

The Crew

Plot Points

PLAYERS CAN USE A PLOT POINT TO:

- Keep an additional die from your dice pool in a total after your roll.
- Activate a Distinction trigger (when required).
- Create an Asset at a D6 that lasts until the end of the scene.
- Make an existing Asset last until the end of the Episode.
- Roll a Big Damn Hero Die and add it to your total after you roll.

PLAYERS BEGIN THE EPISODE WITH ONE PLOT POINT BUT GAIN MORE OF THEM WHEN:

- You activate a Distinction trigger, such as rolling a Distinction as a D4 instead of a D8.
- The GM buys a Complication after you've rolled a jinx.
- The GM spends a Plot Point on a roll opposing your character.
- The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impress your Crew.

Dice Pools

PLAYERS CAN ADJUST THEIR DICE POOLS WHEN THEY:

- **Spend a Plot Point to create a D6 Asset.**
This Asset lasts for the scene, but players can spend a second Plot Point to keep the Asset around for the rest of the Episode.
- **Use existing Assets or Signature Assets.**
Assets are free game regardless of who created them. Signature Assets are cued to a particular character and cannot be shared.
- **Use Distinction triggers.** Some Distinction triggers let the players adjust their dice pools. Crewmembers can use multiple triggers in a single roll, provided they are willing to meet the requirements of each trigger.
- **Use a Skill specialty.** Players can add a d6 to a dice pool when their specialty applies to the Action they are undertaking.
- **Spend a Plot Point to use a Big Damn Hero Die.** After a roll, players may spend a Plot Point to roll a Big Damn Hero Die and add it to the total.

Skill List

- **Craft:** Build, create, and assemble items from scratch.
- **Drive:** Operate land and surface vehicles, including mules, boats, and hover cars.
- **Fight:** Attack with your weapons or fists in close combat.
- **Fix:** Patch up and repair objects with working, replaceable parts.
- **Fly:** Pilot ships and other airborne vehicles.
- **Focus:** Concentrate on a subject to steel your will, intimidate, or find a new solution.
- **Influence:** Persuade others to do, think, act, or feel the way you want them to.
- **Know** (Specialty): Represents general knowledge about the 'Verse.
- **Labor:** Lift, push, dig, pull, and haul in tasks that require manual labor.
- **Move:** Run, sprint, jump, climb trees.
- **Notice:** Spot someone or something out of the ordinary.
- **Operate:** Use mechanical devices ranging from computers to thermal cutting torches.
- **Perform:** Act or put on a big show to impress or entertain.
- **Shoot:** Fire guns, rifles, big rocket launchers—weapons you point and shoot.
- **Sneak:** Camouflage yourself and sneak past opponents. Sneakily.
- **Survive:** Endure less-than-ideal conditions and live to tell the tale.
- **Throw:** Toss things like a grenade or throw opponents across the room.
- **Treat:** Heal folks by treating injuries or counseling them.
- **Trick:** Spin a yarn or con an opponent. Also covers sleight of hand.

The GameMaster

Difficulty Dice Rating

- Very Easy D4
- Easy D6
- Challenging D8
- Hard D10
- Really Hard D12

Plot Points

USING PLOT POINTS AS THE GM

The GM has two piles of Plot Points: an unlimited **Pile** to give to players and a limited pile – the **Bank** – to spend on rolls opposing the crew.

Plot Points from the Bank can be used to:

- Include additional dice in the total during an Action.

Plot Points from the Unlimited Pile can be used to:

- Activate a Distinction trigger for a Major GMC
- Buy a D6 Complication (or higher) when a player rolls a jinx.
- Upgrade a Complication when a player rolls a jinx.
- Reward players for a great moments in the Episode.

Dice Pools

Dice pools you create on behalf of a Major GMC always provide you with more dice to roll. These dice pools might include:

- Attribute
- Skill
- Trait die representing the situation or location
- Distinction or Distinction trigger
- Signature Asset
- Complications that work against the player

Any dice pool you build that's not centered around a Major GMC must include at least one difficulty die to represent how hard the Action is to complete. The dice you could add to a basic GM dice pool might include:

- Difficulty die
- Trait die representing the situation or location
- Minor GMC or Extra die
- Scale die
- Complications that work against the player

SCALE DIE

When you find yourself outmatched and outgunned, your opponent adds a d8 when building a dice pool and also adds a third die to the total for free.

ADJUSTING THE GM'S DICE POOL

- **Add a Trait based on the Environment.** Sometimes these dice are directly tied to locations, but they can also be situational and reflect some of the specific obstacles that the Crew faces.
- **Use an existing Complication.** You can add as many Complications as apply without paying additional Plot Points.
- **Use a Skill specialty.** Both Major and Minor GMC may have Skill specialties that could help them in opposing the Crew.
- **Use a Major Game Master Character's Signature Asset(s).** While you can't spend Plot Points to create Assets or use any Assets in play, you can use a Major GMC's Signature Asset.

THE CREW'S DICE POOL

Your dice pool will always have:

- Attribute die
- Skill die

Your dice pool may also have:

- Specialty die
- Distinction die
- Signature Asset
- Assets in favor of your Crewmember
- Complications in favor of your Crewmember
- Scale die if you have the advantage
- Skill dice lent to you by other Crewmembers
- Big Damn Hero Die

BIG DAMN HERO DIE

If you're taking an Action and the total you rolled exceeds the total your opponent rolled by 5 or more, that's an extraordinary success. Shiny! These successes allow you to bank a die for a future roll called a Big Damn Hero Die. The dice you bank as Big Damn Hero Dice are equal to the highest rolling die type in the opposing dice pool.

But if your GM rolls a total that exceeds yours by 5 or more, you lose one of your banked Big Damn Hero dice. Your GM can only remove a Big Damn Hero Die that's equal to or smaller than the highest rolling die in the GMC's pool.

LENDING A SKILL DIE

Other Crewmembers can lend you Skill dice, only if they can describe how their Skill helps you accomplish your task. Crewmembers who add their Skill dice to your roll put themselves at risk. If you don't raise the stakes or if you roll jinxes, that Crewmember'll suffer the same consequences you will. Often, this means the GM gets to create multiple Complications as the result of a single roll without having to pay additional Plot Points.

Assets and Complications

OPTIONAL RULE: MORE ASSETS & COMPLICATIONS

Sometimes the GM wants to add Assets and Complications even when the Crewmembers haven't spent Plot Points or rolled jinxes. Here's how you can make it work if you want to include more in your game:

- ***If the Crew tackles a problem successfully,*** the GM can offer them a free D6 Asset to reward them. As with other Assets, the players can spend a Plot Point to make it last for the rest of the Episode.
- ***If the Crew fails a challenge,*** the GM can apply an additional D6 Complication to the Crewmembers who failed to raise the stakes. You can spend a Plot Point from the bank to make this Complication last for the rest of the Episode.

Note: Don't add additional Assets or Complications when the stakes are high enough for characters to be Taken Out.

FLASHBACKS

A flashback is a special Asset that relates to a mini-scene from a Crewmember's past. The GM can call for a flashback scene any time a Crewmember creates an Asset by spending a Plot Point—especially when the Asset represents previous experiences or points out resources that might've had a powerful impact on the Crewmember. The GM can only call for one flashback scene per character per Episode.

When you create a flashback Asset, pick at least one other Crewmember to be involved in the flashback mini-scene. Working with the other Crewmember, play out what happened in your past. The Episode's main plot will pause to give your fellow players the chance to see what really happened. Once the flashback is over, step up the Asset you created by one die type. If the mini-scene is really interesting, the GM can opt to give you back your Plot Point, so pour your heart into it!