

## 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 creates a risk of unforeseen consequences that come up because of the captain's actions.

When you take one or more dice, it's up to you to describe the consequences you put into motion. They might end up even worse.

Every die rolled in the conflict that is then removed from the conflict generates one step of consequences.

If you end up conceding the conflict, the consequences become one step worse — but only if you've already lost at least one consequence die.

If you lose all your dice, the consequences become two steps worse.

The steps are like so:

- ◆ one or a few individuals (a family)
- ◆ a group. (an apartment building, a church full of people)
- ◆ a community (a small space station, a spaceport, a settlement)
- ◆ a city
- ◆ an entire world

Consequences can mean many things. Death, sure. But you generally don't have to go that far to push players' buttons (unless your group is full of psychopaths). Narration will be tense, and the fate of the people you identify will ultimately be in the hands of whoever has the last word.

When consequences extend beyond the situation you initially introduce, you have a couple choices. One is to make the outcome immediately more problematic in scope. The other is to narrate an eventual outcome such as the spread of a disease or the breakdown of a community due to the loss of its valuable members.

*Example: Elliott Gresh and his crew are at a spaceport, trying to keep the alien scientist from fleeing with secret plans. A firefight ensues, and Rob, playing Elliott, decides to grab a d10. He says there's a woman with a baby carriage, and it gets away from her on the stairs, tumbling down through the firefight.*

*If he loses that d10, Rob's going to see something happen to that baby. But what if he then concedes? Maybe this woman and her child have some other importance. Maybe the baby is believed to be the spiritual heir of a powerful faction, or perhaps its birth brought peace to an extended family that's been fighting for years. I guess you could also go overboard and have the baby carriage crash into a big stack of explosives and bring the spaceport down.*