



## How To Play:

When **Acting** or **Reacting**, determine the **Difficulty** & **Stakes** then roll **1D20** + Stat vs. **Difficulty**. On a failed roll mark **1 Grit** and face the music.

**Also Roll 1D6**

- = Suffer a **Cost**
- = **Standard Outcome**
- = Gain a **Benefit**

When a **Cost** is rolled raise the Heat Level +1. **Higher Heat** = more severe **Costs**. Roll on **Costs & Benefits** table when consequence is unclear.

## Gumption:

Start with **6 Max Gumption**.  
Reduce when you **Suffer Harm**.  
At 0 Gumption you are **Taken Out**.  
Regain Gumption with a **Long Rest**.



**Gumption:**

Current      Max

**Heat Level** 1 • 2 • 3 • 4 • 5 • 6 • 7 • 8 • 9 • 10 • 11 • 12 • 13 • 14 • 15 • 16 • 17 • 18 • 19 • 20!

R Ryan WENNEKER (order #27622845)

**You:** \_\_\_\_\_

**Skill:** \_\_\_\_\_

*When invoked roll twice, take best.*

**Style:** \_\_\_\_\_

*Pick 1-3 adjectives that describe you.*

**Stats:** Rank your stats +3, +2, +1, 0, -1

Moxie

Smarts

Wiggles

Friends

*"I know a guy."*



Pockets

*"I've got that."*

**Difficulty:**



Easy



Tricky



Hard



Epic

**Stakes:** Answer before rolling...



If **Risky**: What do you risk?

If **Uncertain**: What happens if you fail?

If **Dangerous**: What could go wrong?

If **None Of The Above**: Why roll?



**Grit:** ☐ ☐ ☐ ☐ ☐

Spend 5 Grit to turn a failed roll into a **Standard Success**.

**Ailment:** Suffer -1 to all rolls for each.  
(When a 1 is rolled on D20, or as narratively appropriate, mark one)

☐ Shaken

☐ Confused

☐ Stressed

☐ Frightened

☐ Frustrated

☐ Exhausted



**Steel Yourself:** Mark one Ailment in order to regain 2 Gumption.

**Mission Generator:** Roll 1D6 on each table. Interpret together.

***The Mission:***

- |                     |                        |           |                      |
|---------------------|------------------------|-----------|----------------------|
| ■ Destroy or Defend | ■ Save or Explore      | ■ Planet  | ■ Moon or Asteroid   |
| ■ Deliver or Steal  | ■ Aid or Negotiate     | ■ Station | ■ Anomaly or Nebula  |
| ■ Capture or Escort | ■ Escape or Infiltrate | ■ Ship    | ■ Deep Space or City |



***The Location:***



***The Objective:***

- Ally or Enemy
- Item or Artifact
- Discovery
- Creature or Alien
- Info or Secret
- Noble or Civilian



***Location Aspect:***

- Outpost (congregate)
- Archive (contain info)
- Fortification (protect)
- Den (harbor danger)
- Wonder (inspire awe)
- Ruins (hidden things)



***Costs & Benefits:***

- Social
- Tactical
- Material
- Physical
- Unusual
- Emotional



***The Opposition:***

- Pirate or Bounty
- Monster or Invasion
- Friend or Rival
- Time or Puzzle
- Law or Corporation
- Environmental or Viral



***The Snag:***

- Betrayal or Trap
- Creature or Enemy
- Theft or Abduction
- Mistaken or Manipulated
- Countdown or Tough Decision
- Disaster or Malfunction



In Outer Space, there's TONS of stuff to do. When you have a thing that you want done, contract the **Space Aces!** We are *mostly competent*, heavily in debt, and **highly motivated!**

**Space Masters:** Start mission in the middle of the action. Adjust a roll's **Difficulty** dynamically based on character actions. As the **Heat** rises **Stakes** get bigger & **Costs** get worse. And just when they think they've got it... reveal The Snag!

***Completing Missions:***

Choose one reward

- Increase Max Gumption by +1
- Attempt to **Enhance** a Stat by dictating what you do to train it then roll 1D6. If result is over current Stat enhance +1.

***Adventure Awaits!***



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