

THE SECOND CHANCE

Captain: Noah Harrington
Crew: 12
Tonnage: 120
Mission: To explore the universe

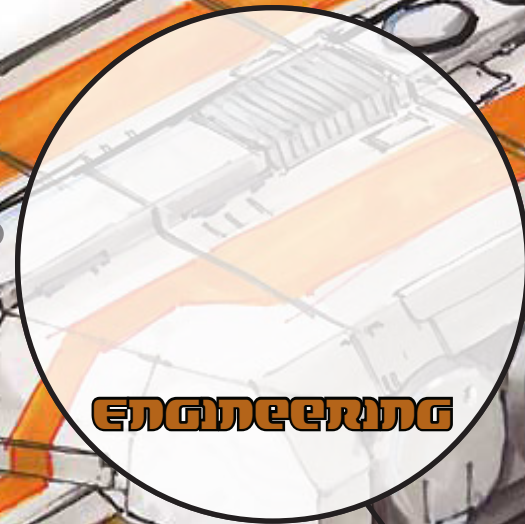
Rolling

When you roll, you take a number of d6s equal to your relevant skill, plus any pool dice that you wish to spend. Find the highest result on the chart:

- **6: Amazing!** Describe the result and gain two Mission dice.
- **5: Good:** Describe the result and gain one Mission die.
- **4: Fair:** Describe the mostly positive result but you must also include a negative or humorous result.
- **3: Not Great:** The GM describes your fate, but you can suggest one minor positive effect.
- **2: Bad:** The GM decides your fate, or you can suggest something suitably negative.
- **1: Terrible!** The GM gets to hose you with a truly dire situation resulting from your incompetence.

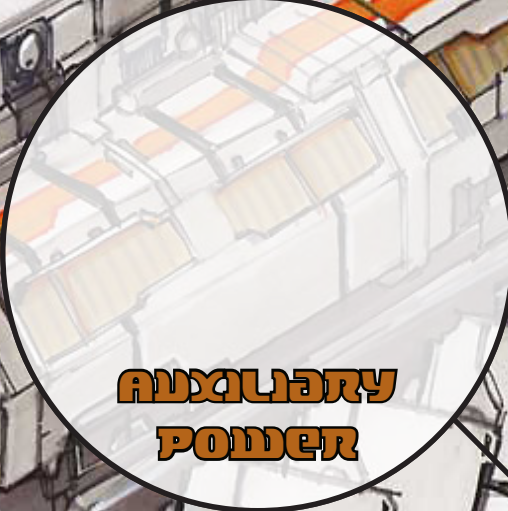


Antimatter Reactor



Impulse Thrusters

Crew Quarters

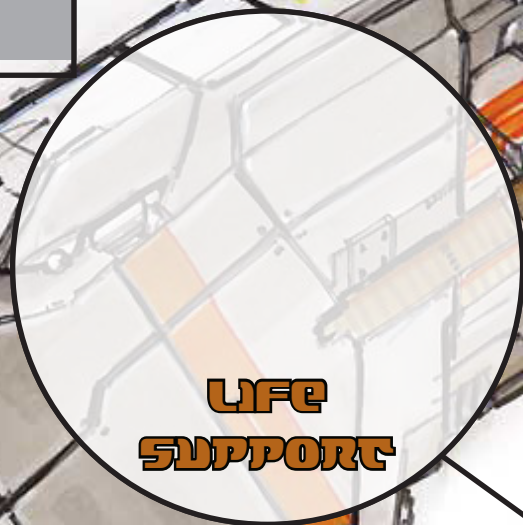


Cargo Hold

Adds to **Technology**.
 Roll Technology when you:
 • Upgrade your computer's AI
 • Channel all power to the shields
 • Pick a lock with a piece of wire
 • Search the cargo hold for a lost useful gadget you had
 • Jury a repair to the ship
 • Activate an alien device

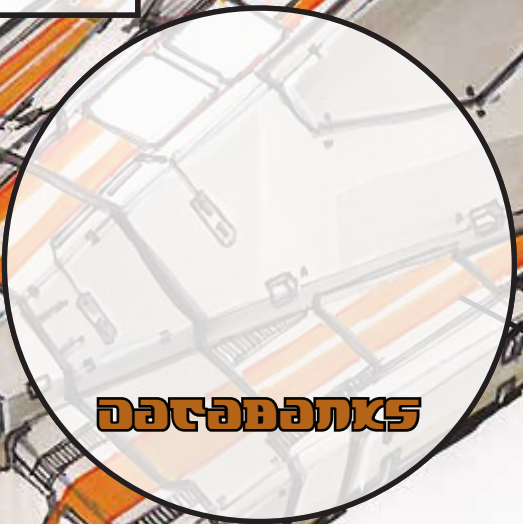
Contacts
 Roll Contacts when you:
 • Lie about what's in the crate
 • Get a date with the sexy alien
 • Con a galactic peacekeeper
 • Ingratiate yourself with a planetary customs bureaucrat
 • Convince a planet eating virus to not destroy your home

Bridge



Adds to **Any Roll**.
 When you roll Auxiliary Power:
 • **6: Warp Factor 10!** Return this die and add a bonus die to the Auxiliary Power pool.
 • **5: Warp Speed!** Return this die to the pool.
 • **4: Engaged:** No Benefit or Penalty. Lose this die.
 • **3: Engaged:** No Benefit or Penalty. Lose this die.
 • **2: Malfunction:** Lose this die and an additional die, if possible.
 • **1: Offline!** Ignore all other results and lose all dice in the Auxiliary Power pool.

Adds to **Athletics**.
 Roll Athletics when you:
 • Arm wrestle a Tritonian Yeti
 • Sneak aboard a Galaxy cruiser
 • Shoot an electro-stun pistol
 • Pilot the ship out of an exploding moon's orbit
 • Spelunk into a mysterious cave
 • Fist-fight to the death



Adds to **Academics**.
 Roll Academics when you:
 • Reverse the tachyon polarity
 • Locate a jump gate's signal
 • Research Miryan funeral rites
 • Lecture on spores and fungi
 • Speak a foreign language
 • Perform scientific or medical scans of an unusual lifeform

Jumpgate Beacon

Shuttlecraft Bay.
One Prospero Class PS-46 shuttlecraft, capable of transporting two crew members to and from planetside or over short interstellar distances. The Psopero class was not originally equipped with a jumpgate beacon, but this specific craft has been retrofitted to activate nearby jumpgates.

Sensor Array