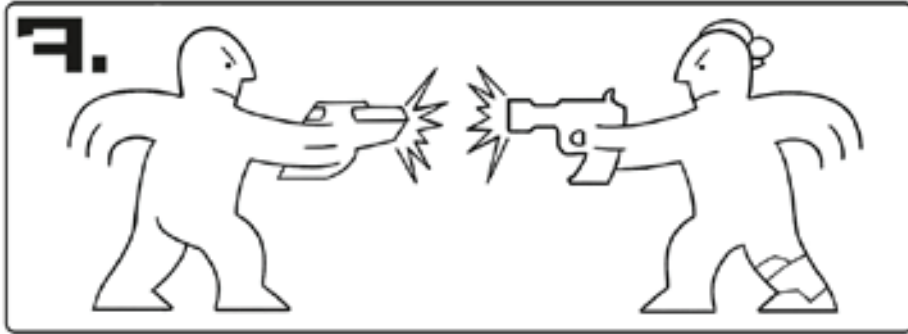


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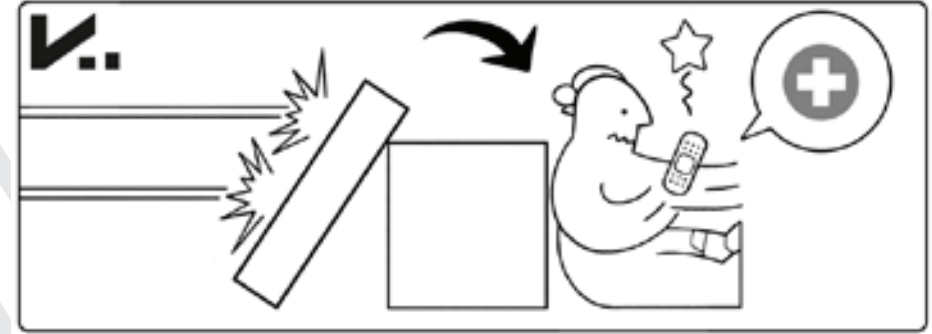


THE FLOW OF ACTION AND COMBAT



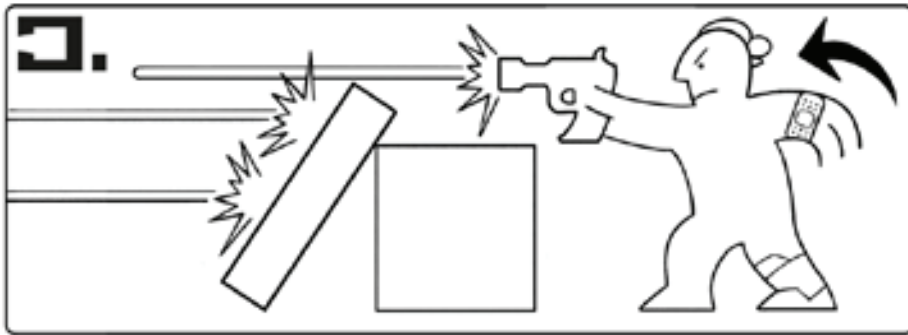
1: EXCHANGE HARM IN COMBAT OR A DANGEROUS SITUATION

- Suffer Harm.
- Absorb Harm with Shields or Armor.
- Convert Harm to Stress.
- Discharge Gear or Moves



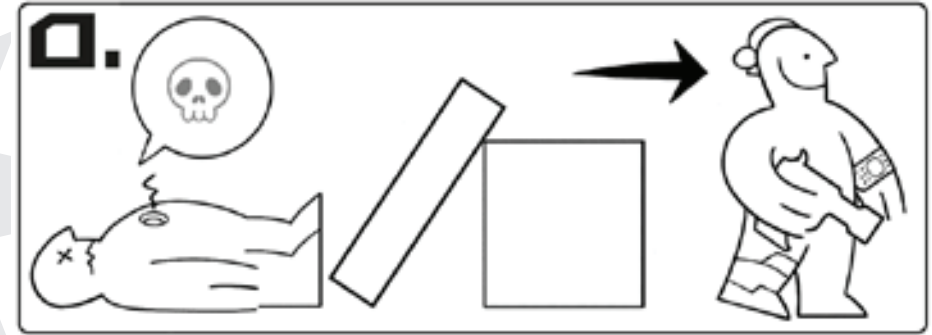
2: TEMPORARILY GET OUT OF DANGER TO ROLL RECOVER

- Shrug it off to remove "Just a scratch" or "I'm Rattled"
- First Aid: spend 1 Use of a Tactical Pack to heal "I'm knocked out" on an ally.
- Recharge Gear and Moves.



3: HEAD BACK INTO DANGER TO FINISH THE FIGHT

- Exchange more Harm
- Discharge Moves and Gear



4: TAKE SOME TIME TO REST AND PREPARE WHEN COMBAT'S OVER, OR THE DANGER HAS PASSED, AND YOU'RE RELATIVELY SAFE.

- Heal "Just a scratch", "I'm rattled" and "I'm knocked out" when the current Scene ends.
- Repair Armor by using a Tactical Pack and 5 minutes work.
- Recharge Gear and Powers with the Discharge tag.

FIREFIGHT

When you open yourself to danger and exchange violence with an enemy, roll+Volatile. **On a 10+**, exchange Harm and choose 3. **On a 7-9**, exchange Harm and choose 1:

- Discharge your weapon with the discharge tag, and deal double its Harm.
- Take evasive action and suffer -1 Harm.
- You hold a position or halt an advance.
- You make an advance or force your enemy out of cover.
- You impress, dismay, or frighten your enemy. If they are a PC, they also suffer 1 Stress.
- You are able to disengage and take a moment to Recover.

ALPHA STRIKE

When you get into an advantageous position and attack a target that can't retaliate, roll+Calculating. **On a 10+**, choose 2. **On a 7-9**, take what you can get. choose 1.

- You disarm or disable them.
- Your position isn't exposed or compromised.
- Deal your weapon's Harm. If your weapon has the discharge tag, you may Discharge it to double the Harm dealt.

RECOVER

When you're out of direct danger during a hostile situation and take a moment to gather yourself, roll +Stalwart. **On a 10+**, you're calm, efficient and ready, choose 2. **On a 7-9**, you take a little too long. Choose 2, but your enemy gets a chance to get into a better position or prepare themselves.

- Ready a Move, Weapon, or piece of Gear that has been Discharged.
- First Aid: spend 1 Use of a Tactical Pack to heal "I'm knocked out" on an ally.
- Shrug it off: Heal "Just a scratch" or "I'm rattled" on yourself.

ACT QUICK

When you use your instincts or reflexes to avoid a danger or negotiate through danger towards a goal, roll+Slick. **On a 10+**, you're graceful, swift, or acrobatic, and you do it. **On a 7-9**, you do it, but choose 1:

- You're off balance or rushed, you have Disadvantage going forward.
- You've left something behind; the SM will tell you what.
- You're pushed to your limits with the effort, suffer 1 Stress.

KEEP YOUR COOL

When you attempt to keep your cool under pressure or endure hardship, roll+Stalwart. **On a 10+**, you do it with minimal cost.

On a 7-9, choose 1:

- You have Disadvantage going forward.
- Suffer 1 Stress.
- You give up something, leave something behind, or take something with you. The SM will say what.

BASIC MOVES

LEAN ON ME

When you support a Crew Member's efforts in an action before they roll, or offer them comfort in an intimate moment, roll+Stalwart. **On a 10+**, you're helpful and supportive, choose 2. **On a 7-9**, you do what you can. Choose 1.

- Your efforts help them, they have Advantage Going Forward.
- Your support brings some relief, they may clear 1 Stress.
- You aren't pushed to your limits or exposed to danger or complication for your efforts.

INTIMIDATE

When you use threats to bully someone into doing what you want, make it clear what you want them to do, and what you'll do to them if they don't, then Roll+Volatile. **On a 10+**, they have to choose:

- Force you to follow through and suck it up.
- Cave in and do what you want.

On a 7-9, they can choose 1 of the above, or one of the following:

- Get out of your way.
- Hunker down and take cover.
- Give you something they think you want.
- Tell you something they think you want to hear.
- Attempt to de-escalate and look for an exit.

On a 6-, in addition to any Calls the SM makes, your threat has no teeth and you have Disadvantage going forward against them.

MANIPULATE

When you use promises, guile, or charm to manipulate someone into doing what you want, say what you want and what you're willing to give, then roll+Slick.

If they are an NPC:

On a 10+, they choose 1:

- Accept your offer at face value and agree to the exchange.
- Ask you to promise something and will do what you want if you agree.

On a 7-9, they choose 1:

- They make a counter-offer, to be settled now before they do what you want.
- Ask you to promise something and provide concrete assurance you'll follow through, and they'll do what you want.

If they are a PC:

On a 10+, both. **On a 7-9**, you choose 1:

- If they do it, they Mark XP.
- They have to Keep Their Cool to refuse, at Disadvantage.

SCOPE IT OUT

When you take time or use sensitive equipment to closely study an object, situation, or person, roll+Calculating. **On a 10+**, your investigation pays off, ask 3. **On a 7-9**, your perception is a little dull, ask 1.

- Where is my best escape route/way in/way past?
- What should I be on the lookout for?
- What's my enemy's true position?
- Who or what here is not what they seem?
- Who's really in control here?
- How could I best end this quickly?
- Who or what here could be a useful opportunity?

SHARE EXPERTISE

When you consult your accumulated knowledge on something you are an expert in, roll+Calculating. **On a 10+**, ask a question related to the topic and the SM will give a useful answer, or ask you to make up the answer. **On a 7-9**, ask, and the SM will give you an interesting answer, but it's up to you to make it useful.

INTO THE ABYSS

When you stare unblinking into the Abyss looking for forbidden or forgotten knowledge, roll+Alien. **On a 10+**, You are shown dark visions that lend you insight. Ask the Abyss one question, and the Abyss will answer. The SM will ask you one question from The Abyss Stares Back. **On a 7-9**, Ask, and the Abyss will answer, but it is hungry. The SM will ask 2 questions from The Abyss Stares Back.

ASSAULTED BY THE ABYSS

When you suffer direct exposure to exotic energies or forces, or a bizarre and terrifying experience, roll+Alien. **On a 10+**, your exposure is limited, choose 1. **On a 7-9**, The Abyss leaves its mark, choose 2.

- The Abyss stares into you, the SM will ask you one question from The Abyss Stares Back.
- You freeze up, you have to Keep Your Cool at Disadvantage to shake it off.
- You are scarred by your experience, figuratively or literally. You may write a Hook about it.

THE ABYSS STARES BACK

When the Abyss stares into you and the SM asks you a question from the List below, you may either answer it truthfully, or decline to answer and suffer 1 Stress.

- What terrifies your character to the core?
- For what does your character's darkest heart desire?
- What was your character's lowest moment?
- For what does your character crave forgiveness, and from whom?
- What are your character's secret pains?
- In what way is your character's mind and soul vulnerable?
- What faint hope does your character cling to?

SPOUT TECHNOBABBLE

When you need to describe some advanced piece of technology, process, or phenomenon, choose between 3 and 5 words or phrases and say it like you know what it means.

ACTION:

Reroute, reverse, invert, refine, isolate, confine, extrapolate, excise, buffer, polarize, depolarize, decouple, repair, calibrate, enhance, boost, charge, spin, spool, engage, contain, attack, divide, scan,

STATUS OR CONDITION:

Fluctuating, destabilized, energized, poisoned, corrupted, contaminated, refined, contained, unraveled, damaged, enhanced, viral,

JARGON:

Temporal, quantum, auxiliary, flux, warp, trillithium, fibronium, delta, hyper, charge, burst, distortion, burst, retro-,

OBJECT OR SUBJECT:

Capacitor, anomaly, field, conduit, vortex, drive core, capillaries, organs, antibodies, cells, node, diagnostics, crystal, matrix, timeline, matter, vibrations, region, neutrino, particle, continuum, virus, deflector, dish, circuit, system

DOWNTIME

When your Crew spends time relaxing after a Contract or cooped up in your ship while traveling between stars, each player describes how they spend their Downtime, and shows a short scene or vignette related to it. The SM or another player not in the scene may ask you some questions about your Downtime, answer them. If you:

- Work on a Personal Project, mark 1 Tick on it.
- Confront a Crew Member with a grievance or disagreement, you each may write a Hook related to the outcome.
- Spend time getting closer to a Crew Member, you each may choose to heal 1 Stress or have Advantage Going Forward.

Downtime Scenes do not Burn Fuses.

THE CREW IS BACK IN TOWN

When you Dock or land your ship somewhere for the first time or after being away for at least an Episode, roll+Disposition for the faction that controls the territory. On a 10+, you dock without issue, and everything seems clear. O a 7-9, your welcome isn't a warm one, choose 1.

- Trouble related to a Hook, Calamity, or recent indiscretion has caught up with the Crew.
- There is an open conflict that makes this territory dangerous or unstable.
- There is a shortage or crisis that has driven prices up, you have Disadvantage when dealing with local merchants or vendors.

OTHER MOVES

PERSONAL PROJECT

When you decide to devote your free time to a Personal Project within the scope of your expertise, such as solving a mystery, creating or modifying a device or technology, negotiating an accord, or learning a new skill, say what you want to do. The SM will say either "Sorry, it can't be done." Or "Sure! But..." Then some of the following:

- You can do it with a 3-6 Tick Scene Clock.
- You can do it with a 3-6 Tick Episode Clock.
- You can do it with a 3-6 Tick Season Clock.
- You will need the expertise or assistance of _____.
- You will need to destroy/dissect _____.
- You will need to travel to _____.
- You will need to _____ first.
- It's going to be dangerous.
- You'll have to get/build/fix/take apart/figure out _____ first.
- It's going to cost you a favor to the wrong kinds of people.
- The best you'll be able to do is an unreliable, less effective, or weak version.
- It's going to take a lot of trial and error to perfect it.

The SM will connect them all with "And" or a merciful "Or." Fill in a Personal Project sheet with the details.

- If it's a Scene Project, check a Tick on the Clock when you take a successful action that moves you towards your goal.
- If it's an Episode Project, check a Tick on the Clock when you perform a scene that moves you towards your goal.

If it's a Season Project, check a Tick on the Clock when you complete an Episode and have shown that you have worked on your Project.

CLIFFHANGER

When you reach the end of an Episode, go through the following list:

Each player takes a turn reading their three Hooks:

- If the table agrees that at least one of the player's Hooks impacted events or the character, the player marks XP.
- The player then removes any Hooks they feel are no longer relevant and writes new Hooks, inspired either by recent events in the game or their original Hooks list from character creation.

Ask the following questions and answer them as a group:

- Did we complete a mission or Contract?
- Did we learn something new and important about the universe?
- Did we make a new enemy, or thwart an existing enemy?
- Was there a big moment that hinged on a crucial roll?

For each yes, all players mark XP. After these questions have been resolved, mark Burn and Ticks on appropriate Season Strains and Personal Projects, including Debt and Ship Maintenance.

PREVIOUSLY ON

When your group starts a new Episode, go through the following list:

- Briefly go over what happened in the last session, mentioning any highlights.
- List each Crew Member's Hooks. Players may take this opportunity to change their Hooks or write new ones.
- Set the scene for the beginning of this session and begin playing.

NEGOTIATE TERMS

When you commit to a Contract and meet your contact to negotiate the terms, roll+Disposition if you know your Client, or roll+Slick at Disadvantage if you don't. On a 10+, your relationship is strong, or your negotiating skills are top notch. Choose 2. On a 7-9, you manage to get a small concession, choose 1. On a 6-, you get stonewalled, or there's just nothing else they can give you.

- You negotiate a better payment upon completion. When you complete this Contract, roll Your Ship Payment Move at Advantage.
- You gain some useful information from your contact; the SM will reveal a hidden detail of the Contract.
- You get an up-front expenses payment or resource provided. Each Crew Member makes a roll on Hey Big Spender, at Disadvantage.

HEY BIG SPENDER

When you're flush with Currency and go looking for something to spend your ill-gotten gains on, roll+Disposition with the local vendors or contacts to see what you can find. On a 10+, you can find your heart's desire, spend big, and live life to the fullest. Purchase 1 item from the Specialist or Black Market list, or choose 3 from below: On a 7-9, you've got plenty of time and money. Choose 2: On a 6-, you only have access to the basics. Choose 1:

- R&R: you spend some time relaxing, clear your Stress track.
- Basic care: Heal all Harm you have suffered with a few days rough but competent treatment.
- Me Time: Mark 1 Tick on a Personal Project.
- Make 1 purchase on the Advanced Gear list.
- Make 2 purchases on the Basic Gear list.

On a 6- or 7-9, you may choose 1 extra, but you must waste time searching for it, the SM will expose you to a danger or Burn the Fuse of an Episode Strain. Whatever choices you make, you spend the rest of your money on frivolous, fleeting pleasures and distractions until you're broke again.

GET HOOKED

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes the Disadvantage of the moment.

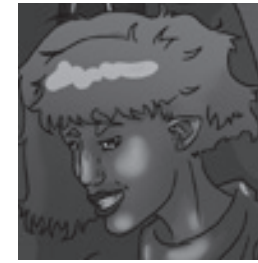


THE HOUND

Tracker, Hunter, Bloodhound. You're known for your tenacity and determination when it comes down to hunting your target. Whether you do it in the name of law and order or for the sweet jingle of guilders, there is little that can keep you from your target.

THE ARCHETYPES

Each of the Archetypes are designed to express certain types of characters that are familiar in the kinds of stories that have inspired *Impulse Drive*.



THE SCOUNDREL

Yeah, you're a criminal, and everybody knows it. But there's light years of difference between knowing it and proving it. You're slick, smart, and more than a little cocky. You have shady connections in numerous seedy underbellies. The only reason you're not filthy stinking rich is just bad luck, certainly not bad impulse control.



THE INFILTRATOR

You're a shadow, a ghost, a rumor almost heard. You're an expert at overcoming security systems of all sorts and getting in where you shouldn't. Perhaps you do it out of duty, perhaps it's in search of the next big score, but when you set your mind on getting to something—or someone—you shouldn't, you are well equipped to do so.



THE MYSTIC

Many tell stories of your Order. Myths and folk tales of wandering seers and knights guiding events with your far sight and meting out justice or keeping peace with your strange, ancient weapons. Then there's you: trained, but perhaps not tested. It's your task to go out into space and find yourself.



THE TEMPEST

You're the wild one, the loose cannon, the mad dog. You're a cosmic storm waiting to erupt and tear everything apart. You barely keep your dark, destructive emotions in check, and when you unleash them you leave nothing but debris behind. You live with all of your emotions and passions bubbling at the surface, and others are either drawn to your violent magnetism, wary of your explosive rage, or certain you are just feral.



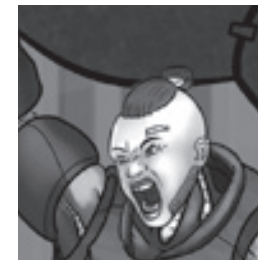
THE INTELLECT

You're the expert. Scientist, doctor, engineer, archaeologist, anthropologist, whatever your field is, you know just about everything worth knowing, or you know how to find out. You're a master of technology and intellect, and bring your deductions, reasoning, and knowledge to bear on any situation.



THE OUTSIDER

Life in the galaxy comes in all shapes and sizes, hailing from different societies and cultural backgrounds. But most aliens are just people, with reasonably similar drives and motivations. But you're different. Fundamentally different from the others in a way that makes you entirely alien to them. Perhaps it's your unusual physical form, or that you do not possess a physical form at all! Perhaps you are an AI, or a sentient spaceship, or a drone for a hive mind species. Perhaps you're a unique, strange member of a common species. Whatever it is that sets you apart, it makes you unique and alien to all around you.



THE WARHORSE

You've seen the violent side of space for most of your life, and it has hardened you and honed you to a razor's edge. Few have more experience at fighting and controlling the battlefield than you. Where others may be overwhelmed by the horrors of battle and space, you shrug, pick up your weapon, and stride once more into the breach.

THE SHIP PLAYBOOKS

There are four Ship playbooks that come with *Impulse Drive*. These Ship playbooks not only describe what technology your Ship may use, but also the kinds of adventures your Crew will get up to, what motivates them, and the kinds of trouble that will follow your Crew around the galaxy.

THE SMUGGLER

You are a crew of misfits, scoundrels, and scalawags. You're also very broke. Not only do you not have two guilders to rub together, but you owe a lot of Currency to the wrong kind of Creditor. You'll need to take jobs, and earn big to keep the wolves at bay.

The Smuggler is a reasonably small frigate. It has either been designed for stealth, or is a retrofitted cargo ship. Smugglers excel at moving contraband between systems, but must struggle to stay one step ahead of their Debt and try to keep their ship running. The Smuggler is considered the default ship for *Impulse Drive*, and will give them the most faithful representation of the original vision for *Impulse Drive*. Touchstones: *Serenity* from *Firefly*, *The Millennium Falcon* from *Star Wars*.

THE VANGUARD

You are semi-autonomous special agents acting on behalf of an organization. Your organization may be an espionage and intelligence agency, a corporation, a government, or a security and investigation agency. It may be a local organization looking to expand or one that's galactic in scope. Your Organization gives you missions, but leaves how you complete them entirely up to you. Blaze your Patron's purpose across the night-black ocean of space.

The Vanguard is probably the largest and most technologically advanced of the *Impulse Drive* Ship Playbooks. Your crew is a squad of elite (or expendable) operatives a patron Organization has financed. You have all the best toys, but they have come at the price of your freedom. You have a Duty to your Organization and their interests, and where they send you, you are obliged to go. Touchstones: *Mass Effect*, *Star Trek*.

THE MARAUDER

Freebooters, corsairs, buccaneers, privateers. You may be called many things, but there's no hiding what you are: no good, low-down, dirty pirates. You prey on the weak, take what you want, and kill anyone who gets in your way. No one expects mercy from pirates, so don't expect any mercy in return. At least, that's your reputation. Will you live up to the name you have been given as violent, bloodthirsty criminals, or will you carve a more noble destiny?

The Marauder is probably one of the least impressive looking Ship Playbooks, but it hides a ruthless power. If you want to defy authority and power, operating outside the Law, then join a Marauder and go commit some serious crimes. How ruthless and bloodthirsty you actually are is up to your group. Are you good-hearted scalawags fighting an oppressive regime? Or are you murderous cutthroats taking what you can and giving nothing back? Touchstones: *Black Sails*, *Captain Harlock*.

THE PREDATOR

You are a crew of dangerous Mercenaries with a ship. You take on dangerous and violent missions for money. But not everything is blaster fire and raining guilders. You have a Nemesis, and no matter what you do, there will be blood.

The Predator is about being dangerous individuals for hire whose reputation precedes them. The Predator may be kitted out to be a dangerous vessel in its own right and have a squadron of smaller vehicles to fight alongside it, or a squad of hardened soldiers to help in the wettest of work. But all this danger brings with it powerful and motivated enemies. You have a Nemesis who wants to destroy you, and will stop at nothing in the pursuit of that goal. Touchstones: *Dark Matter*.



HOUND

ROGUE LAWKEEPER, BOUNTY HUNTER, GUMSHOE.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE Firefight Skirmish Interrupt	CALCULATING Acquire Target Share Expertise Scope It Out	SLICK Act Quick Manipulate	STALWART Recover Keep Your Cool Assist	ALIEN Into The Abyss Assaulted by the Abyss
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Hound Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

Empty box for Hook 1

Empty box for Hook 2

Empty box for Hook 3

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- Assault Rifle: 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear
- Body Armor: Absorb 2, Conspicuous, Basic Gear
- A symbol or badge of office: Trinket
-
-
-
-
-
-

SIGNATURE MOVE

You start with this Move.

BOUNTY HUNTING

When you take the time to check a Bulletin Board for current bounties, roll+Volatile. On a 10+, you can find something good, hold 2 Leads. On a 7-9, take what you can get, hold 1 Lead. On a 6-, the only decent bounty is on a Crew Member, the SM will tell you who, and the player of that Crew Member will answer the Bounty questions.

At any time during a Contract, you may spend a Lead to say someone present has a Bounty on them. Then ask the following questions. You may spend extra leads to answer the questions yourself. Otherwise, the SM will answer the questions.

- Who has the Bounty on them?
- Who put the Bounty on them?
- What did they do?
- Are they wanted Dead or Alive?
- Where can I collect my reward?

When you collect your reward, you gain 1 Bounty. Spend 1 Bounty to give yourself +1 to a Hey Big Spender roll.

LEADS

BOUNTY

BACKGROUND - WORK ETHIC

You hunt people, but you have a code you live by. Choose one:

LAWKEEPER

You are a member of a system-spanning independent organization working to enforce law and order in a lawless galaxy.

When you deal with agents of system law, you have Advantage.

BOUNTY KILLER

You're a free agent, taking any contract that pays well enough, no matter who the money comes from.

When you Intimidate a criminal for information, you have Advantage.

HOUND MOVES

When you have 5 XP and choose to gain a Hound Move, select one of the Moves below.

✔ BLOODHOUND

When you hit the streets and use your shady contacts and intimidation to get info on a bounty, roll+Volatile. On a 10+ you're hot on their heels, gain 1 Lead and ask 2 questions. On a 7-9, the trail is a little cold. Gain 1 Lead and ask 1 question.

- *Where were they last spotted?*
- *What weakness of theirs can I exploit?*
- *Who do they have connections to?*
- *What is their best defense?*
- *Who else is after them?*

✔ STEELY GLARE

When you silently fix someone with a steely glare with the intent of intimidating them, roll+Stalwart. On a 10+, they choose 2. On a 7-9, they choose 1. On a 7+, if they are a Crew Member, they're at Disadvantage to act against you going forward. On a 6-, they can laugh in your face and do whatever they want.

- *They shut up immediately.*
- *They stop moving.*
- *They lower their weapons.*
- *They do something stupid or reckless.*
- *They hesitate, stumble, or mutter.*

✔ PARANOID ANDROID

When you walk into a charged situation with criminals and shady people, you have Advantage to Scope It Out. Additionally, you may ask questions from the following list instead of the base Scope It Out questions.

- *Who here is armed, openly or concealed?*
- *Who here has history with a Crew Member?*
- *Who here has information I want?*
- *Who here is afraid of me?*

✔ QUICKDRAW

When a tense situation breaks down and violence breaks out, you get to act first, or interrupt the person who does act first. After you act, name one Crew Member besides yourself. They have Advantage going forward.

✔ HUNTER'S MARK

When you roll+Volatile against a bounty you're hunting, you have Advantage.

✔ MARK OF DEATH

Requires Hunter's Mark

When you deal Harm to a bounty you're hunting, if you deal at least 1 Harm to them after Armor, they die.

✔ LONG SHOT

You can use any ranged weapon at the Firefight and Sniping ranges.

✔ TRACER

When an enemy or target is about to get away, you may spend 1 Use of a Grenade to secure a tracking device to them.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- *A contact you have in the local criminal underground reaches out to you with some info or a lead.*
- *You broaden your career options, take the other Work Ethic move.*
- *The family or gang of someone you hunted is coming after you, hard.*
- *You get a lead on a valuable target you hunted long ago but got away, but you'll have to act now to follow it up.*
- *A friend or ally you rely on is in trouble with the authorities, and is asking for your help.*
- *You suffer a terrible wound, illness, or debility. Describe what you have lost.*
- *Now or soon, you encounter a long-time nemesis with whom you have a long history of bad blood on both sides. They challenge you to a duel to settle your differences, and you must accept. When you duel your nemesis, roll+Volatile*

On a 10+, you win the duel. Describe how, and then describe the life you retire to after, and why.

On a 7-9, you win, but you're severely injured and must retire, or die shortly after the duel. Describe it.

On a 6-, you lose, and expire shortly after.

AGENDA

- *Play a compromised, active character*
- *Imagine dangerous and exciting worlds*
- *Play to find out what happens*

PRINCIPLES

- *Take risks and embrace the consequences*
- *Learn your Archetype's Moves*
- *Keep track of your Hooks and say when they apply*
- *Step up when it's your turn to shine*
- *Step back when it's another player's turn to shine*
- *Look after your fellow players*
- *Think cinematically*

ALWAYS SAY

- *What the Principles demand*
- *What honesty demands*
- *What the rules demand*

MAKING YOUR HOUND

NAME

Choose 1 or make your own:

Rally, Nameless, Bishop, Spike, Faye, Samus, Fett, Dale, Saint, Iria, Fairfax, Rhoda

DESCRIPTION

Choose Pronouns & up to 4:

Dusty, Worn, Haggard, Weary, Determined, Stubborn, Surly, Scorched, Narrow, Pinched, Shifty, Suspicious, Grave

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- *[PC] is a time bomb waiting to go off. They need to be defused or pointed in the right direction.*
- *[PC] got between me and my target in the past. Next time, I won't hesitate.*
- *[PC] knows of my vice, and they better keep quiet about it.*
- *[PC]'s criminal ways are going to see them in my cross-hairs one day.*
- *[Group] has terrorised this sector for too long, I'll bring them all down.*
- *I get the shakes if I go too long without [Vice]*
- *When things get tense, I always let my gun do the talking.*
- *I always push people away when they try to open up.*

INFILTRATOR

SKILLED BURGLAR. ASSASSIN. SPY.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE <i>Firefight Skirmish Interrupt</i>	CALCULATING <i>Acquire Target Share Expertise Scope It Out</i>	SLICK <i>Act Quick Manipulate</i>	STALWART <i>Recover Keep Your Cool Assist</i>	ALIEN <i>Into The Abyss Assaulted by the Abyss</i>
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Infiltrator Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear**
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- Nano Blade: 3 Harm, Skirmish, Silent, Specialist Gear**
-
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-

SIGNATURE MOVE

You start with this Move.

THE SET-UP

When you use your contacts, charm, skills, or gadgets to prepare for a covert incursion into hostile territory, roll+ Slick. On a 10+, ask 3. On a 7-9, ask 2.

- Where are their defenses and security strong?
- Where are their defenses and security weak?
- Where is the target normally located?
- Who do I have on the inside?
- What are they on the lookout for?

BACKGROUND - CAREER

You have made a career of getting into places you shouldn't. Choose one:

LICENSE TO KILL

You are a clandestine operative of an organization or government. You start with the Chameleon Modification. You have a duty to your organization. When you follow an order from your Organization, Mark XP.

MASTER THIEF

As a master thief, you have a reputation in the criminal world that gets you a lot of leverage and respect. You start with a Tactical Cloak in your Gear. When you steal something of significance to yourself or someone of great influence, Mark XP.

INFILTRATOR MOVES

When you have 5 XP and choose to gain an Infiltrator Move, select one of the Moves below.

✔ HACKING & CRACKING

When you attempt to hack, break into, open, or otherwise compromise a lock or security system, Discharge this Move and roll+Slick. On a 10+, you break in with minimum fuss, choose 1. On a 7-9, it's no cakewalk, choose 2:

- It's going to take a while to get in.
- You'll have to trigger an alarm or alert someone in order to get what you want.
- You'll have to leave traces of your incursion behind that incriminate you.

✔ JAMMER

When you remotely hack or jam someone's equipment or cybernetics, Discharge this Move and roll+Slick. On a 10+, it shorts out or locks up and they're going to need to get it fixed before they use it. On a 7-9, they'll get it working again if they take a few moments to fiddle with it.

✔ MICRO DRONES

You have a suite of small drones no bigger than a small insect, describe them.

When you activate your Micro Drones in the field, Discharge this Move and roll+Calculating. On a 10+ hold 3. On a 7-9, hold 2. On a 6-, hold 2, but you won't be able to recharge this Move until you can get back to your Supplies. Spend hold, 1 for 1, to get a drone do the following:

- Allow you to remotely hack into a nearby isolated computer system you can't physically reach.
- Allow you to remotely spy on a nearby location you can't physically reach.
- Allow you to quickly map out nearby hidden routes.

✔ LETHAL STRIKE

When you have your target in your sights and they can't do anything to stop you, Discharge this Move, and describe how you end their existence or incapacitate them.

✔ FLOAT LIKE A BUTTERFLY

When you use your reflexes or agility to avoid danger or deal with a threat, you have Advantage to Act Quick.

✔ STING LIKE A BEE

Requires Toxic, Requires Micro Drones

You may spend 1 hold for your micro drone to deliver 1 use of a toxin with the injected delivery method.

✔ SMOKE GRENADE

When you lob a grenade, instead of dealing Harm, you can create a large cloud of smoke. When you attempt to act unseen in the smoke, you have Advantage.

✔ DISCHARGED

✔ DISCHARGED

✔ DISCHARGED

✔ DISCHARGED

✔ TOXIC

You are a master of poisons and toxins. When you spend a Use of your Toxins, go through the options to create a custom toxin.

USES: ✔✔✔

<p>CHOOSE 1 EFFECT:</p> <ul style="list-style-type: none"> <input type="radio"/> It incapacitates its target. <input type="radio"/> It removes the target's inhibitions. <input type="radio"/> It heightens all of the target's emotions. <input type="radio"/> It heightens a specific emotion of your choice. <input type="radio"/> It disables a particular sense of your choice. <input type="radio"/> It gives the appearance the target has died. <input type="radio"/> It kills the target at the end of the drug's duration. <input type="radio"/> It causes agonizing pain. 	<p>CHOOSE 1 DURATION:</p> <ul style="list-style-type: none"> <input type="radio"/> 1 minute <input type="radio"/> 5 minutes <input type="radio"/> 1 hour <input type="radio"/> 10 hours <input type="radio"/> 20 hours
<p>CHOOSE 1 ENHANCEMENT:</p> <ul style="list-style-type: none"> <input type="radio"/> It leaves no chemical trace. <input type="radio"/> Choose 1 extra delivery method. <input type="radio"/> Choose 1 extra effect. <input type="radio"/> Targeted: It will only affect a specific species or genetic marker. 	<p>CHOOSE DELIVERY METHOD:</p> <ul style="list-style-type: none"> <input type="radio"/> Inhaled <input type="radio"/> Applied to skin <input type="radio"/> Ingested <input type="radio"/> Injected

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You get an invitation to a high-class event that offers you a valuable opportunity.
- You requisition or steal a useful or valuable item, choose 1: Tactical Pack, Scanner, A valuable artifact.
- An agent of authority is on your trail, and they're closing in.
- You get an opportunity you can't miss, but you must act now.
- Someone who cared for you when you were vulnerable is in danger and has called for your help.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you encounter an opportunity to make the big score that will see your life's work complete. When you attempt the last big score, roll+Slick.

On a 10+, you get in, get your target, and get out nice and smooth. You are promoted to leader of your organization or retire to safety, and cannot continue with the Crew.

On a 7-9, you get your target, but it's not clean. You will have to go into hiding for a long time, and can't continue with the Crew.

On a 6-, you fail, and die or are captured during the attempt, and are never heard from again.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR INFILTRATOR

NAME Choose 1 or make your own:
Irene, Amanda, Shadow, Mist, Cat, Fox, Sandiego, Drake, Nocta, Parker, Rogue, Yoshimitsu, Kisaragi

DESCRIPTION Choose Pronouns & up to 4:
Lithe, Compact, Sleek, Nondescript, Sharp, Nimble, Guarded, Quiet, Shadowy, Confident, Competent, Paranoid

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [PC]'s past paints a target on our back. I'll make them leave it behind.
- [PC] and I share a secret that must not be compromised.
- [PC] may be as devious as I am. I'll test their skills to see if they're worthy.
- [PC] might suspect what I've done, but I'll make sure they can never prove it.
- I was trained by [_NPC/Group_], When they call on me, I must answer.
- If I know there's something unique and valuable around, I must have it.
- I'm suspicious of everyone, I can't let a secret stay unknown.
- I'm addicted to adrenaline. I take risks just for the thrill of it.

INTELLECT

EXPERT, SCIENTIST, PHYSICIAN, MECHANIC.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE Firefight Skirmish Interrupt	CALCULATING Acquire Target Share Expertise Scope It Out	SLICK Act Quick Manipulate	STALWART Recover Keep Your Cool Assist	ALIEN Into The Abyss Assaulted by the Abyss
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

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I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Intellect Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- Sniper Rifle: 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping
- Scanner: 3 uses, Basic Gear; When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope It Out.
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- A Strange Artifact of unknown purpose: Trinket
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-

SIGNATURE MOVE

You start with this Move.

EXPERT

You have spent long hours studying and understanding several topics on which you are an expert. Choose 2:

- Engineering, technology, and devices
- Programming, artificial intelligence, and cyberspace
- Physics, FTL Travel, and spatial anomalies
- Galactic history, politics, and foreign cultures
- Medicine, biology, and alien physiology
- Spirituality, philosophy, wisdom, and mysticism

When you make a Move that is covered by one of your fields of expertise, you may choose to do one of the following:

- If you make a Move that has you choose from a list, choose 1 more or 1 less.
- Ask the SM a question about the situation that relates to your expertise, and they will answer and ask you a question, which you must answer.
- You share your expertise with a Crew Member, and they have Advantage going forward when acting on that knowledge.

BACKGROUND - TRAINING

You gained your knowledge, experience, and wisdom somewhere. Choose your background.

ACADEMIC

You have studied in your fields for long hours in various places of learning and the thirst for knowledge has never left you. At character creation, take an extra area of expertise in Expert. When you have 5 XP, you may choose to take a new area of expertise in Expert instead of one of the standard choices for Advancing.

TECHNICIAN

You have spent most of your life living and working on various vessels, stations, and factories. You have intimate knowledge of all kinds of machinery, vessels, and vehicles. When you Spout Technobabble in regards to a vehicle, ship, or machine you are modifying or repairing, you have Advantage going forward to your Modifications or repairs.

INTELLECT MOVES

When you have 5 XP and choose to gain an Intellect Move, select one of the Moves below.

✔ WORKSPACE

You have a space dedicated to the pursuit of your expertise where you tinker, research, and experiment. When you use your Workspace to start a Personal Project related to your areas of expertise, the SM cannot say it can't be done. When you go into your workspace to work on a Personal Project, say how you spend your time and choose 1:

- You make impressive progress, mark 1 extra tick on your Personal Project's clock.
- You figure out a piece of the puzzle, the SM will give you an insight into a mystery you are investigating.
- You make a surprising and useful discovery. The SM will tell you something or give an additional benefit when the Project is completed.

✔ JURY-RIG

When you haphazardly use whatever parts you have on hand to hastily construct or repair a device or Vehicle, say what you mean to do and roll+Calculating. On a 10+, you've got just what you need on hand, choose 2. On a 7-9, you have to make do, choose 1:

- It won't take long to do it.
- It will do exactly what you want.
- It won't break the first time you use it.

✔ PLANS WITHIN PLANS

When you describe how you took time beforehand to make a contingency plan for a drastic situation you find yourself in, roll+Calculating. On a 10+, choose 1. Your plan is as described and will help you. On a 7-9, choose 1, but your preparations aren't perfect, you have Disadvantage going forward.

- You have something stashed on your person or nearby to help you out.
- You have an ally waiting in the wings to come through just when you need it.
- You have a trap set up in wait for the perfect moment.

✔ STUDY BUG

When you have plenty of time and relative safety to study an artifact, strange device, or unique piece of culture you don't yet understand, ask the SM a question and they will answer it.

✔ FIELD SURGEON

When you use a Tactical Pack to heal Harm, you may also spend a Use of your Tactical Pack to treat "I'm hurt Bad."

✔ EMP GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to disable electrical and energy-based technology used by your target(s).

✔ BATTLE INSIGHT

When you roll Recover, On a 10+ you may choose to ask the SM any one question on the Scope It Out list. You or an ally have Advantage going forward when acting on the information.

✔ THE KOVACS PARADIGM

When you rant about exactly how bad the situation is right now and how monumentally screwed you and your allies are, and that no one else is qualified to understand your predicament, you have Advantage to Share Expertise when thinking of a solution.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You have a Eureka moment, your current or next Workspace project will be completed in hours or days only.
- Your background is eclectic, take your other Background Move.
- Your research either creates or uncovers an encroaching threat to local space.
- You find yourself in a situation where you must choose between more knowledge and safety.
- An academic rival has disproved one of your theories or challenged your expertise.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you make a breakthrough in a theory and put it to the test. When you perform an experiment to prove your theory, roll+Calculating.

On a 10+, your experiment is a total success, and provides you legitimacy that propels you on a successful career, and you leave the ship.

On a 7-9, your experiment shows that your theory needs more work, but an interested party provides you with facilities to do so, and you leave the ship. On a 6-, the experiment goes horribly wrong, and you die horribly, vanish inexplicably, or are horrifically wounded and cannot stay with the Crew.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
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- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR INTELLECT

NAME Choose 1 or make your own:
Mara, Verum, Jane, Willem, Carly, Data, Bristol, Q, Specs, Vera, Jules, Maridon, Gless, Partok

DESCRIPTION Choose Pronouns & up to 4:
Aloof, Distracted, Elderly, Skinny, Pudgy, Curious, Wise, Mysterious, Calm, Focused, Tidy, Sharp

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [PC]'s mind is an empty page. I will fill it with knowledge.
- [PC] can't keep it in their pants, and it's going to cause problems.
- [PC] has a secret that could destroy us all. I will learn it at any cost.
- I can't let [PC] know how much they intimidate me.
- [PC]'s impulsiveness causes nothing but trouble, I will teach them discretion.
- I will become obsessed with a mystery to the exclusion of any danger around me.
- My [size/frailty] makes me vulnerable to those more imposing.
- [NPC/Group] has no idea about the truth. I will see their ideas discredited and them made a laughing stock.

MYSTIC

RELIGIOUS FIGURE, REVERED KNIGHT, WISE SAGE.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE Firefight Skirmish Interrupt	CALCULATING Acquire Target Share Expertise Scope It Out	SLICK Act Quick Manipulate	STALWART Recover Keep Your Cool Assist	ALIEN Into The Abyss Assaulted by the Abyss
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I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Mystic Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

HOOK 1:

HOOK 2:

HOOK 3:

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Mystic Weapon: 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare**
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- Shields: Absorb 1, Discharge, Advanced Gear**
- Scanner: 3 uses, Basic Gear; When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope It Out.**
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-
-

SIGNATURE MOVE

You start with this Move.

SUGGESTION

DISCHARGED

When you use your power to subtly influence the mind of some weak-willed living thing, Discharge this Move and roll+Alien. On a 10+, choose 1. On a 7-9, choose 1, but they will soon realize you messed with their head. On a 6-, they can ignore your influence, but they realize you were messing with their head straight away.

- They follow a single command from you for a short time that doesn't risk their life or go against their instincts.
- You convince them of something without providing proof, so long as you do not lie.

BACKGROUND - ANCIENT ORDER

You belong to an ancient order of mystics. Choose one:

SAGES

Your Order is seen as mysterious and wise seers, sought for their counsel and insight as mediators. Whenever you try to pierce lies, confusion, or a mystery, and see the wisdom beyond, you have Advantage.

KNIGHTS

Your Order is seen as protectors and warriors of justice. Whenever you protect the weak or act against immorality according to your code, you have Advantage.

MYSTIC MOVES

When you have 5 XP and choose to gain a Mystic Move, select one of the Moves below.

DISCIPLINED

When you focus your mind and disregard the petty hurts and wounds of your body, roll+Calculating. On a 10+, hold 3. On a 7-9, hold 2. Spend hold on the following:

- Ignore Disadvantage from a wound you have taken.
- Roll with Advantage on a Recover roll.
- Ask a question from the Scope It Out list.

MYSTIC WEAPON MASTER

Your Order has an ancient, unique style of weapon that marks them. Describe it. You always have it with you, even in restricted areas, and it doesn't take up a slot in your loadout. You have become an expert in wielding your Mystic Weapon. When you use your Mystic Weapon to avoid Harm from ranged weapons, you have Advantage to Keep Your Cool.

Mystic Weapon: 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare

DRAW YOUR WEAPON:

FLESHKNITTER

When you focus your mind on a living thing's injuries or illness, Discharge this Move and roll+Alien. On a 10+ you may use your power to heal a wound or a physical injury, condition or malady. On a 7-9, heal them, but it drains you. You have Disadvantage going forward.

EMBRACE ETERNITY

When you gently reach out and mingle your mind with the energies and auras of something living nearby, Discharge this Move and roll+Alien. On a 10+, the connection is open, ask 2 questions from the list, and they ask 1. On a 7-9, you each ask 1 question.

- What do you seek?
- Who or what do you wish to protect?
- Who or what do you love?
- What are you willing to sacrifice for your beliefs?
- What do you have faith in?

DISCHARGED

DISCHARGED

SCRYING

When you perform the ritual of prophecy, say whose future you wish to scry and offer up something linked to them, roll+Alien. On a 10+, the player of the subject will ask you 3 questions, tell them what you see. On a 7-9, you ask the subject 3 questions, and they will tell you what you see. If you act to bring the Prophecy to pass, you have Advantage. If you act to stop the Prophecy, you have Disadvantage.

- Who do I see my subject with?
- What do I see my subject doing?
- What is my subject feeling?
- What danger, challenge, or misery do I see my subject facing?
- What fortune do I see my subject enjoying?

WISE WORDS

When you share your wisdom and perspective on an ethical, emotional, or spiritual conundrum a Crew Member faces, you have Advantage to Lean on Me. If they take your advice or you help them reach a conclusion, mark XP.

PSYCHIC GRENADE

When you lob a grenade, instead of causing Harm, you can choose to cause muscle spasms and incapacitate those affected.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You discover some ancient teachings or records of your Order.
- You gain new psychic abilities, take the Telekinesis move from the Tempest, but when you use it, roll+Alien.
- Word spreads that one of your order's temples or strongholds has been annihilated.
- Your order loses favor with a number of local or galactic societies.
- Your order is split due to political or philosophical difference, and you are called upon to choose a side.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you are called to the seat of power for your Order. When you return to your order and share premonitions of the future, roll+Alien.

On a 10+, your order sees times of danger approaching, and promotes you to be their leader.

On a 7-9, a conflict with an oppressive empire or ancient evil has broken out, and you are called to join your order fighting it.

On a 6-, your Order is attacked in their seat of power, and you sacrifice your life helping survivors escape.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR MYSTIC

NAME

Choose 1 or make your own:

Obi, Solon, Chilon, Bias, Thales, Pittacus, Peri, Book, Dali, Verimir, Dalon, Tilswith, Wynn, Maro, Gale

DESCRIPTION

Choose Pronouns & up to 4:

Aged, Wiry, Paunchy, Pallid, Rusty, Elegant, Still, Faded, Ragged, Polished, Pristine, Neat, Respectable

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- I will teach [PC] that not every problem can be solved with violence.
- [PC]'s curiosity isn't tempered with caution, I'll make sure they don't get us all killed.
- I will teach [PC] that they can't always break the rules.
- [PC] is a soulless killer that threatens our safety. [PC] needs to see that.
- I am beginning to think my order is misguided and I'm questioning my faith.
- I am supposed to be a bastion of peace and wisdom, but I cannot let go of my [Powerful Emotion/Vice]
- My order is hunted by [Group] for our beliefs, I must stay incognito.
- [PC] has a destiny I must make them see and commit to.

OUTSIDER MOVES

When you have 5 XP and choose to gain an Outsider Move, select one of the Moves below.

✔ TOO MUCH CONFUSION

When your unfamiliarity with a society alien to you exposes the absurdity or hypocrisy of their social norms, you may roll+Alien to Manipulate them.

✔ UNIQUE ABILITY

When you display a unique ability or knowledge to solve a simple problem, fill in one of the lines below and you do it. You now have this trait as part of your Truly Alien nature.

I have the unique ability to _____.

I have the unique ability to _____.

✔ UNSETTLING

When your unusual appearance or behavior confuses or disturbs someone, you or a Crew Member have Advantage going forward to interrupt their current course of action.

✔ TRANSFORMED BY DEATH

When you die, change up to 4 of your unique traits in Truly Alien, up to 3 options in your description, up to 3 of your Calamities, and up to 2 Hooks. You will appear again soon in your new reborn form, forever changed by death. When you do, you lose this Move, but may take it again.

✔ GAS GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to envelope your target(s) with a psychotropic gas that causes hallucinations and erratic behavior.

✔ DEATH BLOSSOM

When you roll Firefight, if you choose to Discharge your weapon, you may choose to deal your weapon's Harm to all visible targets instead of double Harm to one target.

✔ UNIQUE MOVEMENT

When you use your alien nature to move in a way or to a place others can't, Discharge this Move and roll+Alien. On a 10+, you get there, no problem. On a 7-9, choose 1:

- There's trouble waiting when you get there.
- Getting back won't be easy.
- It takes longer than you expected to get there.

✔ DISCHARGED

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- *You unwittingly leave behind a copy of yourself or offspring.*
- *You adapt to your situation, take an Archetype Move from an Archetype not in play.*
- *A faction of your kind rises up, invades, or attacks civilized space.*
- *You are forced to choose between allying with your kind or alienating yourself to be free.*
- *Your kind's homeworld or seat of power is threatened with invasion, attack, or galactic war.*
- *You suffer a terrible wound, illness, or debility. Describe what you have lost.*
- *Now or soon, you enter a dormancy or chrysalis state as you prepare to evolve one final time. When you emerge, roll+Alien.*

On a 10+, you go through an apotheosis, and ascend to another plane of existence.

On a 7-9, your new form is perfect, but you are unsuited to continue with your Crew, and you leave.

On a 6-, your metamorphosis is a malformed mistake, and you quickly perish in agony.

AGENDA

- *Play a compromised, active character*
- *Imagine dangerous and exciting worlds*
- *Play to find out what happens*

PRINCIPLES

- *Take risks and embrace the consequences*
- *Learn your Archetype's Moves*
- *Keep track of your Hooks and say when they apply*
- *Step up when it's your turn to shine*
- *Step back when it's another player's turn to shine*
- *Look after your fellow players*
- *Think cinematically*

ALWAYS SAY

- *What the Principles demand*
- *What honesty demands*
- *What the rules demand*

MAKING YOUR OUTSIDER

NAME

Choose 1 or make your own:

Tyrril, 223, Drone, John, Zadir, Andop, Bepav, Twelve, Us, Pi, Bepid, Drazah, Graxx, Ravua, Wonfon, Mork

DESCRIPTION

Choose Pronouns & up to 4:

Amorphous, Asymmetrical, Gaseous, Liquid, Gestalt Hive, Artificial, Crystalline, Aquatic, Reptilian, Formic, Plant-Based, Metallic

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- *I owe [PC] a life debt. I'll always be there for them.*
- *[PC]'s rules are a straightjacket. I won't let them hold me back.*
- *I will show [PC] the true face of the Abyss.*
- *I dislike how [PC] treats me. I will teach them to respect me.*
- *The spaces we live in are not suitable for me [culturally/physically]*
- *[Group/NPC] holds the key to my origin, I must possess it.*
- *I must choose between duty to my kind and friendship with the Crew.*
- *[Phenomenon/cultural norm] confounds me, I will understand it.*

SCOUNDREL

CHARMING ROGUE. SMARMY HUCKSTER. CONNECTED CRIMINAL.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1. When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE Firefight Skirmish Interrupt	CALCULATING Acquire Target Share Expertise Scope It Out	SLICK Act Quick Manipulate	STALWART Recover Keep Your Cool Assist	ALIEN Into The Abyss Assaulted by the Abyss
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Scoundrel Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- Power Pack (3 Uses)
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- A valuable artifact, not yours (Trinket)
- Illegal Drugs (Trinket, Illegal)
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SIGNATURE MOVE

You start with this Move.

CON ARTIST

When you attempt to perform a deception, subterfuge, misdirection, bluff, or con on a person, roll+Slick. On a 10+, your deception is masterful, hold 2. On a 7-9, your deception will work, for a while. Hold 1. As you act out and maintain your deception, you may spend hold, 1 for 1, on the following:

- Something small escapes their notice.
- Suspicion or blame is shifted away from you.

BACKGROUND - RAP SHEET

Choose a shady past that describes who you were before you joined the Crew.

SCUM

You've always been the lowest of the low and mistrusted those with power and authority. Crime has always been your only way to help those as unfortunate as you out of the sludge. When you're in danger or trouble anywhere with a number of the poor or downtrodden, you can describe an ally or friend who can help you in a small way. When they help, you have Advantage to Keep Your Cool or Act Quick.

VILLAINY

You come from a fine pedigree of successful and wealthy criminals. You start with the Liquid Assets Gear.

When you prepare to enter a regulated area, you may hide 1 small weapon or inconspicuous armor on your person. When dealing with the criminal elite or looking for a useful criminal contact, you have Advantage.

SCOUNDREL MOVES

When you have 5 XP and choose to gain a Scoundrel Move, select one of the Moves below.

✔ PEOPLE PERSON

When you have a charged interaction with a person, roll+Slick. On a 10+, you get a good read on them, hold 3. On a 7-9, just hold 1. During your interaction with them spend your hold, 1 for 1, to ask their player one of the following questions:

- Is your character telling the truth?
- What is your character truly feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to _____?

✔ CRIMINAL CONTACTS

When you reach out to the criminal underground of a location for contacts to gain information, buy or sell contraband, or a shady Contract, roll+Slick. On a 10+, you find someone who can get you what you need, choose 1. On a 7-9, it's not so easy, choose 1 and the SM will tell you one:

- It's not quite what you need.
- You have a complicated past with your contact.
- There's strings attached.

✔ CRACK PILOT

You have spent many of your years driving, flying, or operating all kinds of ships and vehicles. When you control a vehicle or ship and make a Move to attempt to avoid danger, you have Advantage.

✔ SEX APPEAL

Your sex appeal is undeniable and near universal. When you turn on your charm you can always make someone attracted to you or unsettled by you, their choice. Depending on their reaction you can use promise of affection or distance as exchange when you Manipulate.

✔ SMOOTH OPERATOR

Add the following option to Con Artist:

- You convince someone that something you offer is valuable.

✔ CROWD CONTROL

Add the following option to Firefight:

- You funnel or box a group of enemies into a tight position.

✔ STUN GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to temporarily blind and deafen your target(s).

✔ A WAY WITH MACHINES

Add the following option when you use a Tactical Pack:

- You issue a single basic command to a simple computer or electronic system, within their programming.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You come into possession of something extremely rare or valuable, but it's stolen or illegal.
- An old flame you have a complicated history with reaches out to rekindle your relationship. If you do, take your other Background Move.
- Someone you owe a lot of money to is looking to collect the money or your head.
- You're faced with a choice: stay under the radar or make a big score.
- An old lover reaches out to you for help with a problem or danger they're facing.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, an agent of Authority tracks you down and attempts to arrest you for your biggest successful heist. When they corner you, roll+Slick.

On a 10+, you bribe, sweet talk, or romance them into letting you go or joining you in retirement.

On a 7-9, you get away, but they're still after you. You have to run hard and fast to keep your freedom and leave your Crew behind.

On a 6-, justice is served. You're apprehended or killed.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR SCOUNDREL

NAME Choose 1 or make your own:
Solo, Drake, Mal, Anna, Val, Marcus, Higgs, Vash, Mack, Harman, Lian, Florentina, Akami, Valentine

DESCRIPTION Choose Pronouns & up to 4:
Trendy, Charming, Scruffy, Dapper, Worn, Shifty, Nervous, Craven, Sexy, Hot, Sharp, Mismatched, Dexterous

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [PC] and I have seen everything together, we're closer than family. Nothing will pull us apart.
- I slept with [PC], and now it's awkward.
- [PC] isn't a leader anymore. I don't have to take their orders.
- [PC] is an easy mark. I'll wrap them around my smallest digit.
- I'm exclusively attracted to folks who are bad for me.
- I can't resist engaging in a complex deception when the truth would work perfectly well.
- I stole from [NPC/Group], and now they're after me.
- I owe [NPC] big time, for a caper that went very, very bad.

TEMPEST

DAMAGED EXPERIMENT, VOLATILE REBEL, HOTHEAD.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE <i>Firefight Skirmish Interrupt</i>	CALCULATING <i>Acquire Target Share Expertise Scope It Out</i>	SLICK <i>Act Quick Manipulate</i>	STALWART <i>Recover Keep Your Cool Assist</i>	ALIEN <i>Into The Abyss Assaulted by the Abyss</i>
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Tempest Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear**
- Melee Weapon: 2 Harm, Skirmish, Silent, Basic Gear**
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- Grenades: 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal**
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- Prized Keepsake: Trinket**
-
-
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-
-

SIGNATURE MOVE

You start with this Move and 3 Storm slots.

ONCOMING STORM

STORM:

Your emotions are a swirling unstable mess that can cause you to erupt in fits of passion and destruction. When you suffer frustration, disappointment, or emotional hurt, gain 1 Storm.

When you lash out or act destructively, you may spend 1 Storm and choose one of the following additional effects:

- Something is broken beyond repair.
- Someone is frightened or cowed.
- Someone is injured or scarred.
- You have Advantage on this roll.

When a choice says someone or something is affected, the SM will specify the details.

When you gain Storm while at your maximum Storm capacity, the strain causes you to either lash out immediately and spend all of your Storm at once, or mark 1 Stress.

BACKGROUND - TRAGEDY

Something terrible in your past put you on this past. Choose one:

ORPHAN

You are an orphan with no ties to a family, community, or organization, because it has all be taken away from you. Describe why you have nothing but your power. When you are reminded of your loss, or encounter something directly relating to it and react poorly, immediately take 3 Storm.

EXPERIMENT

Something was done to you to give you unusual powers, but the process was either torturous or mentally and emotionally damaging. When you rail against authority or ignore orders, you may spend Storm as though you're lashing out or acting destructively.

TEMPEST MOVES

When you have 5 XP and choose to gain a Tempest Move, select one of the Moves below.

✔ TELEKINETIC FORCE

When you instinctively reach out and throw your telekinetic power at someone or something human size and weight or smaller within Skirmish or Firefight range, Discharge this Move and roll+Volatile. On a 10+, your intent is strong, choose 1. On a 7-9, your intentions are muddled, the SM will choose 1:

- It's sent flying back, as though from a forceful blow.
- It floats or Moves a short distance.
- It's pulled towards you.

✔ RECKLESS

When you take rash action that puts another Crew Member in danger, they have Advantage to try and deal with that danger.

✔ BEAUTIFUL FLAWS

When you act on one of your Hooks in a self-destructive way, gain 2 Storm.

✔ HEART OF GLASS

You gain an extra slot in Storm. When you let down your guard and share a tender moment with someone, remove all Storm, and Mark XP.

When you attempt to get close and they reject you or distance themselves, immediately fill your Storm to maximum. You may write a Hook about their rejection and your feelings.

✔ BRAIN SPIKE

When you invade the mind of another, Discharge this Move and roll+Volatile. On a 10+, you push deep into their psyche, hold 2. On a 7-9, you only skim their surface thoughts, ask what they are thinking about right now and their player will give you a true answer. Spend hold, 1 for 1, on the following:

- You force them to take a single action that doesn't put them in direct Harm.
- You pillage their thoughts and feelings, ask a question and you will get a true answer.

When you spend Hold and choose, they must either submit or take 2 Harm, ignoring Shields and Armor.

✔ TK MASTER

Requires Telekinetic Force

Add the following options to choose from for Telekinetic force:

- You activate or manipulate a simple device or switch.
- You cause the target 2 Harm.

✔ FURY UNLEASHED

When you engage in vicious hand to hand combat and roll a 10+ for Firefight, choose 1 extra option.

✔ POWER BOMB

When you lob a Grenade, on a 7+ you may spend 1 Storm to double its Harm or Damage.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You hear news of someone in the system who shares your past, a survivor or fellow experiment.
- You gain an extra slot in Storm.
- Someone dangerous and related to your past is closing in on you, with ill intent.
- You are given an opportunity for revenge, but risk harm against yourself, or alienating those you care about.
- Someone that gave you succor when you were hurt has been captured by your enemies.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you learn of the location of the seat of power for the perpetrators of your tragedy. When you charge in to destroy them once and for all, roll+ Volatile.

On a 10+, you manage to destroy them, but you suffer severe wounds that force you to retire to a quiet life.

On a 7-9, you unleash your power and annihilate them, at the cost of your own life.

On a 6-, they kill you, but are scattered and destabilized.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR TEMPEST

NAME

Choose 1 or make your own:

Jaq, Vex, Trill, River, Zed, Ember, Storm, Vile, Rana, Slam, Blackout, Hammer, Bull, Storm

DESCRIPTION

Choose Pronouns & up to 4:

Wild, Twitchy, Expressive, Unconventional, Sexy, Modified, Augmented, Hot-Blooded, Violent, Aggressive, Stormy

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [PC] gets under my skin, I want to show them I'm better than they think.
- [PC] has seen me at my most vulnerable. I'll make sure they never tell anyone what they saw.
- I can't help my feelings for [PC], but I can't let them know.
- [PC] is the only one that can calm me down. I want to be closer to them.
- [NPC/Group] ruined my life, I will see them all destroyed.
- [Group] calls me a criminal and a monster, they won't stop hunting me.
- My powers cause me extreme pain, and there is very little that helps me manage it.
- I am at the mercy of my [Fear/Rage/Despair], and must struggle against its impulses.

WARHORSE

SCARRED VETERAN, WEARY SOLDIER, STALWART FIGHTER.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE Firefight Skirmish Interrupt	CALCULATING Acquire Target Share Expertise Scope It Out	SLICK Act Quick Manipulate	STALWART Recover Keep Your Cool Assist	ALIEN Into The Abyss Assaulted by the Abyss
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HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

✔ JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

✔ I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

✔ I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

✔ I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

✔ I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:



When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Warhorse Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- Assault Rifle: 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear
- Melee Weapon: 2 Harm, Skirmish, Silent, Basic Gear
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- Sniper Rifle: 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping
- Grenades: 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal
- Body Armor: Absorb 2, Conspicuous, Basic Gear
- Shields: Absorb 1, Discharge, Advanced Gear
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- Mercenary License: Trinket
-

SIGNATURE MOVE

You start with this Move.

JUGGERNAUT

✔ DISCHARGED

When you move forward unflinching towards a goal through an immediate danger or hazard that others cower from, Discharge this Move and roll+Stalwart. On a 10+ you are unstoppable, choose 2. On a 7-9, weariness creeps in at the edges, mark 1 Stress and choose 1.

- If you take Harm, take -1 Harm.
- You clear or uncover a way through for an ally. They have Advantage going forward to following you.
- You unquestionably reach your goal.

BACKGROUND - WAR JOURNAL

Your history is a long bloody list of battles and death. Choose one:

✔ WAR ETERNAL

You come from a culture that has been embroiled in a bitter internal conflict for generations. When you encounter someone from your culture, you will immediately know which force they are from and how you can push at them to gain support or lose their cool. You have Advantage when you Intimidate or Manipulate them.

✔ WARDENS

You and your people have stood against an external threat for decades. You are an expert on this threat. When you Share Expertise on the threat, you have Advantage. In addition to the roll, you can always describe a fact about the Threat that makes them dangerous.

My people have stood between civilization and the _____ for decades.

WARHORSE MOVES

When you have 5 XP and choose to gain a Warhorse Move, select one of the Moves below.

HEAVY ARSENAL

You have a unique, very destructive heavy weapon with limited ammo, give it a name and describe it. **When you fire your heavy weapon**, reduce its ammo by 1, and in addition to any Harm or other effects that you select, choose one of the following:

- An object or area is destroyed.
- Someone has to take you seriously and will back off or escalate.
- A system or device is shut down or damaged.

NAME:	
RANGE 1:	
RANGE 2:	
3 HARM	AMMO: 

GUNNER

When you fire a ship or vehicle weapon, you have Advantage.

BATTLE COMMANDER

When you roll Recover, you may choose the following as one of the options on the list:

- Give an ally an order. They have Advantage going forward if they follow the order.

ADRENALINE RUSH

When you flood your system with adrenaline in a tense or dangerous situation, Discharge this Move and roll+Stalwart. **On a 10+**, hold 2. **On a 7-9**, hold 1. While you're still in danger, you may spend hold, 1 for 1 on the following:

- Ignore any negative effects or modifiers caused by Harm you have marked for 1 roll.
- Perform an incredible athletic feat.
- Add your Volatile modifier to the Harm you deal for one attack.

WALKING TANK

You ignore the clumsy tag on Armor.

COVERING FIRE

When you roll Firefight, **On a 10+**, you give an ally an opportunity to change position or get into cover. They have Advantage going forward to their next action.

SHIELD PLATFORM

When you deploy your Shield Platform, spend 1 use of a Grenade. The Shield Platform creates a barrier that provides cover. It cannot be moved. It dissipates when it takes 5 Harm, or when a Scene ends.

STOIC WALL

When you stand defiant to defend another from violence or Harm, Discharge this Move and roll+Stalwart. **On a 10+**, hold 3. **On a 7-9**, hold 2. While you still stand in defense of them, you can spend hold, 1 for 1, on the following:

- Redirect an attack from that which you defend to yourself.
- Reduce the attacker's attack by 1 Harm.
- Open up the attacker to an ally, giving that ally Advantage going forward against the attacker.

SHIELD:

DISCHARGED

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- A group of comrades arrive to help end a violent conflict, before moving on.
- You have hunted down a lead on some heavy duty armor—Power Armor or a Battleframe—but getting your hands on it is going to be costly, illegal, and dangerous.
- Your great war comes to the local sector or escalates.
- You are given an opportunity for a great victory, at the cost of a part of your body: an eye, a limb, etc.
- Your allies in the war are under siege and call for reinforcements: you.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, your enemy in the war corners you with overwhelming odds. When you brace yourself for your last stand, roll+Stalwart.

On a 10+, you survive against all odds, and must return to the front lines of your war, over a mountain of your enemies' corpses.

On a 7-9, you manage to defeat them, but your wounds are severe. You retire or succumb to your injuries shortly after the battle.

On a 6-, you are overwhelmed, but charge a heavy cost for your death.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR WARHORSE

NAME Choose 1 or make your own:
Thrax, Shen, Bastion, The Wall, Valik, Handen, Mei, Phasral, Malcolm, Desen, Harric, Grunt

DESCRIPTION Choose Pronouns & up to 4:
Heavy Build, Scarred, Rugged, Weary, Calloused, Hard, Stern, Stoic, Grim, Imposing, Compassionate

APPROACHES Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [PC]'s morality will make them hesitate at the wrong time. When they do, I won't.
- [PC] and I have seen all of each others' scars. That's a sacred bond.
- [PC] is like a child to me. I'll teach them to be strong.
- I'll protect [PC] from anything, even themselves.
- I often drown myself in [Vice] to dull the scars on my soul.
- War has numbed me to suffering, whether it's my own or someone else's.
- I have an unsettled score with [NPC/Group].
- I have fought alongside [NPC] for years, I will always come to their aid.

SMUGGLER

NAME:

LOOK:

DEBT AND YOUR CREDITOR:

PAYMENTS:

CREDITOR:

DISPOSITION:

DEBT: 

Your starting Debt is 20 Payments. Write this figure in your Ship's Payments panel. Describe your Creditor and what makes them dangerous. Your Creditor's Disposition starts at Neutral, 0.

When you complete a Contract or an Episode Strain, Mark 1 Burn in the Debt Fuse. When the Debt Fuse is full, reduce your creditor's Disposition by 1, and your Creditor comes looking for you. The SM will tell you one of the following:

- They make an example of a Crew Member and try to break a few limbs.
- They insist you take a Contract for them, free of charge.
- They attempt to seize an asset as collateral until you pay.
- They sell your location to someone that wants to find you.

MAINTENANCE

CLEAR 
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark off one of the options below for each point of Damage your Ship suffers. When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT SPOT REPAIRS

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH SPOT REPAIRS

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT SPOT REPAIRS

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

SMUGGLER SHIP MOVES

DRILL-SPACE DRIVE

When you drill through Normal Space into Drill-Space to travel to a neighboring or local star system, roll+Alien. On a 10+, you get there with no complications. On a 7-9, you must waste precious time dropping out of Drill-Space in between the stars to let the drive cool down as events continue without you. The SM will mark an Episode Burn. On a 6-, you're out in the black for longer than anyone should be. The SM marks 1 Episode Burn, and each Crew Member suffers 1 Stress from cabin fever and low supplies by journey's end.

SILENT RUNNING

When you engage your ship's Stealth Systems to avoid detection, roll+Slick. On a 10+, choose 1. On a 7-9, choose 1, but Discharge your Stealth Systems. You can't roll this Move again until you recharge your Stealth Systems.

- You move past hostile scans or searches without detection.
- You get the drop on an unsuspecting enemy.
- You open up an opportunity to escape.

Any aggressive action while using your Stealth Systems reveals your location.

CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. On a 10+, choose 1. On a 7-9, choose 2. On a 6-, either you can't find anyone, or the SM chooses 1, and the person you find is probably going to screw you over first chance they get.

- It'll take time to get what you want.
- They want to spend some quality time with you.
- It'll cost you something in return.
- Your reputation will take a hit, you have Disadvantage going forward to roll Connected.

SHIP PAYMENT - PAYDAY

When your Crew successfully completes a Contract and collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- You keep the wolves at bay. Reduce Debt by 1 and reset the Debt Fuse.
- You pay the maintenance costs for your ship. Reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You purchase an Upgrade for your Ship.
- You go shopping for a new Vehicle, roll Test Drive.
- You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.
- You divide the spoils for some walking around money, each Crew Member rolls on Hey Big Spender.

After you've made your selections and resolved any follow-up moves, you're broke again and need to find more work.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SMUGGLER SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

✓✓✓ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

✓ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

✓ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

✓ ATTACHED TRANSPORT SHUTTLE

1 Upgrade, 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous

A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

✓✓✓ STEALTH SYSTEMS

3 Upgrades, Discharge

Emission tanks, heat sinks, and refractive plating make your ship invisible to other ships sensors, allowing your ship to hide or slip by unnoticed. **When you engage your Stealth Systems, roll Silent Running.**

✓ TETHER

1 Upgrade Crash, Dogfighting, Hold Off, Broadside

The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. When you need to connect to or reel in an external object, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

DAMAGE: ✓✓✓

✓ SHIELDING

1 Upgrade, Discharge

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✓ MOUNTED TURRET

1 Upgrade, 1 Damage, Crash, Dogfighting, Broadside, Discharge

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

✓ LASERS

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✓ MISSILES

1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

✓ PLASMA CANNON

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

✓ EMERGENCY OVERRIDES

1 Upgrade

When you ignore safety protocols to relay power from essential systems to immediately ready a Discharged Module while you are in open danger, roll+Maintenance. On a 10+, the lights flicker for a moment, ready a Discharged module. On a 7-9, safety protocols are implemented for a good reason, ready a Discharged Module and choose one.

- *It's hard on ship systems, mark 1 maintenance Fuse.*
- *Something breaks, mark 1 Damage.*
- *A power surge or overload injures you, take 2 Harm.*

✓ DISCHARGED

✓ DISCHARGED

✓ DISCHARGED

✓ DISCHARGED

BAYS & PASSENGERS

You start with a Standard Cargo Bay and Hidden Compartments. You may purchase Passenger Quarters as a Ship Upgrade. This does not count towards your Modules installed.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When your ship is scanned or searched, anything in the Hidden Compartments will not be found.

✓ PASSENGER QUARTERS:

1 Upgrade

Passenger Quarters are spaces designed to accommodate the basic needs of a group of passengers during transit. Although these quarters don't offer the height of luxury, they provide adequate places to live during their passengers' stay.

PREDATOR

NAME:

LOOK:

NEMESIS & FEUD

Your mercenary group has a Nemesis. Personal or professional, you have irreconcilable differences with another group, and any encounter between the two of you is sure to break out into open violence.

Describe your Nemesis. The SM will detail them as a Hostile Group.

NEMESIS:

FEUD: 

When you complete a Contract or an Episode Strain that interferes with your Nemesis, Mark 1 Burn in the Feud Fuse. When the Feud Fuse is full, a violent encounter with your Nemesis is imminent. The SM will tell you one of the following:

- They make an example of a Crew Member and try to break a few limbs.
- They come after a Friendly or Bonded NPC or group hard. An ally will die if you don't act.
- They take control of territory or collateral you had claim to.

MAINTENANCE

CLEAR 
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark off one of the options below for each point of Damage your Ship suffers. When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

SPOT REPAIRS

SPOT REPAIRS

SPOT REPAIRS

PREDATOR SHIP MOVES

SUBSPACE DRIVE

When you plot a course to a star system within Distant range and engage your subspace drive, roll+Alien. On a 10+ you get there on time and without any complications. On a 7-9, you get there, but choose 1. On a 6-, you get there, but both.

- *Trouble has caught up with you, the SM will tell you what.*
- *Your ship sustained 1 Damage during the trip.*

CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. On a 10+, choose 1. On a 7-9, choose 2. On a 6-, either you can't find anyone, or the SM chooses 1, and the person you find is probably going to screw you over first chance they get.

- *It'll take time to get what you want.*
- *They want to spend some quality time with you.*
- *It'll cost you something in return.*
- *Your reputation will take a hit, you have Disadvantage going forward to roll Connected.*

SHIP PAYMENT - BLOOD MONEY

When your Crew successfully completes a Contract and collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- *You put distance between your Ship and your Nemesis, reduce Feud by 1.*
- *You pay the maintenance costs for your ship. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You purchase an Upgrade for your Ship.*
- *You go shopping for a new Vehicle, roll Test Drive.*
- *You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.*
- *You divide the spoils for some walking around money, each Crew Member rolls on Hey Big Spender.*

After you've made your selections and resolved any follow-up moves, you're broke again and need to find more work.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

PREDATOR SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

✔✔✔ REDUNDANT SYSTEMS

DAMAGE: ✔✔✔

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

✔ TARGETING COMPUTER

1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

✔ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

✔ ARMORED VEHICLE

1 Upgrade, 2 Hits, +Reliable +Armored, +Equipped 1, -Flashy -Sluggish

You have a small vehicle bay just big enough for the armored vehicle inside it. You may use it to get from point A to point B in hostile locations. The vehicle is of large, military design and is going to attract attention in Civilian areas.

✔ OVERCHARGE

DISCHARGED

1 Upgrade, Discharge

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

✔ SHIELDING

DISCHARGED

1 Upgrade, Discharge

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✔ MOUNTED TURRET

DISCHARGED

1 Upgrade, 1 Damage, Crash, Dogfighting, Broadside, Discharge

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

✔ LASERS

DISCHARGED

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✔ MISSILES

1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

✔ PLASMA CANNON

DISCHARGED

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

✔✔✔ RAILGUN

3 Upgrades, 4 Damage, Engaged, Cannonading, Penetrating

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

✔ EMERGENCY OVERRIDES

1 Upgrade

When you ignore safety protocols to relay power from essential systems to immediately ready a Discharged Module while you are in open danger, roll+Maintenance. On a 10+, the lights flicker for a moment, ready a Discharged module. On a 7-9, safety protocols are implemented for a good reason, ready a Discharged Module and choose one.

- *It's hard on ship systems, mark 1 maintenance Fuse.*
- *Something breaks, mark 1 Damage.*
- *A power surge or overload injures you, take 2 Harm.*

BAYS & CREW:

You start with a Standard Cargo Bay, Squadron Bay, Barracks, and Rec Suite may be purchased later, each for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

✔ SQUADRON BAY:

3 Upgrades

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give names to a few notable squad members, and if one of the player characters isn't the squadron leader, create a leader NPC.

- *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm*

✔ BARRACKS:

1 Upgrade

You have a barracks with a squad of well-trained soldiers. Describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the squad. If the squad isn't led by a PC, create a leader NPC.

- *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm*

✔ REC SUITE:

1 Upgrade

The Rec Suite is an onboard bar, exercise & sports arena, or holo-suite where your Crew may enjoy their off-duty hours while away from home. Any NPC Crew or squad gains the +Loyal tag, and Crew Members may spend their Downtime relaxing with another Crew Member and remove 2 Stress instead of 1.

VANGUARD

NAME:

LOOK:

DUTY & RANK

Your Organization commands you, and you have a duty to them. As a group of semi-autonomous Specialists, your Crew will be given missions by your Organization that furthers their agenda, purpose, or duty.

DUTY:

RANK:

Describe your Organization and their purpose. The SM will detail them as a Bonded (+2) Group. Your Crew starts at Rank -1.

ORGANIZATION:

When the Duty Clock is full, increase your Rank by 1, to a maximum Rank of +3. **When you fail a mission set by your Organization**, the SM will tell you one of the following:

- *Your failure has affected many in your Organization, and your reputation takes a hit. Reduce your Organization's Disposition by 1.*
- *Your failure goes on your permanent record. Reduce Duty by 1. If your Duty is at 0, reduce Rank by 1 to a minimum rank of -1.*

MAINTENANCE

CLEAR
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. **When the Maintenance Fuse is full**, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. **When your ship takes Damage and there are no options to mark off**, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT SPOT REPAIRS

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH SPOT REPAIRS

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT SPOT REPAIRS

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

VANGUARD SHIP MOVES

HYPERDRIVE

When you power up your Hyperdrive to jump to a Remote or closer star system, roll+Alien. **On a 10+**, you travel with no complications. **On a 7-9**, you get there, but it's a rough ride. Choose 1. **On a 6-**, you get there, but the SM chooses 2:

- *You have to maneuver and work the drive hard to avoid the worst hyperspace turbulence, Mark 1 Maintenance.*
- *You don't come out exactly where you expected.*
- *Your ship sustained 1 Damage, Penetrating during the trip.*
- *You've picked up an unlikely passenger.*
- *The SM asks each Crew Member a question from The Abyss Stares Back.*

CHAIN OF COMMAND

When you give your subordinate(s) a command they are disinclined to follow, or that puts them into direct danger, roll+Stalwart.

IF THEY ARE AN NPC:

On a 10+, choose 3. **On a 7-9**, choose 2:

- *They will do their duty to the best of their ability.*
- *They don't get hurt or killed.*
- *You don't have to make an example of someone.*
- *You won't have to pay for it later.*

IF THEY ARE A PC:

On a 10+, choose 2. **On a 7-9**, choose 1:

- *They mark XP if they do it.*
- *They have to Keep Their Cool to disobey your Order.*
- *They have Advantage going forward to follow your Order.*

SILENT RUNNING

When you engage your ship's Stealth Systems to avoid detection, roll+Slick. **On a 10+**, choose 1. **On a 7-9**, choose 1, but Discharge your Stealth Systems. You can't roll this Move again until you recharge your Stealth Systems.

- *You move past hostile scans or searches without detection.*
- *You get the drop on an unsuspecting enemy.*
- *You open up an opportunity to escape.*

Any aggressive action while using your Stealth Systems reveals your location.

SHIP PAYMENT - MISSION COMPLETE

When your Crew successfully completes a Mission and is debriefed by their superiors, roll+Rank.

On a 12+, your superiors are extremely impressed, choose 4.

On a 10-11, you are commended for your service, choose 3.

On a 7-9, your work is recognized, choose 2.

On a 6-, Your failures are focused on, or someone else steals your glory. Choose 1, or choose 2 and a confrontation with a rival within your Organization.

- *You make the right connections within your Organization, increase Duty by 1.*
- *You bring your ship in for service. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You requisition an Upgrade for your Ship.*
- *You requisition a new Vehicle, roll Test Drive.*
- *You collect your Salary and have off-duty time to spend it, each Crew Member rolls on Hey Big Spender.*

After you've made your selections and resolved any follow-up moves, You've used up your off-duty time, and another mission awaits.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. **On a 10+**, you make it, hungry, cold and tired. **On a 7-9**, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. **On a 6-**, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

VANGUARD SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

✓✓✓ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

✓ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

✓ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

✓ RESEARCH LAB

1 Upgrade

A high-tech lab equipped with advanced equipment and databanks for studying unusual phenomena and experimenting with exotic materials. **When trying to solve a scientific mystery or conundrum in the Research Lab** you have Advantage.

In addition, **if you use the Research Lab to spend time working on a Personal Project that involves advanced or experimental science**, mark an extra Tick.

✓✓ ARMORY

2 Upgrades

An installed Armory not only accommodates the Crew's Gear, but is equipped with an advanced matter configuration system that can replicate Gear based on blueprints. If one Crew Member owns a piece of Basic, Advanced, Specialist, or Illegal Gear, anyone may choose it in their Loadout.

✓✓✓ STEALTH SYSTEMS

3 Upgrades, Discharge

Emission tanks, heat sinks, and refractive plating make your ship invisible to other ships' sensors, allowing your ship to hide or slip by unnoticed. **When you engage your Stealth Systems**, roll Silent Running.

DAMAGE: ✓✓✓

✓ TARGETING COMPUTER

1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

✓ SHIELDING

1 Upgrade, Discharge

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✓ LASERS

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge.

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✓ MISSILES

1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

✓ PLASMA CANNON

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

✓✓✓ RAILGUN

3 Upgrades, 4 Damage, Engaged, Cannonading, Penetrating

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

✓ OVERCHARGE

1 Upgrade, Discharge

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

✓ DISCHARGED

✓ DISCHARGED

✓ DISCHARGED

✓ DISCHARGED

BAYS & CREW:

You start with a Vehicle Bay and Crew Quarters. You may purchase a Squadron Bay and Barracks later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

VEHICLE BAY:

Your vehicle Bay starts with 1 of the following Vehicles, and you may store Vehicles you gain later in your Vehicle Bay. You may have more than 1 of each Vehicle type.

- *Speeder: 1 Hit, +Responsive, +Speedy, -Fragile, -Cramped*
- *Passenger Vehicle: 1 Hit, +Reliable, +Inconspicuous, +Spacious, -Fragile*
- *Military Vehicle: 2 Hits, +Reliable +Armored, +Equipped 1, -Sluggish*
- *Shuttle: 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous*

✓✓✓ SQUADRON BAY:

3 Upgrades

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give names to a few notable squad members, and if one of the player characters isn't the squadron leader, create a leader NPC.

- *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm*

CREW QUARTERS:

You have a section of the ship dedicated to the living and recreational requirements for 15 to 20 crew members who operate and maintain the ship. Describe them.

- *Crew: Disciplined, Trained, Naive, 20 Health, 1 Harm*

✓ BARRACKS:

1 Upgrade

You have a barracks with a squad of well-trained soldiers. Describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the squad. If the squad isn't led by a PC, create a leader NPC.

- *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm*

MARRAUDER

NAME:

LOOK:

CRIME & INFAMY

As a pirate ship, you are infamous for breaking the law and attacking the innocent, whether that reputation is justified or not. As such, you are wanted by a powerful agency of galactic law.

Describe the nature of your Crew's criminal reputation, and why civilized space hates and fears you. **When you complete a Contract or Episode Strain that brings your Crimes to the attention of others**, mark the Crime Fuse.

REPUTATION:

CRIME:

INFAMOUS

When you complete a Contract or Episode Strain that reinforces your criminal Reputation, increase your Crime Fuse by 1. **When your Crime Fuse is full**, erase all checks, and mark Infamous.

When you roll The Crew Is Back In Town while Infamous is checked, you have Disadvantage.

MAINTENANCE

CLEAR
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. **When the Maintenance Fuse is full**, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. **When your ship takes Damage and there are no options to mark off**, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT SPOT REPAIRS

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH SPOT REPAIRS

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT SPOT REPAIRS

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

MARRAUDER SHIP MOVES

FOLD-SPACE DRIVE

When you activate the Fold-Space Drive and travel to an Extreme or closer system, roll+Alien. **On a 10+**, you made it out! Choose 1. **On a 7-9**, that was a very close call, choose 2 :

- *The ship has been invaded, infested, or infected by something.*
- *It was hard on the ship, your ship suffers 1 Damage, Penetrating.*
- *You work your ship's systems harder than you should, mark 1 Maintenance.*
- *Everyone is troubled by hallucinations, visions, or strange dreams. All Crew Members roll Into the Abyss.*

CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. **On a 10+**, choose 1. **On a 7-9**, choose 2. **On a 6-**, either you can't find anyone, or the SM chooses 1, and the person you find is probably going to screw you over first chance they get.

- *It'll take time to get what you want.*
- *They want to spend some quality time with you.*
- *It'll cost you something in return.*
- *Your reputation will take a hit, you have Disadvantage going forward to roll Connected.*

SHIP PAYMENT - PIECES OF EIGHT

When your Crew successfully completes a Contract or a Raid and sells their spoils or collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and a Crew Member has been put in lockup for an inconvenient length of time, advance an Episode Strain by 1.

- *You pay fines or frame someone else for your crimes. Uncheck Infamous and reset the Crime Fuse.*
- *You pay the maintenance costs for your ship. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You purchase an Upgrade for your Ship.*
- *You go shopping for a new Vehicle, roll Test Drive.*
- *You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.*
- *You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.*

After you've made your selections and resolved any follow-up moves, you're broke again and need to find more prey.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. **On a 10+**, you make it, hungry, cold and tired. **On a 7-9**, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. **On a 6-**, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

✓✓✓ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

✓ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

✓ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

✓ TETHER

1 Upgrade *Crash, Dogfighting, Hold Off, Broadside*

The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. **When you need to connect to or reel in an external object**, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

✓ MOUNTED TURRET

1 Upgrade, 1 Damage, *Crash, Dogfighting, Broadside, Discharge*

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

✓ DISCHARGE

1 Upgrade, 1 Damage, *Crash, Dogfighting, Broadside, Discharge*

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

DAMAGE: ✓✓✓

✓ TARGETING COMPUTER

1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

✓ SHIELDING

1 Upgrade, *Discharge*

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✓ DISCHARGED

1 Upgrade, *Discharge*

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✓ LASERS

1 Upgrade, 1 Damage, *Broadside, Engaged, Cannonading, Discharge*

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✓ DISCHARGED

1 Upgrade, 1 Damage, *Broadside, Engaged, Cannonading, Discharge*

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✓ MISSILES

1 Upgrade, 2 Damage, *Broadside, Engaged*

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

✓✓✓ RAILGUN

3 Upgrades, 4 Damage, *Engaged, Cannonading, Penetrating*

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

✓ OVERCHARGE

1 Upgrade, *Discharge*

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

✓ DISCHARGED

1 Upgrade, *Discharge*

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

BAYS & CREW:

You start with a Standard Cargo Bay and Crew Quarters. You may purchase Hidden Compartments and a Brig later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

1 Upgrade

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When your ship is scanned or searched, anything in the Hidden Compartments will not be found.

CREW QUARTERS:

You have a section of the ship dedicated to the living and recreational requirements for 15 to 20 crew members who operate and maintain the ship. Describe them.

• *Crew: Disciplined, Trained, Naive, 20 Health, 1 Harm*

✓ BRIG:

1 Upgrade

Your Brig can securely hold any prisoners you have. It's exceptionally cramped and uncomfortable, but its inhabitants will live—for a while, at least.

GEAR TAGS

Tags for Gear give insight into how they behave both mechanically and Fictionally. You can use these tags as a starting point for making your own tags.

TIER TAGS

- **Basic Gear:** It's inexpensive and ubiquitous equipment, easily purchased.
- **Advanced Gear:** It's reasonably priced and easily purchased.
- **Illegal:** Purchasing and possessing it is illegal in most lawful societies.
- **Specialist Gear:** It's expensive or high-tech, and hard to find.
- **Rare:** It's hard to find and requires knowing the right people to hunt one down. Unless you gain this through your Playbook, check with the SM before taking it.

RANGE TAGS

- **Skirmish:** Cramped, chaotic exchange of physical blows & small arms fire.
- **Firefight:** Moving from cover to cover, exchanging fire.
- **Sniping:** Precise long distance strikes, tense games of hide and seek.

WEAPON TAGS

- **AP:** It ignores personal Armor on people, and the Armored tag on vehicles.
- **Area:** It affects an area, and anyone in the area.
- **Drain:** It blows out the target's technology, making it useless until repaired.
- **Forceful:** It can knock someone back a pace, maybe even off their feet.
- **Full Auto:** You may choose to Discharge your weapon to deal your Harm to two targets.
- **Messy:** It's particularly destructive, ripping people and things apart. You don't have fine control over what you hit.
- **N Ammo:** Each time the weapon is used, reduce Ammo by 1. When you have 0 Ammo, you cannot fire it.
- **N Damage:** It does N Damage to ships and vehicles when it hits.
- **N Harm:** It causes N Harm to its target.
- **Reload:** It requires reloading after each use.
- **Silent:** The weapon can be used silently.
- **Stun:** If you deal the killing blow with this weapon, you may choose to incapacitate your target instead of killing them.

OTHER TAGS

- **Compact Vehicle:** It's a vehicle that can be driven, rode, or flown. It doesn't require a Vehicle Bay to store, you could keep it in your quarters.
- **Concealed:** It can be hidden on your person and will not be detected through searching or sensors.
- **Conspicuous:** It's obvious and very hard to hide.
- **Discharge:** If it's a Move, it's Discharged when it's used. If it's a weapon, Gear, vehicle equipment, or ship module, it's Discharged when a Move says. If it's Shields, it's Discharged when it absorbs Harm.
- **Expires:** You only have it for your next Contract. After that, it's Expired for good.
- **Mod:** It's a permanent Modification to your body. You cannot unequip it, and it does not use a Gear slot.
- **N Uses:** Each time the item is used, reduce its uses by 1. When you have 0 Uses left, it's Expended and cannot be used.
- **Trinket:** It doesn't use up a Gear slot when you use it.

ARMOR AND SHIELDS TAGS

- **Absorb N:** It can absorb up to N points of Harm or Damage from a single source and is then Discharged if it has the Discharge tag, or Damaged if it does not.
- **Clumsy:** It's noisy and awkward to Move around with. You have Disadvantage to any Move that requires stealth, dexterity, or finesse ongoing while using it.

STATUS TAGS

- **Damaged:** Use a Tactical Pack and 5 minutes of peace to repair this item.
- **Discharged:** This item/Move can be recharged as an option when you roll Recover, or at the end of a Scene.
- **Expended:** This item can be restocked when you have access to supplies.

GEAR

GEAR LISTS

BASIC GEAR: INEXPENSIVE AND EASILY ACQUIRED.

- **Melee Weapon:** 2 Harm, Skirmish, Silent, Basic Gear
- **Liquid Assets:** 3 uses, Expires, Basic Gear; You've saved some walking around cash. While on your next Contract, expend a use to offer a bribe as leverage or pay for a service. Liquid Assets expire at the end of the Contract, whether you spent them all or not.
- **Pistol:** 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- **Scanner:** 3 uses, Basic Gear; When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope It Out.
- **Body Armor:** Absorb 2, Conspicuous, Basic Gear
- **Vacsuit:** 3 uses, Clumsy, Conspicuous, Basic Gear; A sealed suit rated for vacuum and poisonous atmospheres. It can carry 6 hours of breathable atmosphere for the user.
- **Virtual Interface:** Discharge, Mod, Basic Gear; Requires extensive surgery to implant. See Modifications for more detail.

ADVANCED GEAR: EXPENSIVE BUT READILY AVAILABLE.

- **Assault Rifle:** 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear
- **Shields:** Absorb 1, Discharge, Advanced Gear
- **Prosthetic Gear:** Mod, Advanced Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Sensor Pack:** Discharge, Mod, Advanced Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Shotgun:** 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- **Tactical Pack:** 3 Uses, Advanced Gear; Mark off a use to choose 1 option from the Tactical Pack list.

BLACK MARKET: EXPENSIVE AND ILLEGAL OR CONTROLLED.

- **Chameleon:** Discharge, Mod, Illegal; Requires extensive surgery to implant. See Modifications for more detail.
- **Grenades:** 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal
- **Missile Launcher:** 4 Harm, 2 Damage, 2 Ammo, Firefight, Area, AP, Forceful, Conspicuous, Messy, Illegal
- **Sniper Rifle:** 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping
- **Tactical Cloak:** Discharge, Illegal

SPECIALIST GEAR: EXPENSIVE AND HIGH TECH.

- **Hard Skin:** Mod, Specialist Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Redundant Organs:** Discharge, Mod, Specialist Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Super Reflexes:** Discharge, Mod, Specialist Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Super Strength:** Discharge, Mod, Specialist Gear; Requires extensive surgery to implant. See Modifications for more detail.
- **Nano Blade:** 3 Harm, Skirmish, Silent, Specialist Gear
- **Remote Drone:** Discharge, Specialist Gear; Discharge and roll+Calculating to activate you remote drone.
- **Speeder:** 1 Hits, 1 Crew, Fragile, Inconspicuous, Tight, Compact Vehicle, Specialist Gear

RARE GEAR: UNIQUE, EXTREMELY EXPENSIVE, NEARLY IMPOSSIBLE TO FIND.

- **Mystic Weapon:** 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare
- **Power Armor:** Absorb 4, Discharge, Clumsy, Conspicuous, Rare; Discharge to perform a superhuman physical feat of strength or resilience.
- **Battleframe:** 1 Hit, 1 Crew, Discharge, +Armored, +Equipped 1, -Cramped, -Flashy, Compact Vehicle, Rare

TEST DRIVE

When you go to the scrap dealers and vendors of vehicles looking for a deal on a particular type of Vehicle, say what you're looking for and either take it as-is or roll+Slick. On a 12+, you find a superb example of engineering, or get a customized vehicle. Make 2 enhancements. On a 10+, it's better than average, make 1 enhancement. On a 7-9, it's serviceable, take it as-is. On a 6-, you had to take what you could get, make 1 Compromise.

When you make an Enhancement, add a +Strength, or remove a -Weakness, as established.

When you make a Compromise, remove a +Strength, or add a -Weakness, as established.

- *Speeder: 1 Hit, +Responsive, +Speedy, -Fragile, -Cramped*
- *Passenger Vehicle: 1 Hit, +Reliable, +Inconspicuous, +Spacious, -Fragile*
- *Military Vehicle: 2 Hits, +Reliable +Armored, +Equipped 1, -Sluggish*
- *Shuttle: 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous*
- *Fighter: 3 Hits, +Responsive, +Speedy, +Spacefaring, +Equipped 1, -Cramped*
- *Armature: 3 Hits, +Responsive, +Spacefaring, +Equipped 2, -Ponderous -Cramped*

N HITS

Hits show how much Damage a vehicle can take before it's destroyed or breaks down. If you make an Enhancement, you may choose to give the vehicle +1 Hit.

LOOK

You may describe your vehicle's look with a few words. Here are some examples.

Rusty, Dented, Grimy, Well-Worn, Scorched, Battle-Scarred, Refurbished, Mismatched, Clunky, Ugly, Industrial, Blocky, Rough, Shiny, Immaculate, Chromed, Pristine, Fancy, High-Tech, Sleek, Angular, Predatory, Vicious, Organic

VEHICLE EQUIPMENT:

- *Autogun: 1 Damage, Crash, Dogfighting, Discharge*
- *Cannon: 2 Damage, Dogfighting, Hold Off, Discharge*
- *Seekers: 3 Damage, 3 ammo, Guided, Hold Off*
- *Sandthrower: 2 Damage, Crash, Explosive*
- *Shielding: Discharge; You may Discharge your Shield to absorb an attack.*
- *SWARM Missiles: 1 Damage, 2 ammo, Area, Explosive, Hold Off*

VEHICLE EQUIPMENT TAGS:

- *Area: It hits everything within Crash range of its target.*
- *Crash: The crunch and smash of vehicles crashing into each other.*
- *Dogfighting: Maneuvering and dogfighting, jostling for the perfect shot.*
- *Discharge: If it's a Move, it's Discharged when it's used. If it's a weapon, Gear, vehicle equipment, or ship module, it's Discharged when a Move says. If it's Shields, it's Discharged when it absorbs Harm.*
- *Explosive: It explodes, destroying individuals and structures within its blast radius.*
- *Guided: You have Advantage when firing at a ship or vehicle.*
- *Hold Off: They're circling from far off, keeping their enemies at bay.*
- *N Ammo: It can be fired N times before you run out of ammo for it.*
- *N Damage: It does N Damage to ships and vehicles when it hits.*



+STRENGTHS AND -WEAKNESSES

+Strengths and -Weaknesses are tags that signify qualities of a thing like a Vehicle that are true in the Fiction. These Fictional elements will often have mechanical impact on the game; most commonly they will impart Advantage or Disadvantage under certain circumstances. The tags listed below are standard, common ones you can use, but if you customize your vehicle, talk with the SM about custom +Strength, -Weakness, or even Neutral tags that are simple descriptors.

+STRENGTHS

- *+Responsive: It handles well, responding quickly and sharply to its pilot's commands.*
- *+Speedy: It's very fast, easily outdistancing slower vehicles.*
- *+Reliable: It starts when you want and will perform at its peak right up until it's destroyed.*
- *+Armored: It has solid armor that can turn away any amount of small arms fire. You can ram into other vehicles without risking major damage.*
- *+Spacious: It has plenty of room and is comfortable to be in.*
- *+Registered: You legally possess it and have the required documents to show you do.*
- *+Inconspicuous: It's a plain or common vehicle and easily escapes notice.*
- *+Accurate: It has a targeting system that assists with aiming any weapons it has.*
- *+Autonomous: It's a living animal or simple virtual intelligence capable of moving under its own volition based on a set of simple behaviors.*
- *+Spacefaring: It can travel in the vacuum of space, although it doesn't have FTL capabilities.*
- *+Equipped N: It has N pieces of Vehicle weapons & equipment. Select from the Vehicle Equipment list.*

-WEAKNESSES

- *-Sluggish: It's slow to respond or responds sloppily to its pilot's commands.*
- *-Ponderous: It's slower than most vehicles of its type.*
- *-Lemon: It's unreliable and may not start when you want, or may break down at an inopportune moment.*
- *-Fragile: It's susceptible to small arms fire, and doesn't protect its occupants from attack very well.*
- *-Cramped: There isn't a lot of room, it has small and stuffy spaces.*
- *-Stolen: You don't own it, and its owners or the authorities may be looking for it.*
- *-Flashy: It's showy, unusual, or noisy in a way that draws attention.*
- *-Inaccurate: It has unreliable targeting systems, and aiming any weapon is a challenge.*
- *-Skittish: It responds unpredictably in stressful or confusing situations.*

	+STRENGTHS	-WEAKNESSES
1	+Responsive	-Sluggish
2	+Speedy	-Ponderous
3	+Reliable	-Lemon
4	+Armored	-Fragile
5	+Spacious	-Cramped
6	+Registered	-Stolen
7	+Inconspicuous	-Flashy
8	+Accurate	-Inaccurate
9	+Spacefaring	
10	+Equipped N	
11	+Autonomous	
12		-Skittish

Applying a +Strength or -Weakness as established means making sure they don't contradict each other. A vehicle can't be both +Speedy and -Ponderous. Likewise you can't have a +Reliable -Lemon. Strengths and Weaknesses are sorted into contradicting pairs, where it applies in the chart below

SHIP MODULE RANGE TAGS:

- *Area: It hits everything within Crash range of its target.*
- *Crash: The crunch and smash of vehicles smashing into each other.*
- *Dogfighting: Maneuvering and dogfighting, jostling for the perfect shot.*
- *Hold Off: They're circling from far off, keeping their enemies at bay.*
- *Broadside: Heated battle extremely close, within 5 kilometers.*
- *Engaged: Blazing weapons and flashing ship shields, generally between 5 and 20 kilometers.*
- *Cannonading: Long range bombardment, between 20 and 50 kilometers.*

OTHER SHIP MODULE TAGS:

- *Explosive: It explodes, destroying individuals and structures within its blast radius.*
- *Guided: You have Advantage when firing at a ship or vehicle.*
- *N Ammo: It can be fired N times before you run out of ammo for it.*
- *N Damage: It does N Damage to ships and vehicles when it hits.*
- *Penetrating: Ignores Shielding.*
- *Discharge: If it's a Move, it's Discharged when it's used. If it's a weapon, Gear, vehicle equipment, or ship module, it's Discharged when a Move says. If it's Shields, it's Discharged when it absorbs Harm.*

CARGO MOVES

Cargo can be bought and sold or shipped as a way to make some extra funds as your Crew gallivants around the sector on exciting adventures and taking Contracts. The buying and selling of cargo is handled by two moves: Lucrative Exports and Mercantile.

LUCRATIVE EXPORTS

When your Crew hits the markets and exchanges with plenty of money or goods and go looking for cargo to purchase and transport for sale elsewhere, roll+Disposition with the local vendors and contacts.

On a 10+, there's plenty to choose from. Choose 1 and describe it: Valuable Cargo, Contraband Cargo, or Cheap Cargo.

On a 7-9, there's an OK selection. Choose 1 and describe it: Contraband Cargo or Cheap Cargo.

On a 6-, it's slim pickings. You manage to buy some Cheap Cargo, describe it.

MERCANTILE

When you dock in a system with your cargo hold full of goods to sell, roll 2d6.

If you are selling Contraband Cargo, add +1 to the roll.

If you are selling Valuable Cargo, you have Advantage.

On a 10+, it's a good sale, choose 1 from Your Ship Payment Move.

On a 7-9, you can only get paid in kind. Roll Lucrative Exports.

On a 6-, it's a net loss. Either the market was unfavorable or someone blew the profits.

VALUABLE CARGO:

Valuable Cargo is worth a lot to someone. It's worth so much that someone may try to steal it or kill you for it. When you sell Valuable Cargo in a different system than when you bought it, roll Mercantile at Advantage.

Luxury items or goods; rare antiques or artifacts; high quality goods, parts, or supplies; a rare animal; sensitive or valuable information

CONTRABAND CARGO:

Contraband Cargo is illegal. When you are caught with Contraband Cargo by authorities, they may arrest, fine, or attack you, depending on their laws and the kind of Contraband you are carrying. Contraband can only be sold to criminal contacts, but when you sell your Contraband Cargo to a criminal contact, take +1 to your Mercantile roll.

Illicit drugs or software; stolen or looted goods; illegal Modifications or weapons; dirty money or illegally obtained secrets; slaves; stolen or illicit information

CHEAP CARGO:

Cheap cargo is the standard, ubiquitous stuff you can get just about anywhere. It's boring, but no one is likely to kill you for it. When you sell Cheap Cargo in a different system than when you bought it, roll Mercantile.

Common goods, supplies, or parts; simple industrial machinery; cheap, disposable devices or products; common livestock; civilian correspondence

INCIDENTAL MOVES & INFO

GEAR MOVES

TACTICAL PACK

When you rifle through your Tactical Pack for just the right piece of equipment for a situation, mark off 1 use and choose 1:

- *You find just the right piece of mundane equipment for the situation in your pack: a rope, a flashlight, a crowbar, etc.*
- *You repair a piece of equipment or basic technology, or recover 1 Hit on a Vehicle.*
- *First Aid: You heal the "I'm knocked out" Harm on an Ally.*

TACTICAL CLOAK

✔ DISCHARGE

Tags: Discharge, Illegal

A suit that provides optical camouflage through advanced technology. **When you activate your Tactical Cloak to try to escape notice,** Discharge your Tactical Cloak and roll Act Quick at Advantage to lose your pursuers or move a short distance undetected.

REMOTE DRONE

✔ DISCHARGE

Tags: Discharge, Specialist Gear

A small, portable drone with a basic AI that can perform simple tasks. **When you activate your Remote Drone AI,** Discharge this Move and roll+Calculating. **On a 10+,** hold 3. **On a 7-9,** hold 2. Spend hold, 1 for 1, to give it one of the following commands.

- *Attack your target, adding +1 Harm to your attack.*
- *Spend a minute or two hacking a simple system.*
- *Distract a target.*
- *Provide telemetry for its current location.*
- *Pick something up or manipulate a simple device.*

POWER ARMOR

✔ DISCHARGE

Tags: Absorb 4, Clumsy, Conspicuous, Rare

Power Armor is a bulky suit of powered armor that enhances the user's strength and protects them. Power Armor comes in many designs, but it always cuts a hulking, conspicuous figure.

When you use your Power Armor to perform a superhuman feat of strength or endurance, Discharge this move and roll+Stalwart. **On a 10+,** you struggle, but manage to do it. **On a 7-9,** you do it, but the pressure is overwhelming. Suffer 1 Stress.

ACCOMMODATION

Paid accommodation can be found in most populated areas. Some places will only have the most basic options available, from a run-down shack to a coffin-sized sleep pod. But larger settlements and cities will run the full range, up to expensive, opulent hotels.

- *Shabby, unpleasant & cramped: a small amount you have on hand.*
- *Simple & functional: 1 payment from Liquid Assets will get you a few weeks.*
- *Comfortable & spacious: 1 payment from Liquid Assets will get you about a week.*
- *Indulgent and unique: 1 payment from Liquid Assets will get you a few nights.*
- *Opulent & frivolous: 2 payments from Liquid Assets will get you a single night.*

RANGES DESCRIPTIONS

PERSONAL RANGE TAGS:

Personal ranges are the most easily relatable. The sorts of combat described by the three ranges are seen in action films every day. Skirmish is for hand-to-hand combat or firing weapons in cramped spaces or a crowded chaotic melee. Firefight can be quite close or further off, but suggests an even match of skill, firepower, and position. Sniping is for when you are far off and have the drop on your target, or you are hunting for each other and taking long range shots.

- *Skirmish: Cramped, chaotic exchange of physical blows and small arms fire.*
- *Firefight: Moving from cover to cover, exchanging fire.*
- *Sniping: Precise long distance strikes, tense games of hide and seek.*

VEHICLE RANGE TAGS:

There are a lot of vehicle action and combat scenarios, and the Vehicle ranges are designed to reflect those. A high-speed chase most often happens at Crash range, but may fall back to Dogfighting if distance opens up and those involved must dodge obstacles. Dogfighting is a staple of fighter combat inspired by WW2 planes pulling off fancy maneuvers to get the drop on each other. Hold Off is for when a vehicle is trying to keep their distance and bombard their target.

- *Crash: The crunch and smash of vehicles crashing into each other.*
- *Dogfighting: Maneuvering and dogfighting, jostling for the perfect shot.*
- *Hold Off: They're circling from far off, keeping their enemies at bay.*

SHIP RANGE TAGS:

Ship combat is heavily inspired by traditional naval combat, with sweeping turns to try and secure a superior firing angle. Broadside is when you swoop in close and fire everything you have—risking the same from your target. Engaged relies on predicting your enemy's tactics and making course corrections to get a good firing solution. Cannonading is bombarding your enemy from afar, hoping for a lucky shot. Ship ranges mention distances in kilometers because the ranges and speeds for starship combat can be a challenge to comprehend.

- *Broadside: Heated battle extremely close, within 5 kilometers.*
- *Engaged: Blazing weapons and flashing ship shields, generally between 5 and 20 kilometers.*
- *Cannonading: Long range bombardment, between 20 and 50 kilometers.*

SUPER STRENGTH

✔ DISCHARGE

Super Strength: Discharge, Mod, Specialist Gear

Reinforced bones and muscles, skeletal replacement, hydraulic pistons, surgically-grafted exoskeletons or frames, these methods and more can be used to grant an individual super-enhanced strength, allowing them to exert more force and manipulate much heavier objects.

When you use your superhuman strength to do something, Discharge this Modification and roll Keep Your Cool. **When you gain Super Strength**, take one of the following Hooks:

- *I struggle to control my enhanced strength for delicate operation.*
- *Using my enhanced strength leaves me weak afterwards.*
- *My Modification causes me considerable pain.*

SUPER REFLEXES

✔ DISCHARGE

Super Reflexes: Discharge, Mod, Specialist Gear

Accelerated neural pathways, super-efficient carbon fiber muscles, ultralight bone weaves, advanced adrenal networks, all of these systems can provide an individual increased reflexes and super speed, allowing them to react and move at incredible speed for short periods of time. These bursts cannot be maintained and put considerable Stress on the individual. Super Reflexes will often allow for impressive feats like dodging or racing bullets, acting first, or racing somewhere incredibly quickly.

When you use your super speed or reflexes to move quickly or avoid danger, Discharge this Modification, and roll Act Quick at Advantage. **When you gain Super Reflexes**, take one of the following Hooks:

- *My body always needs more Fuel.*
- *Using my enhanced reflexes leaves me exhausted afterwards.*
- *My Modification causes me considerable pain.*
-

SENSOR PACK

✔ DISCHARGE

Sensor Pack: Discharge, Mod, Advanced Gear

The Sensor Pack is a standard optic and auditory pack that allows the individual to see and hear well beyond the normal spectrum. It often includes zoom functionality, recording and playback, along with sound isolation and spectrum switching. Sensor packs can help you notice details others would have no hope of perceiving.

When you use your enhanced senses to gather information others could not perceive, Discharge this Modification and roll Scope It Out at Advantage. **When you gain the Sensor Pack**, take one of the following Hooks:

- *My enhanced senses sometimes overwhelm me.*
- *I can no longer perceive as other do.*
- *My Modification causes me considerable pain.*

MODIFICATIONS

REDUNDANT ORGANS

✔ DISCHARGE

Redundant Organs: Discharge, Mod, Specialist Gear

Your internal organs have been enhanced and replaced with multiple redundant systems, allowing you to compensate for all but the worst radiation, toxins, and infections—even exposure to the vacuum of space. While prolonged exposure will still be lethal, you can withstand exposure for a short time that would kill others immediately.

When you rely on your Redundant Organs to survive a short time in a lethal environment, Discharge this Modification and roll Keep Your Cool. **When you gain Redundant Organs**, take one of the following Hooks:

- *My Modifications set me apart as obviously different from others of my kind.*
- *I feel disconnected and distant to those around me.*
- *My Modification causes me considerable pain.*

HARD SKIN

✔ DISCHARGE

Hard Skin: Mod, Specialist Gear

You have had your skin either enhanced or replaced to withstand incredible force. While your Hard Skin doesn't render you invulnerable, you are able to ignore the ill effects from Harm you suffer, right up until you take too much Harm, and you die. In addition, Damage done by Vehicle weapons (not Ship weapons) is treated as normal Harm to you. **When you gain Hard Skin**, take one of the following Hooks:

- *My Modifications are obvious and alarming.*
- *I no longer enjoy the sense of touch.*
- *My Modification causes me considerable pain.*

VIRTUAL INTERFACE

✔ DISCHARGE

Virtual Interface: Discharge, Mod, Basic Gear

A Virtual Interface is one of the most common and stable Modifications on the market, allowing individuals to directly interact and access virtual systems without the need for a device. At its most basic, a VI is like having a comm built into your mind. More advanced VI Modifications allow direct interface with complex virtual systems and entities as though you were interacting with the real world, allowing for enhanced hacking or information gathering.

When you use your Virtual Interface to interact with computer systems, Discharge this Modification and interact with the system as though it were a real, physical space, triggering moves as you normally would. **When you gain the Virtual Interface**, take one of the following Hooks:

- *I'm addicted to the virtual net.*
- *Everything seems like a virtual game.*
- *I'm not yet used to the information overload from my implant.*

CHAMELEON

✔ DISCHARGE

Chameleon: Discharge, Mod, Illegal

Holoprojectors, smartskin, and camotech make the individual either harder to spot, alter their appearance, or create a display of light and color.

When you activate your Chameleon skin and remain completely still, Discharge this Move, and roll Keep Your Cool at Advantage to avoid detection. **When you gain Chameleon**, take one of the following Hooks:

- *My Modification often betrays my mood.*
- *Using my Modification makes me overheated.*
- *My Modification causes me considerable pain.*

PROSTHETIC GEAR

✔ DISCHARGE

Prosthetic Gear: Mod, Advanced Gear

Prosthetic Gear allows the incorporation of standard Gear, or grants the biological equivalent of certain Gear or weapons to be built into the individual's body. This allows them to have a Melee Weapon, Pistol, or Tactical Pack as part of their body, with all of that Gear's benefits and limitations. The Tactical Pack can be replenished whenever you have access to you Supplies. **When you gain Prosthetic Gear**, take one of the following Hooks:

- *Sometimes my Modification malfunctions.*
- *My prosthetic Gear regularly causes me trouble in regulated areas.*
- *My Modification causes me considerable pain.*

PERSONAL PROJECT NAME & GOAL:

3 Ticks: 4 Ticks: 5 Ticks: 6 Ticks:

REQUIREMENTS, DESCRIPTION & NOTES:

PERSONAL PROJECT NAME & GOAL:

3 Ticks: 4 Ticks: 5 Ticks: 6 Ticks:

REQUIREMENTS, DESCRIPTION & NOTES:

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PERSONAL PROJECT NAME & GOAL:

3 Ticks: 4 Ticks: 5 Ticks: 6 Ticks:

REQUIREMENTS, DESCRIPTION & NOTES:

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

EQUIPMENT

-WEAKNESSES

VEHICLE
LOOK

HITS / MAX

+STRENGTHS

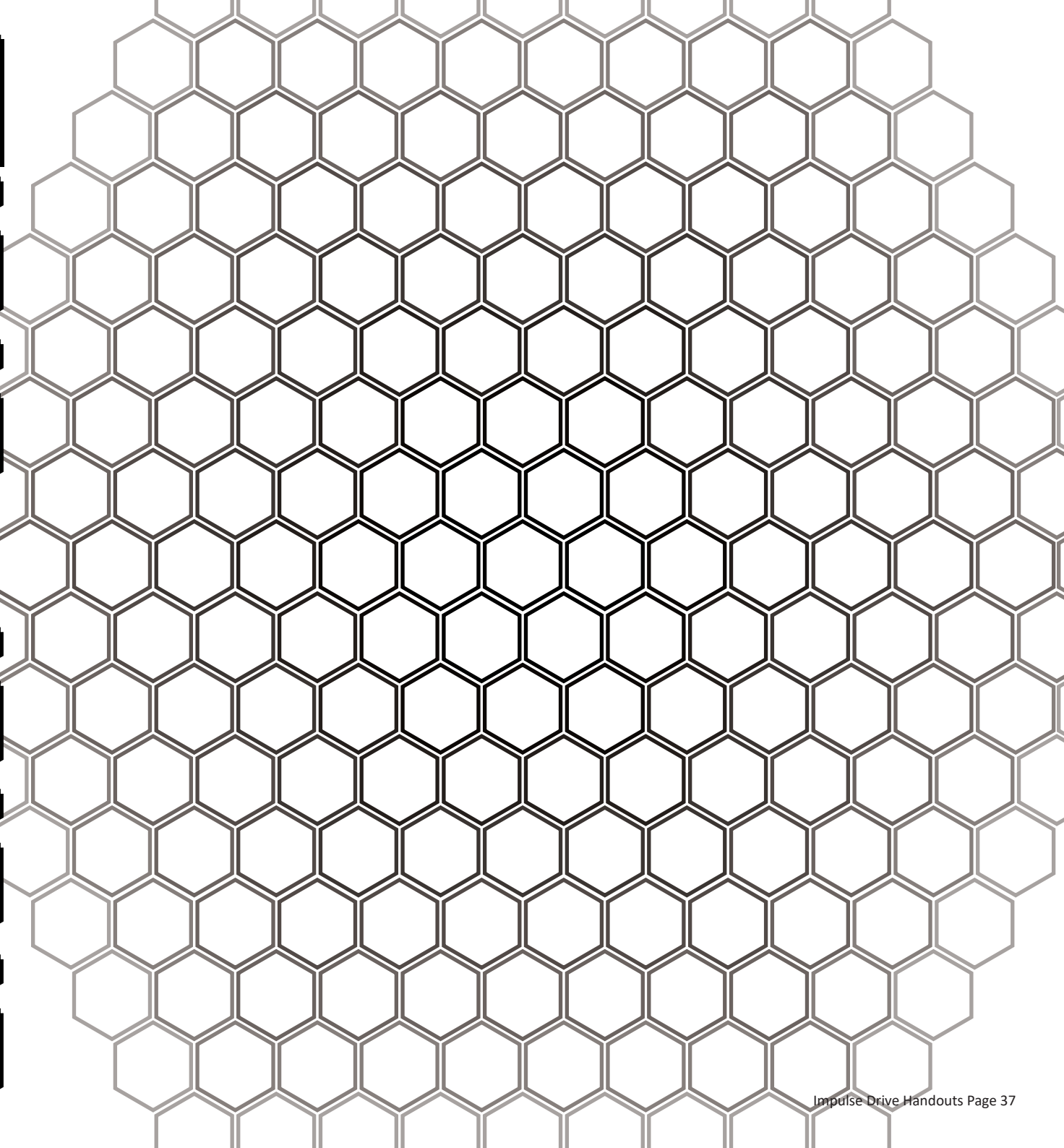
EQUIPMENT

-WEAKNESSES

SYSTEMS AND OBJECTS IN THE _____ CLUSTER

- Neighbors: Up to 50 Light Years away.
- Local: Between 50 and 100 Light Years apart.
- Distant: Between 100 and 200 light years apart.
- Remote: Between 200 and 500 light years away.

SO LY



DISPOSITION MAP

Use this page to track how NPCs and Groups feel about the Crew or individual Crew Members at a glance.

HOSTILE: -2

They see you as an enemy or intruder, and will attack you or try to drive you off.

SUSPICIOUS: -1

They see you as untrustworthy or suspicious, and will watch you warily.

NEUTRAL: 0

They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.

FRIENDLY: +1

They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.

BONDED: +2

They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

DEAL HARM

When a Crew Member is in danger of being harmed and you don't have an existing reference for how much Harm to deal, use the chart below to determine how much Harm they suffer.

- **Reasonably weak:** 1 Harm
- **Somewhat dangerous:** 2 Harm
- **Very dangerous:** 3 Harm
- **Extremely dangerous:** 4 Harm
- **Lethal:** 5 Harm

COMBAT RANGES

PERSONAL RANGE TAGS:

- **Skirmish:** Cramped, chaotic exchange of physical blows and small arms fire.
- **Firefight:** Moving from cover to cover, exchanging fire.
- **Sniping:** Precise long distance strikes, tense games of hide and seek.

VEHICLE RANGE TAGS:

- **Crash:** The crunch and smash of vehicles crashing into each other.
- **Dogfighting:** Maneuvering and dogfighting, jostling for the perfect shot.
- **Hold Off:** They're circling from far off, keeping their enemies at bay.

SHIP RANGE TAGS:

- **Broadside:** Heated battle extremely close, within 5 kilometers.
- **Engaged:** Blazing weapons and flashing ship shields, generally between 5 and 20 kilometers.
- **Cannonading:** Long range bombardment, between 20 and 50 kilometers.

BURNING STRAINS

BURN A SCENE STRAIN:

- When a Crew Member's action or inaction escalates or advances the Strain towards its Climax.
- When a Crew Member is attempting to deal with an issue related to the Strain and rolls a 6-.

BURN AN EPISODE STRAIN:

- When a Scene is concluded and a Crew Member's action, inaction, or failure escalates or advances the Strain towards its Climax.
- When a Scene Strain is resolved in a way that escalates or advances the Episode Strain towards its Climax.

BURN A SEASON STRAIN:

- When an Episode is concluded and the Crew has not successfully taken action to defuse or interfere with the Strain's advancement to its Climax.
- When an Episode concludes and an action or event during an Episode escalates or advances the Strain to its Climax.

THE SPACE MASTER

AGENDA

- Fill the void of space with danger and excitement.
- Show how big space is and how small the PCs are.
- Play to find out what happens.

ALWAYS SAY

- What the Principles demand.
- What honesty demands.
- What the rules demand.

PRINCIPLES

- **Embrace the senses:** describe sights, sounds and smells.
- Show the fragility of life in space.
- Make the galaxy's rules internally consistent.
- Explore the galaxy with your players during play.
- Create interesting dilemmas, not interesting plots.
- Address yourself to the characters, not the players.
- Make your SM Call, but don't speak its name.
- Treat your ideas and NPCs as expendable.
- Give everyone a name. Make your NPCs real people and your monsters truly alien.
- Ask provocative questions and build on the answers.
- Provide opportunities for decisive action.
- Be a fan of the characters.
- Think cinematically.
- Think offscreen, too.
- Begin and end with the Fiction.

SM CALLS

- Use an NPC, Location, or Ship Call.
- Divide them.
- Deliver bad news.
- Give them a tough choice to make.
- Put something vital in danger.
- Deal Harm.
- Show danger approaching.
- Offer an opportunity, with or without a cost.
- Show the stars moving elsewhere.
- Use up their resources.
- Destabilize the environment.
- Give them Advantage or Disadvantage.
- Turn their Move back on them.
- Tell them the possible consequences and ask.

WHEN TO MAKE A CALL

You make a Call:

- When everyone looks to you to find out what happens
- When the players give you a golden opportunity
- When they roll a 6-

HARD CALLS AND SOFT CALLS.

When you make a soft SM Call, all three:

- It follows logically from the Fiction.
- It gives the player an opportunity to react.
- It sets you up for a future harder Call.

Say what happens but stop before the effect, then ask "What do you do?"

When you make a hard SM Call, both:

- It follows logically from the Fiction.
- It's irrevocable.

Say what happens, including the effect, then ask "What do you do?"

THE ABYSS STARES BACK

When the Abyss stares into you and the SM asks you a question from the List below, you may either answer it truthfully, or decline to answer and suffer 1 Stress.

- What terrifies your character to the core?
- For what does your character's darkest heart desire?
- What was your character's lowest moment?
- For what does your character crave forgiveness, and from whom?
- What are your character's secret pains?
- In what way is your character's mind and soul vulnerable?
- What faint hope does your character cling to?

NPC DISPOSITIONS

HOSTILE -2

They see you as an enemy or intruder, and will attack you or try to drive you off.

SUSPICIOUS -1

They see you as untrustworthy or suspicious, and will watch you warily.

NEUTRAL 0

They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.

FRIENDLY +1

They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.

BONDED +2

They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

When you need a name for an NPC, Group, Location, or Ship, choose 1 from this list:

001 Aahotep	055 Bari	110 Cory	164 Eta
002 Abassi	056 Basha	111 Coves	165 Etilia
003 Abbasi	057 Bast	112 Cyim	166 Etuph
004 Abdalla	058 Been	113 Dahlstrom	167 Eugena
005 Abdulla	059 Begrelmir	114 Damato	168 Evelina
006 Abiku	060 Beldbel	115 Daniel	169 Faraj
007 Aching	061 Bella	116 Danika	170 Faro
008 Achstur	062 Belle	117 Dansum	171 Feltman
009 Achusia	063 Bennett	118 Dardar	172 Fenn
010 Addaya	064 Benny	119 Deghd	173 Fenrir
011 Adro	065 Bernadine	120 Delavega	174 Fera
012 Agemos	066 Bess	121 Delaw	175 Fian
013 Agueda	067 Besse	122 Delftan	176 Fischer
014 Ahaneith	068 Beta	123 Delta	177 Flinchbaugh
015 Ai	069 Beyla	124 Dimo	178 Fredia
016 Aibeb	070 Biambe	125 Dino	179 Fredrick
017 Ailene	071 Birgit	126 Ditaolane	180 Freyja
018 Alan	072 Bobur	127 Dominique	181 Freyr
019 Alecia	073 Bolan	128 Donn	182 Frigg
020 Aleeg	074 Bonet	129 Dragkin	183 Gabriela
021 Aleen	075 Boyce	130 Dreough	184 Gabrielle
022 Alesia	076 Bragi	131 Drew	185 Gamma
023 Alfredia	077 Breanna	132 Drusilla	186 Garorm
024 Alina	078 Britt	133 Dxui	187 Genna
025 Alline	079 Burki	134 Dynigh	188 Genoveva
026 Allyn	080 Burma	135 Dynov	189 Gerallyn
027 Alpha	081 Byron	136 Dytdan	190 Gertrud
028 Alyssa	082 Caleb	137 Eastman	191 Ghaol
029 Ammit	083 Camelia	138 Ebore	192 Ghassaan
030 Anen	084 Cara	139 Echler	193 Gheen
031 Angele	085 Carlos	140 Echosia	194 Ghekre
032 Angila	086 Carolee	141 Echus	195 Gist
033 Aniket	087 Cathryn	142 Edgardo	196 Gita
034 Anja	088 Catrina	143 Eir	197 Gowers
035 Annetta	089 Celeste	144 Elamin	198 Gullveig
036 Anont	090 Chango	145 Eldhat	199 Haitse
037 Ansari	091 Chantay	146 Elegua	200 Halley
038 Anubis	092 Chashye	147 Elois	201 Han
039 Apophis	093 Cheigh	148 Else	202 Hapi
040 Arlette	094 Cheinia	149 Elusa	203 Hashem
041 Arnette	095 Chekenth	150 Elvira	204 Hassen
042 Arpera	096 Cherly	151 Emtia	205 Hatinia
043 Aryd	097 Chi	152 Emyd	206 Hauptman
044 Asarda	098 Chi	153 Endel	207 Hayley
045 Ashlea	099 Chrim	154 Endus	208 Heimdall
046 Ashley	100 Chrohkim	155 Enghqua	209 Heket
047 Aslam	101 Chroos	156 Enkai	210 Hel
048 Asmaa	102 Chuck	157 Enrris	211 Helena
049 Atiyya	103 Chuku	158 Enthbard	212 Hilaal
050 Atos	104 Cleora	159 Enwor	213 Hocker
051 Aurea	105 Cleskel	160 Epsilon	214 Hope
052 Awus	106 Coaugh	161 Erjtia	215 Horghdar
053 Ayub	107 Collene	162 Esta	216 Horus
054 Baldr	108 Corey	163 Estrella	217 Humaidaan
	109 Corinna		

RANDOM NAMES

218 Humberto	269 Kinqua	321 Moronta
219 Hurin	270 Kothar	322 Mostafa
220 Huveane	271 Kufaugh	323 Mosynt
221 Hwa	272 Lambda	324 Mouazz
222 Ianyso	273 Laon	325 Mu
223 Iaocia	274 Larae	326 Munir
224 Iasia	275 Larry	327 Muslih
225 Iatheru	276 Laryn	328 Myest
226 Ightacia	277 Lauretta	329 Myrta
227 Illuminada	278 Laurine	330 Myrtle
228 Imighta	279 Lauryl	331 Nadja
229 Inar	280 Lemos	332 Nalacko
230 Ingsam	281 Lenna	333 Naseera
231 Iota	282 Leslee	334 Nasilele
232 Irpa	283 Leticia	335 Natale
233 Irpol	284 Lewor	336 Nazeeha
234 Irtia	285 Linsey	337 Nef
235 Irtoru	286 Lionel	338 Nell
236 Isis	287 Lleack	339 Nephtys
237 Itawi	288 Llynys	340 Nerthus
238 Jacque	289 Loki	341 Ninnr
239 Jacqui	290 Lorenza	342 Nirgkal
240 Jakuta	291 Lorretta	343 Nob
241 Jamaal	292 Lourdes	344 Nobuko
242 Jami	293 Loves	345 Nolan
243 January	294 Lovetta	346 Nount
244 Jaquelyn	295 Luciano	347 Nu
245 Jaymie	296 Lynna	348 Nuha
246 Jayne	297 Machelle	349 Nyem
247 Jeelm	298 Mahbolb	350 Nyhin
248 Jeremy	299 Mahmood	351 Nysver
249 Jillian	300 Maisara	352 Nzame
250 Johnie	301 Malena	353 Odin
251 Jok	302 Malik	354 Odudu
252 Jolynn	303 Mannan	355 Ofelia
253 Jona	304 Marcy	356 Olen
254 Josh	305 Marg	357 Omega
255 Juwairiya	306 Margorie	358 Omicron
256 Kala	307 Marguerite	359 Omos
257 Kali	308 Marianne	360 Onor
258 Kappa	309 Marilyn	361 Osiris
259 Karoline	310 Markita	362 Osumi
260 Keas	311 Marwaan	363 Otis
261 Keisha	312 Massim	364 Oughking
262 Kelelia	313 Ma'at	365 Oughor
263 Kenton	314 Mckinley	366 Paklou
264 Kenyetta	315 Mebeghe	367 Pappas
265 Kepler	316 Meg	368 Parman
266 Keri	317 Meili	369 Paryn
267 Kieth	318 Melpomene	370 Paulene
268 Kimhtur	319 Modzelewski	371 Pernusk
	320 Monda	

372 Pershall	428 Shyol	484 Tyr
373 Pesqueira	429 Shyrod	485 Uhlanga
374 Phebe	430 Shysul	486 Untpque
375 Phi	431 Siddique	487 Untsbel
376 Pi	432 Sidold	488 Upsilon
377 Pik	433 Sigma	489 Urnlray
378 Poeng	434 Sins	490 Urnvtan
379 Psi	435 Siobhan	491 Ute
380 Qamta	436 Sjofn	492 Valene
381 Quaquei	437 Skelesia	493 Valery
382 Quaycia	438 Skelgshy	494 Vanita
383 Raaida	439 Skoog	495 Velma
384 Rachel	440 Slyough	496 Vennie
385 Radacia	441 Snaorm	497 Veronique
386 Ramiro	442 Snirny	498 Vili
387 Ran	443 Sobek	499 Vor
388 Randol	444 Sockrther	500 Waddle
389 Raphael	445 Socorro	501 Wakim
390 Rayilt	446 Socorro	502 Waneta
391 Rayrod	447 Solange	503 Wanita
392 Rho	448 Sophie	504 Wei
393 Rhulor	449 Sothusk	505 Whurad
394 Rilulia	450 Sotur	506 Wundqua
395 Risiss	451 Stield	507 Wychoff
396 Ritor	452 Suer	508 Xavier
397 Rodden	453 Swadiss	509 Xi
398 Rolanda	454 Taem	510 Yang
399 Roman	455 Taiard	511 Ying
400 Rose	456 Tanage	512 Yuonne
401 Rosy	457 Tanalea	513 Zarda
402 Roxane	458 Tanfauna	514 Zayyaan
403 Rubin	459 Tani	515 Zentra
404 Rynoll	460 Tarrgh	516 Zeta
405 Rynrril	461 Tashina	517 Zhiskel
406 Sachiko	462 Tau	518 Zisa
407 Salama	463 Taxxu	519 Zuhriyaa
408 Salina	464 Tes	520 Zyves
409 Salome	465 Thaabita	
410 Samira	466 Thald	
411 Saulters	467 Therath	
412 Sayert	468 Therhban	
413 Scriber	469 Theta	
414 Seevers	470 Thisam	
415 Sekhmet	471 Thor	
416 Selena	472 Thora	
417 Serdald	473 Thoth	
418 Serqet	474 Thriclt	
419 Shaban	475 Tiet	
420 Shaer	476 Tinenia	
421 Shaker	477 Tion	
422 Sharad	478 Titen	
423 Shawnta	479 Tracey	
424 Shella	480 Trudy	
425 Shelton	481 Truman	
426 Sheryll	482 Tum	
427 Shydel	483 Turick	

STRAINS

COMPONENTS OF YOUR STRAINS

Strains are made up of several components

STRAIN NAME OR PREMISE:

A Simple name for the Strain, or a descriptive phrase that conveys its theme or premise.

STRAIN TYPES:

- *Scene Strains: Right here, right now. Burn when an action or roll moves towards Climax.*
- *Episode Strains: This session. Burn on the completion of Scenes.*
- *Season Strains: A group of connected sessions. Burn on completion of Episodes.*

DESCRIPTION & NOTES:

Notes, description, related NPCs, Groups, and Locations.

CLIMAXES:

Impending explosive and irreversible consequence or outcome of Strain.

FUSES:

Countdown to the Climax. Made of 3-6 segments, called Burn.

BURN:

Marking a segment of the Fuse. Tie it to explicit, fictional events.

You may Burn a Check on a Scene Strains Fuse when:

- *When a Crew Member's actions or inactions escalate or advance the Strain towards its Climax.*
- *When a Crew Member is attempting to deal with an issue related to the Strain and rolls a 6-.*

You may Burn a check on a Episode Strains Fuse when:

- *a Crew Member's action, inaction, or failure escalates or advances the Strain towards its Climax.*
- *When a Scene Strain is resolved in a way that escalates or advances the Episode Strain towards its Climax.*

You may Burn a check on a Season Strains Fuse when:

- *When an Episode is concluded and the Crew has not successfully taken action to defuse or interfere with the Strains advancement to its Climax.*
- *When an Episode concludes, and an action or event during an Episode escalates or advances the Strain to it's Climax.*

STRAIN NAME:

3 BURN: 4 BURN: 5 BURN: 6 BURN:

STRAIN DESCRIPTION & NOTES:

STRAIN TYPE:

CLIMAX:

STRAIN NAME:

3 BURN: 4 BURN: 5 BURN: 6 BURN:

STRAIN DESCRIPTION & NOTES:

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STRAIN DESCRIPTION & NOTES:

STRAIN TYPE:

CLIMAX:

STRAIN NAME:

3 BURN: 4 BURN: 5 BURN: 6 BURN:

STRAIN DESCRIPTION & NOTES:

STRAIN TYPE:

CLIMAX:

CONTRACTS

RATING:

- Safe -2: There's very little risk to life, limb, or property.
- Risky -1: You may have to break some laws and some bones.
- Dangerous 0: You'll be entering hostile or dangerous territory, risking life and limb.
- Deadly +1: It directly involves violence or destruction. Either you will kill, or you will die.
- Lethal +2: Expect violence on a grand scale. Your targets will be well prepared with heavy weaponry or ships of their own.

1: LOOK AT THE SITUATION. FIND OPPORTUNITIES.

2: CHOOSE A CLIENT.

3: CHOOSE A TYPE OF CONTRACT.

- 001 Milk Run: (Delivery service,)
- 002 Heist: (Burglary, infiltration, con job,)
- 003 Assault: (Attack, bank robbery, seizing by force, total destruction, combat,)
- 004 Protection: (Bodyguard, siege defense,)
- 005 Salvage (retrieval, looting, scavenging)
- 006 Investigation (Solve a crime, find a fugitive or missing person, investigate an anomaly, reconnaissance)

4: DETAIL THE CONTRACT.

5: FINALIZE THE CONTRACT.

6: PRESENT TO THE CREW.

When meeting the Client or Contact, roll Negotiate Terms.

When working the contract, mark off a Tick when you resolve a step or complication. When all Ticks are filled, the Contract is completed.

When collecting payment or handing in the Contract, roll Your Ship Payment Move.

CONTRACT NAME:

RATING:

OBJECTIVE:

TYPE:

CLIENT:

CLOCK & COMPLICATIONS:

3

/

/

4

5

6

DESCRIPTION & NOTES:

CREW CONTRACT SHEET

NAME & OBJECTIVE:

TYPE:

RATING:

CLIENT:

CLOCK:

3 / / / 4 / 5 / 6 /

NOTES:

CONTRACTS

RATING:

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4

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DESCRIPTION & NOTES:

CREW CONTRACT SHEET

NAME & OBJECTIVE:

TYPE:

RATING:

CLIENT:

CLOCK:

3 / / / 4 / 5 / 6 /

NOTES:



EXAMPLE NPCS

Here are a few example NPCs to help give you inspiration.

- A everyday civilian, Only important if the crew interacts with them.
- A brutish thug, protecting their territory with violence.
- A wily merchant, ready to make a deal.
- A feral animal, hungry, desperate, vicious, and scared.
- A suspicious agent of the law, ready to believe the worst.
- A terrifying monster, hidden, alien, and deadly.
- A lazy security guard, underpaid and disinterested.
- A businesslike pirate, happy to leave you alive if you let them take what they want.
- A brutal Mercenary, ready and willing to kill for .
- A faithful soldier, believing in their cause and their people.
- A large predator, stealthy and cunning.
- A curious drone, too nosy for it's own good.
- A leader or commander, confident in their authority.
- A petty con-artist, in way over their head.
- A distracted scientist, caught up in their research.

DISPOSITION

- Hostile -2: They see you as an enemy or intruder, and will attack you or try to drive you off.
- Suspicious -1: They see you as untrustworthy or suspicious, and will watch you warily.
- Neutral 0: They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.
- Friendly +1: They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.
- Bonded +2: They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

HEALTH FOR NPCS & GROUPS

- Individual: 1 to 5 Health
- A small group: 5 to 20 Health
- A large group: 15 to 30 Health
- A very large group: 30 to 100 Health

IMPULSE	1-2 They Desire:	3-4 They Fear:	5-6 They Believe:
2 Destruction:	To kill and annihilate.	Death.	That all must be sacrificed to _____.
3 Creation:	To give birth or create new life.	That they will be surpassed.	That their faith speaks of the true creation of all.
4 Discovery:	To reveal the truth.	Their secret will be revealed.	That scientific logical deduction is the only way to understand.
5 Passion:	To own, collect, or accrue wealth.	The disinterest or pity of others.	That life is for living and seeking pleasure.
6 Hope:	To uplift or save the desperate.	Oppression.	That they are chosen, destined, or blessed.
7 Despair:	To give up and fade into oblivion.	Failure at every turn.	That they are damned or cursed.
8 Love:	To find true love.	Loneliness and solitude.	That good will prevail.
9 Anger:	To have revenge.	The violence of others.	That the wicked or unworthy will be punished.
10 Power:	To conquer.	The weight of rulership.	That those who rule are divinely chosen.
11 Control:	To impose law and order.	The loss of their freedom.	That order is required for peace.
12 Chaos:	To pull down a government.	Anarchy and chaos.	That anarchy will provide true freedom.

NPC TAGS

- Mechanical:** All or part of it's body is mechanical.
- Digital:** It is a digital entity, existing in computer systems.
- Intelligent:** It's roughly as smart as an average person.
- Superintelligent:** It is magnitudes smarter than an average person.
- Devious:** It is good at deception or lying.
- Amorphous:** Its anatomy and organs are bizarre and unusual.
- Cowardly:** It prizes it's own survival above all else, and only uses violence if it knows it has an overwhelming advantage.
- Fearless:** It rarely shies away from a dangerous situation.
- Mobile:** It has a unique form of Movement, and moves in unusual or surprising ways.
- Stealthy:** It is adept at sneaking and not being found.
- Terrifying:** It's presence and appearance evoke fear.
- Extradimensional:** It is from beyond the known world.
- Swarm:** It is made up of countless smaller organisms.
- Small:** It's half as large as an average person.
- Large:** It's much bigger than an average person.
- Huge:** It's massive, dwarfing an average person.
- Ancient:** It has existed longer than some civilizations.

ATTACK

If the NPC has a particular weapon, they deal that weapon's Harm. If the NPC has a unique way of attacking, Give the attack a descriptive name and assign it appropriate ranges and a Harm number:

RANGE TAGS:

- Skirmish:** It's useful for attacking something at arm's reach plus a foot or two.
- Firefight:** It's useful for attacking something in shouting distance.
- Sniping:** It's useful for attacking something that can only be easily seen with a scope.

HARM:

- It's attack is reasonably weak: 1 Harm
- It's attack is somewhat dangerous: 2 Harm
- It's attack is very dangerous: 3 Harm
- It's attack is extremely dangerous: 4 Harm
- It's attack is lethal: 5 Harm.

EXAMPLE NPC CALLS

- Seek guidance from a higher authority
- Slow them down with bureaucracy
- Threaten them with violence
- Steal something when no-one is paying attention
- Stalk them silently
- Strike suddenly and violently
- Dismiss them as unimportant or unpleasant
- Make a deal in bad faith
- Fire at them haphazardly
- Use tactics and training to outmaneuver them
- Hint at your attraction to them

CONNECTIONS

Connections describe how the NPC relates to the crew, locations, other NPCs, and groups.

Examples:

- It leads the _____
- It is loyal to _____
- It is a member of _____
- It lives in _____
- It hates/loves _____

GROUPS

TYPES OF GROUPS:

- Crew:** A group that work and/or live on a ship full time.
- Gang:** A small group that defends a patch of territory. Often criminal and violent.
- Organization:** A large group that is unified by a purpose and has a hierarchy.
- Society:** A group that lives together using shared social values and norms.
- Civilization:** A large group defined by it's territories, societies, Cultures, common languages, and technological achievements under a unified Government.
 - Monoculture:** A group where everyone shares the same sensibilities of society, art, language, and history.
 - Multiculture:** A group that has a mix of different sensibilities of society, art, language, and history.
- Species:** A group defined by it's shared genes and place of origin.
- Army:** An organization united by military training and objectives.
- Corporation:** An organization united by commercial pursuits.

TECH LEVEL:

- Primitive:** Simple stone and wood tools, very simple society.
- Pre-Industrial:** Equivalent to any period in human history before the Industrial revolution.
- Industrial:** Any technology after the industrial revolution, but before the discovery of FTL travel. Able to establish colonies on planets in their local system at their peak.
- Post-Light:** Capable of FTL travel, and supporting ships with FTL capabilities.
- Post-Scarcity:** Any citizen can live comfortably with access to shelter, food, water, and other amenities without the need for work, currency, or shortage.
- Post-Singularity:** Capable of creating A.I. Which can learn and self improve to be as smart as a biological person, or smarter.
- Cosmic:** Able to build and Move worlds and stars.

OTHER GROUP TAGS:

- Influential:** They have the wealth or power to influence others.
- Committed:** They have a cause they believe in, and are ready to die, or kill for their cause.
- Criminal:** Their activities are often against the law.
- Authority:** They hold a position of authority, or act like they do.
- Warmongers:** They are warlike, and try to settle most conflicts with violence.
- Pacifists:** They abhor violence, and try to never commit a violent act, no matter what's at stake.
- Religious:** They strongly believe in and follow a spiritual doctrine.
- Unforgiving:** They do not forgive insult or opposition.
- Prolific:** They have members everywhere.
- Xenophobic:** They hate the Alien and the different.
- Friendly:** They are open and welcoming to strangers.
- Savvy:** they are adept at making deals and brokering negotiations.
- Desperate:** Their situation is dire, and they look for any avenue to escape.
- Secretive:** They keep their presence and activities hidden from others.

EXAMPLE GROUPS:

Here are a few examples you may use as inspiration.

- A backwater colony planet, with few resources, little support, and minimal rules.
- A peaceful colony
- A zealous cult, pursuing their goal with an unshakable faith, no matter who is Harmed on the way.
- A greedy corporation, intent on profits via any means.
- A struggling security force or authority, lacking the resources to police and protect.
- A small gang of street youths, protective of their territory and distrustful of everyone else.
- A merchant guild, obsessed with balance and fairness.
- A criminal organization, divided by internal power struggles.
- A sector-spanning empire, expanding and adding new member worlds and cultures...
 - Through diplomacy and peace
 - Through war and conquest
 - Through trade and prosperity
- An ancient religion, couched in superstition and ceremony...
 - With a positive message at it's core
 - With it's original message lost to time
 - With a bitter and toxic message demanding obedience
- A multicultural society on a hub world, vibrant with diversity and commerce.
- A secret organization that collects and archives knowledge across the galaxy.

CONNECTIONS

- It rules the _____.
- It is allied with _____.
- It is enemies with _____.
- It has contracts/treaties with _____.
- It has a complicated past with _____.
- It exploits _____.
- It is a member of _____.
- It lives in _____.
- It hates/loves _____.

CALLS

- Make deals and recall threats from the shadows.
- Intimidate others with a show of force.
- Bring you might to bear on those that defy you.
- Use your influence or wealth to enforce your will.
- Hint at a greater mystery as yet undiscovered.
- Use threats and intimidation to push them into a tight spot.
- Hire or buy someone that can the job done.
- Send trained assassins after you enemy.
- Execute a well made plan or attack.

IMPULSE

Just like NPCs, groups have an impulse that signifies their purpose, desire, or common behavior in a simple sentence. These are some example impulses, use them for inspiration to write your own.

- To enforce order.
- To undermine authority.
- To spread your doctrine.
- To conquer and enslave.
- To amass wealth.
- To destroy a hated enemy.
- To dig out a hidden or forgotten truth.
- To chart the unexplored.
- To cure an illness.
- To find something lost.
- To make a scientific breakthrough.
- To bury a shameful or destructive secret.
- To survive just one more day.
- To spread suffering.
- To claim control of a territory.
- To bring peace to a war-torn area.
- To amass power and influence.
- To win the subservience of the masses.
- To abolish a technology, drug, or behavior.
- To proliferate a technology, drug, or behavior.
- To save a person or group from a disaster.
- To secure your borders.
- To live in safety.

MAJOR NPCs & GROUPS

Use this page to note down and keep track of notable or important NPCs and Groups that are important to the Crew or the situation at large.

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input type="checkbox"/> <i>HOSTILE</i> <input type="checkbox"/> <i>SUSPICIOUS</i> <input type="checkbox"/> <i>NEUTRAL</i>
NOTES & CALLS:		<input type="checkbox"/> <i>FRIENDLY</i> <input type="checkbox"/> <i>BONDED</i>

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input type="checkbox"/> <i>HOSTILE</i> <input type="checkbox"/> <i>SUSPICIOUS</i> <input type="checkbox"/> <i>NEUTRAL</i>
NOTES & CALLS:		<input type="checkbox"/> <i>FRIENDLY</i> <input type="checkbox"/> <i>BONDED</i>

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input type="checkbox"/> <i>HOSTILE</i> <input type="checkbox"/> <i>SUSPICIOUS</i> <input type="checkbox"/> <i>NEUTRAL</i>
NOTES & CALLS:		<input type="checkbox"/> <i>FRIENDLY</i> <input type="checkbox"/> <i>BONDED</i>

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input type="checkbox"/> <i>HOSTILE</i> <input type="checkbox"/> <i>SUSPICIOUS</i> <input type="checkbox"/> <i>NEUTRAL</i>
NOTES & CALLS:		<input type="checkbox"/> <i>FRIENDLY</i> <input type="checkbox"/> <i>BONDED</i>

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NPC VEHICLES & SHIPS

CIVILIAN VEHICLES

- Speeder: 1 Hits, 1 Crew, Fragile.
- Civilian Vehicle: 1 Hits, 1 Crew, Fragile.

MILITARY VEHICLES

- APC: 2 Hits, 1 Crew, Autogun, Armored, Cargo.
- Tank: 2 Hits, 2 Crew, Autogun, Cannon, Armored.

FLYING AND SPACEFARING VEHICLES

- Shuttle: 3 Hits, Armored, Cargo, Spacefaring.
- Fighter: 2 Hits, 1 Crew, 1 Armaments, Shielding, Armored, Spacefaring.
- Agile Armature: 3 Hits, 1 Crew, Autogun, Sand Thrower, Shielding, Armored, Spacefaring.
- Blaster Armature: 3 Hits, 1 Crew, Cannon, SWARM Missiles, Sandthrower, Shielding, Armored, Spacefaring.
- Heavy Armature: 4 Hits, 1 Crew, Autogun, Cannon, Shielding, Armored, Spacefaring.

FRIGATES

- Gunboat: 6 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.
- Freighter: 6 Hits, Lasers, Missiles, Shielding, Armored, Cargo, Spacefaring.
- Smuggler: 5 Hits, Lasers, Shielding, Armored, Hidden Compartments, Cargo, Spacefaring.

CRUISERS

- Standard: 10 Hits, Lasers, Shielding, Armored, Spacefaring.
- Marauder: 12 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.

CAPITAL SHIPS

- Standard: 15 Hits, Lasers, Shielding, Armored, Cargo, Spacefaring.
- Devastator: 18 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.

NPC SHIP & VEHICLE TAGS

- Armored: It has solid armor that can turn away any amount of small arms fire. You can ram other vehicles with it without risking major damage.
- Fragile: It is susceptible to small arms fire, and doesn't protect its occupants from attack well.
- Spacefaring: It can travel in the vacuum of space, although it doesn't have FTL capabilities It may equip Ship Equipment.
- Equipped N: It has N pieces of Vehicle weapons & equipment. Select from the Vehicle Equipment list.
- N Crew: It requires a minimum of N Crew to pilot it.
- N Hits: It can withstand N Hits of Damage before it is destroyed or disabled.

VEHICLE EQUIPMENT:

- Autogun: 1 Damage, Crash, Dogfighting, Mounted, Refurbished.
- Cannon: 2 Damage, Dogfighting, Hold Off, Mounted, Refurbished.
- Seekers: 3 Damage, 3 ammo, Guided, Hold Off, Mounted, Refurbished.
- Sandthrower: 2 Damage, Crash, Explosive, Mounted, Refurbished.
- SWARM Missiles: 1 Damage, 2 ammo, Area, Explosive, Hold Off, Mounted, Refurbished.
- Shielding: Discharge. Discharge to ignore Damage from 1 attack.
- Stealth Systems: Discharge. Discharge to activate Stealth. When it is Steathled and it lies in hiding, It can only be found by an active search.

VEHICLE EQUIPMENT TAGS:

- Crash: The crunch and smash of vehicles smashing into each other.
- Dogfighting: Maneuvering and Dogfighting, jostling for the perfect shot.
- Hold Off: They're circling from far off, keeping their enemies at bay.
- Area: It hits everything within Crash range of its target.
- Explosive: It explodes, destroying individuals and structures within its blast.
- Guided: You have Advantage when firing at a ship or vehicle.
- Mounted: It can only be mounted on a vehicle.
- N Ammo: It can be fired N times before you are out of ammo for it.
- N Damage: It does N Damage to ships and vehicles when it hits.
- N Hits: It can take N Hits of Damage before it is destroyed or disabled.

SHIP EQUIPMENT:

- Lasers: 1 Damage, Broadside, Engaged, Cannonading, Discharge, Arsenal.
- Missiles: 2 Damage, Broadside, Engaged, Arsenal.
- Plasma Cannons: 3 Damage, Engaged, Discharge, Arsenal.
- Railgun: 4 Damage, Cannonading, Penetrating, Arsenal.
- Shielding: Discharge. Discharge to ignore Damage from 1 attack.
- Stealth Systems: Discharge. Discharge to activate Stealth. When it is Steathled and it lies in hiding, It can only be found by an active search.
- Tether: Broadside. Can automatically connect to inert external objects in Broadside range. To hit ships and stations, roll Fire Weapons.
- Cargo: It has space dedicated to carrying cargo.
- Hidden Compartments: It has space dedicated to storing contraband cargo that cannot be penetrated with scans.

SHIP EQUIPMENT TAGS

- Broadside: Heated battle extremely close, within 5 KM.
- Engaged: Blazing weapons and flashing ship shields, generally between 5 and 20 KM.
- Cannonading: Long range Cannonading, between 20 and 50 KM.
- N Damage: It does N Damage to ships and vehicles when it hits.
- Discharge: If it is a Move, it is Discharged when it is used. If it is a weapon, gear, vehicle equipment, or ship module, it is Discharged when a Move says. If it is Shields, it is Discharged when it absorbs Harm.
- Spacefaring: You can fly it through space. If you don't have a Docking Bay, it takes up your Standard Cargo Bay.
- Vehicle: It is a vehicle that can be driven, rode, or flown. If you don't have a Vehicle Bay, it takes up your Standard Cargo Bay.

NPC SHIPS IN A COMBAT

SHIP	HITS - MAX
LOOK	
<input type="checkbox"/> HOSTILE <input type="checkbox"/> SUSPICIOUS <input type="checkbox"/> NEUTRAL <input type="checkbox"/> FRIENDLY <input type="checkbox"/> BONDED	
NOTES	MODS

NPC VEHICLES IN A COMBAT

VEHICLE	HITS - MAX
LOOK	
+STRENGTHS	
-WEAKNESSES	EQUIPMENT

SHIP	HITS - MAX
LOOK	
<input type="checkbox"/> HOSTILE <input type="checkbox"/> SUSPICIOUS <input type="checkbox"/> NEUTRAL <input type="checkbox"/> FRIENDLY <input type="checkbox"/> BONDED	
NOTES	MODS

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LOOK	
+STRENGTHS	
-WEAKNESSES	EQUIPMENT

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-WEAKNESSES	EQUIPMENT

LOCATIONS

INTERESTING LOCATIONS

Use these ideas as inspirations to set scenes or make up your own ideas.

- An isolated ruin, ancient and alien.
- An unstable cave system.
- A dirty side street, dimly lit.
- A wealthy facility, clean, polished, and impressive.
- A derelict dreadnought ship, adrift and abandoned.
- A seedy bar, busy with illegitimate activity.
- A customs checkpoint, with sensors and security drones or bored guards.
- A cramped habitat building, grimy and overpopulated.
- A dark warehouse, half filled with cargo containers.
- A busy shopping center, filled with crowds.
- A loud concert or live performance, filled with a diverse multitude of revellers.
- An underground base for criminals or rebels.
- A manicured garden, kept tidy and precise.
- An overgrown jungle, with multicolored plants and a cacophony of calls from wildlife.
- A crashed ship, billowing smoke and fire.
- A barren desert, with oddly colored sand.
- An exceptionally cold room full of data servers.
- A digital space, familiar but strange.
- A crowded docking station, overworked and under-supplied.
- A cheap motel room, cramped and unsanitary.

STARMAP

When you place a new System, Nebula, Black Hole, or Rogue object within or near a Cluster, choose a distance or roll 2D6. Assign that distance between the new object and an existing object:

•10+: Neighbors 50L

Galactic Neighbors are 50 Light Years or less away from each other. Neighbors may be referred to as a neighboring system.

•8-9: Local 100L

Local systems are generally between 50 and 100 Light Years apart.

•6-7: Distant 200L

Distant systems are between 100 and 200 light years apart, on the other side of the Cluster.

•3-5: Remote 500L

Systems at remote distances are generally outside of the Cluster, between 200 and 500 light years away. Distances between 2 neighboring clusters are Remote.

•2: Extreme 100,000L

Extreme systems are on the other side of the Galaxy, or well outside of the Galaxy.

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