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
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