MINDJAMMER
REFERENCE SHEETS

The Ladder (page 12)

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

Part of the Time Ladder (page 171)

Half a second
A Second
A Few Seconds
Several Seconds
Half a Minute
A Minute
A Few Minutes
Several Minutes
Half an Hour
An Hour
A Few Hours
Several Hours
Half a Day
A Day
A Few Days
Several Days (A Week)
Half a Month (A Few or Several Weeks)
A Month
A Few Months
Several Months
Half a Year
A Year

Skill Rolls (page 142)

Roll four **Fate dice** and add to **skill** rating. Compare to opposition. For each step on the ladder greater than the opposition, you earn a **shift**.

Extra Effort (page 142): Voluntarily check a physical, mental, or credit stress box for a bonus on an appropriate roll equal to that box's stress value.

Opposition Types (page 143)

Active: Another character rolls against you.
Passive: A static rating on the ladder.

Teamwork (page 159)

- **Combining Skills:** Every participant with at least Average (+1) in a skill gives a +1 bonus to the character with the highest skill rating in that skill.
- **Stacking Advantages:** One character acts, and the rest take create an advantage actions and pass the free invoke to the acting character.
- You get a teamwork bonus from one of your own extra's skills if you have an appropriate stunt

The Four Actions (page 144)

⊕ **Overcome:** Get past an obstacle.
⊕ **Create an Advantage:** Invoke an aspect for free.
⊕ **Attack:** Harm another character.
⊕ **Defend:** Prevent attacks or advantages on you.

The Four Outcomes (page 143)

- **Fail:** Fail your action or succeed at a serious cost.
- **Tie (0 shifts):** Succeed at a minor cost.
- **Succeed (1-2 shifts):** Succeed with no cost.
- **Succeed With Style (3+ shifts):** Succeed with an additional benefit.

Movement (page 157)

- You may move a single zone and take any other action.
- You may use your entire action to move a number of zones equal to your Athletics or Manoeuvre skill.

Aspect Types (page 67)

Game Aspects: Permanent, made during game creation.
Character Aspects: Includes genotype and cultural aspects, permanent, made during character creation.
Situation Aspects: Last for a scene, until overcome, or until irrelevant.
Boosts: Last until invoked once.
Consequences: Last until recovered.
Flaws: Permanent, a weakness which others usually (but not always) invoke against you.

Weapon Aspects (page 126)

Situation aspects you gain access to by possessing a weapon.
Burst Fire: Fire burst of 3+ shots against a single target; do more damage, increase chance of hitting, or provide suppressing fire.
Full Auto: Divide your attack value among multiple targets in a single zone.
Heavy Weapon: Powerful but requires special training.
Recoilless: For use in low- and zero-G conditions.

Weapon & Ammunition Types (page 129)

Armour-Piercing Ammo: Reduces armour ratings by -2; invoke against *Heavily Armoured* vehicles.

Blasters: Automatically create *Burning* or *On Fire* advantages as well as damage.

Dum-Dum Ammo: -1 Ranged Combat; you may require a target to take consequence instead of stress.

Grenades and Explosives: Throw into your own or adjacent zone; area effect on one or more zones; *Limited Supply* and *Easy Target* aspects.

High-Explosive Ammo: Use against targets 1 scale larger with only -2 damage reduction instead of -4.

Null Weapons: *Recoilless* aspect.

Sonic Weapon: As stun weapons; limited range; use wide beam as multiple target attack.

Stun Weapons: Use Ranged Combat to cause mental damage; *Recoilless*; requires Standard atmospheric pressure or higher.

Tracer Ammo: Automatically creates *Tracer Targeting*-type advantages.

Scale (page 174)

You usually act at your current scale.

Scale	Rating	Example
Quantum	-3	Elementary particles, Planck-scale entities.
Micro	-2	Nanocells.
Small	-1	Small animals.
Medium	+0	Human beings, most animals.
Large	+1	Vehicles, starfighters, very large animals.
Huge	+2	Most starships, gigantic animals, small armies, small settlements.
Enormous	+3	Very large starships, capital ships, small cities, large armies.
Regional	+4	Metropolises, space stations, asteroids, small nations.
Continental	+5	Nations, orbital habs, large asteroids, small corporacy or instrumentality.
Planetary	+6	Planets, plateworlds, a large instrumentality.
Interplanetary	+7	Solar systems, large corporacies, a cluster.
Interstellar	+8	Sectors, interstellar civilisations.
Galactic	+9	The Commonality, major interstellar civilisations.

- **When interacting with a larger scale entity,** you gain a +2 bonus to affect your target per scale larger, and incur a -4 penalty to any shifts which result.
- **When interacting with a smaller scale entity,** you incur a -2 penalty to affect your target per scale smaller, and gain a +4 bonus to any shifts which result.

Invoking Aspects (page 71)

Spend a fate point or free invoke, to do one of:

- +2 to your skill roll.
- Reroll all your dice.
- Teamwork: +2 to another character's roll vs relevant passive opposition.
- Obstacle: +2 to the passive opposition.
  Free invokes stack with a paid one and each other.

Compelling Aspects (page 73)

Decision-based: You have _____ aspect in _____ situation, so it makes sense that you'd decide to _____. This goes wrong when _____ happens.

Event-based: You're in _____ situation and have _____ aspect, so it makes sense that, unfortunately, _____ would happen to you. Damn your luck.

Earn Fate Points (page 76)

Earn fate points when you:

- Accept a compel.
- Have your aspects invoked against you.
- Concede a conflict.

Challenges (page 147)

- Each obstacle or goal that requires a different skill gets an overcome roll.
- Interpret failure, costs, and success of each roll together to determine the final outcome.

Contests (page 148)

- Contesting characters roll appropriate skills.
- If you get the highest result, you score a victory.
- If you succeed with style and no one else does, you score two victories.
- If there's a tie for the highest result, no one scores a victory, and an unexpected twist occurs.
- First participant to score three victories wins the contest.

Conflicts (page 150)

- Set the scene and define aspects and zones.
- Determine **turn or initiative order**:

Character Type	Conflict Type	Skill Determining Initiative Order
Character	Physical	Notice, Athletics, Physique
	Mental	Empathy, Rapport, Will
	Credit	Bureaucracy, Contacts, Resources
Construct	Physical	Active or Passive Sensing, Manoeuvre, Hull Strength
	Systems	Systems, Active or Passive Sensing, Technical
	Credit	Bureaucracy, Contacts, Resources
Organisation	Physical	Notice, Manoeuvre, Structure
	Mental	Empathy, Rapport, Will
	Credit	Bureaucracy, Contacts, Resources

- Start the first exchange:
  - On your turn, take an action (usually an attack) and resolve it.
  - On other people's turns, defend or respond to their actions as necessary.
  - Once everyone has taken a turn, begin a new exchange.
- Conflict ends when everyone on one side has conceded or been taken out.

Conceding: You may give up before the next roll; you lose, but avoid the worst, and earn 1 fate point +1 fate point per consequence sustained in conflict.

Creating Advantages in Conflicts: *Temporary Blinding, Covering Fire, Disarming, Positioning, Winded, Dirty Tricks, Taking Cover, Altering the Environment*.

Area Effects: Roll dice once; every target in the area must defend against that result.

Multiple Target Attacks: Roll dice once; divide the result among the targets as you want; each target defends against the result assigned to it.

Construct Conflicts (page 216)

- **Detection roll**; Passive Sensing vs Stealth, or Active Sensing with a +2 bonus but you're automatically detected. Acting while undetected incurs -2 penalty on your next Stealth roll.
- Success means detecting construct has detected target at a range equal to the shifts in zones.
- **Evasion:** Manoeuvre or Stealth vs Manoeuvre or Active / Passive Sensing.

Organisation Conflicts (page 276)

- **Detection rolls** for organisations use Notice vs Stealth.

Being Hit By An Attack (page 152)

Fill in **one** stress box greater than or equal to the shift value of the attack; take one or more consequences; or fill in **one** stress box and take consequences. If you can't do any of these things, you're **taken out**.

Consequences (page 153)

Mild: Reduce the shift value of attack by -2.
Moderate: Reduce shift value by -4.
Severe: Reduce shift value by -6.
Extreme: Reduce by -8, and permanent character aspect.

Character Type	Consequence Type	Examples
Character	Mild	*Black Eye, Bruised Hand, Winded, Flustered, Cranky, Temporarily Blinded, Empty Pockets, No Credit Till Tomorrow.*
	Moderate	*Deep Cut, First Degree Burn, Exhausted, Drunk, Terrified, Out of Credit, Cash Flow Crunch*
	Severe	*Second Degree Burn, Compound Fracture, Guts Hanging Out, Crippling Shame, Trauma-Induced Phobia, Asset Seizure, Blacklisted.*

Character Type	Consequence Type	Examples
Construct	Mild	*Wildly Sparking Console, Confused Sensors, Thrown Off Aim, Stalled, Overheating.*
	Moderate	*Shield Power Drained, Sensor Overload, Tank Track Control System Disabled, Power Conduit Severed, Venting Into Space.*
	Severe	*Raging Fire on Deck Three, Cargo Hold Taking on Water, Structural Integrity Compromised, ZIP Core Going Critical, Planing Engines Offline, Weapon Systems Disabled, Shields Down, Axle Broken.*
Organisation	Mild	*Inefficiencies Exposed, Outmanoeuvred, Mutters of Disbelief.*
	Moderate	*Structural Inadequacies, Reporting Chain Destroyed, Active Discontent.*
	Severe	*Management Collapse, Driven From the Field, Revolution!*
Culture	Mild	*Scandal, Cultural Neurosis, Fixation and Obsession.*
	Moderate	*Shutdown and Strikes, Culture Quake, Lost Our Way.*
	Severe	*Cultural Revolution, Anarchy and Collapse, Extremist Coup.*

Consequences and Stress Recovery (page 154)

Mild: Overcome Fair (+2), one whole scene.
Moderate: Overcome Great (+4), one whole session.
Severe: Overcome Fantastic (+6), one whole scenario.

Character Type	Damage Type	Skill Used	Stunts / Extras
Character	Physical	Technical	Meditech; (Construct) Auto-Doc
	Mental	Empathy	Psychology, Redaction
	Credit	Resources	Bail Out, Cargo Trading
Construct	Physical	Technical	Auto-Repair System, Repair Drones, Repair Yard; (Character) Starship Engineer
	Systems	Technical	As Construct Physical
	Mental	Empathy	Starship Therapist; (Character) Starship Therapy

Character Type	Damage Type	Skill Used	Stunts / Extras
Organisation	Physical	Resources	Aid Package; (Character) Money Is Power
	Mental	Empathy	Arbitration and Reconciliation; (Character) Cultural Redaction
	Credit	Contacts	Stakeholder Intervention

Advancements (page 159)

Minor Milestone: Switch a skill or stunt; **or** rename an aspect; **or** buy a stunt.

Significant Milestone: As minor milestone, plus: gain 1 skill point; **and** rename a severe consequence; **and** buy a new extras aspect.

Major Milestone: As significant milestone, plus: rename an extreme consequence; **and** gain 1 refresh; **and** rename your high concept.

Gravity (page 176)

Muscle Power: For lifting and moving things, and jumping, modify opposition by current gravity rating, and your own roll by your habituated gravity.

Agility: Incur penalty to Athletics, Melee Combat, and Unarmed Combat rolls equal to absolute difference between local gravity and your habituated gravity. Excludes jumping.

Smashing Damage: Apply your habituated gravity as modifier to physical stress smashing damage.

Tech Index (page 116)

- Tech index rating modifies opposition in Science or Technical skill roll.
- Opposition is increased by every tech index you are below tech index of problem, and decreased by every tech index you are above.

- If relying on unfamiliar local tech, incur penalty equal to difference between your own tech index and tech index of environment.

Mindscape Actions (page 187)

Sensorview: Use Mindscape to perceive things with Investigate and Notice.

Exomemory: Make Knowledge, Science, or Technical rolls to recall other people's uploaded memories.

Hack Someone's Halo: Use Hacker (Intrusion) or Mindscape Engineer (Technical) to forcibly read contents of someone's halo. Also disrupt and steal halo abilities.

Thoughtcast: Communicate via Mindscape using "techno-telepathy".

Mindjammer Paradigms (page 113)

- Ubiquitous Intelligence — but No Computers
- Advanced Minds
- Infinite Storage Capacity
- Discretionary Interfaces
- Ubiquitous Perception
- Variform Design
- Fields
- Abundant Power
- No Faster-than-light Communication
- Ubiquitous Anti-grav
- Extreme Miniaturisation
- No Mindscape Consciousness
- No Persistence of Identity
- No Matter Transport — but Matter Creation

Planing Jumps (page 224)

- Roll your starship's Planing skill vs passive opposition equal to distance, **plus scale of your starship**.
- Organic 2-pilots may take create an advantage actions using Starship Pilot against same opposition to provide stacked teamwork bonuses.
- **Success:** Successfully make the jump.
- **Success With Style:** Emerge and gain a boost.

Jump Distance (LY)	Description	Time Required	Difficulty*
Microjump (< 1 LY)	Within current star system only; see "Activating Planing Engines in Dangerous Environments" (page 228)	Several hours	Terrible (-2)
1-3LY	Just about make it to the nearest star system	A day	Poor (-1)
4-10LY	Any neighbouring star system	A few days	Mediocre (+0)
11-20LY	Two or three star systems away	Several days	Average (+1)
21-30LY	Several star systems away	A week or more	Fair (+2)
31-40LY	Anywhere within the current octant	Half a month	Good (+3)
41-50LY	Just about make it to the nearest octant	A few weeks	Great (+4)
51-60LY	Any neighbouring octant	A few weeks	Superb (+5)
61-70LY	Just about make it to the nearest subsector	Several weeks	Fantastic (+6)
71-80LY	Any neighbouring subsector	A month	Epic (+7)
81-90LY	Two or three subsectors away	A month or more	Legendary (+7)

- **Tie:** Make the jump at minor cost (chronodisplacement, over-haul, mild mental consequence to sentience).
- **Failure:** Either don't make the jump, and your immediate environment incurs consequence equal in severity to failure; or make the jump at serious cost (misjump, damage, etc).

Horizontal Separation in Light Years (LY)

LY	10	20	30	40	50	60	70	80	90	100
10	14	22	32	41	51	61	71	81	91	100
20	22	28	36	45	54	63	73	82	92	102
30	32	36	42	50	58	67	76	85	95	104
40	41	45	50	57	64	72	81	89	98	108
50	51	54	58	64	71	78	86	94	103	112
60	61	63	67	72	78	85	92	100	108	117
70	71	73	76	81	86	92	99	106	114	122
80	81	82	85	89	94	100	106	113	120	128
90	91	92	95	98	103	108	114	120	127	135
100	100	102	104	108	112	117	122	128	135	141

(left axis: Vertical Separation in Light Years (LY))

Exploration Missions (page 313)

Preliminary System Scan: Passive Sensing roll, reveals system high concept.

Preliminary System Analysis: Passive Sensing roll, with each shift providing stellar body, number of planets, planetary types; or a challenge.

Detailed System Analysis: Passive Sensing roll identifies one system parameter, aspect, or hazard per shift.

Hazard Identification Survey: Passive Sensing roll identifies hazard; success with style identifies hazard and one parameter, or multiple parameters; success at a cost means you're affected.

Preliminary Planetary Scan: Passive Sensing for worlds without Mindscape.

Planetary Analysis: Passive Sensing roll reveals one parameter; success with style reveals two.

Stage Two Planetary Registration:

- **Cartographic Survey:** Passive Sensing roll.
- **Terrain Survey:** Passive Sensing roll to identify terrain types.
- **Biosphere Identification Analysis:** As below.

Civilisation Analysis: Investigate roll; Passive Sensing and cultural analysis rolls create advantages (page 345).

Biosphere Identification Analysis: Science roll vs passive opposition (page 388) to reveal biosphere concept.

CULTURAL OPERATIONS (page 306)

Preliminary Cultural Analysis: Empathy, Investigate roll, etc, revealing dominant meme and civilisation type.

Threat Analysis: Create an advantage roll using appropriate skills.

Detailed Cultural Analysis: Against Deceive, Stealth, etc; assess stunts, skill tiers, aspects, etc.

Identify Emerging Toxic Memes: Notice, Empathy, Investigate, to identify relevant memes.

Planetary Event Tables (page 319)

4dF	No Biosphere	No Biosphere, Inhabited	Biosphere	Biosphere, Inhabited
-4	System Event	System Event	System Event	System Event
-3	Planet Event	Planet Event	Planet Event	Planet Event
-2	Planet Event	Terrain Event	Biosphere Event	Terrain Event
-1	Terrain Event	Civilisation Event	Terrain Event	Civilisation Event
+0	Terrain Event	Civilisation Event	Biosphere Event	Biosphere Event
+1	Terrain Event	Civilisation Event	Terrain Event	Civilisation Event
+2	Planet Event	Terrain Event	Biosphere Event	Terrain Event
+3	Planet Event	Planet Event	Planet Event	Planet Event
+4	System Event	System Event	System Event	System Event

Star System Event Tables (page 358)

Score	Inhabited System	Uninhabited System
-4	System Hazard	System Hazard
-3	Civilisation Event	System Hazard
-2	System Event	Planet Event
-1	Starship Encounter*	System Event
+0	Starship Encounter*	System Event
+1	Starship Encounter*	System Event
+2	Planet Event	Planet Event
+3	Civilisation Event	System Hazard
+4	System Hazard	Extraordinary Event*

*see page 371.

Interstellar Trade (page 442)

Finding a Cargo: Contacts vs reverse of Trade Index.

Buy a Cargo: Contest of Your Resources vs Cargo Value and World's Trade Index vs Cargo Value

Avoid Red Tape When Selling a Cargo: Bureaucracy vs World's Control Index

Sell a Cargo: Rapport + Cargo Value vs World's Trade Index

Find Passengers: Rapport + modifiers vs Ship's Scale + modifiers

Make the Passage: Systems + steward modifier vs Passenger Complement

Make a Stasis Berth Passage: Systems + Technical advantage vs Fair (+2) opposition