

# Space Aces

## 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

**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)

- |                                     |                                     |
|-------------------------------------|-------------------------------------|
| <input type="checkbox"/> Shaken     | <input type="checkbox"/> Confused   |
| <input type="checkbox"/> Stressed   | <input type="checkbox"/> Frightened |
| <input type="checkbox"/> Frustrated | <input type="checkbox"/> Exhausted  |



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

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

**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!**



Created By: Porthos47itch.io

# ***Space Aces: Episode Guide***



## ***The Setup:***

Hired by:

*(Faction)*

To:

*(The Mission)*

The/A/An:

*(The Objective)*

To/At/In a:

*(The Location & Location Aspect & Flavor)*

From:

*(The Opposition & Agenda)*

## ***The Scenes:***

The Aces may encounter, meet, or fight:

*(Encounter & Flavor, Social & Bearing, Scuffle & Tactic)*

## ***The Snag:***

Eventually, there may be a major twist:

*(The Snag)*

## ***The Snafu:***

The episode opens 'in media res' with a problem:

*(Difficulty & Flavor)*



**Flavor:** (Add flavor to Location, Encounter, Difficulty, etc...)

●-●	●-●-●	●-●-●-●
● Captured	● Protected	● Exotic
● Abandoned	● Volatile	● Fragile
● Advanced	● Beautiful	● Civilized
● Monolithic	● Deceptive	● Hidden
● Endangered	● Shattered	● Active
● Treacherous	● Savage	● Moving

### **Faction:**

- Order of Shadow (stay hidden)
- Galactic Congress (maintain control)
- Stellar Alliance (stop oppression)
- Free trader Syndicate (defy authority)
- Explor-A-Corp (boldly go)
- Species 4774 (who knows...)

### **Agenda:**

- Sow Chaos
- Gain Wealth
- Increase Power
- Infest & Spread
- Enact Revenge
- Destroy Enemy

### **Encounter:**

- Danger (imperil)
- Obstacle (slow)
- Barrier (prevent)
- Passage (advance)
- Resource (enable)
- Refuge (refresh)



### **Scuffle:**

- 1D6 Minions  
(1 Gum. & 1 Harm)
- 1D3 Goons  
(3 Gum. & 2 Harm)
- Big Baddy  
(2D6 Gum. & 3 Harm)

### **Tactic:**

- Destroy
- Weaken
- Capture
- Deceive
- Steal
- Hunt

### **Social:**

- Harbinger or Hero
- Guardian or Gossip
- Trickster or Sage
- Hunter or Authority
- Seeker or Outcast
- Outlaw or Shadow

### **Bearing:**

- Hostile
- In Peril
- In Need
- Duplicitous
- Suspicious
- Friendly

### **Difficulty:**

- Overcome or Aid
- Rescue or Protect
- Endure or Choose
- Outwit or Restore
- Survive or Avoid
- Escape or Hinder

### **Ask The AI:**

- Ask Yes/No question
- Determine likelihood
- Roll D20 & D6

### **D20 Result:**

- Likely: Yes if 5+
- Possibly: Yes if 10+
- Unlikely: Yes if 15+

### **D6 Result:**

- But... : ●-●
- And... : ●-●-●

# **Space Aces:** **Star Ruins & Space Hulks**

Outer Space is chock full of *Ruins & Hulks* with **Valuable Loot, Powerful Artifacts, Monsters & DANGER.** Can you find **The Treasure** and escape alive? Probably not... but the pay is good and you are just dying to try!

## **Encounter:**

Roll 2D6, select the **lower number**. If you roll a pair, roll again for **additional** encounter.

- ☐-☐ Danger
- ☐-☐ Lose 1 Supply
- ☐-☐ Monster
- ☐-☐ Loot
- ☐-☐ Treasure!



## **Looming Threat:**

(Every 5 points on the **Heat track** face an **Additional Danger** from the **Looming Threat**)

- ☐ Rival Team
- ☐ Being Hunted
- ☐ Structural Failure
- ☐ Radiation Levels
- ☐ Rogue AI
- ☐ Insanity

## **Theme:**

- ☐ Mysterious
- ☐ Collapsing
- ☐ Orbiting
- ☐ Derelict
- ☐ Alien
- ☐ Lost

## **Type:**

- ☐ Starship
- ☐ Astroid
- ☐ Colony
- ☐ Station
- ☐ Caves
- ☐ Ruins

## **Flavor:**

- ☐ Monolithic or High-Tech
- ☐ Primitive or Crystalline
- ☐ Fractured or Flooded
- ☐ Organic or Luxurious
- ☐ Pitch Black or Toxic
- ☐ Bizarre or Volatile

## **Entry:**

- ☐ Guarded
- ☐ Trapped
- ☐ Blocked
- ☐ Hidden
- ☐ Locked
- ☐ Open

## **Room Flavor:**

- ☐ Transporting or Powering
- ☐ Extracting or Venerating
- ☐ Computing or Strange
- ☐ Enjoying or Gaurding
- ☐ Creating or Learning
- ☐ Living or Storing

**Supplies:**

**Start with 4 Supplies.** Check off one each time you lose Supplies. When **out of Supplies** lose 1 Gumption instead and also add +1 to Encounter rolls..

**Step 1:** Roll 1D6 for **Theme, Type, Flavor & Looming Threat** **Step 2:** Enter a Room & survive the Encounter.  
**Step 3:** Roll for **The Way Forward** **Step 4:** ??? **Step 5:** **Treasure!**

## ***Danger:***

(Roll 1D6 again. ■-■ it is a **Hidden Danger / Trap**)

- Defending or Blocking
- Ensnaring or Shocking
- Confusing or Plaguing
- Crushing or Draining
- Alarming or Hurting
- Floating or Falling

## ***Loot:***

(You may carry Items up to your number of **Pockets**)

- +1 **Gumption** Item
- +1 **Supplies** Item
- +1 **Wiggles** Item
- +1 **Smarts** Item
- +1 **Moxie** Item
- **Gizmo** or **Gadget**



## ***The Way Forward:***

(After entering a room, roll 1D6)

- One Way Forward
- Two Ways Forward
- Three Ways Forward



### **Aspect**

- Trapped
- Venerated
- Preserved
- Forgotten
- Unstable
- Phasing



### ***Treasure:***

### **Feature**

- Crystalline
- Precursor
- Xenomorph
- Dimensional
- Temporal
- Cybernetic



### **Form**

- Egg
- Artifact
- Archive
- Weapon
- Technology
- Intelligence

Roll **1D6** on tables. If 2 options, roll again. ■-■ is 1st ■-■ is 2nd.

## ***Monster Type:***

- Reptilian or Crustacean
- Cephalopoid or Slimoid
- Macroviral or Arachnoid
- Mechanoid or Insectoid
- Xenomorph or Beastial
- Silicoid or Plantoid

## ***Monster Aspect:***

- Armored or Intelligent
- Toxic or Regenerating
- Spawning or Stealthy
- Artificial or Huge
- Fast or Phasing
- Vicious or Small

## ***Monster Size:***

- 1D6 Small (1 Gumption & 1 Harm)
- 1D3 Medium (3 Gumption & 2 Harm)
- Large (2D6 Gumption & 3 Harm)

## ***Bearing:***

- Hostile
- Wary
- Surprised

**Space Aces:**  
**Friends & Frenemies**



**Catchphrase:**

**Name:** \_\_\_\_\_

**Quirk:** \_\_\_\_\_

**Demeanor:** \_\_\_\_\_

**Desire:** \_\_\_\_\_

**Forte:** \_\_\_\_\_

**Flaw:** \_\_\_\_\_

**Secret:** \_\_\_\_\_

# Intensity



Slightly



Somewhat



Extremely

(Combine with Quirk, Demeanor, Forte, or Flaw for more character depth)

Choose or Roll 1D6 on tables. If 2 choices roll again: 1-2 is 1st, 3-6 is 2nd.

## Quirk:

(Roll 2D6. 1st for column, 2nd for row)



Formal

Hums

Awkward

Mumbles

Rambles

Know-It-All

Narrates

Squeaky

Anecdotes

Terse

Twitchy

Too Familiar

Drawl

Intense

Monotone

Slang

Creepy

Evil Laugh



## Demeanor:

(Roll 2D6. 1st for column, 2nd for row)



Charming

Logical

Scruffy

Bleak

Gentle

Suspicious

Nervous

Goofy

Distracted

Confident

Wild

Sarcastic

Arrogant

Grumpy

Serene

Carefree

Positive

Menacing

## Secret:

- 1 Identity
- 2 Agenda
- 3 Information
- 4 Ability
- 5 History
- 6 Resources

## Desire:

- 1 Give or Seek
- 2 Help or Hinder
- 3 Create or Destroy
- 4 Hide or Reveal
- 5 Save or Escape
- 6 Achieve or Defeat

## Object:

- 1 Knowledge or Love
- 2 Power or Justice
- 3 Friend or Enemy
- 4 Fortune or Object
- 5 Secret or Obligation
- 6 Peace or Conflict

## Forte:

- 1 Liked or Resourceful
- 2 Wealthy or Powerful
- 3 Loyal or Empathetic
- 4 Intelligent or Sneaky
- 5 Famous or Tactical
- 6 Skilled or Brave

## Flaw:

- 1 Greedy or Unstable
- 2 Naive or Infamous
- 3 Paranoid or Temper
- 4 Cowardly or Imposter
- 5 Indebted or Addicted
- 6 Concieted or Sensitive



**Space Aces:**  
**Beasties & Besties**



**Name:** \_\_\_\_\_

**Appearance:** \_\_\_\_\_

**Trait:** \_\_\_\_\_

**Ability:** \_\_\_\_\_

**Gumption:**   
Current    Max

**Spirit:**

**Bond:**

For **Max Gumption**: Roll **1D6** +1 if Small, +3 if Medium, +5 if Large, +8 if Hugemongous.

To **Woo** this beastie roll against DC of Gumption **+15**. If successfully Woo'd, set initial **Bond** to **-3**.

Roll **1D20** + **Bond** against DC when **Acting** or **Defending**. On a Critical Success mark **1 Spirit**.

## Size:

(Roll 2D6 use lowest result)

- 1-2 Small
- 3-4 Medium
- 5 Large
- 6 Hugemongous



## Appearance:

Roll 1D6: 1-4 Single Species (choose 1)  
5-6 Hybrid Species (choose 2)

- |               |              |                 |
|---------------|--------------|-----------------|
| 1-2 Dogonian  | 3-4 Robotic  | 5-6 Xeniform    |
| 1-2 Catonian  | 3-4 Plantoid | 5-6 Marsupoid   |
| 1-2 Inorganic | 3-4 Primate  | 5-6 Rodentine   |
| 1-2 Whaloid   | 3-4 Reptoid  | 5-6 Cephalapoid |
| 1-2 Bearoid   | 3-4 Bugoid   | 5-6 Amorphous   |
| 1-2 Horsoid   | 3-4 Avian    | 5-6 Crustacian  |

## How To Train Your Beastie:

Spend 3 Spirit to Train your Beastie.

When Training your Beastie Roll 1D6:

- 1-2 = +1 Gumption
- 3-4 = +1 Bond
- 5-6 = Gain additional Ability

## Personality:

- 1 Aggressive
- 2 Fearful
- 3 Protective
- 4 Disinterested
- 5 Curious
- 6 Friendly



Choose or Roll on tables.  
Write your results on the front of the card.

## Traits:

- |                |                 |                        |
|----------------|-----------------|------------------------|
| 1-2 Armored    | 3-4 Pokey       | 5-6 Translucent        |
| 1-2 Talks      | 3-4 Crystalline | 5-6 Telekinetic        |
| 1-2 Colorful   | 3-4 Swims       | 5-6 Extra Limbs        |
| 1-2 Floats     | 3-4 Flies       | 5-6 Extra Eyes         |
| 1-2 Telepathic | 3-4 Digs        | 5-6 Oversized Feature  |
| 1-2 Glowing    | 3-4 Climbs      | 5-6 Undersized Feature |



## Abilities:

- |               |              |                  |
|---------------|--------------|------------------|
| 1-2 Defending | 3-4 Draining | 5-6 Electrifying |
| 1-2 Bonking   | 3-4 Speeding | 5-6 Illuminating |
| 1-2 Sensing   | 3-4 Charming | 5-6 Hypnotizing  |
| 1-2 Finding   | 3-4 Burning  | 5-6 Teleporting  |
| 1-2 Poisoning | 3-4 Freezing | 5-6 Camouflaging |
| 1-2 Unhurting | 3-4 Thieving | 5-6 Entrapping   |



**Space Aces:**  
**Gizmos & Gadgets**



**The:** \_\_\_\_\_ - \_\_\_\_\_  
(Prefix) (Type)

**Of:**

(Aspect)

(Effect)

**MK Level:**

**Description:**

---

---

---

**Durability:**

/

Current Max

Carrying multiple Gizmos with the same Prefix provide a **+1 to the roll** for each item in the set.

**Max Durability:** - Two Durability - Three Durability - Four Durability



- |        |       |
|--------|-------|
| -      | -     |
| Sonic- | Robo- |
| Void-  | Auto- |
| Smart- | Glo-  |
| Anti-  | Nano- |
| Ultra- | Tri-  |
| Hyper- | Holo- |



- |          |         |
|----------|---------|
| -        | -       |
| Saber    | Goggles |
| Zapper   | Towel   |
| Ring     | Helmet  |
| Dart     | Armor   |
| Droid    | Boots   |
| Bracelet | Belt    |

**Type:**

- |          |           |
|----------|-----------|
| -        | -         |
| Flute    | Augment   |
| Injector | Tool      |
| Gauntlet | Boomerang |






### **Upgrading MK:**

When a **Critical Success** is rolled while using this item, upgrade it to the next MK Level. Each MK Level adds **+1** to item's **Max Durability**.

When all 3 MK Levels are checked, **roll twice and choose best** when using item.



- |         |         |
|---------|---------|
| -       | -       |
| Obscure | Enhance |
| Locate  | Deflect |
| Reduce  | Attract |
| Reflect | Control |
| Hold    | Absorb  |
| Create  | Focus   |

**Effect:**



- |           |           |
|-----------|-----------|
| -         | -         |
| Asplode   | Convert   |
| Convert   | Transfer  |
| Transfer  | Speak To  |
| Speak To  | Remove    |
| Remove    | Transform |
| Transform |           |



- |         |            |
|---------|------------|
| -       | -          |
| Light   | Motion     |
| Heat    | Feelings   |
| Cold    | Flora      |
| Liquid  | Scent      |
| Energy  | Perception |
| Gravity | Memory     |

**Aspect:**

- |       |       |
|-------|-------|
| -     | -     |
| Fauna | Sight |
| Sight | Sound |
| Sound | Metal |
| Metal | Time  |
| Time  | Charm |
| Charm |       |



### **Durability:**

When a **Complication** is rolled while using this item, **suffer -1 Durability**. When Durability is 0 this item is **Broken** and must be **Repaired**.

Item is **Destroyed** if a 1 is rolled on the D20.

# *Space Aces: Massive Mechs*



**Callsign:** \_\_\_\_\_

**Frame:** \_\_\_\_\_

## **Weapons & Systems:**

	<b>MK:</b> <input type="text"/>
--	---------------------------------

	<b>MK:</b> <input type="text"/>
--	---------------------------------

	<b>MK:</b> <input type="text"/>
--	---------------------------------

	<b>MK:</b> <input type="text"/>
--	---------------------------------

(Upgrade Weapon or System +1 MK for 5 Bounty Points. Receive +MK bonus to rolls when invoked)

### **Frame HP:**



Current    Max

(Start with **15 Max Frame Hit Points**. Mech is destroyed at **0**. Spend 2 Bounty Points to Upgrade Frame by 1.)



### **Reactor:**



Current    Max

(Start with **2 Max Reactor Points**. Use Reactor Point to roll twice & choose best. Spend 3 Bounty Points to Upgrade Reactor by 1.)

**Interlock Activation:**

(Mark 1 for every **Benefit** your team rolls.

Spend 5 to **combine Mech Frames** into one Mega Mech. Add each Mech's **Frame Points & Reactor Points** together.

Receive **+1 bonus to each roll** per joined Mech.)

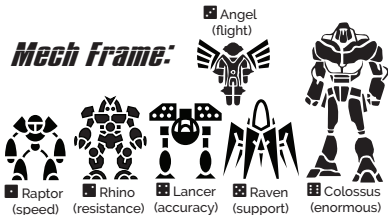


## Bounty Points:



(Start with 20 Bounty Points to build / upgrade Mech.  
Earn Class x2 Bounty Points for each Monster defeated)

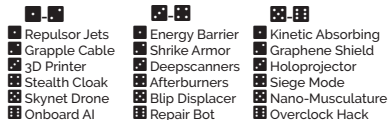
## Mech Frame:



## Weapons: (Buy new Weapon for 5 Bounty Points.)



## Systems: (Buy new System for 5 Bounty Points.)



# Space Aces: Mega Monsters



**Class:** \_\_\_\_\_ **ID:** \_\_\_\_\_

(Type + Form)

## Abilities:

Element + Ability

## Uses:

3 Uses Per Ability

## Natures:



## Gumption:

Current    Max



**Ultimate Attack:**

(Skip 1 Action to charge Ultimate Attack 1 level. When full unleash MEGA attack that combines all Abilities into one.)



### ***Class I:***

Size: City Bus  
 Gumption: 20  
 Turn Actions: 1  
 Attack Harm: 3  
 Ability: 1  
 Nature: 1



### ***Class II:***

Size: Building  
 Gumption: 30  
 Turn Actions: 2  
 Attack Harm: 4  
 Abilities: 2  
 Natures: 2



### ***Class III:***

Size: Cruise Ship  
 Gumption: 40  
 Turn Actions: 3  
 Attack Harm: 5  
 Abilities: 3  
 Natures: 3

### ***Type:***



1 Ultra  
 2 Mecha  
 3 Astro  
 4 Razor  
 5 Thunder  
 6 Inferno



2 Hyper  
 3 Infinity  
 4 Giga  
 5 Muta  
 6 Veloci  
 7 Hydra

### ***Form:***



1 Shark  
 2 Crab  
 3 Saur  
 4 Beast  
 5 Kong  
 6 Bat



2 Vulture  
 3 Leviathan  
 4 Goliath  
 5 Kraken  
 6 Behemoth  
 7 Dragon

### ***Element:***



1 Meteor  
 2 Acid  
 3 Fear  
 4 Arctic  
 5 Gravity  
 6 Burning



2 Sonic  
 3 Atomic  
 4 Gamma  
 5 Lightning  
 6 Magma  
 7 Psychic

### ***Ability:***



1 Screech  
 2 Smash  
 3 Storm  
 4 Blast  
 5 Barrier  
 6 Quake



2 Wave  
 3 Drain  
 4 Claws  
 5 Portals  
 6 Web  
 7 Aura

### ***Nature:***



1 Flight  
 2 Burrowing  
 3 Ultraspeed  
 4 Ultratough  
 5 Ultrastrong  
 6 Regeneration



2 Amphibious  
 3 Spawning  
 4 Intelligent  
 5 Knows Judo  
 6 Parasitic  
 7 Warping



3 Modular  
 4 Telepathic  
 5 Camouflage  
 6 Telekenetic  
 7 Wields Weapon  
 8 Sharp-n-Stabby



# Space Aces: Galactic Guidebook



Explore strange new places, seek out new life, and new civilizations. Go where no Space Tourist has gone before and write a Galactic Guidebook entry on it. *(Please note: All valuable items & treasures discovered are property of Galactic Guidebook Commission)*

## Planet Type:

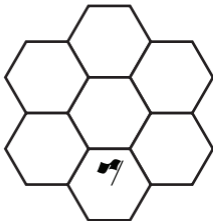
- Desert
- Jungle
- Oceanic
- Frozen
- Volcanic
- Junkyard



- Artificial
- Hollow
- Sentient
- Metropolis
- Paradisiac
- Dark



- Shattered
- Gaseous
- Mountain
- Swamp
- Tropical
- Roll Twice



Roll for Planet Type, Species, & Culture. Land at flag. Roll 1D6 for Initial Event. Every new hex you enter, roll again until all hexes have been explored.

- All Of A Sudden...
- Feature Of Interest
- Double Trouble (both)



## All Of A Sudden...



*(Utilize tables from Core Module & Episode Guide)*

- Red Alert! You're attacked! (*Conflict + Tactic*)
- You find some kind of... (*Encounter + Flavor*)
- You discover a... (*Location Aspect + Flavor*)
- There is a problem... (*Difficulty + Flavor*)
- You meet a... (*Social + Bearing*)
- The plot thickens... (*Snag*)

## ***Species:***

### **Prefix:**

- 1-2 Bork
- 1-3 Mew
- 1-4 Mer
- 2-2 Geo
- 2-3 Octo
- 3-2 Birdo

- 2-2 Botano
- 2-3 Xeno
- 2-4 Liza
- 3-2 Star
- 3-3 Gorillo
- 3-4 Robo

### **Suffix:**

- 1-2 ...noid
- 1-3 ...lonian
- 1-4 ...saur
- 2-2 ...bot
- 2-3 ...mera
- 3-2 ...whal

- 2-2 ...lisk
- 2-3 ...bear
- 2-4 ...chilla
- 3-2 ...bug
- 3-3 ...nicorn
- 3-4 ...gasmus

## ***Culture:***

- 1-2 One Culture
- 2-2 Two Cultures At Peace
- 2-3 Two Cultures At Odds



- 1-2 Primitive
- 1-3 Cyberpunk
- 1-4 Medieval
- 2-2 Utopian
- 2-3 Logical
- 3-2 Warrior



- 2-2 Outlaws
- 2-3 Xenophobic
- 2-4 Wild West
- 3-2 Steampunk
- 3-3 Monastic
- 3-4 Aristocratic



- 2-3 Merchant
- 2-4 Pacificist
- 3-2 Telepathic
- 3-3 Flamboyant
- 3-4 Adventuring
- 4-2 Hospitable

## ***Features Of Interest:***



- 1-2 Food & Drink
- 1-3 Celebrations
- 1-4 Entertainment
- 2-2 Recreation
- 2-3 Art & Music
- 3-2 Wildlife



- 2-2 Plantlife
- 2-3 Landscape
- 2-4 Population
- 3-2 Phenomena
- 3-3 Architecture
- 3-4 Technology



- 2-3 Artifacts
- 2-4 Ruins
- 3-2 Monsters
- 3-3 Markets
- 3-4 B & Bs
- 4-2 Weather

## ***Feature Aspect:***



- 1-2 Stylish
- 1-3 Dangerous
- 1-4 Adorable
- 2-2 Enigmatic
- 2-3 Colossal
- 3-2 Miniature



- 2-2 Diverse
- 2-3 High-Tech
- 2-4 Hilarious
- 3-2 Rejuvenating
- 3-3 Floating
- 3-4 Crystalline



- 2-3 Legendary
- 2-4 Dramatic
- 3-2 Terrible
- 3-3 Orbital
- 3-4 Volatile
- 4-2 Desirable

# Space Aces: Starship Shenanigans



**Ship:**

**Perk:**

**Quirk:**

**Shields:**



Current    Max



**Reactor Core:**



Current    Max

*(Start with Max Shield Points.  
Spend Shield Points before  
taking Damage.  
Can be Upgraded.)*

*(Start with 2 Max Reactor Core  
Points. Spend Reactor Point to  
roll twice & choose best result.  
Can be Upgraded.)*

**Upgrades:** Check 1 Upgrade to start.

- |  |  |
|--|--|
| <input type="checkbox"/> Farscanner    | <input type="checkbox"/> Starbug       |
| <input type="checkbox"/> Stealth Drive | <input type="checkbox"/> Repair Bot    |
| <input type="checkbox"/> Afterburner   | <input type="checkbox"/> Mazer Turret  |
| <input type="checkbox"/> Autodoc       | <input type="checkbox"/> Graviton Beam |
| <input type="checkbox"/> Escape Pods   | <input type="checkbox"/> _____         |



**Damage:** When hit roll 1D6.

**Asploding Consoles** (crew takes Harm),   **System(s) Are Damaged** (offline until Repaired).  
Ship destroyed if all 6 are checked.

- |   |   |
|---|---|
| <input type="checkbox"/> <input checked="" type="checkbox"/> Sensors    | <input type="checkbox"/> <input checked="" type="checkbox"/> Life Support |
| <input type="checkbox"/> <input checked="" type="checkbox"/> Weapons    | <input type="checkbox"/> <input checked="" type="checkbox"/> Hyperdrive   |
| <input type="checkbox"/> <input checked="" type="checkbox"/> Propulsion | <input type="checkbox"/> <input checked="" type="checkbox"/> Reactor Core |

**Charge Hyperdrive:**

*(Skip Phase 2 to Charge Hyperdrive by 1)*

**Small Ship:**  
Fast but Fragile  
Max Shields: 1  
Damage When Hit: 3

**Medium Ship:**  
All-Rounder  
Max Shields: 2  
Damage When Hit: 2

**Large Ship:**  
Slow but Armored  
Max Shields: 4  
Damage When Hit: 1

## Perks:

(- One Perk - Two Perks)



- Bowling Alley
- 5-Star Autochef
- Surround Sound
- Smuggler's Hold
- Extensive Library
- Stylish Uniforms



- Zero-G Gym
- Comfy Chairs
- Holodeck
- Lens Flares
- XL Cargo Bay
- Party Mode



- Separable Saucer
- Carpeted Corridors
- Manipulator Arm
- HD Viewscreen
- Calming Engine Hum
- Aftermarket Spoiler

## Quirks:

(- One Quirk - Two Quirks)



- Vintage Model
- Smoke Trail
- Infamous
- Space Fleas
- Poor Plumbing
- Finicky Gravity



- Sticky Floors
- Weird Paint Job
- Faulty Lighting
- Strange Sounds...
- No Seatbelts
- Uniforms Ride Up



- Schizophrenic AI
- Jumpy Self-Destruct
- Smells Of Chowder
- Too Many Buttons
- Check Engine Light
- Surly Sonic Showers

## Starship Scuffles:

### Phase 1: Full Speed Ahead!

Smaller ships move first. Close Distance (Out Of Range, In Range, Point Blank), Attempt A Maneuver, Take Evasive Actions, or Try to Flee.

### Phase 2: Battlestations!

Each crew member attempts an action at their station. Actions may include Firing Weapons, Aiding, Rerouting, Repairing, Scanning, Targeting, Hailing, etc...

### Phase 3: Damage Report!

Resolve Damage or Harm Simultaneously.

## How You Got It:

- Don't Ask... Eccentric Uncle
- Loan Shark Finders Keepers
- Card Game Fair-n-Square