

10+	Complete Success	7-9	Partial Success	6-	Failure
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BASIC MOVES: These are the moves to which all player characters have access.

AID: When you assist someone in a task, state how you are helping. If you have a Relationship with them, give them +1 forward to a roll to complete the task. If you have a Special Relationship with them, the bonus is +2 forward instead. If the subsequent roll is a Failure or Partial Success, you share in their fate. Using Aid to help a Non-Player Character is probably Defy Danger instead.

ANALYZE: When you assess a situation, person, or place, and look for opportunities, roll + WIS.

Complete Success: Ask the GM 3 questions from the list below.

Partial Success: Ask 1 question.

- If I do not act, what might happen?
- What happened here recently?
- What here is useful or valuable to me?
- What here is not what it appears to be?
- What should I be careful to avoid?
- Who's really in control here?

Add +1 forward when you act on the answer.

- ☐ **Enhanced:** On a 12+, your allies also add +1 forward when acting on the answers.

DEFEND: When you stand in defense of an item, person, place, or resource, roll + CON.

Complete Success: Gain 3 Reserve.

Partial Success: Gain 1 Reserve.

You may hold no more than 3 Reserve at any time. Spend your Reserve to:

- Deal half your maximum Damage (round down) to an attacker
- Grant an ally +1 forward against the attacker
- Halve the effect or damage of an attack
- Redirect an attack to you

In all cases, an "attack" refers to an attempt made to harm whatever you are defending and the "attacker" is the character doing it.

- ☐ **Enhanced:** On a 12+, gain 5 Reserve. You may hold up to 5 Reserve.

DEFY DANGER: When you move out of or avoid impending danger, tell the GM how. Then roll

- +STR to apply physical force against it
- +DEX to quickly avoid it
- +CON to endure physical pain and punishment
- +INT to assess your options and choose the best course
- +WIS to resist mental influence or distractions
- +CHA to talk your way out of it

Complete Success: You avoid the danger and come out on top.

Partial Success: The GM will offer you a choice: you are put in a different danger, you take damage, or you lose a resource.

- ☐ **Enhanced:** On a 12+, you avoid the danger and grant an ally +1 forward against the same danger.

FIGHT: When you attack an opponent with a close-combat weapon (it has the Close tag or something similar), roll + STR.

Complete Success: Deal your Damage to the opponent. You may choose to add +1d6 to this Damage and you expose yourself to their attack.

Partial Success: You deal your Damage, but expose yourself to their attack as well.

- ☐ **Enhanced:** On a 12+, add +1d6 to your Damage and you do not expose yourself to their attack.

INTERFERE: When you try to prevent someone's action from succeeding, state how you are stopping them. If you have a Relationship with them, give them a -1 forward to the roll they make. If you have a Special Relationship, the penalty is -2 forward instead. If the other character succeeds, the GM will offer you a choice: you draw unwanted attention, you are put in danger, or you must spend a resource. Using Interfere against a Non-Player Character is probably Defy Danger instead.

NEGOTIATE: When you pursue a risky bargain, state what you are offering (your leverage) and roll + CHA.

Any Success: Your negotiating partner will state what they want in return; you must agree to these terms or the deal is off.

Partial Success: There is a sticking point or complication; select one:

- They don't agree to one of your terms (resolve this or the deal is off).
- You are put in danger.
- A third party enters the situation.

Non-player characters are free to reject bargains that go against their essential natures or would cause them significant harm.

- ☐ **Enhanced:** On a 12+, you may use 1-credit as your leverage (essentially, you are buying their services).

SHOOT: When you attack an opponent with a ranged weapon (it has the Near, Far, or Thrown tags, or something similar), roll + DEX.

Any Success: Deal your Damage to the opponent.

Partial Success: Also select one of the following:

- Fire several shots; mark 1 Ammo or Recharge.
- Move to get the shot; put yourself in danger or attract unwanted attention.
- Take what you can get; subtract -1d6 from your Damage.

- ☐ **Enhanced:** On a 12+, roll twice for damage and use the better result.

UNDERSTAND: When you encounter a new people, place, or technology and seek to understand it, roll + INT.

Any Success: The GM must tell you something interesting about it.

Complete Success: This information must also be useful to your current situation.

- ☐ **Enhanced:** On a 12+, the information is also valuable -- the GM will tell you how you might take advantage of this.

Basic & Special Moves

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BASIC VESSEL MOVES: These are the moves to which all player characters in any vessels have access.

EVASIVE ACTION: When piloting a vessel and you quickly avoid danger, roll + SPD.

Complete Success: You evade the danger; add +1 forward against whatever caused it.

Partial Success: You avoid the danger, but the GM chooses 1:

- Your vessel takes its Damage.
- Your vessel draws unwanted attention.
- Your vessel is put in a different danger.

☐ **Enhanced:** On a 12+, avoid the danger and deal your Damage to it (where applicable).

FIRE AT WILL: When you attack using your vessel's weapons, roll + WPN.

Any Success: Deal your vessel's Damage to the target.

Complete Success: You may choose to add +1d6 to this Damage and you expose your vessel to their attack.

Partial Success: Your vessel is exposed to their attack as well. If your weapon has Ammo or Recharge tags, mark 1.

☐ **Enhanced:** On a 12+, roll twice for damage and use the better result.

RAISE SHIELDS: When you raise a vessel's shields, roll + POW.

Complete Success: Add +4 forward to the vessel's Shields.

Partial Success: Add +2 forward to the vessel's Shields.

☐ **Enhanced:** On a 12+, add +6 forward to your vessel's Shields.

PREVAIL BY FORCE: When your vessel uses momentum and its mass to defeat or punch through a physical obstacle (a large object, another vessel, etc), roll + POW.

Any Success: Deal your vessel's Damage to the obstacle; you can choose to have your vessel bypass the obstacle instead.

Partial Success: You also take the obstacle's Damage; if the obstacle doesn't inflict damage, your vessel is put in danger instead (if your vessel bypassed the obstacle, it is put in a different danger).

Complete Success: If your vessel dealt damage, you can choose to add another 1d6 Damage, but you expose your vessel to the obstacle's Damage or your vessel is put in danger.

☐ **Enhanced:** On a 12+, add +1d6 Damage and do not expose your vessel to harm or Damage.

SENSOR SCAN: When you scan something (a location, a ship, etc) using your vessel's sensors, roll + SEN.

Any Success: The GM must reveal something interesting about 1 item from the list below.

Complete Success: Choose 2 items from the list.

- Enemies there
- Its environment
- Its hazards
- Its secrets

☐ **Enhanced:** On a 12+, as Complete Success and add +1 forward to use any of the information gained.

SPECIAL MOVES: These moves are used only in certain situations. The GM will let you know when.

ADVANCE: When you have time to reflect on your recent adventures and have accumulated 9 or more Experience, select one Advance from your Playbook. Then, subtract 9 from your current total Experience. Unless otherwise stated, Advances may only be selected once.

BARTER: When you trade Barter for an item or service, say how much Barter you will use and roll + (half Barter used, max +3). The GM may rule that some items and services are not subject to Barter.

Complete Success: You receive the item or service at your asking price.

Partial Success: The exchange will require +1-Barter. The GM may state a minimum Barter required for a given item or service.

☐ **Enhanced:** On a 12+, you get the item or service for 1-Barter less (minimum 1-Barter).

CELEBRATE: When you hold a social occasion to celebrate a recent victory, spend at least 1-Credit and roll + (each Credit spent). The GM may also trigger this move. In that case, roll + CHA.

Complete Success: Choose 3 from the list below.

Partial Success: Choose 1.

Failure: Still choose 1, but the GM will add in a complication.

- You avoid an unpleasant entanglement
- You befriend a useful NPC
- You gain a new clue about your situation
- You learn of an opportunity

☐ **Enhanced:** On a 12+, choose 4 and add the following option - "You learn of an enemy's weakness".

CRASH LANDING: When the vessel you are piloting is reduced to 0 Hull, or otherwise directed to do so, roll with no modifiers. The Ship playbook only triggers this move when directed by the Critical move.

Complete Success: You are able to crash-land the vessel in a safe place; no one is injured and nothing is destroyed. The vessel may be repaired normally.

Partial Success: The vessel lands, but choose 1:

- Everyone aboard your vessel takes 1d8 Damage (ignores Armor).
- Something aboard your vessel is irrevocably harmed.
- Your vessel is beyond repair.

☐ **Enhanced:** On a 12+, as Complete Success and you crash-land the vessel in a place of your choosing.

CRITICAL: When you mark a Critical for your vessel, roll + POW.

Complete Success: Your vessel takes no further ill effect.

Partial Success: Your vessel either crashes (use the Crash Landing move) or takes a Debility of your choice.

END OF SESSION: At the end of a game session, the GM asks the group the following questions. If the players agree "yes" to these questions, each character marks 1xp per question.

- Did everyone trigger at least one Drive?
- Did everyone trigger at least one Relationship?
- Did we survive despite incredible odds?
- Did any of us undergo a transformation – physical, mental, or spiritual?
- Did any of us make a new ally or turn an enemy into a friend?

Finally, for each Milestone that passed (for good or ill), each PC earns 1xp.

INFINITE GALAXIES

Special Moves, Contd.

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LOADED DOWN: When you are carrying more total Weight than your Load, you're encumbered and take -1 ongoing until you unload something. If the total Weight is more than 2 higher than your Load, you must drop something or fail at your next move.

KNOCKED OUT: When you are Knocked Out, you do not take actions. You are, however, provided with 3 Reserve. These represent bonuses of +1 forward that you can grant to your allies. They cannot be applied to rolls already made. Only one Reserve may be applied to any single roll. These Reserve must be used while you are Knocked Out or they are lost. If any roll modified by your Reserve results in a Complete Success, you are revived with 4 Vitality (and no longer Knocked Out). Any healing you receive will also revive you and you are no longer Knocked Out. While you are Knocked Out and the Scene ends or you are affected by any sort of harmful actions, mark a Wound.

OTHERNAV: When you plot a course to travel using the OtherNav, mark a use and roll + INT.

Complete Success: Your vessel arrives on time without issue. If someone is at your destination, you have the drop on them.

Partial Success: You arrive at your destination, but choose one:

- It takes twice as long as planned
- Someone at the destination has the drop on you
- The OtherNav or MAME must be repaired at the cost of 1-Credit or 1-Barter

REST: When you are in a safe place and have 8 or more hours of uninterrupted time, you may rest. If you meet the conditions, you may Advance. At the end of this period, recover 1 Wound and consume 1 Use of Space Rations. You may not use this move more than once per 24-hour cycle.

RESTOCK: When you are in a civilized settlement, a spaceport, a space station, or aboard a capital starship, you can recover all spent Uses of any item with that tag. You can also recover any marked Ammo or Recharge.

SUPPRESSIVE FIRE: When you are wielding a weapon with the Autofire tag and you fire shots to protect an ally, roll + DEX.

Any Success: Your chosen ally can move out of danger.

Complete Success: The ally also adds +1 forward against someone threatening them.

- ☐ **Enhanced:** On a 12+, you and the ally add +1 forward against the same target.

TAKE WATCH: When you are on watch and something unknown approaches, roll + WIS.

Complete Success: You are able to wake your allies and prepare a response.

Partial Success: Only you may react to this new danger.

- ☐ **Enhanced:** On a 12+, as Complete Success, but you and your allies add +1 forward against it.

TRAVEL DANGEROUS TERRITORIES: When you begin a long period of travel through dangerous and unknown territories, the GM will tell you how long it should take. One character scouts ahead, to find a safe way through. Up to two other characters may Aid. Roll + WIS.

Any Success: Your group makes it to the destination. Each character marks the appropriate number of Space Rations.

Partial Success: You choose 1 and the GM chooses 1:

- Each character marks 1 more Use of Space Rations.
- A character marks 1 Use of another resource – Ammo, Recharge, Specialized Tools, Utility Belt, etc. – as appropriate.
- Your group draws unwanted attention.

WOUNDED: When you mark a Wound, roll + CON. If you have marked your final Wound, move to the Void instead.

Complete Success: You take no further ill effect.

Partial Success: Choose to either be Knocked Out or take a Debility of your choice.

- ☐ **Enhanced:** On a 12+, you also recover 1 Wound.

THE VOID: When you move into the Void, your very life-force is draining from your body and you are on the verge of death. If you were Knocked Out, you are no longer in that condition. Roll with no modifiers.

Any Success: If you were directed to this move because you marked all of your Wounds, recover 1 Wound.

Complete Success: You are revived with 4 Vitality and one Debility of the GM's choice.

Partial Success: You are revived with 1 Vitality and 2 Debilities (you choose one and the GM chooses one).

Failure: You are dead -- though methods may exist to revive even a dead body...

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FIGHT: When you attack an opponent with a close-combat weapon (it has the Close tag or something similar), roll + STR.

Complete Success: Deal your Damage to the opponent. You may choose to add +1d6 to this Damage and you expose yourself to their attack.

Partial Success: You deal your Damage, but expose yourself to their attack as well.

- ☐ **Enhanced:** On a 12+, add +1d6 to your Damage and you do not expose yourself to their attack.

INTERFERE: When you try to prevent someone's action from succeeding, state how you are stopping them. If you have a Relationship with them, give them a -1 forward to the roll they make. If you have a Special Relationship, the penalty is -2 forward instead. If the other character succeeds, the GM will offer you a choice: you draw unwanted attention, you are put in danger, or you must spend a resource. Using Interfere against a Non-Player Character is probably Defy Danger instead.

NEGOTIATE: When you pursue a risky bargain, state what you are offering (your leverage) and roll + CHA.

Any Success: Your negotiating partner will state what they want in return; you must agree to these terms or the deal is off.

Partial Success: There is a sticking point or complication; select one:

- They don't agree to one of your terms (resolve this or the deal is off).
- You are put in danger.
- A third party enters the situation.

Non-player characters are free to reject bargains that go against their essential natures or would cause them significant harm.

- ☐ **Enhanced:** On a 12+, you may use 1-credit as your leverage (essentially, you are buying their services).

SHOOT: When you attack an opponent with a ranged weapon (it has the Near, Far, or Thrown tags, or something similar), roll + DEX.

Any Success: Deal your Damage to the opponent.

Partial Success: Also select one of the following:

- Fire several shots; mark 1 Ammo or Recharge.
- Move to get the shot; put yourself in danger or attract unwanted attention.
- Take what you can get; subtract -1d6 from your Damage.

- ☐ **Enhanced:** On a 12+, roll twice for damage and use the better result.

UNDERSTAND: When you encounter a new people, place, or technology and seek to understand it, roll + INT.

Any Success: The GM must tell you something interesting about it.

Complete Success: This information must also be useful to your current situation.

- ☐ **Enhanced:** On a 12+, the information is also valuable -- the GM will tell you how you might take advantage of this.

Basic & Special Moves

10+	Complete Success	7-9	Partial Success	6-	Failure
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BASIC VESSEL MOVES: These are the moves to which all player characters in any vessels have access.

EVASIVE ACTION: When piloting a vessel and you quickly avoid danger, roll + SPD.

Complete Success: You evade the danger; add +1 forward against whatever caused it.

Partial Success: You avoid the danger, but the GM chooses 1:

- Your vessel takes its Damage.
- Your vessel draws unwanted attention.
- Your vessel is put in a different danger.

☐ **Enhanced:** On a 12+, avoid the danger and deal your Damage to it (where applicable).

FIRE AT WILL: When you attack using your vessel's weapons, roll + WPN.

Any Success: Deal your vessel's Damage to the target.

Complete Success: You may choose to add +1d6 to this Damage and you expose your vessel to their attack.

Partial Success: Your vessel is exposed to their attack as well. If your weapon has Ammo or Recharge tags, mark 1.

☐ **Enhanced:** On a 12+, roll twice for damage and use the better result.

RAISE SHIELDS: When you raise a vessel's shields, roll + POW.

Complete Success: Add +4 forward to the vessel's Shields.

Partial Success: Add +2 forward to the vessel's Shields.

☐ **Enhanced:** On a 12+, add +6 forward to your vessel's Shields.

PREVAIL BY FORCE: When your vessel uses momentum and its mass to defeat or punch through a physical obstacle (a large object, another vessel, etc), roll + POW.

Any Success: Deal your vessel's Damage to the obstacle; you can choose to have your vessel bypass the obstacle instead.

Partial Success: You also take the obstacle's Damage; if the obstacle doesn't inflict damage, your vessel is put in danger instead (if your vessel bypassed the obstacle, it is put in a different danger).

Complete Success: If your vessel dealt damage, you can choose to add another 1d6 Damage, but you expose your vessel to the obstacle's Damage or your vessel is put in danger.

☐ **Enhanced:** On a 12+, add +1d6 Damage and do not expose your vessel to harm or Damage.

SENSOR SCAN: When you scan something (a location, a ship, etc) using your vessel's sensors, roll + SEN.

Any Success: The GM must reveal something interesting about 1 item from the list below.

Complete Success: Choose 2 items from the list.

- Enemies there
- Its environment
- Its hazards
- Its secrets

☐ **Enhanced:** On a 12+, as Complete Success and add +1 forward to use any of the information gained.

SPECIAL MOVES: These moves are used only in certain situations. The GM will let you know when.

ADVANCE: When you have time to reflect on your recent adventures and have accumulated 9 or more Experience, select one Advance from your Playbook. Then, subtract 9 from your current total Experience. Unless otherwise stated, Advances may only be selected once.

BARTER: When you trade Barter for an item or service, say how much Barter you will use and roll + (half Barter used, max +3). The GM may rule that some items and services are not subject to Barter.

Complete Success: You receive the item or service at your asking price.

Partial Success: The exchange will require +1-Barter. The GM may state a minimum Barter required for a given item or service.

☐ **Enhanced:** On a 12+, you get the item or service for 1-Barter less (minimum 1-Barter).

CELEBRATE: When you hold a social occasion to celebrate a recent victory, spend at least 1-Credit and roll + (each Credit spent). The GM may also trigger this move. In that case, roll + CHA.

Complete Success: Choose 3 from the list below.

Partial Success: Choose 1.

Failure: Still choose 1, but the GM will add in a complication.

- You avoid an unpleasant entanglement
- You befriend a useful NPC
- You gain a new clue about your situation
- You learn of an opportunity

☐ **Enhanced:** On a 12+, choose 4 and add the following option - "You learn of an enemy's weakness".

CRASH LANDING: When the vessel you are piloting is reduced to 0 Hull, or otherwise directed to do so, roll with no modifiers. The Ship playbook only triggers this move when directed by the Critical move.

Complete Success: You are able to crash-land the vessel in a safe place; no one is injured and nothing is destroyed. The vessel may be repaired normally.

Partial Success: The vessel lands, but choose 1:

- Everyone aboard your vessel takes 1d8 Damage (ignores Armor).
- Something aboard your vessel is irrevocably harmed.
- Your vessel is beyond repair.

☐ **Enhanced:** On a 12+, as Complete Success and you crash-land the vessel in a place of your choosing.

CRITICAL: When you mark a Critical for your vessel, roll + POW.

Complete Success: Your vessel takes no further ill effect.

Partial Success: Your vessel either crashes (use the Crash Landing move) or takes a Debility of your choice.

END OF SESSION: At the end of a game session, the GM asks the group the following questions. If the players agree "yes" to these questions, each character marks 1xp per question.

- Did everyone trigger at least one Drive?
- Did everyone trigger at least one Relationship?
- Did we survive despite incredible odds?
- Did any of us undergo a transformation – physical, mental, or spiritual?
- Did any of us make a new ally or turn an enemy into a friend?

Finally, for each Milestone that passed (for good or ill), each PC earns 1xp.

INFINITE GALAXIES

Special Moves, Contd.

10+	Complete Success	7-9	Partial Success	6-	Failure
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LOADED DOWN: When you are carrying more total Weight than your Load, you're encumbered and take -1 ongoing until you unload something. If the total Weight is more than 2 higher than your Load, you must drop something or fail at your next move.

KNOCKED OUT: When you are Knocked Out, you do not take actions. You are, however, provided with 3 Reserve. These represent bonuses of +1 forward that you can grant to your allies. They cannot be applied to rolls already made. Only one Reserve may be applied to any single roll. These Reserve must be used while you are Knocked Out or they are lost. If any roll modified by your Reserve results in a Complete Success, you are revived with 4 Vitality (and no longer Knocked Out). Any healing you receive will also revive you and you are no longer Knocked Out. While you are Knocked Out and the Scene ends or you are affected by any sort of harmful actions, mark a Wound.

OTHERNAV: When you plot a course to travel using the OtherNav, mark a use and roll + INT.

Complete Success: Your vessel arrives on time without issue. If someone is at your destination, you have the drop on them.

Partial Success: You arrive at your destination, but choose one:

- It takes twice as long as planned
- Someone at the destination has the drop on you
- The OtherNav or MAME must be repaired at the cost of 1-Credit or 1-Barter

REST: When you are in a safe place and have 8 or more hours of uninterrupted time, you may rest. If you meet the conditions, you may Advance. At the end of this period, recover 1 Wound and consume 1 Use of Space Rations. You may not use this move more than once per 24-hour cycle.

RESTOCK: When you are in a civilized settlement, a spaceport, a space station, or aboard a capital starship, you can recover all spent Uses of any item with that tag. You can also recover any marked Ammo or Recharge.

SUPPRESSIVE FIRE: When you are wielding a weapon with the Autofire tag and you fire shots to protect an ally, roll + DEX.

Any Success: Your chosen ally can move out of danger.

Complete Success: The ally also adds +1 forward against someone threatening them.

- ☐ **Enhanced:** On a 12+, you and the ally add +1 forward against the same target.

TAKE WATCH: When you are on watch and something unknown approaches, roll + WIS.

Complete Success: You are able to wake your allies and prepare a response.

Partial Success: Only you may react to this new danger.

- ☐ **Enhanced:** On a 12+, as Complete Success, but you and your allies add +1 forward against it.

TRAVEL DANGEROUS TERRITORIES: When you begin a long period of travel through dangerous and unknown territories, the GM will tell you how long it should take. One character scouts ahead, to find a safe way through. Up to two other characters may Aid. Roll + WIS.

Any Success: Your group makes it to the destination. Each character marks the appropriate number of Space Rations.

Partial Success: You choose 1 and the GM chooses 1:

- Each character marks 1 more Use of Space Rations.
- A character marks 1 Use of another resource – Ammo, Recharge, Specialized Tools, Utility Belt, etc. – as appropriate.
- Your group draws unwanted attention.

WOUNDED: When you mark a Wound, roll + CON. If you have marked your final Wound, move to the Void instead.

Complete Success: You take no further ill effect.

Partial Success: Choose to either be Knocked Out or take a Debility of your choice.

- ☐ **Enhanced:** On a 12+, you also recover 1 Wound.

THE VOID: When you move into the Void, your very life-force is draining from your body and you are on the verge of death. If you were Knocked Out, you are no longer in that condition. Roll with no modifiers.

Any Success: If you were directed to this move because you marked all of your Wounds, recover 1 Wound.

Complete Success: You are revived with 4 Vitality and one Debility of the GM's choice.

Partial Success: You are revived with 1 Vitality and 2 Debilities (you choose one and the GM chooses one).

Failure: You are dead -- though methods may exist to revive even a dead body...

10+	Complete Success	7-9	Partial Success	6-	Failure
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BASIC MOVES: These are the moves to which all player characters have access.

AID: When you assist someone in a task, state how you are helping. If you have a Relationship with them, give them +1 forward to a roll to complete the task. If you have a Special Relationship with them, the bonus is +2 forward instead. If the subsequent roll is a Failure or Partial Success, you share in their fate. Using Aid to help a Non-Player Character is probably Defy Danger instead.

ANALYZE: When you assess a situation, person, or place, and look for opportunities, roll + WIS.

Complete Success: Ask the GM 3 questions from the list below.

Partial Success: Ask 1 question.

- If I do not act, what might happen?
- What happened here recently?
- What here is useful or valuable to me?
- What here is not what it appears to be?
- What should I be careful to avoid?
- Who's really in control here?

Add +1 forward when you act on the answer.

- ☐ **Enhanced:** On a 12+, your allies also add +1 forward when acting on the answers.

DEFEND: When you stand in defense of an item, person, place, or resource, roll + CON.

Complete Success: Gain 3 Reserve.

Partial Success: Gain 1 Reserve.

You may hold no more than 3 Reserve at any time. Spend your Reserve to:

- Deal half your maximum Damage (round down) to an attacker
- Grant an ally +1 forward against the attacker
- Halve the effect or damage of an attack
- Redirect an attack to you

In all cases, an "attack" refers to an attempt made to harm whatever you are defending and the "attacker" is the character doing it.

- ☐ **Enhanced:** On a 12+, gain 5 Reserve. You may hold up to 5 Reserve.

DEFY DANGER: When you move out of or avoid impending danger, tell the GM how. Then roll

- +STR to apply physical force against it
- +DEX to quickly avoid it
- +CON to endure physical pain and punishment
- +INT to assess your options and choose the best course
- +WIS to resist mental influence or distractions
- +CHA to talk your way out of it

Complete Success: You avoid the danger and come out on top.

Partial Success: The GM will offer you a choice: you are put in a different danger, you take damage, or you lose a resource.

- ☐ **Enhanced:** On a 12+, you avoid the danger and grant an ally +1 forward against the same danger.

FIGHT: When you attack an opponent with a close-combat weapon (it has the Close tag or something similar), roll + STR.

Complete Success: Deal your Damage to the opponent. You may choose to add +1d6 to this Damage and you expose yourself to their attack.

Partial Success: You deal your Damage, but expose yourself to their attack as well.

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Special Moves, Contd.

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Complete Success: Your vessel arrives on time without issue. If someone is at your destination, you have the drop on them.

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- The OtherNav or MAME must be repaired at the cost of 1-Credit or 1-Barter

REST: When you are in a safe place and have 8 or more hours of uninterrupted time, you may rest. If you meet the conditions, you may Advance. At the end of this period, recover 1 Wound and consume 1 Use of Space Rations. You may not use this move more than once per 24-hour cycle.

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Complete Success: You are able to wake your allies and prepare a response.

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Partial Success: You choose 1 and the GM chooses 1:

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- Your group draws unwanted attention.

WOUNDED: When you mark a Wound, roll + CON. If you have marked your final Wound, move to the Void instead.

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