## SPACESHIPS: Summary of Basic Action Rolls

Physical Survey of own ship: **PER + Alertness, difficulty 7** (**diff 5** if using automatic imaging)

Diagnostic scan of own ship: **PER + Ship Computer**, **difficulty 6** *(takes 1 hour)*

Make repairs to ship: **DEX + Engineering**, **difficulty 5 to 10** *(time varies, hours to days)*

Recruit crewmembers: **CHA + Leadership + Recruiting, difficulty 6 to 9**

Rumor hunting: **WITS + Investigation** / **CHA + Bureaucracy** / **PER + Politics, difficulty varies**

Plot a Jump (systematic/thorough): **PER + Pilot + Ship Computer, difficulty 7** *(takes 20 min)*

Plot a Jump (quick/rushed): **WITS + Pilot + Navigation,** **difficulty 9** *(takes about 2-3 min)*

Sensor Sweep: **INT + ship’s Sensors rating, difficulty 5** *(takes 5 min)*

*Learn information about star system, # planets, composition, presence of ships./bases, etc.*

Simple Scan (of other ship(s) in vicinity): **no roll required** *(takes 5 min)*

*Learn basic information about ship/base size, # wpns, features, exterior damage, etc.*

Complex Scan (of other ship(s) in vicinity): **PER + Ship Computer + ship Sensors**, **difficulty 6**

*Each success reveals distinct features of one specific ship or base system. (Takes 10 min. Roll once/20 min)*

Standard Orbit: **PER + Pilot, difficulty 5** *(takes 20 min; cannot burn WILL on the roll)*

*Required in order to perform scans of planetary body without landing or sending probe/craft.*

Docking with a ship or spaceport: **DEX + Pilot, difficulty 7** *(may roll once per 10 min)*

Landing at spacedock or starport: **DEX + Pilot, difficulty 6** *(may roll once per 10 min)*

Entering/exiting atmosphere (two rolls, each time): *(takes 20 to 60 min per attempt)*

Plot: **WITS + Pilot + Ship Computer, difficulty 6** Execute/Fly: **DEX + Pilot, difficulty 6 to 9**

Dealing with Officials: *(difficulties vary)*

 Bribe (2 rolls): INT + Politics (to find appropriate official)

 INT + Expression + Bribery (diff = target Will) Force/Pressure: MAN + Intimidation

 Lie/Deceive: MAN + Subterfuge

 Meaningful Dialogue: CHA + Empathy + Communication

 Proper Channels: CHA + Bureaucracy

Establish Credibility: MAN + Leadership (diff = target Int+Subterfuge)