

SPACE BOUNTY BLUES

PLAYER'S NAME (PRONOUNS):

CHARACTER'S NAME (PRONOUNS):

ALIAS:

LOOK:

FEATURE:

SHIP'S NAME:

EDGE: _____

(+1 to relevant rolls)

TRAITS (assign: +1, +0, -1)

HARD

Harm with fist, foot, or weapon

Resist force or fatigue

Threaten with violence

SHARP

Read a person or a situation

Notice an important detail or potential clue

Reason with someone or through a problem

SMOOTH

Avoid harm or detection

Manipulate with charm or dextrous coordination

Maneuver a vehicle or around obstacles

TROUBLE:

CONDITIONS: [FIRST CONDITION] [SECOND CONDITION (TAKEN OUT)]

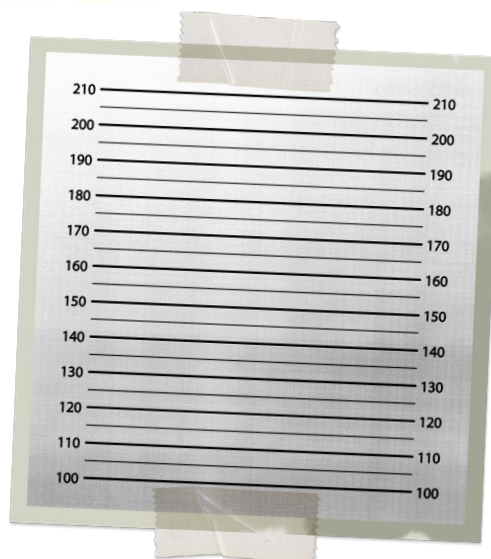
SCARS: [MARKED] [BROKEN] [DONE FOR]

CREWMATES:

HOLD: STASH:

FLASHPOINTS:

- Narrate a **FLASHBACK** or **botch a roll** to receive a **FLASH POINT**
- Spend a **FLASH POINT** to **re-roll** your dice or **add +1** to a result



SESSION STRUCTURE

(1) INTRO

- Where is your crew member?
- What are they doing?
- What does that tell us?

(2) HEAD

- Designate a target
- Make a plan

(3) SOLOS

- Choose a **LEAD** (has narrative control)
- **LEAD** chooses **FOLLOW** (creates obstacles & opponents)
- Everyone else is the **BACKING BAND** (asks questions, makes suggestions)

(a) **Opening:** Establish location and three key details

(b) **Tension:** State goal, play out details, complications, and compromises

(c) **Release:** ROLL 2D6 +TRAIT, +EDGE and/or +STYLE (if applicable)

12+: Success with bonus. +1 HOLD, +1 FLASH POINT.

10-11: Success. +1 HOLD.

7-9: Limited/costly success. +1 HOLD.

6-: Costly failure. +0 HOLD.

(4) HEAD OUT

- Last soloist chooses final set piece and first actor.
- Introduce **twist** or **callback** for +1 HOLD (once per session)

(a) **Build-Up:** ROLL 2D6 +TRAIT, +EDGE and/or +STYLE (if applicable)

12+: Success with bonus. +1 HOLD.

10-11: Success. +0 HOLD.

7-9: Limited/costly success. **Spend 1 HOLD.**

6-: Costly failure. **Lose 2 HOLD.**

You may choose to take a Condition for +1 to your result.

(b) **Moment of Truth:** ROLL 2D6 +HOLD

12+: Get bounty plus bonus. +2 STASH.

10-11: Get bounty. +1 STASH.

7-9: Break even. +0 STASH.

6-: It all goes wrong. -1 STASH.

(5) TAG

- Where'd you end up?
- What are you doing?
- How did this bounty change you?

(6) STARS & WISHES