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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

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