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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
```