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     System Reference Sheet
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Die Codes:
      XD+Y = Roll Xd6 and add Y

Pips:
      1D = 3 pips

Character Creation:
      # of Attribute Dice = # of Attributes x 3
      # of Skill Dice = 7
      No more than 2D to any given skill at character creation
      Specialization costs 1D
      Starting Character Points = 5
      Starting Fate Points = 1
      Starting Veteran Points = 0

Move:
      Meters per 5 seconds
      Default move is 10

Wild Die:
      Roll of 6 = add and re-roll
      Roll of 1 = critical failure; remove wild die and highest die

Increased Duration:
      +1D per extra time period taken in an action attempt

Specialization:
      +1D to specialized skill when used
      Maximum of 1 specialization per skill

Non-Proficiency Option:
      Difficulty +5 or +10 for use of untrained skills

Difficulty:
      Very Easy   1 - 5
      Easy   6 - 10
      Moderate   11 - 15
      Difficult   16 - 20
      Very Difficult   21 - 25
      Heroic   26 - 30
      Heroic+   31+

Roll:
      Must equal or beat difficulty to succeed

Character Points:
      Spend 1 CP after a roll to roll +1D
      Maximum of 2 CP per roll

      Spend X CP to buy, or increase a skill by 1 pip
      X = number before D in die code

      Spend 5 CP to buy a specialization

Veteran Points:
      When character points are received, add the same number of Veteran Points
      Veteran Points track a character's experience level

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Fate Points:
      Spend 1 FP to double die code before a roll
      Maximum of 1 FP per roll

Award per Adventure:
      6 - 8 CP for good group playing
      3 - 4 CP for playing in character
      2 - 4 extra CP for cooperation
      3 - 4 extra CP for everyone having a good time
      1 FP for accomplishing goal
      1 FP for individual cleverness

Scale (Star Wars):
      Character          0D
      Speeder            2D
      Walker             4D
      Star-fighter       6D
      Capital            12D
      Death Star         24D
```