

Five Parsecs from Home Turn Tracker

Turn:

Travel Stage (p.69)

Step 1: Flee Invasion? (p. 69)	Result	
n/a		
Step 2: Travel Event? (p. 69)		
n/a		
Step 3: Generate or Choose Existing Destination		
n/a		

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)			<p>This place is rather nice, really. When you are ready to leave this world, unless it is being Invaded, you must pay 1 story point or this crew member will decide to stay behind. If they do, you can keep their equipment, though.</p>
3 cred upkeep			
Step 2: Medical Care? (p. 76)			
no			
Step 3: Crew Tasks (p. 76)			
- Reya has Merchant School training and can reroll 1 trade after seeing all trade results BUT MUST buy the item if given a choice.			
Crew Member	Task	Result	
Inquisitor Jshal	plan		
Reya	Trade	purifier	
Dozer	repair	rattlegun!!!	
John	Explore	Time to relax - no effect	
Willow	explore	This place is nice, really	

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

n/a

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

6 cred

Step 5: Battlefield Finds (p. 120)

Curious data stick -- +1 rumor

Step 6: Check for Invasion! (p.121)

n/a

Step 7: Gather the Loot (p. 121)

Rare substance (4 cred), shock attachment

Step 8-10: Injury/Recovery/XP/Advancement (p.121)

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	4			
Reya	4			
Dozer	DNP	DNP	n/a	
John	DNP	DNP		
Willow	5			
Shadowfang	4			

New Patron:

Secretive Group.

Vault of Amber

Try and salvage/gather all of the most dangerous weapons and technologies from the war machines and hide them so they don't do more damage.

Thero Raze	4			
Kenneth Bond	4			
Step 11: Purchase Items (p. 125)				
<ul style="list-style-type: none"> - 3 credits to roll on Military Weapon, Gear, or Gadget Table. - Purchase any number of Hand Guns, Blades, Colony Rifles, or Shotguns for 1 credit each - Sell up to 3 items for 1 credit each 				
Step 12: Campaign Event (p. 125)				
In hindsight it will make a great story. +1 sp for how awesome we were				
Step 13: Character Event (p. 126)				
Character	Effect			
John	Know someone who knows someone. patron			
Step 14: Check for Galactic War Progress (p. 126)				
n/a				

