

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

ABILITIES

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

	Intellect	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
What effect do you have on others when they see you?	Presence	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
	Accuracy	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
	Brawn	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
Where did you learn to manipulate systems? What kind?	Skullduggery	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
Hacking		<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
	Mechanics	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
	Navigating	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
How do you fix people?	Remedy	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>
	Survival	<input type="square"/> <input type="square"/> <input type="square"/> <input type="diamond"/>

ITEMS

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

Quality

<input type="circle"/>	Weapon You've Named	<input type="circle"/> <input type="circle"/>
<input type="circle"/>	Small Weapon	<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
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<input type="circle"/>		<input type="circle"/> <input type="circle"/>
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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	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Who/What have you Betrayed	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
What are you Addicted to?	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>

- 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.

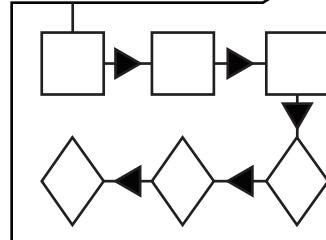
CREW

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

	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
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	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>

- 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



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

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

ABILITIES

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

Intellect	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Presence	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Accuracy	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Brawn	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Skullduggery	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
What can you bend to your will?	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Hacking	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Mechanics	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Navigating	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Remedy	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
What experience has made you comfortable in this environment?	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>
Survival	<input type="square"/>	<input type="square"/>	<input type="square"/>	<input type="diamond"/>

ITEMS

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



Occupational Item

Private Journal

HINDRANCES

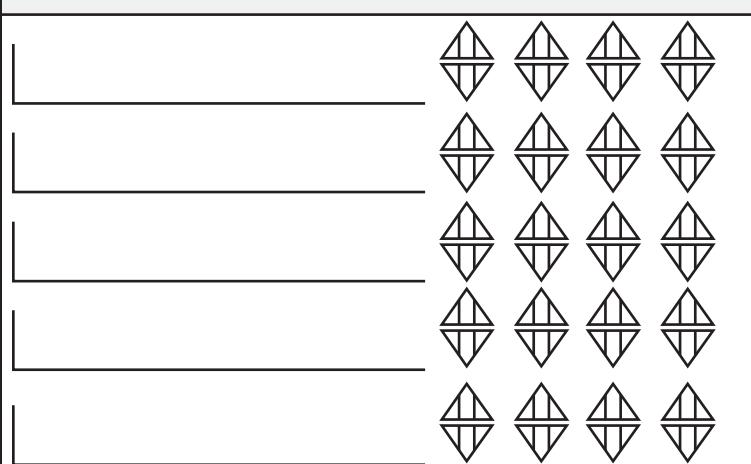
- Add up to 4d8 to Challenge Dice pool
- If succeeded, fill equal to dice added
- Spend to add 1d8 to any Dice Pool

I have	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>
What are your Inhibitions?	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>
I have	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>
Why do you have a Temper?	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>
I have	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>
How did you get your Addiction?	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>
I have	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>
I have	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>
	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>	<input type="diamond"/>

- 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.

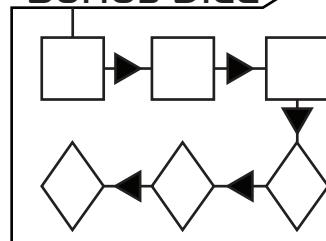
CREW

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



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

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

<input type="checkbox"/>	I will How do you show pride in your Profession?
<input type="checkbox"/>	I will What do you do to get Revenge?
<input type="checkbox"/>	I will How do you attempt to better Society?
<input type="checkbox"/>	I will
<input type="checkbox"/>	I will

ABILITIES

Add dice equal to **█** and **◆** to Dice Pool
when using an Ability

	Intellect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
What previous occupation taught you to command a room?	Presence	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
What are you able to pinpoint exactly when under stress?	Accuracy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Brawn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Skullduggery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Hacking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Mechanics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Navigating	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Remedy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ITEMS

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

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?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have				
What is your greatest Regret?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have				
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have				
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have				
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- If you succeed at a task that you added Hindrance dice to, fill in a **O**
- You can only fill in a **O** 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.

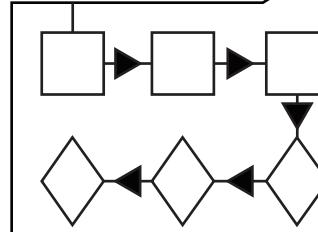
CREW

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

A 5x5 grid of 25 diamond-shaped tiles. Each tile is divided into four triangles by a diagonal line. The tiles are arranged in five rows and five columns. To the left of the grid, there are five horizontal lines, each ending in a vertical line on the left side, suggesting a place for writing.

- 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



On Your Turn

**First:
Establish or Expand a Scene**

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

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

<input type="checkbox"/>	I will
How do you show you care for your Crew?	
<input type="checkbox"/>	I will
Why is Freedom important to you?	
<input type="checkbox"/>	I will

ABILITIES

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

How and what are you knowledgeable in?	<input type="square"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Intellect	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Presence	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Accuracy	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Brawn	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Skullduggery	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Hacking	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Mechanics	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Where or with what are you never lost?	<input type="square"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Navigating	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Remedy	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Survival	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>

ITEMS

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

Quality

<input type="circle"/>	Weapon You've Named	<input type="circle"/> <input type="circle"/>
<input type="circle"/>	Occupational Item	<input type="circle"/> <input type="circle"/>
<input type="circle"/>	Superstitious Item	<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>
<input type="circle"/>		<input type="circle"/> <input type="circle"/>

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	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
Who has Betrayed you?	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
What event made you scared about Death?	<input type="circle"/> <input type="circle"/> <input type="circle"/> <input type="circle"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
I have	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>

- 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.

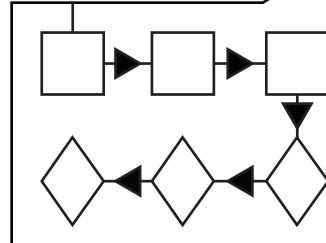
CREW

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

	<input type="diamond"/> <input type="diamond"/> <input type="diamond"/> <input type="diamond"/>
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- 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



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 _____

Captain _____

Crew _____

Model _____

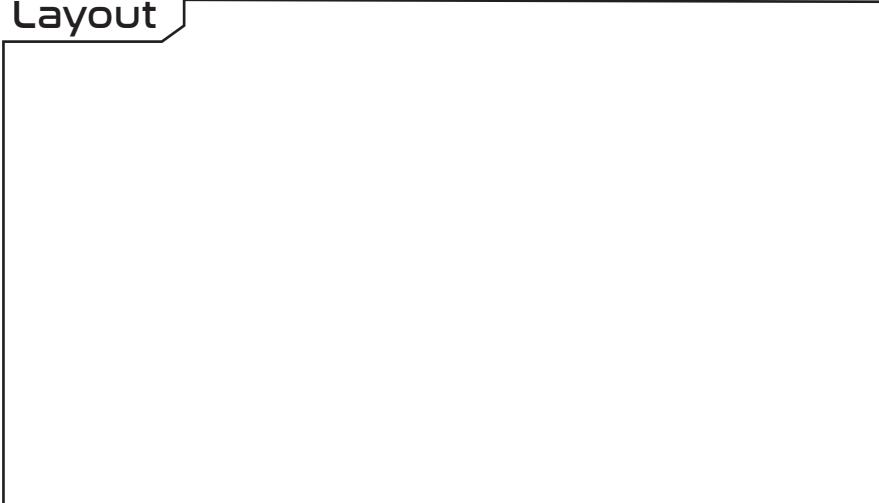
STRAIN



Repair Strain:

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

Layout



Accomodations

Accomodations 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.

Private Spaces

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

Private Cabins



Training Rooms

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

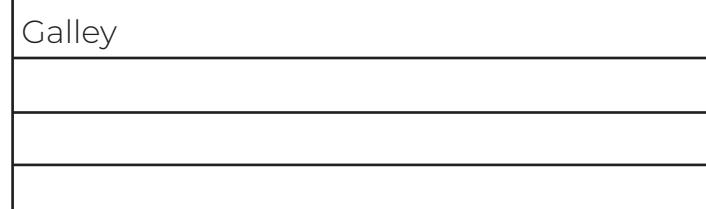
Workshop



Common Spaces

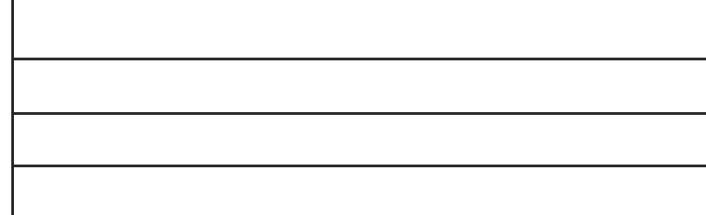
-X Grief or +/-Relationship per Crew there: How does the crew feel?

Galley



Strategic and Personal Terminals

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



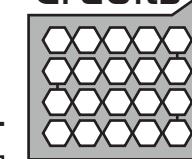
FUEL



• Spend 1 Fuel for every Cycle of Downtime

• Lose 1 Fuel when Strain fills a

Credits



• 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

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 Accomodations or Items.

Defences

+1d8 to Dice Pool per Quality

Ship takes 1 Strain if failed

Emergency Thrusters



Crude Laser Turret



Systems

+1d8 to Dice Pool per Quality

OR Take 1 Strain to Remove any 1 Die after rolled

Secret Cargo Hold



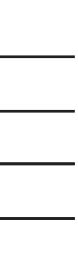
LongRange Scanners



Stations

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

Medbay



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

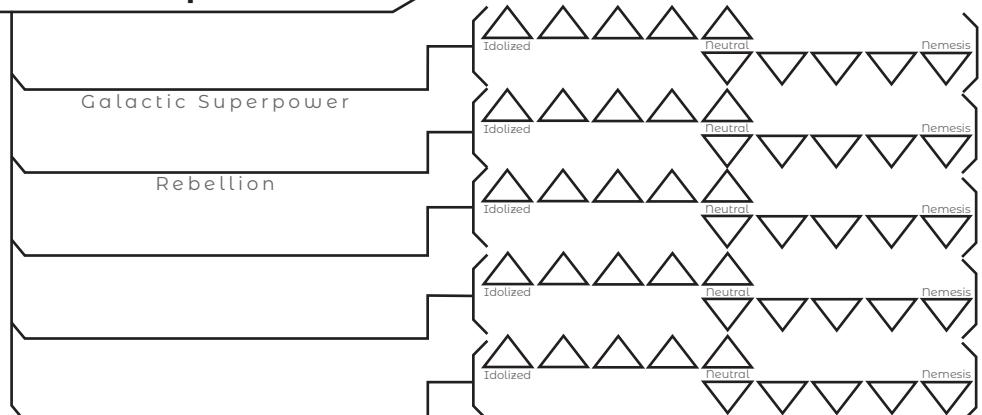
Aliens

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.



DICE POOL BUILDING ORDER

PLAYER POOL

1 Start with 1d6
2 Add/Change Dice from _____ if they help the situation: <ul style="list-style-type: none"> • 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: <ol style="list-style-type: none"> 1. Add 1d8 per filled Relationship Stage 2. Crew member can add/change dice if it is helping from EITHER: <ol style="list-style-type: none"> 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: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • 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 <p>Add 1d8 per Filled Diamond on your Grief tracker.</p>
3 Add up to 4d8 if the you wish to Bring In A Hindrance to the situation: <ul style="list-style-type: none"> • Explain how the Hindrance is affecting the difficulty of the situation <p>Each other player may add 1d6 to Raise the Stakes:</p> <ul style="list-style-type: none"> • 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: <p>Player: Success/Yes Difficulty: Failure/No Skew Result on who has Highest Die Rolled:</p> <p>Player: “Yes, and...” or “No, but...” Difficulty: “Yes, but...” or “No, and...”</p>
2 If you Bring in Crew: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • 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