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Dice Pools

Your dice pool will always have:

- One Attribute die (**D6**-**D10**)
- One Skill die (**D4**-**D12**)

Your dice pool may also have:

- One Specialty die (**D6**)
- One Distinction die (**D8**; or **D4** gain plot point)
- Signature Asset (**D6**-**D8**)
- Assets in favour of your Crewmember (**D6**; cost a plot point to create for scene)
- Complications in favour of your Crewmember
- Scale die if you have the advantage (**D8**), and take three highest
- Skill dice lent to you by other Crewmembers (they suffer any consequences as well)

Add the **two** highest results, not counting 1's, for your total. Include additional results at one plot point each.

Defender rolls first to set the stakes. Aggressor rolls second and has to raise the stakes (exceed the roll).

After comparing, spend plot points for:

- Big Damn Hero die, added to total

Jinx

1's are jinxes and never count in your total. The GM can give you a plot point to create a Complication of rating **D6**, stepped up for each extra 1, or increase an existing Complication for each 1 rolled.

Botch

If all your dice are 1's you botch; gain a Complication, without a plot point, at **D6**, stepped up for extra 1's.

High Stakes

If you fail a High Stakes roll, then your character is Taken Out of the scene until the conflict is over.

To stay in the fight, spend a plot point and the GM gives you a Complication equal to the highest rolling die in opponent's pool, or increase an existing to that level, or steps up an existing by one level.

Complications

You are also Taken Out when you have a **D12+** complication, either from stepping up an existing one or 5+ jinxes. You can't recover until the Complication is lowered.

Opportunities

If the GM rolls 1's, spend a plot point to step down a Complication one level for each 1 rolled.

Limited actions

If Taken Out can still act, but it costs a plot point and you only keep one die (spend plot points for more).

Recovery

Only once per scene, and only if it makes sense. Appropriate skill vs Complication + difficulty.

Success removes the complication. With a jinx, the GM can pay a plot point to replace as normal.

Failure steps back the complication one level (below **D6** removes it), unless you jinx, in which case it steps up one level per 1 rolled (for no plot points).

Action order

GM picks which character goes first; they pick who goes next until everyone has had an action.

Big Damn Hero

If you exceed opponent by 5 or more (exceptional success), gain a Big Damn Hero die equal to highest rolling die type in opposing pool.

Lose a die (up to their highest rolling die) if the opponent gets an exceptional success.

Plot Points

Players begin the Episode with one Plot Point but gain more of them when:

- You activate a Distinction trigger that gives you a Plot Point. For example, rolling a Distinction as a **D4** instead of a **D8**
- The GM buys a Complication after you've rolled a jinx
- The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impresses your Crew

Players can use a Plot Point to:

- Keep an additional die from your pool and add it to your total after you roll
- Activate a Distinction trigger that requires a Plot Point
- Create an Asset at a **D6** that lasts until the end of the scene (GM may require a flashback)
- Make an existing Asset last until the end of the Episode
- Roll a Big Damn Hero Die and **add** it to your total after you roll (if it rolls a Jinx, you can take it back)
- Stay in the fight when a high stakes roll results in you being Taken Out

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Skills

Rating: D4 Untrained, **D6** Competent, **D8** Expert, **D10** Master, **D12** Grandmaster

Craft: Build, create, and assemble items from scratch.
Drive: Operate land and surface vehicles, including mules, boats, and hover cars.
Fight: Attack with your weapons or fists in close combat.
Fix: Patch up and repair objects with working, replaceable parts.
Fly: Pilot ships and other airborne vehicles.
Focus: Concentrate on a subject to steel your will, intimidate, or find a new solution.
Influence: Persuade others to do, think, act, or feel the way you want them to.
Know (*Specialty***):** Represents general knowledge about the 'Verse.
Labor: Lift, push, dig, pull, and haul in tasks that require manual labor.
Move: Run, sprint, jump, climb trees.
Notice: Spot someone or something out of the ordinary.
Operate: Use mechanical devices ranging from computers to thermal cutting torches.
Perform: Act or put on a big show to impress or entertain.
Shoot: Fire guns, rifles, big rocket launchers—weapons you point and shoot.
Sneak: Camouflage yourself and sneak past opponents. Sneakily.
Survive: Endure less-than-ideal conditions and live to tell the tale.
Throw: Toss things like a grenade or throw opponents across the room.
Treat: Heal folks by treating injuries or counselling them.
Trick: Spin a yarn or con an opponent. Also covers sleight of hand.

Callbacks

Mention a previous episode to get the same effect as spending a plot point.

Timed Actions

Have a specific number of beats, to accomplish a set number of actions. Each beat is one roll of the dice.

- Success completes one action and uses one beat
- Extraordinary success uses no beats
- Failure uses one beat (does not complete action)

Attributes

Characters
Attributes: **Mental**, **Physical**, **Social**.

Ships
Starships attributes (use in place of character attribute): **Engines**, **Hull**, **Systems**. Starships also have Distinctions, Signature Assets, created Assets (usable by any crew member), and Complications.

Land vehicles
Simple land vehicles are just an asset. Complex land vehicles attributes: **Body**, **Handling**, **Speed**.

Watercraft
Simple water vehicles are just an asset. Complex water vehicles attributes: **Hull**, **Maneuverability**, **Power**.

Opposition dice pools

Major Gamemaster Character
Use: Attribute, Skill, Trait (situation/location), Distinction/Trigger, Signature Asset, Complications

Other rolls (minimum pool 2 dice)
Difficulty die: D4 Very easy, **D6** Easy, **D8** Challenging, **D10** Hard, **D12** Really hard

Add: Trait (situation/location) die, Minor GMC/Extra die, Scale die, Complications.

Ganging Up: When gamemaster characters outnumber characters, treat each as an extra Trait when rolling.

GM Plot Points

The Pile
An unlimited pile to give to players:

- Buy a **D6** Complication (or higher) when a player rolls a jinx
- Step up a Complication for a jinx
- Reward players for great moments

The Bank
The GM starts each Episode with a bank of one Plot Point per player:

- Keep additional dice in your total
- Activate a Distinction or Signature Asset trigger for a Major GMC
- Allow a Major or Minor GMC to stay in the fight instead of being Taken Out