



FACTIONS

Blank area for listing factions.

Call in a favor: Earn 1 Debt, cancel financial/social/legal consequences
Refuse to repay a Debt when requested: Earn 1 additional Debt
Perform a task for a faction: Repay 1 Debt



NPCs

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VIP characters, Faction leaders, contacts, allies, personal enemies, etc.



LOCATIONS

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Planets, cities, workspaces, points of interest.

GM CHEAT SHEET



COMMON MOVES

FACE ADVERSITY (+Stat)

When you overcome opposition or danger, Roll + the appropriate Stat.
On a 10+ you overcome the opposition or danger, just as you described.
On a 7-9, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

ASSESSMENT (+Stat)

When you collect critical information about an important, dangerous or mysterious subject, Roll + the appropriate Stat.
On a 10+, you gain significant information and earn a Data Point.
On a 7-9, the GM will reveal interesting, information about the subject.
On a 6-, the GM will reveal facts you probably wish were not true.

GET INVOLVED (+Stat)

When you involve yourself in an ally's Move, Roll + the appropriate Stat.
On a 10+ Choose 1

- Turn a failure(6-) into a partial success (7-9)
- Turn a partial success(7-9) into a complete success (10+)
- Turn a complete success(10+) into a partial success(7-9)
- Turn a partial success(7-9) into a failure(6-)

On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal), Roll+Armor.
On a 13+, the severity is reduced by two.
On a 10-12, the severity is reduced by one.
On a 7-9, you suffer an injury of that severity.
On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM's discretion.

OPEN FIRE (+Mettle)

When you engage enemy forces in long-ranged firefights, Roll+Mettle.
On a 10+, you win this engagement, describe the shot-by-shot of the fight.
On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in close quarters combat, Roll+Physique.
On a 10+, you win this battle, describe the blow-by-blow of the fight.
On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

PATCH UP (+Expertise)

When you perform first aid or repairs, Roll+Expertise.
On a 10+, choose 1 from the list below.
On a 7-9, choose 1, but you've reached the limit of what you can do, you cannot re-attempt to Patch Up the subject for now.

- Treat a single minor, major or severe injury/breakage
- Treat a minor debility/malfunction
- Stabilize a major debility/malfunction
- Perform a medical/technical procedure

COMMAND (+Influence)

When you command to a group of NPCs, Roll+Influence.
On a 10+, they follow those orders to the best of their ability.
On a 7-9, as above, but they have been significantly impacted, and will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you access a locked, protected system or network, Roll+Interface.
On a 10+, credentials verified, access granted. The system is now open to Interface-based Moves.
On a 7-9, as above, but your breach is detected. The owners of the system will likely retaliate soon, either electronically, legally or physically



ENTERPRISE MOVES

WILD JUMP

When you force your ship to make a Wild Jump, Roll 2d6.
On a 10+, you reach a point within a week's travel of your destination, or choose from the list below.
On a 7-9, the GM chooses one. You discover...: An uncharted world, exploitable resources, an interesting phenomenon, ancient wreckage or ruins, a new path to a well-known location, a new faction or culture.

SHIELDS UP

When a starship sections would suffer damage, the pilot Rolls 2d6, or a character in engineering Rolls+Interface.
On a 10+, the severity of the damage is reduced by two.
On a 7-9, the severity of the damage is reduced by one.
On a 6-, shields down! The section suffers damage. The shields need to be repaired/recharged.

CRAMPED QUARTERS

When you've been trapped in cramped quarters Roll 2d6. Choose a character or NPC trapped here with you, and...
On a 10+, describe how the two of you bonded over the past few days.
On a 7-9, reveal/discover the answer to their question about an aspect of yourself or your past.
On a 6-, describe what caused the newest hurt feelings or bad blood between you.

ACQUISITION (+Cargo)

When you demand important services or assets Roll+0 or Roll + Cargo.
On a 13+, the deal goes through.
On a 10-12, the deal goes through if the seller/market is amiably disposed toward the deal. Otherwise, as 7-9.
On a 7-9, the deal goes through with cost, a task or a lesser asset/service instead of what you asked for.
On a 6-, the deal will go through if you call in a Favor.

BARTER (+Cargo)

When you exchange a foreign unit of cargo for local trade goods, Roll + Cargo.
On a 13+, you attract a special opportunity.
On a 10-12, +1 Class cargo of local goods (max 4)
On a 7-9, As above, but the GM chooses one flaw:

- The negotiations take many days to complete
- The goods require special care
- The goods are very odd, distasteful or bizarre
- The provenance/legality of the goods is dubious



GM MOVES

FORESHADOW TROUBLE

Reveal an unanticipated fact that could cause problems for the characters.

IMPOSE A COST

State the price of success, and make it harsh.

OFFER A CHOICE

Present the character with two or more options. They can only choose one.

ADVANCE A THREAT

A threat advances towards its goals, becoming more dangerous or creating new threats.

INVOLVE A FACTION

A Faction involves itself in current events and won't go away.

BREAK SOMETHING

Break technology, machinery, equipment, trust, peace.

CAUSE HARM

Hurt the characters, giving them injuries/debilities.