 1-3 fortune points to **edit the plot** (the bigger the change, the higher the cost).

HITS: If you roll 4 or less on a high-stakes roll, you take a hit. Once you've received 2 hits, you are *hindered*. On your 3rd hit you will be *out of action*.

OUT OF ACTION: *Out of action* means you no longer participate in the scene and the GM decides your fate (unconscious, catatonic, kidnapped, etc.).

HEALING: *Hits* (both physical and emotional) heal with time and/or medical attention. If killed, the GM should introduce your new character ASAP. You can also use skills to recover ahead of schedule.

TRAITS: Tags are short descriptions that further define your character or your gear. Effects can be narrative or mechanical.

TROUBLES: Characters have 2 *troubles*. Troubles can be enemies, secrets, relationships or anything that causes complications. If you have special powers, one of these *troubles* should be a weakness that will shut down your main power. The GM or players can invoke a *trouble* in the fiction to award a *fortune point* to the player at the expense of enduring the narrative effects of the trouble. A GM can also ask you to roll your *trouble* die to see if you can act against that trouble or overcome its effects.

GROUP CONTESTS: All characters roll and GM tallies total successes and failures to determine overall scene result and hits. This can resolve in one round of rolls or can be extended to multiple rounds.

ADVANCEMENT: You earn between 2 XP (slow leveling) and 10 XP (fast leveling) per game. Advancing skills to higher levels costs progressively more XP (untrained → d6 (5 XP) → d8 (10 XP) → d10 (20 XP) → d12 (30 XP)).

STARSHIP COMBAT: Like personal combat but hit go to the ship (or optionally can go to PC). **Hits < Scale:** Non-critical damage. **Hits >= Scale:** Critical damage; GM narrates a destroyed or crippled ship system. **Ship Defeat:** When hits = scale+2, it is defeated. The GM narrates its fate. **Repairing Damage:** Repairing damage requires time and resources. Note: Starship rules can be used for animals or vehicles.

STARSHIP SCALES: *Scale 1:* Shuttle, Pod, Single-Person Fighter. *Scale 2:* Merchants, Light Vessels. *Scale 3:* Cruisers, Scouts. *Scale 4:* Destroyers, Capital Ships, *Scale 5:* Dreadnaughts.

NOTES

ADVANCEMENT

DATE, XP EARNED, XP SPENT TOTAL XP _____ UNSPENT XP _____

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PLAYER