RPJ Sci-Fi General Cheat Sheet

1   Rolling (Core pp. 7, 16)

- You roll against **Target Numbers** set by the rules or by the gamemaster
- To roll a skill...
  - Add your base skill level and skill attribute bonus to get your **effective level**
  - Roll 4d6 and add the total to your effective level
- To roll an attribute or attribute bonus...
  - Add 4d6 to your attribute level or attribute bonus

2   Acquisitions and Prosperity (SF p. 52)

- Current Prosperity recovers at 10% per month
- Roll 4d6 plus current Prosperity against TN14+ plus item Prosperity cost
- +2 cost per order of magnitude quantity
  - +3 for vehicles, +4 for voidships
- +2 cost per mechanical improvement
  - +3 for vehicles, +4 for voidships
- -1 cost per mechanical dis-improvement
- -1 cost per opposed Barter degree of success, minimum 0
- Subtract cost from current Prosperity, success or failure

3   Running and Jumping (SF pp. 45, 145)

- Athleticism determines physical prowess
- TN18+ is an athlete of average prowess for a given character's race, TN26+ is the pinnacle of achievement
- Characters walk at 60 meters per minute and run at twice that speed
  - Add 5 meters per minute to walking speed per level of Athleticism