

Name	_____	Appearance	_____
Position	_____		_____
Background	Experienced Veteran		_____

GRIEF



- Fill  when you fail a task
- Spend  to fill a 
- Spend a  for a new Loyalty, fill a , or Item 









































LOYALTIES

Add 1d6 if you are acting in line with a Loyalty, take Grief and Lock if you are not

<input type="checkbox"/>	I will
	What Principles do you Uphold?
<input type="checkbox"/>	I will
	What will you do for Peace?
<input type="checkbox"/>	I will
<input type="checkbox"/>	I will
<input type="checkbox"/>	I will

ABILITIES

Add dice equal to and to Dice Pool when using an Ability

Intellect				
What effect do you have on others when they see you?				
Presence				
Accuracy				
Brawn				
Skullduggery				
Where did you learn to manipulate systems? What kind?				
Hacking				
Mechanics				
Navigating				
How do you fix people?				
Remedy				
Survival				

ITEMS

Spend 1 Foresight if you are using an Item
Upgrade 1d6 into 1d8 per Quality

F

O

R

E

S

I

G

H






































T

Weapon You've Named _____

Small Weapon _____

HINDRANCES

- Add up to 4d8 to Challenge Dice pool
- If succeeded, fill ♦ equal to dice added
- Spend ♦ to add 1d8 to any Dice Pool

I have				
Who/What have you Betrayed				
I have				
What are you Addicted to?				
I have				
				
I have				
				
I have				
				

- If you succeed at a task that you added Hindrance dice to, fill in a ○
- You can only fill in a ○ if you added d8s ≥ the number of ● for that Hindrance.
- At 4 ●, permanently fill 1 outer ◇. You may add d8s to any Pool where you are acting in line with your experiences overcoming that Hindrance.

CREW

When building a Dice Pool, you may bring in Crew Members to help out. Add 1d8 for each to Dice Pool.

- If you succeeded at a task with a crew member, fill in one ▲ notch.

- If you fail at a task with a crew member, fill in one ▼ notch.

Bonus Dice

The diagram illustrates a feedforward neural network with three layers of nodes. The top layer consists of three square nodes, the middle layer consists of three diamond nodes, and the bottom layer consists of three square nodes. The nodes are connected in a feedforward manner, with arrows indicating the flow of information from left to right. The top layer is connected to the middle layer, which is connected to the bottom layer. The bottom layer has an additional input line on the left.







On Your Turn

First:
Establish or Expand a Scene
Describe the Situation

Second:
Start a Plot Thread
Write a new Obstacle or Goal
or
Push Forward
Build a Dice Pool

GRIEF



















































- Fill  when you fail a task
- Spend  to fill a 
- Spend a  for a new Loyalty, fill a , or Item 

LOYALTIES

<input type="checkbox"/>	I will
<input type="checkbox"/>	What will you do for Peace?
<input type="checkbox"/>	I will
<input type="checkbox"/>	How will you get Revenge?
<input type="checkbox"/>	I will
<input type="checkbox"/>	I will
<input type="checkbox"/>	I will









































ABILITIES

Intellect				
Presence				
Accuracy				
Brawn				
Skullduggery				
What can you bend to your will?				
Hacking				
Mechanics				
Navigating				
Remedy				
What experience has made you comfortable in this environment?				
Survival				

ITEMS

F			Occupational Item
O			
R			Private Journal
E			
S			
I			
G			
H			
T			

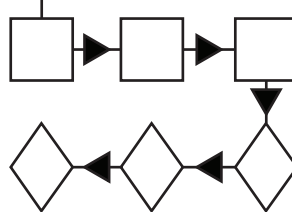
HINDRANCES

- | | | | | |
|---------------------------------|---|---|---|---|
| I have |  |  |  |  |
| What are your Inhibitions? |  |  |  |  |
| I have |  |  |  |  |
| Why do you have a Temper? |  |  |  |  |
| I have |  |  |  |  |
| How did you get your Addiction? |  |  |  |  |
| I have |  |  |  |  |
| |  |  |  |  |
| I have |  |  |  |  |
| |  |  |  |  |

- ## CREW

[illegible]

- ## Bonus Dice



On Your Turn

Second:
Start a Plot Thread
Write a new Obstacle or Goal
or
Push Forward
Build a Dice Pool

Name _____ Appearance _____

Position _____

Background Strong Willed _____

GRIEF



- Fill when you fail a task
- Spend to fill a
- Spend a for a new Loyalty, fill a , or Item

LOYALTIES

Add 1d6 if you are acting in line with a Loyalty, take Grief and Lock if you are not

	I will
	How do you show pride in your Profession?
	I will
	What do you do to get Revenge?
	I will
	How do you attempt to better Society?
	I will
	I will

ABILITIES

Add dice equal to and to Dice Pool when using an Ability

	Intellect	
What previous occupation taught you to command a room?	Presence	
What are you able to pinpoint exactly when under stress?	Accuracy	
	Brawn	
	Skullduggery	
	Hacking	
	Mechanics	
	Navigating	
	Remedy	
	Survival	

ITEMS

Spend 1 Foresight if you are using an Item Upgrade 1d6 into 1d8 per Quality

F O R E S I G H T		Occupational Item	
		Contact Book	

HINDRANCES

- Add up to 4d8 to Challenge Dice pool
- If succeeded, fill equal to dice added
- Spend to add 1d8 to any Dice Pool

I have				
Who has Died due to your actions?				
I have				
What is your greatest Regret?				
I have				
I have				
I have				

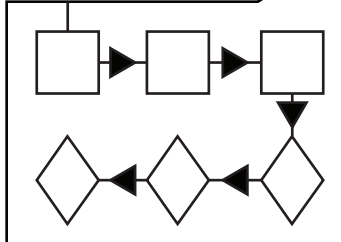
- If you succeed at a task that you added Hindrance dice to, fill in a
- You can only fill in a if you added d8s \geq the number of for that Hindrance.
- At 4 , permanently fill 1 outer . You may add d8s to any Pool where you are acting in line with your experiences overcoming that Hindrance.

CREW

When building a Dice Pool, you may bring in Crew Members to help out. Add 1d8 for each to Dice Pool.

- If you succeeded at a task with a crew memebr, fill in one notch.
- If you fail at a task with a crew member, fill in one notch.

Bonus Dice



On Your Turn

First:
Establish or Expand a Scene
Describe the Situation

Second:
Start a Plot Thread
Write a new Obstacle or Goal
or
Push Forward
Build a Dice Pool

Name _____ Appearance _____

Position _____

Background Wandering Spirit _____

GRIEF



- Fill when you fail a task
- Spend to fill a
- Spend a for a new Loyalty, fill a , or Item

LOYALTIES

Add 1d6 if you are acting in line with a Loyalty, take Grief and Lock if you are not

	I will _____
	How do you show you care for your Crew?
	I will _____
	Why is Freedom important to you?
	I will _____

	I will _____

	I will _____

ABILITIES

Add dice equal to and to Dice Pool when using an Ability

How and what are you knowledgeable in?	Intellect				
	Presence				
	Accuracy				
	Brawn				
	Skullduggery				
	Hacking				
	Mechanics				
Where or with what are you never lost?	Navigating				
	Remedy				
	Survival				

HINDRANCES

- Add up to 4d8 to Challenge Dice pool
- If succeeded, fill equal to dice added
- Spend to add 1d8 to any Dice Pool

I have _____				
Who has Betrayed you?				
I have _____				
What event made you scared about Death?				
I have _____				

I have _____				

I have _____				

- If you succeed at a task that you added Hindrance dice to, fill in a
- You can only fill in a if you added d8s \geq the number of for that Hindrance.
- At 4 , permanently fill 1 outer . You may add d8s to any Pool where you are acting in line with your experiences overcoming that Hindrance.

CREW

When building a Dice Pool, you may bring in Crew Members to help out. Add 1d8 for each to Dice Pool.

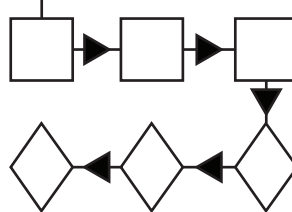
- If you succeeded at a task with a crew memebr, fill in one notch.
- If you fail at a task with a crew member, fill in one notch.

ITEMS

Spend 1 Foresight if you are using an Item Upgrade 1d6 into 1d8 per Quality

F O R E S I G H T		_____	Quality
		Weapon You've Named	
		Occupational Item	
		Superstitious Item	

Bonus Dice



On Your Turn

- First:**
Establish or Expand a Scene
Describe the Situation
- Second:**
Start a Plot Thread
Write a new Obstacle or Goal
or
Push Forward
Build a Dice Pool

FUEL



- Spend 1 Fuel for every Cycle of Downtime
- Lose 1 Fuel when Strain fills a 

- Spend 1 Credit per **Repair**
- Roll Mechanics: Repair **1** per 6+ as Downtime

Exterior

Accommodations are what make your ship your home!

During Downtime, decide where you will be during the Cycle. Each Accomodation type is followed by its effects per Cycle. Create new Accomodations based on what Category they would be apart of. This is done the same as creating new Items or Systems. When spending Downtime, you must answer the question of the Category, or a similar one can be proposed.

-X or +X Grief per Quality: What are you trying to cope with?

Private Cabins	Q
	U
	A
	L
	I
	T
	Y

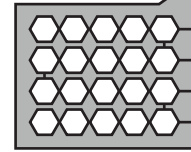
-X Grief or +/-Relationship per Crew there: How does the crew feel?

Galley

1 Bonus Die per Quality. +1 Per 4+ Roll: What are you preparing for?

Workshop	●○	Q
	○○	U
	○○	A
	○	L
	○○	I
	○	T
	○○	V

Write a Thread or Lower a Conflict: What's the cost of this info?



- Gain Credits equal to finished **Job Rating - Number of Crew**
- Spend Credits to add Systems, Accommodations, Refuel 1 Unit or add more Fuel Reserves

Systems are how you outfit
your ship and make it unique!

Systems may be used outside of Downtime to help the crew's odds of overcoming challenges. Each System type is followed by its benefit or cost. Create new Systems the same way as Accommodations or Items.

Defences +1d8 to Dice Pool per Quality
Ship takes 1 Strain if failed

	QUALITY
Emergency Thrusters	●○○
Crude Laser Turret	●○○
	○○○
	○○○
	○○○

Systems +1d8 to Dice Pool per Quality
OR Take 1 Strain to Remove any 1 Die after rolled

Item	Quality
Secret Cargo Hold	2
LongRange Scanners	2
	2
	2
	2

Stations Upgrade 1 Die in Player Dice Pool
Take 1 Strain per extra die upgraded

Medbay	

SPACE BETWEEN STARS

Setting Sheet

Keep track of the various aspects of your universe while playing. Fill in the Setting Details as you complete them, and keep any Threads you made during the session for future use. Crew Reputations is a good way to see your standing with your major factions.

Characters

Groups

Locations

Events

Setting Details

Aliens

Space

whales

Crew Reputations

At the end of every Job, move a faction 1 step to Idolized and another 1 step to Nemesis, depending on the outcome or actions of the job.

	Idolized	▲	▲	▲	▲	Neutral	▼	▼	▼	▼	Nemesis
Galactic Superpower	Idolized	▲	▲	▲	▲	Neutral	▼	▼	▼	▼	Nemesis
Rebellion	Idolized	▲	▲	▲	▲	Neutral	▼	▼	▼	▼	Nemesis
	Idolized	▲	▲	▲	▲	Neutral	▼	▼	▼	▼	Nemesis
	Idolized	▲	▲	▲	▲	Neutral	▼	▼	▼	▼	Nemesis

DICE POOL BUILDING ORDER

PLAYER POOL

1 | Start with 1d6

2 | Add/Change Dice from ____ if they help the situation:

- Playing towards a Loyalty
- Utilizing an Ability
- An Item is helping your outcome

3 | Ask to **Bring in Crew Members**—If they accept to be brought in:

1. Add 1d8 per filled Relationship Stage
2. Crew member can add/change dice if it is helping from **EITHER**:
 - a. Playing towards a Loyalty
 - b. Using an Ability
 - c. An **Item** is helping the outcome

4 | Spend **Temporary Hindrance Dice** built over the session:

- Add 1d8 per Spent Hindrance Die
- Erase any filled dice from Hindrance Track when used in a pool, regardless of success or failure

5 | Spend **Bonus Dice**:

- Add the specified die type
- Erase any filled dice from Bonus Dice Track when used in pool, regardless of success or failure

DIFFICULTY POOL

1 | Start with 1d8

2 | Bring in 1d8 per Additional Plot Thread being tackled during Push Forward

Add 1d8 per Filled Diamond on your Grief tracker.

3 | Add up to 4d8 if the you wish to **Bring In A Hindrance** to the situation:

- Explain how the Hindrance is affecting the difficulty of the situation

Each other player may add 1d6 to **Raise the Stakes**:

- Describe what extra is at stake if the Active Player fails.
- Gain 1d6 Bonus Die or Refresh a Loyalty / Foresight

DICE POOL OUTCOME

1 | Compare which pool has the **Highest total**:

Player: Success/Yes

Difficulty: Failure/No

Skew Result on who has

Highest Die Rolled:

Player: "Yes, and..." or "No, but..."

Difficulty: "Yes, but..." or "No, and..."

2 | If you **Bring in Crew**:

- All Crew involved gain Grief if taken
- All Crew involved fill in a notch of Relationship Stage (upper if Success, lower if Failure) for each Crew in scene.

3 | If you **Bring In A Hindrance**:

- If you failed, no benefit occurs, failure is determined as normal
- If you succeeded, fill a stage for each d8 brought in
- Fill in an Experience Stage as explained under Hindrances.

Quick Reference

On Your Turn

Establish or **Expand** on a Scene: Determine the Goal

Then, do **EITHER**:

- Start a Thread:**

- 1) Bring the scene to where you can define a new:
Character, Group, Location, or Event
or **Conflict**
- 2) Write the Title of the Thread, a bullet point description,
and pass it around the table.
- 3) For **Conflicts**: Determine if it is an **Immediate** (1 Roll),
Threatening (2 Rolls), or **Long Term** (3 Rolls) Conflict.

- Push Forward:** Decide who is the character that has the most
at stake or is the center of the action.

Go to **Dice Pool Building Checklist** for more info

After doing **one of the previous**:

Bring the scene to its **conclusion**

or **leave it open** for the next Active Player.

The Job

Start your session with a **Beginning Conflict** to kickoff the Job

Keep track of each time you **Push Forward** a Conflict,
mark the result on the Job Card as well.

After your 3rd Roll, the Active Player generates a **Twist**

They may play the Twist at any point to spice up the story.

After the Last Roll is recorded for the Job Card

If there were more:

- Successes:** Take a **Free Cycle of Downtime**
to reflect on the Job

Gain Credits equal to **Job Rating - # of Crew**

- Failures:** Create an **Ending Conflict**

that the crew must overcome

Decide if you get:

Half-Pay: (Job Rating / 2) - # of Crew, min 1.

or **No Pay:** No Credits are earned

Everyone takes 1 Grief