

R A N G E S	Reach	0	Melee Range.	Whisper	Perception D0	
	Close	0 z		Talk	Perception D0	Move
	Medium	1 z		Raised Voice	Perception D1	
	Long	2 z	Max Shooting	Shout	Perception D2	Sprint D1
	Extreme	3 z		Scream	Perception D3	Sprint D2

M O M E N T U M S P E E D I N G	Bonus Damage	1	—	R	+1 [CD]
	Create Opportunity	1	I	×3	+1d20 to max +3d20 on task
	Create Problem	2	I	×3	+1 Difficulty to Opponent's Task
	Disarm 1-H, 2-H	2, 3	—	×1	Weapon dropped in reach
	Extra Minor	N	I	R	Extra minor action. N resets end of turn
	Increase Scope	1	—	R	More information or more effect.
	Keep Initiative	2	I	×1	Next acting character is from your side.
	Penetration	1	—	R	-2 soak per level of penetration
	Reduce Time	1	—	×1	Reduce time taken, typically by ×½
	Reroll Damage	1	I	×1	Reroll any of your [CD] once.
	Resist Injury	N	I	×1	Avoid becoming injured. N resets at end of combat
	Second Wind	1	I	R	Recover 1 stress
	Secondary Target	2	—	R	Hit a 2nd target w/in reach of 1st target for ½ dmg
	Swift Task	2	—	R	Extra Task following at +1 Difficulty

Determination Spend	\$	Notes
Bonus D20	1	Add 1d20, set to a "I", to task roll. Max +3d20, for maximum 5d20.
Additional Task	1	Make a second task before handing over to the other side.
Story Declaration	1	Declare a single new fact.
Fight On	1	For the rest of the scene or until injured again, ignore the effects of Current injuries

Determination	+	Notes
GM Reward	1	Good RP, Heroism, Achieving goals.
Values Complication	1	GM offers a complication based upon Value
Value Conflict	1	Neutralize one of the 2 values rest of the story
Voluntary Failure	1	When a Difficulty 1+ task is voluntarily failed.

Condition	Notes
Prone	+1 Diff to be hit at Medium and Long. +2 momentum to attacker at Reach & Close
Injured	No major/minor actions. If from lethal damage, die at end of scene
Stabilized	No Major/minor actions. Will not die at end of scene

Combat Dice	<div style="display: flex; gap: 10px;"> 1⁺ 2⁺ 3 4 5⁺ 6⁺ </div>
† = 1 dam Ⓢ = 1 effect	

Attributes	Uses
Bravery	Daring, At risk, in combat
Control	Physical and mental self-control
Empathy	Understanding physical and emotional conditions of others
Presence	Power of personality - influencing others
Reason	Rational mind, Deduction, Observation, Theorizing
Resilience	Physical & mental strength, resist hardship, apply brute force.
Skill	Uses
Command	Diplomacy, Persuasion, decision making, coordination of teams, bolstering morale, resistance to fear/panic/intimidation
Conn	Piloting, Astrogation, Starship Operations, other vehicles
Engineering	Understand technology, use technology, develop technical solutions
Security	Use of force, strategy, tactics, interrogation
Science	Theory and practice of both hard and soft sciences
Medicine	Understand alien physiology, and treat various species

A M C T I O N S	M A J O R	Notes
Aim		Reroll 1d20 during attack made this turn
Draw Item		Pick up an item in reach. If no roll needed to use, also use it.
Drop Prone		when prone: double soak rolls, Med+ shots +1 difficulty, Reach and Close attacks +2 momentum.
Interact		Simple interaction with an object in the environment.
Move		Move anywhere in same or adjacent zone
Prepare		Set up for a task which requires it.
Stand		Rise from prone.
Assist		Assist another; 1d20 vs own asset to aid.
Attack		Make one attack
Direct		One other character immediately acts, assisted by PC.
Exploit		Diff 1 vs target, cost to resist next turn's attack +effect rolled. . Diff 2 if benefit to ally instead.
Guard		Difficulty 1, increases difficulty to be hit by 1. Soak from Cover: +2 per Effect on Cover Dice
Pass		Do nothing. If no minors, may take turn later in round.
Ready		Delay until trigger, then do specified task. Lost if not triggered
Sprint		Bravery+Security 0 move 1 + momentum spent zones. Terrain can make it more difficult
Treatment		Stabilize target Empathy+Medicine 1.
Other		Varies.