

ACTION ROLL

1. Player states **goal**
2. Player chooses **action rating**, roll d6 for each dot in selected Action Rating.
3. GM sets **position**
4. GM sets **effect** level
5. Add bonus dice, including **Teamwork**
 - **GAMBIT** = +1d
 - **PUSHING YOURSELF OR DEVIL'S BARGAIN** = +1d
6. Player may trade **position** for **effect**, or vice versa.
7. Roll, choose **highest**:
 - **6s** = Critical Success
 - **6** = Success
 - **4/5** = Partial success
 - **1-3** = Bad Outcome

PUSHING YOURSELF

- Take 2 **Stress**
- Take one of the following:
 1. **+1d** to roll
 2. **+1** level to **effect**
 3. Take **action** when incapacitated

DEVIL'S BARGAIN

- Collateral **damage**
- Sacrifice **cred** or an item
- **Betray** a friend or loved one
- Offend or anger a **faction**
- Start and/or tick a **clock**
- Add **heat** to the crew
- Suffer **harm**.

ACTIONS

- **ATTUNE** to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants
- **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want
- **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places
- **DOCTOR** someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy
- **HACK** computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications
- **HELM** a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle
- **SKULK** about unseen; pick pockets; employ subtle misdirection or sleight of hand
- **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research
- **SWAY** someone with charm, logic, deception, disguise, or bluffing; change attitudes or behavior with manipulation or seduction

TEAMWORK

- **ASSIST** another character to give them **+1d** on a roll. Take 1 stress. You might suffer consequences from their roll. Only one person may **assist** a roll.
- **LEAD** a group action. Each participating team member makes an action roll, and you take the best result which applies for all participants. The leader takes **1 stress** for each 1-3 result.
- **PROTECT** another character. Suffer the **consequences** of their action. You may **resist** the result.
- **SETUP** another character with your action. If you achieve it, anyone who follows through on the setup gains **+1 effect** level or **improved position**

FLASHBACK

- Pay Stress to invoke a **flashback**. Flashbacks are resolved like any other action. Flashback cannot "undo" something, but can change context.
- **0 STRESS**: Ordinary action for which you had easy opportunity.
 - **1 STRESS**: Complex action or unlikely opportunity.
 - **2 STRESS**: Elaborate action that involved special opportunities/contingencies.
- Downtime Flashback**: Pay 1 CRED instead of stress

FORTUNE ROLL*

- When an outcome is uncertain but it isn't a direct conflict
- **6s**: Exceptional result / great, extreme effect
 - **6**: Good result / Standard, full effect
 - **4/5**: Mixed result / Limited, partial effect
 - **1-3**: Bad result / Poor, little effect
- *Modified +/- d6 by **trait, magnitude, and quality/tier***

POSITIONS

CONTROLLED	RISKY (DEFAULT)	DESPERATE
<p>You act on your terms. You exploit a dominant advantage.</p> <ul style="list-style-type: none"> ▪ 6s: You do it with increased effect ▪ 6: You do it ▪ 4/5: You hesitate. Withdraw and try a different approach OR do it with a minor consequence: a minor complication occurs, you have reduced effect, you suffer lesser harm, you end up in a risky position ▪ 1-3: You're blocked or you falter. Press on by seizing a risky position OR withdraw and try a different approach 	<p>You go head-to-head. You act under fire. You take a chance.</p> <ul style="list-style-type: none"> ▪ 6s: You do it with increased effect and add a gambit if you haven't spent one on this roll ▪ 6: You do it. Add a gambit to your crew as above ▪ 4/5: You do it, but there's a consequence: you suffer harm, a complication occurs, you have reduced effect, you end up in a desperate position ▪ 1-3: Things go badly. You suffer harm, a complication occurs, you end up in a desperate position, you lose this opportunity 	<p>You overreach your capabilities. You're in serious trouble. Mark +1 XP in that Action's Attribute.</p> <ul style="list-style-type: none"> ▪ 6s: You do it with increased effect ▪ 6: You do it ▪ 4/5: You do it, but there's a consequence: you suffer severe harm, a serious complication occurs ▪ 1-3: It's the worst outcome. You suffer severe harm, a complication occurs, you lose this opportunity

EFFECTS*

RESISTANCE ROLLS*

<ul style="list-style-type: none"> ▪ LIMITED: You achieve a partial or weak effect/1 tick <i>How is your impact diminished? What significant obstacles remain?</i> ▪ STANDARD (DEFAULT): You achieve what we would expect as "normal" with the action/2 ticks <i>How does the effect manifest? What's left to do, if anything?</i> ▪ GREAT: You achieve more than usual/3 ticks <i>How is the effect increased?</i> <p><i>*Modified +/- d6 by scale, potency, and quality/tier</i></p>	<p>Roll +1d for each dot in relevant Attribute to reduce or avoid the consequences of an effect</p> <ul style="list-style-type: none"> ▪ INSIGHT: Consequences from deception or understanding ▪ PROWESS: Consequences from physical strain or injury ▪ RESOLVE: Consequences from mental strain or willpower <p>Suffer 6 Stress <u>minus</u> the highest die result. If you roll a Critical (6s) you also clear one additional stress</p> <p><i>*Armor may be used to resist harm by -1 level but can only do that once per job, unless you have multiple</i></p>
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CONSEQUENCES

<ul style="list-style-type: none"> ▪ REDUCED EFFECT: represents impaired performance. The player's action isn't as effective as anticipated. (-1 effect level to next roll) ▪ WORSE POSITION: represents losing control of the situation. (-1 position to next roll) ▪ LOST OPPORTUNITY: represents shifting circumstances. (to try again choose a new approach/action rating) ▪ COMPLICATION: represents trouble, mounting danger, or a new threat <ul style="list-style-type: none"> ▪ MINOR: Immediate problem, 1 ticks, or +1 Heat ▪ STANDARD: Immediate problem, 2 ticks, or +1 Heat ▪ SERIOUS: Severe problem, 3 ticks, or +2 Heat ▪ HARM <ul style="list-style-type: none"> ▪ LESSER [1]: Bruised, Drained, Distracted, Scared, Sprained, Confused ▪ MODERATE [2]: Exhausted, Deep Cut, Concussion, Panicked, Seduced ▪ SEVERE [3]: Impaled, Broken Leg, Shot in Chest, Crushed Rib, Terrified ▪ FATAL [4]: Spaced, Drowned, Shot through the Heart
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TRAUMA CONDITIONS

<ul style="list-style-type: none"> ▪ COLD: You're not moved by emotional appeals or social bonds ▪ HAUNTED: You're often lost in reverie, reliving past horrors, seeing things from your past or that others may not see. ▪ OBSESSED: You're enthralled by one thing: an activity, a person, a goal, an ideology ▪ PARANOID: You imagine danger everywhere; you can't trust others ▪ RECKLESS: You have little regard for your own safety, best interests, or well-being ▪ SOFT: You lose your edge; you become sentimental, passive, gentle ▪ UNSTABLE: Your emotional state is volatile. You can instantly rage, fall into despair, act impulsively, or freeze up ▪ VICIOUS: You seek out opportunities to hurt people, even for no good reason
