# CHEATSHEET

## ABILITY CHECKS
To attempt an action or resist danger, roll 1d20+ability. Check succeeds if result is 12 or higher, fails if lower.

OPPOSED CHECKS: All involved roll 1d20+ability. Highest result wins.
ADVANTAGE/DISADVANTAGE: Roll 2d20, use best/worst die.

## ITEM SLOTS
PC has 12+BDY slots. Most items require one slot. Using more than 12+BDY slots gives disadvantage on all ability checks.

## VOID POINTS
Failed ability checks and attack rolls give one void point. Void points can be spent to:
- Gain advantage on an ability check or attack roll.
- Activate a cosmic mutation.

## VOID CORRUPTION
When using void points for advantage and failing, roll 1d6. If equal to or lower than current void points, roll void corruption. The failed roll gives no void point.

## OFFWORLD
### LACK OF OXYGEN
- Conscious one combat round (no suit) or 1d6 minutes (in suit).
- Survives 1d4 minutes when unconscious.

### ZERO-GRAVITY ENVIRONMENT
Disadvantage on all DEX checks.

### TAKING DAMAGE WHEN IN AN EVA SUIT
Instantly reduces oxygen one step.

## REDUCING CONDITION OUTSIDE COMBAT
When using an object with a condition value in a stressful situation, roll 1d6.

- On a 1, the object's condition is reduced by one.

At zero condition, object is broken and unusable.

## DISMANTLING OBJECTS
### ELECTRONICS AND WEAPONS
Gives one component per object. Takes 1d6 hours per spare part salvaged.

### VEHICLES AND SPACECRAFT
Gives 1d6+current condition of vehicle. Takes 1d20 hours per spare part salvaged.

## REPAIRING OBJECTS
One spare part repairs one condition point.
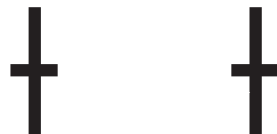
### BROKEN OBJECTS
First condition point costs spare parts equal to object's maximum condition.

### REPAIR TIME
1d6 hours per used component for electronics and weapons.

1d20 hours per vehicle part used for vehicles and spacecraft.

## COMBAT
- When someone makes a hostile action, they start the turn order.
- After a participant has acted, they choose who acts next. If last in round, they choose who starts next round.

The attack roll is 1d20+BDY (melee) or TEC (ranged). Attacks hit if roll is equal to or above target's defense rating.

### RISKY ATTACK
Roll a normal attack roll:
HIT: Deal an extra damage die.
MISS: Target gets an immediate counterattack and takes over choice of who acts next.

### CRITICAL HITS
On a natural 20, the attack deals an extra damage die.

### REDUCING CONDITION IN COMBAT
After combat, roll 1d6 for each used weapon or item. On a 1, it loses one condition.

An attack causing maximum damage reduces condition of one of defender's items by one.

### DEATH AND HEALING
At zero or less hit points, roll BDY check:
SUCCESS: Stabilized but unconscious until rest.
FAILURE: Person is dead (roll on Death in Space table).

Resting a full night restores 1d8+BDY hit points. Resting at a safe haven restores all hit points.

### MORALE
Roll 2d6 for opponent or ally. If above morale rating, they try to parley or flee.

## SPACECRAFT CONFRONTATIONS
Turn order starts when a spacecraft makes a hostile action. Crews act as groups in the turn order and all crew members must act before choosing the next ship to act. The last acting ship can not start the next round.

### DISTANCES
DETECTION: First detection.
IDENTIFICATION: Scan and identify.
FIRING: Ranged attacks.
BOARDING: Can board other ship.

### MOVEMENT
PCs move all other ships one step on their pilot's turn. Non-player ships move one step on their turns.

### RISKY MANEUVERS
SVY check. Failure costs one fuel. Required for most piloting actions in a confrontation.

### FLEEING
Outside hostilities, must get beyond detection distance.

In hostilities, opposed SVY check for all ships. Flees from ships with lower results.

### FIRING
TEC check. Hits if equal to or above target's defense rating.

### FRAME RECOVERY
Regains 1d6×10% when all is calm. One night in safe port regains all frame damage.

### REDUCING CONDITION
After the confrontation, roll 1d6 per person who did a risky maneuver or used