

Ship Name



## HELM

Workspaces, Weapon Station, Damages, Malfunctions

### 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.



## ENGINEERING

Workspaces, Weapon Station, Shield Status, Damages, Malfunctions

### 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.



## QUARTERS

Workspaces, Passengers, Weapon Station, Damages, Malfunctions

### 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.



## CARGO BAY

Workspaces, Weapon Station, Cargo, Vehicles, Damages, Malfunctions

### 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