

GM Dice Sheet

With this sheet the GM no longer gains or spends Hazard. Instead he or she crosses off the dice icons to add to die rolls as needed.

Assume as before a free 5d6 for each conflict. The GM can cross off extra dice from the sheet that are available until removed by an opposing die. Via a combo of base dice, doubt and bonus sheet dice, the GM can never roll more than 10 dice total between two aspects. This goes for players as well.

Once a die is crossed off the sheet, it's off the sheet for good, even if the player immediately chooses to concede; however, nothing stops the GM from beginning a conflict with a smaller number of dice, then applying additional dice for the second or third roll.

The "keep" and "re-roll" boxes work like edges and connections, respectively. Crossing off a "keep" will help the GM avoid a "wipe-out" roll where he or she loses all dice at once. As long as one die remains in play, the GM can add additional ones to the conflict.

For every available crewmember, the GM gains additional dice, as noted on the sheet. It is also assumed that future quests will develop greater stakes, so the GM gains cumulative bonus dice on the second, third and fourth quests.

Absolutely no unspent dice carry over between quests. Use a brand new sheet.

Edges

Modify use of edges like so:

Spend 1 edge = keep 1 die in play.

Spend 2 edges = keep up to 3 dice in play.

Spend 3 edges = keep all your dice in play.

Consequence Dice

This rule replaces consequences as they currently work in the rules.

At the start of every conflict, the GM places 3d10 on the table. At any time between rolls the player may take them and add them either to the quest or crew aspect. Doing so generates unforeseen consequences that come up because of the captain's actions.

1 die: the GM describes harm to an individual.

2 dice: the GM and one additional player (GM's choice) each describe harm to a group.

3 dice: the GM and every other player describe harm to a large group or community.

These consequences then become tied to the conflict's outcome. If the player concedes, the consequences become one step worse. If the player suffers total defeat, the consequences become two steps worse.

Consequences	Conceded	Total loss
individual	group	community
group	community	city
community	city	world