# CREW WORKSHEET

SHIP TYPE [ ]

## 2. RECORD RESOURCES

CREDITS **D6** TOTAL    STORY POINTS [ ]    RUMORS [ ]

## 1. ROLL CREW

| NAME | REACTIONS | SPEED | COMBAT SKILL | TOUGHNESS | SAVVY | LUCK | EXPERIENCE POINTS |
|------|-----------|-------|--------------|-----------|-------|------|-------------------|
| **01** LEADER | 1 | 4 | 0 | 3 | 0 | [X] [ ] [ ] / [ ] [ ] [ ] | [ ] |
| **02** | 1 | 4 | 0 | 3 | 0 | [ ] [ ] [ ] / [ ] [ ] [ ] | [ ] |
| **03** | 1 | 4 | 0 | 3 | 0 | [ ] [ ] [ ] / [ ] [ ] [ ] | [ ] |
| **04** | 1 | 4 | 0 | 3 | 0 | [ ] [ ] [ ] / [ ] [ ] [ ] | [ ] |
| **05** | 1 | 4 | 0 | 3 | 0 | [ ] [ ] [ ] / [ ] [ ] [ ] | [ ] |
| **06** | 1 | 4 | 0 | 3 | 0 | [ ] [ ] [ ] / [ ] [ ] [ ] | [ ] |

| BACKGROUND 1D100 (p. 25) | MOTIVATION 1D100 (p. 26) | CHARACTER CLASS 1D100 (p.27) |
|--------------------------|--------------------------|------------------------------|
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## 3. RECORD NUBER OF FACTIONS

PATRONS [ ]    RIVALS [ ]

## 5. RECORD STARTING ROLLS

Modified by rolls on Background, Motivation and Character class tables.

**LOW TECH WEAPON** 1D100 (p.28) — [X] [X] [X] [ ] [ ] [ ] [ ] / [ ] [ ]

**HI-TECH WEAPON** 1D100 (p.28) — [ ] [ ] [ ] [ ] / [ ] [ ] [ ] [ ]

**MILITARY WEAPON** 1D100 (p.28) — [X] [X] [X] [ ] / [ ] [ ] [ ] [ ]

**GEAR** 1D100 (p.29) — [X] [ ] [ ] [ ] [ ] [ ] [ ]

**GADGETS** 1D100 (p.29) — [X] [ ] [ ] [ ] [ ] [ ] [ ]

For each crew member who rolled at least one Savvy increase, you may swap a roll on the military weapons table for the high tech weapons table.

ROLL ONCE FOR EACH CHECKMARK

## 6. LIST EQUIPMENT STASH

| Name | Range | Damage | Shots | Notes | Name | Range | Damage | Shots | Notes |
|------|-------|--------|-------|-------|------|-------|--------|-------|-------|
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**STARS OF THE STORY (OPTIONAL)**    [ ] It's time to go!    [ ] Did you ever meet my teammate?    [ ] Rainy day fund!    [ ] Lucky shot!    [ ] Looked worse than it was!

# Crew

Name: _____  | Story points: ____

## Crew Member 1
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 2
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 3
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
| | | | | |
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Gear / Gadgets

## Crew Member 4
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 5
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 6
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 7
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

## Crew Member 8
Name: _____ | Species / Type: _____

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | LUCK | XP |
|-----------|-------|--------|-----------|-------|------|----|
| 1 | 4 | 0 | 3 | 0 | | |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
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Gear / Gadgets

**Stars of the Story (p.67)**  ☐ It's time to go!  ☐ Did you ever meet my teammate?  ☐ Rainy day fund!  ☐ Lucky shot!  ☐ Looked worse than it was!

# Ship

Name _____  Type _____  Hull points  MAX ____  Debt ⬡

## Ship description & Crew background

## Ship Traits & Upgrades  (p.61)  Ship parts ⬡

## On-board Items  (p.57)

## Stash

| WEAPON / ITEM | RNG | SHOTS | DMG | TRAITS / NOTES | Credits ⬡ |
|---|---|---|---|---|---|
| | | | | | |
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## Current Crew

| Name | Sick | Notes / Events |
|---|---|---|
| | Turns | |
| | Turns | |
| | Turns | |
| | Turns | |
| | Turns | |
| | Turns | |
| | Turns | |
| | Turns | |

## Notes

Rumors ⬡  Patrons ⬡  Rivals ⬡

# ENCOUNTER LOG

CAMPAIGN TURN #

Job type:

Deployment conditions:

Objective:

Notable sights:

## OPPOSITION:
Enemy type (p.94)

QTY

AI TYPE

| PANIC | SPEED | COMBAT | TOUGHNESS |
|-------|-------|--------|-----------|
|       |       |        |           |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
| Enemy |  |  |  |  |
| Varied armament |  |  |  |  |
| 3+ Specialist Weapon |  |  |  |  |

7+ → x2 ☐

| - |  | +1 |  |
|---|---|-----|---|

4+

**LIEUTENANT**

+

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
| Blade | Brawl | - | +0 | Melee |

### TRAITS / SPECIAL RULES

## UNIQUE INDIVIDUAL:
Enemy type (p.105)

AI TYPE

| SPEED | COMBAT | TOUGHNESS | LUCK |
|-------|--------|-----------|------|
|       |        |           |      |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|--------|-----|-------|-----|--------|
|  |  |  |  |  |
|  |  |  |  |  |

### TRAITS / SPECIAL RULES

## JOURNAL + MISSION NOTES

# NEW WORLD  [World Name]

## Planet Description

### 1. Pursuit (p.72)

Roll **1D6** for each **Rival Faction**. On **5+**, they have followed you to this world.

### 2. Dismiss Patrons (p.72)

Dismiss all **Patron Factions** except those marked as *Persistent.*

### INVASION (p.69)

If an encounter indicates that the world is under invasion, you must roll 2D6 and score 8+ to escape off world.

- On failure, immediate Assign Equipment (p.85) and fight an Invasion Battle (p.92).
- On a success, or if you survive the battle, you must travel to a new planet.

### 3. License (p.72) — 1D6 CREDITS

- □ **License Required:** Roll **5-6** on **1D6**. Pay **1D6 Credits** if required.
- □ **Forge a License**: Roll **6+** on **1D6+Savvy.** Receive a free license. On a **Natural 1**, gain a **Rival**.

### 4. World Traits (p.72)

## Patrons and Benefits (p.44)

### 01 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

### 02 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

### 03 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

### 04 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

### 05 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

### 06 [Name]
Type
- □ Fringe Benefit
- □ Connections
- □ Company Store
- □ Health Insurance
- □ Security Team
- □ Persistent
- □ Negotiable

## Rivals

### 01 [Name]
Type

### 02 [Name]
Type

### 03 [Name]
Type

### 04 [Name]
Type

### 05 [Name]
Type

Type

## Travel Offworld (p.69)

- If you have a ship, **pay 5 Credits** and roll on the *Starship Travel Events Table* (p. 70).
- If you do not have a ship, **pay 1 Credit** per crew member. You cannot carry packages / cargo.

## Notes

# Crew

Name _____   Credits ⬡   Story Points ⬡   Rumors ⬡   Patrons ⬡   Rivals ⬡

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
| | | | | |
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| | | | | |

Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
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Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
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Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
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Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
| | | | | |
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Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
| | | | | |
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Gear / Gadgets

---

Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
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Gear / Gadgets

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Name _____ | Species / Type

| REACTIONS | SPEED | COMBAT | TOUGHNESS | SAVVY | | LUCK | XP |
|:---:|:---:|:---:|:---:|:---:|---|:---:|:---:|
| 1 | 4 | 0 | 3 | 0 | | ⬡ | ⬡ |

| WEAPON | RNG | SHOTS | DMG | TRAITS |
|---|---|---|---|---|
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Gear / Gadgets

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**Stars of the Story (p.67)**   ☐ It's time to go!   ☐ Did you ever meet my teammate?   ☐ Rainy day fund!   ☐ Lucky shot!   ☐ Looked worse than it was!

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# Ship

Name _____   Traits / Upgrades _____   Stash _____

Hull Points ⬡   Debt ⬡