STARSHIP NAME

STARSHIP NAME		YOU CAN EDIT CELLS LIKE THESE:			BP
STARSHIP NAME					0	USED
					0	MAX

BASE FRAME STATS

	BASE HP	HP+	DT	BASE AC	BASE TL
	0	0	0	10	10
	EX BAYS	MIN CREW	MAX CREW	FLIGHT MOD	MAX W. MOUNTS
	0	0	0	0	0

FRAME		TIER		AC	TL	SPEED		FRAME BP
SIZE		BONUS BP	0	10	10	0		0
SIZE MOD								

SHIELDS / POWER CORE

HULL POINTS	MAX HP		SHIELDS			RESTORE DC (25% SP)		POWER CORE				SHIELDS BP
			SHIELD POINTS	MAX SP	RATING			PCU	MAX PCU	REGEN	SPECIAL MATERIAL	0
0	0		0	0	0	0		0	0	0		POWER CORE BP
												0

SENSORS / MAINFRAME / ARMOR

SENSORS			MAINFRAME			ARMOR		AC	FLIGHT MOD	TL	SPECIAL MATERIAL	BACKUP PCU BP
RANGE	0		MOD	0				0	0	0		0
SENSORS MOD	0											ARMOR BP
PENETRATION	0		CLOAK			COUNTERMEASURES		TL	SPECIAL MATERIAL			0
S. MATERIAL			RATING	0				0				COUNTER-MEASURES BP
			PCU	0								0

THRUSTERS / BACKUP POWER CORE

ACTIVE THRUSTERS	PRIMARY		THRUSTERS				BACKUP POWER CORE [REQUIRES EX BAYS]			SENSORS BP
			PRIMARY		SECONDARY					0
SPEED	0		SPEED	0	SPEED	0	EXTRA PCU	EXTRA REGEN		MAINFRAME BP
FLIGHT MOD	0		FLIGHT MOD	0	FLIGHT MOD	0	0	0		0
SPECIAL MATERIAL			S. MATERIAL		S. MATERIAL		SPECIAL MATERIAL			CLOAK BP
										0

DRIFT ENGINE / ALT. INTERSTELLAR DRIVE

DRIFT ENGINE			ALT. INTERSTELLAR DRIVE			DRIFT ENGINE BP
DRIFT RATING	0		ENGINE RATING		0	0
PCU	0		PCU		0	INTERSTELLAR ENGINE BP
						0

WEAPON MOUNTS

	MANIPULATOR ARMS	PACK MOUNTS	LIGHT MOUNTS	HEAVY MOUNTS	CAPITAL MOUNTS	SPINAL MOUNTS		
BASE FRAME	0	0	0	0	0	0		PRIMARY THRUSTERS BP
ADDED	0	0	0	0	0	0		0
REMOVED	0	0	0	0	0	0		SECONDARY THRUSTERS BP
	MANIPULATOR ARMS	PACK MOUNTS	LIGHT MOUNTS	HEAVY MOUNTS	CAPITAL MOUNTS	SPINAL MOUNTS		0
MAX	0	0	0	0	0	0		WEAPON MOUNT BP
EQUIPPED	0	0	0	0	0	0		0

NOTES

(blank notes area)

WEAPONS

MOUNT	TYPE	WEAPON	PCU	RANGE	SPEED	DAMAGE	AMMO	PROPERTIES	2X AMMO	LINKED	SPECIAL MATERIAL	WEAPON BP
												0
												0
												0
												0
												0
												0
												0
												0
												0
												0

TOTAL WEAPONS BP 0

CREW SEATS

		LEADERSHIP	0			NOTES	
CAPTAIN		FLIGHT	0	FLIGHT RANKS	0		
PILOT		GUNNERY	0				
GUNNER		GUNNERY	0				
GUNNER		GUNNERY	0				
GUNNER		GUNNERY	0				
GUNNER		SENSORS	0				
SCIENCE OFFICER		SENSORS	0				
SCIENCE OFFICER		POWER CORE	0	REPAIR	0		
ENGINEER		POWER CORE	0	REPAIR	0		
ENGINEER		MAINTENANCE	0				
DECK OFFICER		MAINTENANCE	0				
DECK OFFICER		MAGIC	0				
MAGIC OFFICER		MAGIC	0				
MAGIC OFFICER		ALL CHECKS	0				
AUTO-PILOT	MAINFRAME						

TOTAL SEAT MOD BP 0

CREW MEMBERS

CREW MEMBER	LEADERSHIP	FLIGHT	FLIGHT RANKS	GUNNERY	SENSORS	POWER CORE	REPAIR	MAINTENANCE	MAGIC	SEAT MODIFICATIONS	SEAT MOD BP
AUTO-PILOT	0	0	0	0	0	0	0	0	0		

CREW QUARTERS / POPULATION FRAMEWORK

CREW QUARTERS	MINIMAL			POPULATION FRAMEWORK	POPULATION	MAX POPULATION	FLIGHT MOD	1ST ORBITAL WEAPON BP DISCOUNT	POPULATION BONUS EXPANSION BAYS	CREW QUARTERS BP
					0	0	0	0	0	POPULATION FRAMEWORK BP
										0

EXPANSION BAYS

	USED SLOTS	MAX SLOTS								TOTAL EXPANSION BAY BP
TOTAL EXPANSION BAYS	0	0		ADDITIONAL BAY	NO	FLIGHT MOD	0	ADDITIONAL BAY BP	0	
				EXTERNAL BAYS	0	TL MOD	0	EXTERNAL BAYS BP	0	0

EXPANSION BAY	SLOTS USED	NOTES		EX BAY BP

SYSTEM NAME	NOTES		ADDITIONAL SYSTEM BP
	ADDITIONAL PARTS & SYSTEMS		

D20	SYSTEM		CURRENT STATE	EFFECTS	AFFECTED CHECKS
1-3	DEFENSES		NORMAL		-
4-6	LIFE SUPPORT		NORMAL		LEADERSHIP MAGIC MAINTENANCE
7-9	SENSORS		NORMAL		SENSORS
10-12	ENGINE		NORMAL		FLIGHT
13-15	POWER CORE		NORMAL		POWER CORE
16-8	WEAPONS	1	NORMAL		GUNNERY
		2	NORMAL		GUNNERY
		3	NORMAL		GUNNERY
		4	NORMAL		GUNNERY
		5	NORMAL		GUNNERY
		6	NORMAL		GUNNERY
		7	NORMAL		GUNNERY
		8	NORMAL		GUNNERY
		9	NORMAL		GUNNERY
		10	NORMAL		GUNNERY
19-20	EXPANSION BAYS	1	NORMAL		-
		2	NORMAL		-
		3	NORMAL		-
		4	NORMAL		-
		5	NORMAL		-
		6	NORMAL		-
		7	NORMAL		-
		8	NORMAL		-
		9	NORMAL		-
		10	NORMAL		-
		11	NORMAL		-
		12	NORMAL		-
		13	NORMAL		-
		14	NORMAL		-
		15	NORMAL		-
		16	NORMAL		-
		17	NORMAL		-
		18	NORMAL		-
		19	NORMAL		-
		20	NORMAL		-
		21	NORMAL		-

CONDITION	PENALTY
NORMAL	0
GLITCHING	-2
MALFUNCTIONING	-5
WRECKED	-10

CAPTAIN	
BASE LEADERSHIP MOD	0
LIFE SUPPORT STATUS	NORMAL MOD: 0

TOTAL MOD	0

CAPTAIN ACTIONS

ENCOURAGE   DC 13   PUSH 23

BEFORE ROLL

Choose a crew member who is about to roll a check.

SUCCESS

Target gets a +2 bonus to their check.

PUSH

Target gets a +4 bonus instead.

FAILURE

Target takes a -1 penalty.

TAUNT   vs OPPOSED SENSE MOTIVE   PUSH +10

BEFORE ROLL

Choose a target ship and a language you speak.
You can choose an ally to translate for you (using their action).

SUCCESS

Target ship takes -2 penalty to all checks until the start of your next turn.

PUSH

The penalty increases to -4.

FAILURE

They gain a +1 bonus to all checks instead.

BATTLE PLAN   DC 15   PUSH 25

BEFORE ROLL

Choose two crew members and what actions you want them to take.

SUCCESS

Targets each get a +1 bonus to their next check this turn if they follow the battle plan.

PUSH

Targets get a +3 bonus isntead.

FAILURE

Targets get a -2 penalty if they follow the battle plan.

UNREASONABLE REQUEST   DC 25   PUSH 35

BEFORE ROLL

Choose a crew member (or two crew members with a PUSH).

SUCCESS

Targets take two actions this turn with a -4 penalty to each. They cannot take the same action twice.

PUSH

Same as success, but they don't take a penalty.

FAILURE

Same as success, but the penalty increases to -8.

LEVEL 6

MICROMANAGE

EFFECT

After a crew member rolls a check, you reroll the check using your own skill modifiers and take the new result.

STIRRING SPEECH   DC 30   PUSH 40

SUCCESS

All crew members (other than you) can reroll starship checks, taking the better result.

PUSH

Same as success, but they also gain a +2 bonus to all checks until the end of turn.

FAILURE

Your crew takes a -4 penalty to all checks until the end of turn.

LEVEL 12

PILOT	
BASE FLIGHT MOD	0
ENGINE STATUS	NORMAL · MOD: 0

TOTAL MOD	0

	AC	TL	SPEED
BASE	10	10	0
MOD	0	0	0
TOTAL	10	10	0

IDLE AC	IDLE TL
10	10

HEXES PER ACTION			
GLIDE	FLY	BOOST	FULL POWER
0 [STRAIGHT LINE]	0	1	0

PILOT ACTIONS

IDLE

EFFECT

You do not move, and you lose your Flight ranks to AC/TL until the start of your next turn.

ALIGN — DC 10

BEFORE ROLL

Choose a stationary target within 1 space.

SUCCESS

You dock with the target, allowing crew to transfer to/from it.

FAILURE

Nothing happens.

GLIDE — DC 10

SUCCESS

Move up to your speed in a straight line.
-1 TL until start of next turn.

FAILURE

Move up to half your speed [round down, min 1] in a line.
-1 AC, TL, and Gunnery until the start of your ship's next turn.

FLY — DC 15

SUCCESS

Move up to your speed.

FAILURE

Move up to half speed [round down, min 1].
-2 to Gunnery checks until the start of your ship's next turn.

BOOST — DC 20 — PCU 5

SUCCESS

You move up to your speed + 1.

FAILURE

STUNTS

STUNT

EFFECT

You perform a stunt.
You learn 1 Signature stunt at 1st rank, and every 3 ranks after.
You can attempt stunts UNTRAINED with a DC+5.
You can attempt a signature BREAKTHROUGH with a DC+10.

BARREL ROLL — DC 19 — PCU 2

BEFORE ROLL

Choose a target.

SUCCESS

Move up to your speed.
+1 to AC and TL vs target until the start of your ship's next turn.

BREAKTHROUGH

As success, but with a +3 bonus instead.

FAILURE

Move up to half your speed.
-4 penalty to the next crew action this turn.

ESCAPE — DC 17 — PCU 2

BEFORE ROLL

Choose a target.

SUCCESS

Move up to your speed.
+2 to TL vs target until the start of your ship's next turn.

BREAKTHROUGH

As success, but with a +4 bonus instead.

FAILURE

Move up to speed-1.
-1 penalty to TL until your next turn.

EVADE — DC 18 — PCU 2

BEFORE ROLL

Choose a target.

SUCCESS

You move up to your speed - 2.
-2 to AC, TL, and Gunnery until the start of your ship's next turn.

Move up to your speed.
+2 to AC vs target until the start of your ship's next turn.

FULL POWER	DC 25	PCU 10

6 RANKS

SUCCESS

You move up to 2x your speed.
Next turn: -1 speed, -2 to Flight checks.

FAILURE

You move up to 2x your speed in a straight line.
-4 to Gunnery checks until the start of your ship's next turn.
Next turn: -1 speed, -2 to Flight checks.

BREAKTHROUGH

As success, but with a +4 bonus instead.

FAILURE

Move up to speed-1.
-1 penalty to AC until your next turn.

AUDACIOUS GAMBIT		

12 RANKS

EFFECT

Attempt two Signature Stunts, with a -5 penalty to each.
You can perform the same stunt twice, and all effects stack.
You can attempt a Breakthrough on either (or both).

You can pick the second stunt after performing the first one.
After seeing the result of the first stunt, you can choose not to perform a second stunt.

FLIP & BURN	DC 22	PCU 4

BEFORE ROLL

Move your ship 1 space.

SUCCESS

Move your ship up to its speed.
+1 bonus to AC and TL vs all enemies until your next turn.

BREAKTHROUGH

As success, but with a +2 bonus isntead.

FAILURE

Move up to half speed (round down, min: 1) in a straight line.
-4 penalty to Gunnery until your next turn.

FLYBY	DC 22	PCU 4

BEFORE ROLL

Move your ship up to half speed (round down, min: 1).

SUCCESS

Your movement does not provoke AoO.
At end of turn, move half your speed again (does not provoke).

BREAKTHROUGH

As success, but +1 to all Gunnery until the end of turn.
At the end of turn, you can move 1 extra space.

FAILURE

Your movement provokes AoOs (as normal).
Your ship takes -1 to all Gunnery until end of turn.

JOCKEY	DC VARIES	PCU 5

BEFORE ROLL

Choose any number of targets. The DC for this Stunt equals the highest initiative count amongst the targets, +1 for each additional target beyond the first.

SUCCESS

You move up to your speed. At the end of the round, you and all targets reroll initiative and keep the new results.

BREAKTHROUGH

As success, but you get a +1 to your initiative roll and you can choose to keep your current initiative count if it is higher than your new roll.

FAILURE

Your ship does not move. At the end of the round, you reroll your ship's initiative with a -1 penalty and keep the new result only if it is less than your current initiative.

RAM DAMAGE		

RAM	DC 25	PCU 5

TINY	SMALL	MEDIUM	LARGE
1d4 x 10	1d6 x 10	1d8 x 10	1d10 x 10
HUGE	**GARGANTUAN**	**COLOSSAL**	**S.COLOSSAL**
1d12 x 10	1d20 x 10	2d20 x 10	4d20 x 10

BEFORE ROLL
Move up to your speed in a straight line through at least 1 target.

SUCCESS
Your movement does not provoke AoOs.
You deal damage to each ship based on your size (see left).
Your ship takes half the damage dealt.
All damage dealt by this stunt bypasses shields.

BREAKTHROUGH
As success, but your ship takes 1/4 damage instead of half.

FAILURE
As success, but your ship takes full damage and your movement provokes AoOs.

REACTIVE THROTTLE — DC 20 — PCU 4

BEFORE ROLL
You do not move. Until the start of your next turn, you may roll a Flight check immediately before another ship performs an action.

SUCCESS
You move your ship up to its speed (either before or after the triggering action, your choice). This movement avoids AoOs.

BREAKTHROUGH
At the end of your movement, your ship can make 1 attack against the triggering starship as if it had provoked an AoO.

FAILURE
Nothing happens.

SPIN & LOCK — DC 22 — PCU 4

BEFORE ROLL
Choose a crew member.

SUCCESS
You do not move, but the chosen crew member gains a +1 bonus to all Gunnery until the start of your next turn.

BREAKTHROUGH
The bonus increases to +3 and applies to all crew.

FAILURE
Your ship takes a -2 penalty to all crew member actions until your ship's next turn.

STRAFE — DC 19 — PCU 4

BEFORE ROLL
Choose a target.

SUCCESS
You move up to your speed.
+2 to the next Gunnery check vs the target this turn.

BREAKTHROUGH
As success, but the bonus applies to all Gunnery this turn.
You also gain +1 to AC and TL vs the target until next turn.

FAILURE
You move up to half your speed (round down, min 1).
-2 penalty to AC and TL until the start of your next turn.

GUNNER #1		GUNNER #2	
BASE GUNNERY MOD		BASE GUNNERY MOD	

GUNNER #3		GUNNER #4	
BASE GUNNERY MOD		BASE GUNNERY MOD	

WEAPON	STATUS MOD	PCU	RANGE	SPEED	DAMAGE	AMMO	MAX	PROPERTIES & MATERIALS
	0							
	0							
	0							
	0							
	0							
	0							
	0							
	0							
	0							
	0							

CRITICAL HITS

A natural 20 increases your success level by 1 (failure to success, success to critical success).
If you beat the target's AC or TL by 10 or more, the attack is automatically a critical success.
All critical successes deal double damage and cause a random critical effects.

GUNNER ACTIONS

SHOOT   vs AC

BEFORE ROLL

Choose a direct-fire weapon, then a target.

SUCCESS

You hit, dealing damage and applying special effects.

FAILURE

You miss. Nothing happens.

FIRE AT WILL   -4 PENALTY

EFFECT

Choose 2 weapons and 1 target.
Attempt a Shoot/Launch action with each weapon vs the target.
These attacks have a -4 penalty.

RAPID-FIRE   -6 PENALTY

EFFECT

Choose 1 weapon and 1 target.
Attempt 2 Shoot/Launch actions with the weapon vs the target.
These attacks have a -6 penalty.

LAUNCH   vs TL

BEFORE ROLL

Choose a tracking weapon, then a target.
Create a new projectile in your current space.

SUCCESS

Move the projectile up to its speed.
If it reaches the target's space, it deals damage and applies any special effects.

ONGOING

At the start of each of your ship's turns, reroll this check, taking a -2 penalty for each projectile after the first.
You can change targets each time you roll this check.

FAILURE

The projectile is destroyed.

BROADSIDE   -8 PENALTY

EFFECT

Choose a target and a number of weapons (see table below).
Attempt Shoot/Launch actions with each weapon vs the target.
These attacks have a -8 penalty.

LEVEL 6

MAX WEAPONS PER BROADSIDE

SHIP SIZE	# OF WEAPONS
TINY or SMALL	up to 4
MEDIUM or LARGE	up to 5

MANIPULATE DC 10*

BEFORE ROLL
Choose a number of manipulator arms and a target to interact with. DC varies by target (usually DC 10 or the target's AC, +5 if it requires 2 or more arms, or -2 per extra arm for tasks that require less arms than you chose).

SUCCESS
The manipulator arm successfully picks up, puts down, or otherwise interacts with the target object.

FAILURE
Nothing happens.

HUGE or larger	up to 6

PERFECT SHOT -15 PENALTY

EFFECT

Take a Shoot or Launch action with one weapon vs a target.
This attack has a -15 penalty.
On hit, double damage and apply a random Critical Effect.

LEVEL 12

ENGINEER #1				ENGINEER #2		
	POWER CORE	**REPAIR**			**POWER CORE**	**REPAIR**
BASE MOD	0	0		BASE MOD	0	0
TOTAL MOD	**0**	**0**		TOTAL MOD	**0**	**0**

POWER CORE STATUS	
NORMAL	MOD: 0

ENERGIZED SYSTEMS

If your ship's turn ends without a successful DIVERT or MAINTAIN LEVELS action, all ENERGIZED systems return to NORMAL power levels.

ENGINEER ACTIONS: POWER CORE

DIVERT · DC 13 · PCU 3

DC +4, PCU +1 PER ENERGIZED SYSTEM ... [AUTOMATIC]

BEFORE ROLL

Choose a system that is not ENERGIZED: defenses, life support, sensors, engine, power core, or a specific direct-fire or tracking weapon.

SUCCESS

The chosen system is ENERGIZED. Gain the listed effect immediately for that system and all other energized systems [limit: one effect per system per turn].

DEFENSES

NORMAL	Double your shields' protection rating until the start of your ship's next turn.

LIFE SUPPORT

NORMAL	+2 bonus to Leadership checks and treat Life Support as if it were in the NORMAL condition until the start of your ship's next turn.

SENSORS

NORMAL	+2 bonus to Sensors checks and increase sensor range by 1 until the start of your ship's next turn.

ENGINE

NORMAL	-4 to Flight checks and +1 speed until the start of your ship's next turn.

POWER CORE · PCU REGEN

NORMAL	Instantly regain PCU equal to PCU regen rate.	0

WEAPONS

NORMAL		
NORMAL		
		DIRECT-FIRE: -4 to Gunnery with the chosen weapon. Deals an extra 25% damage [rounded down, added before for crits].
		TRACKING: New projectiles take -4 to Gunnery checks, but gain a permanent +1 bonus to speed and deal an extra 25% damage [rounded down, added before crits].

FAILURE

Choose one: an energized system, the system you attempted to energize, or the Power Core. That system suffers a Critical Condition. All systems cease being energized.

MAINTAIN LEVELS · DC 10 · PCU 0

DC +4, PCU +1 PER ENERGIZED SYSTEM ... [AUTOMATIC]

SUCCESS

All ENERGIZED systems gain the benefit of a successful DIVERT action.

FAILURE

Same as the failure of the DIVERT action.

ENGINEER ACTIONS: REPAIR

PATCH SYSTEM

BEFORE ROLL

Choose a system with a Critical Condition.
The DC changes based on the status of that system.

GLITCHING	MALFUNCTIONING	WRECKED
DC 10	DC 20	DC 30

SUCCESS

You apply 1 PATCH to the selected system.
2 fixes GLITCHING, 3 fixes MALFUNCTIONING, 4 fixes WRECKED.

FAILURE

Nothing happens.

HOLD IT TOGETHER · DC 20*

BEFORE ROLL

Choose any number of damaged systems.
DC +1 per GLITCHING, +3 per MALFUNCTIONING, +6 per WRECKED.

SUCCESS

Until the start of your next turn, all chosen systems are treated as 1 stage better.
Effects stack with multiple uses of this action.
Does not affect the DC of Hold it Together.

FAILURE

Nothing happens.

3 RANKS

EMERGENCY REPAIRS · DC 10 + 1/2 per HP

BEFORE ROLL

You exit the ship [or stay outside, if outside already].
You can only perform this action if the ship is stationary.
Choose an amount of Hull Points to restore.

SUCCESS

You restore the desired amount of Hull Points, spending 20 UPB per HP repaired.

FAILURE

Nothing happens.

ONGOING

You remain outside until you spend an action to return.

6 RANKS

RESTORE SHIELDS

BEFORE ROLL

Choose an amount of SP to recover: 25%, 50%, 75%, or 100%.

25%	50%	75%	100%
DC 0	DC 5	DC 10	DC 15
PCU	PCU	PCU	PCU
5	10	20	40
SUCCESS	SUCCESS	SUCCESS	SUCCESS
+1 SP	+1 SP	+1 SP	+1 SP

FAILURE

Nothing happens.

SCIENCE OFFICER #1		SCIENCE OFFICER #2			STATUS	MOD	RANGE
	SENSORS		SENSORS		NORMAL	MOD: 0	0
BASE MOD	0	BASE MOD	0				PENETRATION
TOTAL MOD	0	TOTAL MOD	0				0

SCIENCE OFFICER ACTIONS

IDENTIFY — vs TL

BEFORE ROLL
Choose any number of targets.

SWEEP
Take a -2 penalty for each target beyond the first.
Roll only once, and compare the result to each target's TL.

SUCCESS
The target becomes IDENTIFIED.
You learn basic info about the target:
* manufacturer, model, size, and registration info

FAILURE
Nothing happens.

ANALYZE SYSTEM — vs TL — PCU 1

BEFORE ROLL
Choose an IDENTIFIED target, then choose any number of systems:
* defenses, life support, sensors, engine, power core, weapons, or expansion bays

SWEEP
Take a -2 penalty for each system beyond the first.

SUCCESS
The target system becomes ANALYZED.
You learn additional information about the selected system.

DEFENSES
You learn the target's AC, TL, shield rating, shield status, current and max Shield Points (SP), and current and max Hull Points (HP).

LIFE SUPPORT
You learn the status of their life support system and an estimate of the total number of living creatures of size Small or larger on board.

SENSORS
You learn the target's sensors status, range, and bonus modifier.

ENGINE
You learn the target's speed and engine status.

POWER CORE
You learn the target's current and max PCU, PCU regen rating, and power core status.

WEAPONS
You learn the total number of weapons equipped to the target, as well as detailed data about one specific weapon. You can choose to learn about a specific unanalyzed weapon you are aware of, or provide some other criteria for priority. If no conditions are specified, you learn about the next unanalyzed weapon listed on its stat block.

Only the specific weapon chosen is marked as ANALYZED. You learn its range, damage, and current status.

EXPANSION BAYS
You learn the total number of expansion bays the target has and the current configuration and status of a single unanalyzed bay, chosen at random by the GM.

Only the specific bay chosen is marked as ANALYZED.

FAILURE
Nothing happens.

UPDATE STATUS — vs TL - 4 — PCU 1

BEFORE ROLL
Choose an IDENTIFIED target.

SUCCESS
You automatically learn the current status of all ANALYZED systems of the target.

FAILURE
Nothing happens.

TARGET SYSTEM — vs TL — PCU 2 — 1 RANK

BEFORE ROLL
Choose an ANALYZED system of an IDENTIFIED target.

SUCCESS
The next time your starship's weapons cause a random Critical Condition, it targets that system instead.
Targeting ends if you use this action again (even if it fails) or if that system becomes wrecked. You can also end it at any point during your starship's turn, without using an action.

FAILURE
Nothing happens.

LOCK ON — vs TL + 8 — PCU 6 — 6 RANKS

BEFORE ROLL
Choose an ANALYZED system of an IDENTIFIED target.

SUCCESS
Apply the success effect of Target System. In addition, the next attack your starship makes that damages the target this turn multiplies its damage by 1.5 (rounded down, applied after crits).

FAILURE
-4 to all Gunnery checks until the end of turn.

OVERLOAD SENSORS — vs TL + 10 — PCU 12 — 12 RANKS

BEFORE ROLL
Choose any number of targets.

SWEEP
Take a -2 penalty for each target beyond the first.
Roll only once, and compare the result to each target's TL+10.

SUCCESS
Target loses all active Science Officer effects (Target Systems, Lock On, Intercept Comms) and cannot take Science Officer actions until the start of your next turn. They also lose all knowledge of ANALYZED systems (though you remain IDENTIFIED, if you were previously).

FAILURE
Nothing happens.

ACTIVATE ECM MODULE — vs TL — PCU VARIES — 1 RANK

BEFORE ROLL
Choose an ECM module weapon, then a target.

SUCCESS
You hit, dealing damage (if any) and applying special effects.

FAILURE
You miss. Nothing happens.

INTERCEPT COMMS — vs TL + 4 — PCU 4 — 3 RANKS

BEFORE ROLL
Choose any number of targets.

SWEEP
Take a -2 penalty for each target beyond the first.
Roll only once, and compare the result to each target's TL+4.

SUCCESS
Until the start of your ship's next turn, you can hear and record outgoing comms from the target. This does not pick up internal ship comms between crew members.

If the target succeeds at an Encrypt Comms action, you must reroll this check immediately, taking the new result.

ONGOING
At the start of your ship's next turn, you can use your action to keep listening. This does not require a new check.

FAILURE
Nothing happens, and the target is made aware of your attempt.

ENCRYPT COMMS — DC 25 — 3 RANKS

SUCCESS
Anyone intercepting your comms must immediately roll and succeed a new Sensors check (with the same DC as the Intercept Comms action) to continue listening. You are made aware of the number of listeners that fail this check, but not their specific identities.

FAILURE
Nothing happens.

DECK OFFICER #1		DECK OFFICER #2	
	MAINTENANCE		MAINTENANCE
BASE MOD	0	BASE MOD	0
TOTAL MOD	0	TOTAL MOD	0

LIFE SUPPORT STATUS	
NORMAL	MOD: 0

DECK OFFICER ACTIONS

MANUAL ADJUSTMENT — DC 10 +5/RISK

BEFORE ROLL

Choose a crew member who has just rolled a starship check, but hasn't resolved the action yet. Choose a number of Risks.

SUCCESS

The target crew member gains a +1 bonus to their action.

RISK

The bonus increases by +1 per risk.

FAILURE

Target takes a -1 penalty, plus an additional -1 per Risk.

SAFETEY OVERRIDE — DC 15 +5/RISK — PCU 1 +1/RISK

BEFORE ROLL

Choose a direct-fire weapon. Choose a number of Risks.

SUCCESS

Until the start of your ship's next turn, attacks with the weapon deal 1d4 damage to your own ship, but deal an additional die of damage to their targets on hit.

RISK

Increase the damage to your ship and to targets by 1 die per Risk.

FAILURE

The weapon suffers 1 Critical Effect.
Your ship takes 1d12 damage, plus 1d12 per Risk taken (bypassing shields).

SHIFT TRAJECTORY — DC 15 +4/RISK — PCU 1 +1/RISK

BEFORE ROLL

Nothing happens on your turn. Once, before the start of your ship's next turn, when your ship is targeted by a direct-fire attack (but before the Gunnery result is revealed), roll this check. Choose a number of Risks.

SUCCESS

Increase the ship's AC by 1 for the duration of this attack.

RISK

Increase AC by an additional 1 per Risk.

FAILURE

Your ship takes a -1 penalty to AC for the duration of the attack, plus an additional -1 per Risk.

DIRECT ACCESS

BEFORE ROLL

Choose a damaged system. Choose a number of Risks.

GLITCHING	MALFUNCTIONING	WRECKED
DC 10 +5/RISK	DC 20 +5/RISK	DC 30 +5/RISK

SUCCESS

You apply 1 PATCH to the selected system.
2 fixes GLITCHING, 3 fixes MALFUNCTIONING, 4 fixes WRECKED.

RISK

You apply an additional patch per Risk.

FAILURE

You take damage based on the condition of the system you tried to fix:
1d8 for Glitching, 3d8 for Malfunctioning, 6d8 for Wrecked, +1d8 per Risk.

DIRECT ACCESS FAILURE DAMAGE

D6	MAINTENANCE ACCIDENT	DAMAGE TYPE
1	Struck by falling debris	Bludgeoning
2	Hit by shrapnel	Piercing
3	Sliced by a fan blade	Slashing
4	Blasted by an exhaust vent	Fire
5	Shocked by exposed wires	Electricity
6	Sprayed with liquid coolant	Cold

FINE TUNE — DC 22 +4/RISK — PCU 2 +1/RISK

BEFORE ROLL

Choose a direct-fire weapon. Choose a number of Risks.

SUCCESS

Until the start of your ship's next turn, decrease the weapon's damage by 1 (or by 10 for capital weapons), but increase the natural crit range by 1.

RISK

Reduce the damage by an additional 1 per Risk and increase the crit range by an additional 1 per Risk.

FAILURE

Until the start of your ship's next turn, reduce the weapon's damage by 1 (10 for capital weapons), and an additional 1 (10 for capital weapons) per Risk taken.

FEIGN DESTRUCTION — vs Sensors checks — PCU 15

LIMIT: ONCE PER COMBAT

BEFORE ROLL

Choose a trigger. The first time that trigger occurs before the start of your next turn, roll the check versus the Sensors checks of all starships obesrving your ship.

SUCCESS

Until the start of your starship's next turn, the target takes a -8 penalty to all checks that target your ship.

6 RANKS

12 RANKS

FAILURE

Nothing happens

MAGIC OFFICER #1		MAGIC OFFICER #2	
MAGIC		MAGIC	
BASE MOD	0	BASE MOD	0
TOTAL MOD	0	TOTAL MOD	0

MP	0

LIFE SUPPORT STATUS	
NORMAL	MOD: 0

MAGIC OFFICER ACTIONS

FOCUS — DC 8 +5/MP

1 RANK

BEFORE ROLL
Choose an amount of MP to gain.

SUCCESS
Your ship gains the desired amount of MP.

FAILURE
Nothing happens.

SCRY — vs TL +2/AMP — MP 2 +1/AMP

1 RANK

BEFORE ROLL
Choose a target.

SUCCESS
Ask a question about the starship (or its parts or crew) whose answer would be a yes/no, number, die formula, or a single word. The GM answers the question to the best of their knowledge. If the question has multiple answers or is ambiguous, the GM may respond "unclear."

AMPLIFY
Ask an additional question per AMPLIFY.

FAILURE
Nothing happens.

ELDRITCH SHOT — DC 15 +5/AMP — MP 1 +1/AMP

1 RANK

BEFORE ROLL
Choose a direct-fire weapon.

SUCCESS
Until the start of your ship's next turn, increase the weapon's range by 1.

AMPLIFY
Increase the range by an additional 1 per AMPLIFY.

FAILURE
Reduce the range of the weapon by 1, and an additional 1 per AMPLIFY (min: 0).

PRODIGIOUS PROJECTILE — vs TL +2/AMP — MP 1 +1/AMP

1 RANK

BEFORE ROLL
Choose an active projectile and move it up to half its speed, plus an additional space per Amplify.

SUCCESS
The projectile hits the target, dealing damage directly to their hull, bypassing shields.

FAILURE
The projectile harmlessly disintegrates.
You lose 1 MP.

DISRUPTIVE HAZE — DC 15 +3/AMP — MP 3 +1/AMP

1 RANK

SUCCESS
You fill your space, or an adjacent space, with mystic haze that lasts until the start of your next turn. Projectiles that begin or pass through this haze have a 50% chance of self-destructing. Any targeted action with a line of sight passing through the haze takes a -1 penalty. Does not stack.

AMPLIFY
Choose one: add 1 space of haze, increase duration by 1 round, or increase penalty by 1.

FAILURE
Nothing happens.

DETECT INTERNAL COMMS — vs TL — MP 5

6 RANKS

BEFORE ROLL
Choose a target.

SUCCESS
Until the start of your ship's next turn, you can hear and record some internal communications from the target's bridge (or equivalent command center). The exact information is up to the GM, but is typically muffled and filled with static.
During the target's next turn, as long as one of your crew members can understand their comms language, you learn the exact actions taken by the target ship's crew.

FAILURE
Nothing happens.

GALACTIC GATE — DC 25 +5/AMP — MP 6 +1/AMP

12 RANKS

SUCCESS
You teleport your ship up to 3 spaces in any direction. This does not count as movement, and does not provoke AoOs.

AMPLIFY
Increase the distance by 1 space per AMPLIFY.

FAILURE
Nothing happens.