

SHOOT 'N' LOOT

**A Rules-lite Tactical Shooter TTRPG with
Millions of Guns, Powered by the Apocalypse**

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Game version 1.0

CW: Violence and death, minor drug use.

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INTRODUCTION

It's a tough, unforgiving, dangerous galaxy. Out there on the fringes of solar systems controlled by interstellar ultra-capitalist corporations, where pirates and bandits and marauders roam, **mercenaries** make a living taking dangerous jobs for not enough pay, hoping to scrape enough together to buy a better gun that could be the difference between success and bloody, painful failure. And if they die, the ubiquitous corporate respawn industry spits them out in a new body, for as long as it's profitable.

You are one of these bombastic, gun-toting, problem-solving, explosion-loving, daredevil-driving mercenaries, out to make a name for yourself **blowing away bad guys for fun and profit**. You do what the mission demands, and look good while doing it.

Let's make some **mayhem**.

FICTION-FIRST GAMING

Shoot 'n' Loot is a game written in the tradition of 'fiction-first' tabletop roleplaying games. That means that a game of *Shoot 'n' Loot* starts and ends with the story you tell together. This is a collaborative storytelling game, with rules designed to help you create a story on equal footing with everyone at the table. The collaborative story conversation is the most important thing, and the rules in this document only kick in when certain things happen in the fiction (see Moves on page 4).

Players control characters who explore the fictional world, take on **dangerous missions**, and have **high-octane adventures**. Players are responsible for establishing why their character is a part of the group and why they continue to be so, and what they do in response to situations that face them. Players are also responsible for the safety and fun of everyone at the table, and for creating a story that everyone enjoys together.

One player has an asymmetric role to the others: the role of **Game Master** (or GM). The GM does not have a single character, but describes the activities of all the other characters in the fictional world, plus the movements of all the other fictional elements such as corporations, factions, and even the movement of planets. But the GM's responsibilities are the same: the safety and fun of everyone at the table, and creating a story that everyone enjoys together.



YOU WILL NEED

To play *Shoot 'n' Loot*, you will need...

- 2-5 players, with one acting as the GM.
- Copies of the playbooks and play aids.
- A distinct token for each player, plus a number of generic tokens for enemies.
- Plain printer paper (A4 or Letter size) and something to draw with.
- A couple of sets of RPG dice.
- Some toy cars (optional).

CHARACTER CREATION PLAYBOOKS

Each character has a Playbook, which gives you access to special moves unique to that character archetype. Each Playbook can only be chosen once, so coordinate with your other players, and ask what Playbooks they would be interested in playing.

SKILLS

Characters each have three skills: Gun, Run, and Mind.

Gun covers the character's use of firearms, weapons, and anything in the environment that has been weaponised.

Run refers to the character's physical prowess including speed, agility, and strength.

Mind covers anything the character does that requires thinking, observation, or analysis, including holding a conversation.

After you choose a Playbook, assign one of +1, 0, and -1 to each of your character's skills. When a move instructs you to roll +/- skill, add the relevant number to your result.

LOOT WEAPONS

Next you need to roll weapons. Every character in *Shoot 'n' Loot* starts with two weapons, generated by rolling on the **Loot Tables** (see page 10). Roll once on the Weapon Type table to determine the weapon's **type**, damage dice, and one built-in tag. Roll once on Ammo table to determine the weapon's **ammo** capacity. Roll twice on the Tag table to add two **tags** to the weapon. To finish your weapon, roll once on the Look table to determine the weapon's **look**.

Repeat this process for your second weapon.

CREATE COMPANIES

Every character has a **Respawn Insurance Account** with an interstellar corporation (see page 6). The final step of character creation is to name that corporation, and describe the work they are best known for. This is a good opportunity to introduce concepts that you are interested in seeing in the game world.

For example: Janine's Soldier has a respawn account with EMO Technology Unlimited, who specialise in developing military-grade humanoid robots. Now everybody at the table knows that humanoid robots exist in this world, and Janine is interested in stories that involve them.

WEAPONS

All weapons in *Shoot 'n' Loot* are generated by rolling on the **Loot Table** (see page 10). You never know what weapon you will get. You will find a new weapon after every encounter, and can add the new weapon to your playbook sheet, swap out an old weapon for the new one, or discard the new weapon.

Your character can hold up to four weapons. You can swap between each of these four on the fly; when you make the **Shoot** move (see page 15), you declare which weapon from your available weapons that you are attacking with.

Characters do not have an inventory or a reserve. When you remove a weapon from your character sheet, it is gone for good. When you loot a weapon, if you do not equip it immediately, it is gone for good.

Weapons are built from a **type** (page 10), a maximum **ammo** capacity (page 11), a **look** (page 14), and up to four **tags** (page 11) one of which is always defined by the weapon's type. Weapons are created when rolling the **Loot** move (page 15).

MOVES

For a list of Basic Moves that all players share, see page 15

Moves are the basic unit of play in *Shoot 'n' Loot*. The game is a conversation between all the players (including the GM), mediated by moves. Whenever you do an action described in the bold text of a move, you roll 2d6



and add a relevant **skill** value to determine the outcome.

Moves give a mechanical framework to describe the fiction of the story you are telling together. You should only make a move when it is established by the fiction, and then use the prompts in the move text to describe what happens next. Make sure you are always asking one another, “What does that look like?”

For example: Stacey is describing how her character is evading fire during combat. “I vault over the ruined wall and dash for an overturned car while a rocket blows up the spot where I was just standing.” Jamie, the GM, says, “Sounds like you’re making the Reposition move.” So Stacey rolls 2d6 plus her **Run** skill value (+run).

There are a number of **Basic Moves** available to all players, and moves that are specific to each playbook (see page 15).

HOLD

Some moves will instruct you to gain a resource called ‘hold’. Hold is an abstract currency that is spent on effects within moves. You might gain 1 hold from a 7-9 roll and then be able to spend it on a few different options (eg. Do some damage, move out of danger, or blow something up), all within the same move.

Hold is specific to the move that grants it, and is cleared as soon as the move is resolved. You cannot stockpile hold, or spend hold from one move on effects from another. Any unspent hold is lost when the conversation moves on from the

move you made, and there’s usually no reason not to spend it all.

COMBAT

PASSING PLAY

Turn order in *Shoot ‘n’ Loot* is tracked by use of a **Turn Token**. During situations when it is necessary to track turn order, such as combat, the players decide who should make a move first as established by the fiction. After the first player makes a move that involves rolling dice, they pass the Turn Token to another player of their choice who has not taken a turn this round. Once every player has taken a turn, a new **round** commences and the players decide who should take an action as established by the fiction. Players must make a move on their turn. NPC enemies move when the GM makes a move. See **GM Moves** on page 8.

PLAYER VERSUS PLAYER

In player versus player situations, the Turn Token is passed as normal between all participating players. No distinction is made between allies and enemies—the Turn Token must be passed to all players before the end of the round. It is up to players to strategically determine who among their allies and enemies should move next.

The only difference in turns in player versus player situations is that the first player in a round is chosen by the roll of a dice.

See **Resolving Player Versus Player** on page 9.

COMBAT MAP

The combat map is drawn by all the players around the table over the course of an encounter. Start the encounter with a piece of printer paper. One player rolls the **Survey** move (see page 15) as established by the fiction. Each player then positions their character as established by the fiction, and draws a cover object that they start the encounter behind. The GM does the same for each enemy in the encounter. Each character in the encounter then rolls their Cover Dice (see 'Cover Dice', below) and places it by their character token.

When you use the **Reposition** move (see page 15), move your character token to a new location that you can reach as established by the fiction, and draw a new cover object for your character.

If you need to manoeuvre beyond the boundaries of the map, add a new piece of paper to the table. The GM marks out any obstacles or hazards as established by the fiction, then your character can move onto the new section of the map as normal.

COVER DICE

Each character has a **Cover Die** (or Cover Dice), which is used in combat to track how entrenched the character is in their current position. At the start of combat, and when prompted by a move, the player rolls their Cover Die. The result is the character's current level of cover. The Cover Die should then be placed next to the character token, to track the character's current level of cover.

Cover will be lowered by taking hostile fire from enemies, and can be raised by making the **Reposition** move. When you do, you will re-roll your Cover Die, establishing how well you are entrenched in the new position.

All harm is done to Cover Dice before it is done to a character. If a character has any cover, all harm is done to the Cover Dice with no spill-over. Characters can only be suffer Direct Harm when they have 0 cover (see **Injury and Death** on page 6).

For example: Gutless Hib is a Goon with 5 cover. Matilda makes the **Shoot** move against him, and inflicts 3 harm. Gutless Hib's cover is now 2. Matilda passes play to Sam, who also takes the **Shoot** move and inflicts 4 harm. Gutless Hib's cover is reduced to 0, and the GM removes Hib's Cover Die from the table. But Hib is still alive, and if he gets the chance he can run to a new point of cover and roll his Cover Dice.

THEATRE OF THE MIND

When playing without a drawn map (for example, for short encounters, or if you just don't like maps), the Cover Dice should be placed on your character sheet, rather than by a token.

AMMO AND RELOADING

Each weapon has a maximum quantity of ammunition, defined during weapon generation. Weapons can only be used to make the **Shoot** move if they have 1 or more ammo. To restore a weapon to full ammo, you can reload if you roll well on the Shoot move, or at the end of every combat encounter for free.

INJURY AND DEATH

All characters and enemies in *Shoot 'n' Loot* have only one point of health. A single injury will kill Goons, and put player characters and Badasses on Death's Door.

Characters can only be killed when harm is inflicted against them while they have 0 cover. To take down an

enemy, players must reduce the enemy's cover to 0, and then inflict at least one point of additional harm. Harm inflicted to a character on 0 cover is called Direct Harm.

If a player suffers Direct Harm, they do not immediately die, but instead must make the **Death's Door** move (see page 15).

RESPAWNING

Thanks to miracles of modern technology, anybody with up to date **Respawn Insurance Account** can quickly and automatically be knit back together at a convenient nearby respawn terminal.

If a character dies, they respawn nearby at the end of the encounter, after the surviving players roll the Loot move. Dead characters do not get to loot the battlefield.

Because respawning is expensive, characters who use the service go into debt with their respawn provider. When you respawn, mark a box next to your contract on your playbook.

A little bit of debt is the character's problem, while a lot of debt is the company's problem. When your character dies, if all the boxes next to their contract are marked, the company will **refuse service** to the character and instead of respawning to continue the mission with the group they will be **respawned somewhere else** in the galaxy and put to work for the company to pay off their debt. The character is no longer in the player's control, and the player should pick a new playbook and introduce a new character.

Contact debt can be reduced by completing missions for the company the character is in debt to. Each successful objective reduces debt by one.

BADASSES

Some enemies are tougher than your run-of-the-mill meat sacks. **Badasses** are basically as tough as player characters, and don't go down as easily as other enemies. When a Badass suffers direct harm, the GM rolls the **Death's Door** move for them.

Badasses have their own respawn contracts and can keep coming back to make the players' lives more difficult in the future. Generally when they respawn, though, they don't respawn near the players. Don't think about it too much.

VEHICLES

The world is littered with vehicles that can be piloted with varying degrees of success, and weaponised against your enemies. They come in three categories. **Light** vehicles are fast and agile, and include motorbikes, ATVs, and single-rider vehicles. **Medium** vehicles are large and somewhat protective, and include cars, vans, and recon vehicles that seat 2. **Heavy** vehicles are big, cumbersome, slow, and heavily armoured, and include tanks and larger vehicles that seat a whole party.

While in a vehicle, you do not have to roll Cover Dice when you move around the map. Instead you have a set number of times a vehicle can be damaged before exploding gloriously. **Light** vehicles can be damaged **two**

times. **Medium** vehicles can be damaged **four times**. **Heavy** vehicles can be damaged **six times**. Once a vehicle has been damaged that many times, it explodes and all occupants take Direct Harm and must roll the **Death's Door** move. You can use moves as normal in a vehicle, if the fiction allows it.

When making an attack against a vehicle using a weapon, any harm inflicted is marked as a single point of damage against the vehicle.

MISSIONS

Missions are how characters live out their calling to cause mayhem, shoot folks, and blow things up with at least a flimsy justification. At the start of the session, the GM can introduce a mission, the players can suggest a mission, or anyone can roll on the **Mission Table** to generate a mission on the fly (see page 10).

Remember, the mission is basically just an excuse to get into the action, so don't get bogged down in things like plans, legwork, or plot.

A mission has an **action**, a **target**, and an **employer**.

PROGRESSION

As characters complete missions, they gain EXP. When a character accumulates 5 EXP, they **level up** and can choose from the advances on their playbook. EXP is awarded as soon as a character meets one of the requirements below, but levelling up happens at the end of the session.

PARTY QUESTIONS

At the **end of each session**, the GM will ask the players these questions. For every 'Yes' answer, all characters mark EXP. Each question can only award 1 EXP per player per session.

- Did we complete the mission?
- Did we complete a fight where we were vastly outnumbered?
- Did something exciting, explosive, or badass happen in this session?

DRIVES

Each character has a number of Drives that reward EXP when the player brings them into play. Each Drive awards 1 EXP when it is triggered, and each Drive can only be triggered once per session.

FAILED ROLLS

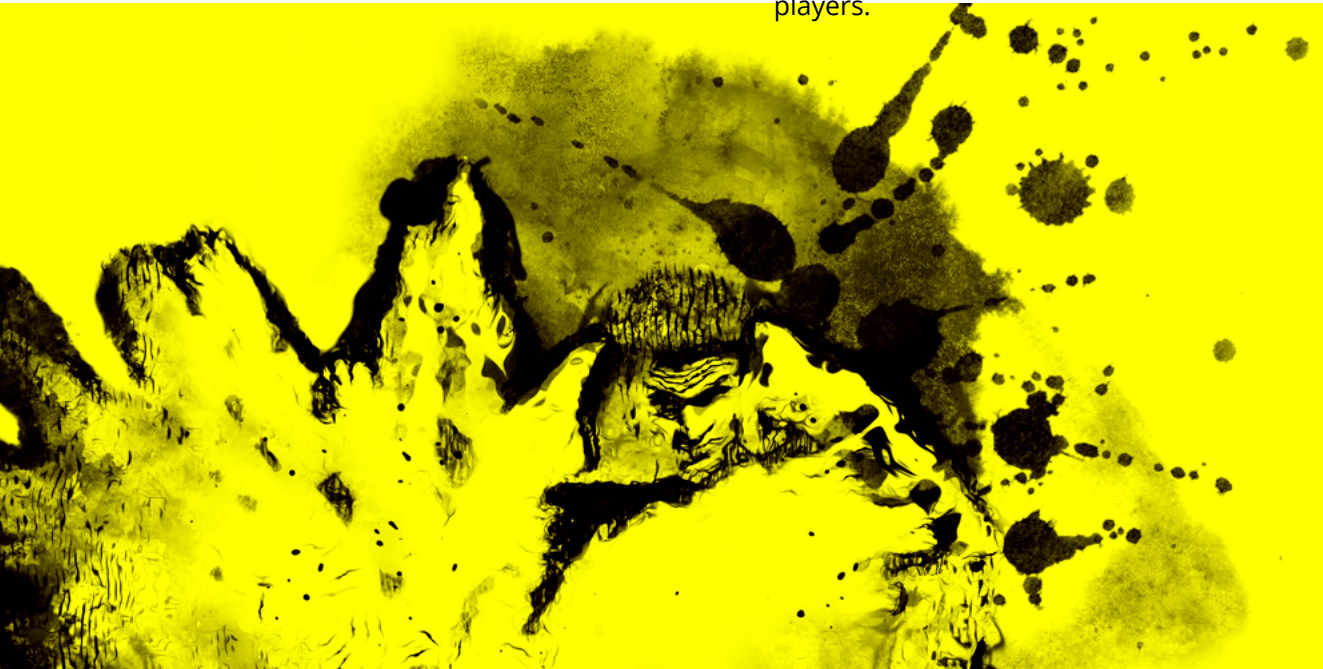
When you roll a move and get a result of 6-, mark EXP.

GM MOVES

Whenever there is a lull in the action, or a player rolls a result of 6 or less, the GM can choose to make one of these moves in addition to any effects from player moves.

- Inflict harm as established by the fiction.
- Have a Badass show up.
- Have a Badass escape to fight another day.
- Blow something up.
- Crash a vehicle.
- Modify the map.
- Use the players’ weapon tags against them.
- Offer a Devil’s bargain.
- Offer a worse outcome.

On a move roll result of 6-, the GM should make one of these moves as hard as they want. On a result of 7-9, the GM may make one of these moves, but the result should be less severe than if the same GM move was made on a result of 6-.



ENEMIES

When the players face enemies in combat, the GM should determine the threat level of these enemies and assign them a Harm level that matches. When an opportunity comes to inflict Harm on a player character, roll the appropriate dice as established by the fiction.

Threat	Damage	Cover Dice
Goons, mobs, and minor wildlife	1d6	1d4
Experienced combatants, trained soldiers, big beasts	1d8	1d6
Badasses	2d6	1d8

GMs should feel free to give enemies weapons with **tags**, and utilise them as they would tags on player weapons.

Normally a combat encounter will include a number of enemies equal to or greater than the number of players.

AGENDA & PRINCIPLES

AGENDA

This Agenda is for all the players, and gives some simple prompts to keep in mind to get the most out of a game of *Shoot ‘n’ Loot*. You may consider reading this to all the players at the start of every session.

- Make sure all players are safe and having a good time.
- Make sure every player is safe and having a good time.
- Make the world high-octane, over the top, and excessive.
- Make ultra-capitalism everyone’s problem (except the CEOs!).
- Fill the characters’ lives with action and danger.
- Play to find out what happens.

PRINCIPLES

These principles are intended for the GM, but are relevant to all players. They provide additional tips for making the most of a game of *Shoot ‘n’ Loot*.

- Address the characters, not the players.
- Make it big, bombastic, and badass.
- Be a fan of the characters, and be a fan of the action.

ADDRESS THE CHARACTERS, NOT THE PLAYERS

Addressing your questions and comments to the characters, not the players, helps reinforce that the fiction comes first.

MAKE IT BIG, BOMBASTIC, AND BADASS

Shoot 'n' Loot is supposed to be fast paced, furious, violent fun. Players and GMs should all be looking for opportunities to make badass moves of ridiculous proportions.

BE A FAN OF THE CHARACTERS, AND BE A FAN OF THE ACTION

Think of the players' characters as the main characters in a TV show or in a video game. Celebrate their wins and lament their losses with them. And be a fan of the action, making decisions that push scenes forward in big and explosive ways.

RESOLVING PLAYER VERSUS PLAYER

Shoot 'n' Loot is designed to create a fun tactical shooter game that can be played PvP and PvE. But before you launch into PvP battles, pause the game, take a breath, and check on a couple of things.

If this PvP battle has kicked off because of **disagreements between player characters**, stop play and check in with everyone at the table. Is this disagreement entirely contained to the characters in the fictional world, or are players disagreeing too? If the disagreement is between the players, the game world is not the place to resolve that. Talk it out, and reach a consensus on how you want the story to move forward in a way that is satisfying to everyone. Don't roleplay, just talk. Plan out the next section of story as if you are

producing a TV show, not playing a game. You may still decide that dice-based combat is the most interesting next step, but it should only happen with the full consent of all players.

Remember when PvP breaks out that this encounter could mean the deaths of characters and changes to character relationships. Make sure you have thought through all the possible outcomes and decided what will happen next in each outcome. Make sure you have a plan that is interesting and satisfying for all players in the event of each possible outcome.

PLAYER SAFETY

Don't forget to consider safety tools for your game, so that you can ensure everyone has the best possible time playing. I recommend the **X-Card** by John Stavropoulos as a place to start from. tinyurl.com/x-card-rpg

CREDITS

Design assets provided by **Vecteezy**. vecteezy.com

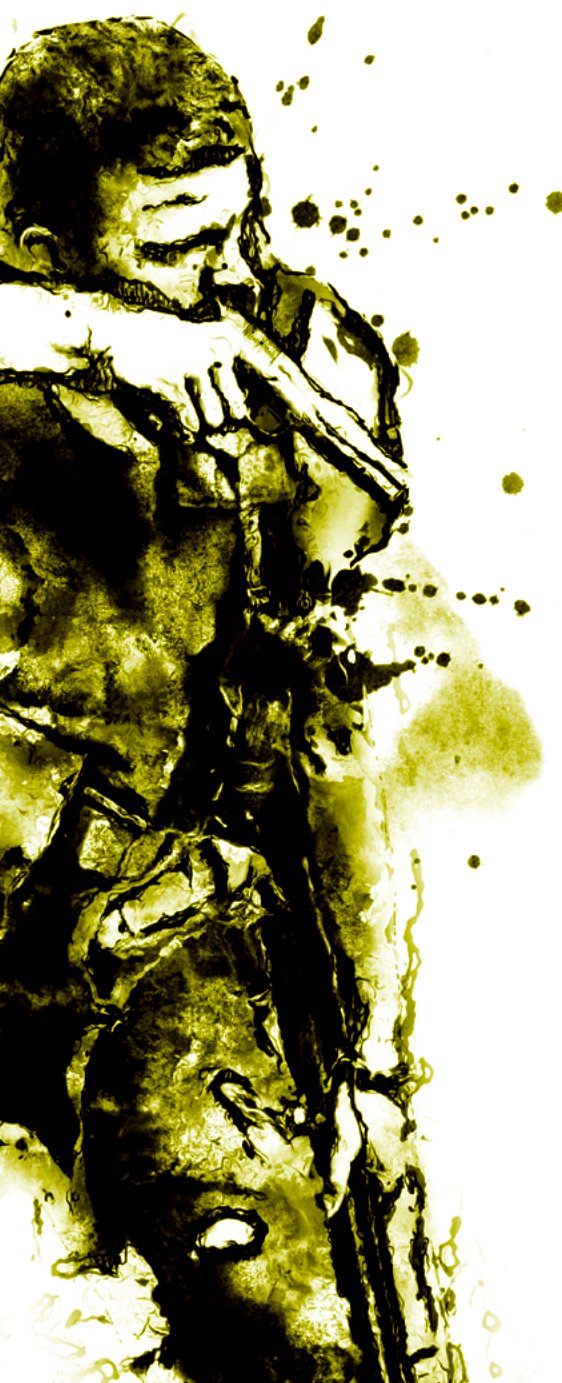
Photos by Berendey Ivanov / Andrey Kobysnyn, and Pixabay on pexels.com, and Wilmer Martinez, Alex Iby, Vadim Sadovski, Jeremy Bishop, Lopez Robin, and Judeus Samson on unsplash.com.

Title font **MOLOT** by **Roman Yershov**.
fontquirrel.com/fonts/molot

Special thanks to Logan (@gallifreyboy12, breathingstories.itch.io) for proofreading, editing, and invaluable suggestions.

I respectfully acknowledge the Wurundjeri people and the Boon Wurrung / Bunurong people of the Kulin Nations as the traditional owners of the land on which the majority of my work takes place. I pay respects to elders past, present, and emerging. Sovereignty was never ceded.





MISSION TABLE

Roll a d10 three times on this table to generate a quick mission. Replace the faded corporation names with the corporations created by players during character creation.

Result	Action	Target	Employer
1	Destroy	A corporate military general	AFO Corporation
2	Sabotage	A priceless object	Machesky Technology Consolidated
3	Transport	The local opera company	Waring-Lai Security
4	Intercept	Three fugitive gun runners	NanoLink GmbH
5	Demolish	The customer database of a tech company	MilNic Media Unlimited
6	Spy on	A retired mercenary	LWM Consolidated Genetics
7	Protect	A prototype weapon	WIA Advanced Communications
8	Capture	A corporate spy	Avant Amalgamated
9	(roll again)	A wild band of outlaws	WOL Corporation
10	(roll again)	A merciless killer	NewNic Industrial Amalgamated

LOOT TABLES

WEAPON TYPE

Roll d10

Roll	Type	Damage	Tags
1	Handgun	1d4	Discreet
2	Crossbow	1d4	Silent
3	Submachine Gun	1d6	Agile
4	Revolver	1d6	Armour Piercing
5	Shotgun	1d8	Buckshot
6	Assult Rifle	1d8	Obvious
7	Hunting Rifle	2d4	Loud
8	Minigun	2d4	Mounted
9	Sniper Rifle	1d10	Amped
10	Rocket Launcher	2d6	Splash

AMMO

Roll d10

Roll	Ammo
1	2
2	2
3	2
4	4
5	4
6	4
7	6
8	6
9	8
10	8

TAGS

Roll d100. If your weapon already has the tag you roll, roll again.

Roll	Tag
0	Accurate: Take +1 on the Shoot move.
1	Acid: When you inflict harm with this weapon, roll 1d4. On a 4, the target is coated and takes 1 harm at the start of your turn. The target can remove this effect by raising their cover to its maximum value.
2	Aggressive: Take +1 to make the Shoot move against targets you moved towards on the previous turn.
3	Agile: Take +1 on the Shoot move when targeting a different enemy than on your previous turn. Incompatible with Cumbersome (roll again).
4	Alien: No human made this weapon.
5	Ammo Thirsty: When you take -1 ammo for this weapon, take an additional -1 ammo. Incompatible with Infinite Ammo (roll again).
6	Amped: If you do not use the Run or Shoot moves for 2 consecutive turns, on your 3rd turn the Shoot move inflicts Direct Harm regardless of cover.
7	Animal: This weapon is considered an animal.
8	Armour Piercing: Inflicts Direct Harm on targets with 1 cover or less. Incompatible with Beanbag (roll again).

Roll	Tag
71	Artefact: This weapon is old, and has significant historical significance.
9	Ashamed: This weapon says embarrassing things when fired.
10	Automatic: You do not need to spend hold to reload this weapon when you make the Shoot move.
11	Awkward: Take -1 on the Shoot move if you used the Shoot move with a different weapon on this or your previous turn.
12	Beanbag: Direct Harm inflicted with this weapon incapacitates and does not kill. Does half damage (rounded up) to cover. Incompatible with Armour Piercing (roll again).
13	Biodegradable: This weapon will gradually decompose.
14	Blowback: When you use the Shoot move with this weapon, take -1 cover.
15	Bouncy: This weapon bounces when dropped.
16	Buckshot: Inflicts +1 harm when immediately adjacent to your target.
17	Careful: This weapon does not fire on Shoot rolls of 9 or less.
18	Cold: This weapon must be kept cool in order to function.
19	Concussive: When you inflict harm with this weapon, roll 1d4. On a 4, the target drops the weapon they most recently used, and must use a reload action to pick it up.
20	Condemned: This weapon is cursed by a minor eldritch or alien power, and inscribed with their sigil.
21	Cooperative: Take +1 on the Shoot move against targets that have already been fired upon this round.
22	Cumbersome: Take -1 on the Shoot move when targeting a different enemy than on your previous turn. Incompatible with Agile (roll again).
23	Custom Grip: It is easy to keep a hold of this weapon.
24	Dangerous: This weapon inflicts +1 harm.
25	Defibrillator: If you roll 9 or less on a Death's Door roll, increase your roll to 10. Discard this weapon afterwards.
26	Discreet: This weapon can be concealed with ease. Incompatible with Obvious (roll again).
27	Disrespectful: This weapon says vulgar things when fired.
28	Diurnal: Take +1 on the Shoot move during the day. Incompatible with Nocturnal (roll again).
29	Drone: This weapon hovers within arm's reach of you and does not require your hands to fire it.
30	Efficient: When you take -1 Ammo, roll 1d4. On a 4, do not take -1 Ammo.

Roll	Tag
31	Encouraging: This weapon loudly praises your actions.
32	Environmental: This weapon was developed to have no negative impacts on the environment.
33	Ethereal: This weapon exists in more than just the physical world. When you inflict Direct Harm, the target's soul is damaged too.
34	Experimental Clip: When you reload this weapon, roll 1d4. On a 1, reloading fails, and the weapon must be reloaded again before it can be used.
35	Famous: This weapon has been part of significant events before it passed to you.
36	Fine: This weapon is of good manufacture, pleasing to the eye, and of high value.
37	Fire: When you inflict harm with this weapon, roll 1d4. On a 4, the target is ignited and takes 1 harm at the start of your turn. The target can remove this effect by raising their cover to its maximum value.
38	Fortifying: Harm done by this weapon increases the target's cover, up to their Cover Dice maximum. This weapon cannot inflict Direct Harm.
39	Fragile: This weapon is easily broken. Incompatible with Sturdy (roll again).
40	Goop: When you inflict harm with this weapon, roll 1d4. On a 4, the target is stuck in place and cannot use the Run move for 1d4 turns.
41	Grafted: Once equipped, this weapon cannot be removed or discarded without the help of a surgeon or mechanic.
42	Greedy: You take +1 hold when anyone rolls the Loot move while you have this weapon equipped.
43	Hallowed: This weapon is blessed by a minor deity, and inscribed with their sigil.
44	Heavy: This weapon weighs more than a normal weapon of its type. Incompatible with Light (roll again).
45	Homing: Your bullets can travel around corners.
46	Ice Bullets: This weapon leaves no bullets, shells, or casings behind.
47	Infinite Ammo: You may not take the -1 ammo option on a 7-9 when rolling the Shoot move. Incompatible with Ammo Thirsty and Rare Ammo (roll again).
48	Itchy: This weapon is covered in hair.
49	Keen: You always move first in a combat encounter.
50	Knockdown: When you inflict harm with this weapon, roll 1d4. On a 4, the target is knocked prone and cannot move until they use the Run move. They do not roll their Cover Dice the next time they use the Run move.

Roll	Tag
51	Laser: This weapon fires lasers instead of bullets.
52	Light: This weapon weighs less than a normal weapon of its type. Incompatible with Heavy (roll again).
53	Locked: This weapon is password locked. You cannot use it until you have found a way to unlock it.
54	Long Range: Take -1 on the Shoot move when close to your target. Incompatible with Short Range (roll again).
55	Lopsided: After attacking with this weapon, your next attack must be against an enemy to the left of your current target.
56	Loud: This weapon makes a lot of noise when fired. Incompatible with Silent (roll again).
57	Lucky: Re-roll one roll of your choice. Discard this weapon afterwards.
58	Marshmallow: This weapon shoots marshmallows instead of bullets. Set this weapon's damage dice to 0.
59	Melancholy: This weapon must be verbally encouraged before it will fire.
60	Moral: This weapon does not inflict Direct Harm against targets who are not threatening you.
61	Mounted: This weapon cannot be fired if you used the Run move on your previous turn.
62	Napalm: When you roll the Shoot move, you may designate an area of the map instead of an enemy. If you do, a small section of the map becomes dangerous terrain. Any character moving through this terrain suffers half your weapon harm (rounded up).
63	Nocturnal: Take +1 on the Shoot move during the night. Incompatible with Diurnal (roll again).
64	Non-competitive: Take -1 to make the Shoot move against targets someone else has fired on this round.
65	Noxious: This weapon has a strong unpleasant odour. Incompatible with Perfumed (roll again).
66	Obvious: This weapon cannot be hidden on your person. Incompatible with Discreet (roll again).
67	Organic: This weapon is biological in its composition.
68	Painful: Even when it doesn't inflict Direct Harm, this weapon causes physical discomfort to its target.
69	Paired: When you inflict harm with this weapon, roll this weapons' damage and the damage of one other weapon with the Paired tag.
70	Perfumed: This weapon has a strong, pleasant smell. Incompatible with Noxious (roll again).

Roll	Tag
72	Planned Obsolescence: At the end of every session, roll 1d4. On a 1, this weapon breaks irreparably.
73	Portal bullets: This weapon's bullets don't travel through the entirety of the physical space between you and your target.
74	Prototype: This weapon is prone to malfunction.
75	Quick Reload: You can reload this weapon without spending hold when you use the Shoot move. Incompatible with Rare Ammo (roll again).
76	Rapid Fire: When you inflict harm with this weapon, roll 1d4. On a 4, roll your damage again.
77	Rare Ammo: This weapon cannot be reloaded. Incompatible with Infinite Ammo and Quick Reload (roll again).
78	Rare: There are only a limited number of weapons like this in existence.
79	Repeater: When you roll Shoot and get a result of 10+, roll Shoot again at the end of your move against the same target.
80	Sacrificial: This weapon causes pain to the user when fired.
81	Sad: This weapon emits a loud wailing when fired.
82	Scoped: Take +1 on the Shoot move against targets that are far away.
83	Shielded: Take +1 cover, up to your Cover Dice maximum, when you roll your Cover Dice while you have this weapon equipped.
84	Short Range: Take -1 on the Shoot move when far away from your target. Incompatible with Long Range (roll again).
85	Silent: This weapon makes almost no noise when fired. Incompatible with Loud (roll again).
86	Smart Bullets: Take +1 on the Shoot move when targeting an enemy that has moved during this round.
87	Smart: This weapon has computer systems and additional non-combat functionality built in.
88	Smoke: When you roll the Shoot move, you may designate an area of the map instead of an enemy. If you do, a small section of the map becomes covered with thick smoke. All characters take -1 to the Shoot move when firing on an enemy through this section of the map.
89	Splash: Inflicts half harm (rounded up) to characters immediately adjacent to the target.
90	Stolen: Someone, somewhere, is looking for this weapon.
91	Sturdy: This weapon is difficult to break or damage. Incompatible with Fragile (roll again).

Roll	Tag
92	Target Lock: Targeting an enemy with this weapon gives your allies +1 on the Shoot move against that enemy until the end of the round.
93	Threatening: You are able to more easily convince people to do what you want while you have this weapon equipped.
94	Torch: This weapon illuminates where it is pointed.
95	Touch: Ignores cover and inflicts Direct Harm against targets within arm's reach.
96	Tracer Rounds: If you roll a 6 or less on the Shoot move, take +1 on the Shoot move against the same target on the next round.
97	Tranquiliser: Enemies who suffer Direct Harm from this weapon are put to sleep, not killed. Does no harm to cover.
98	Uncomfortable: This weapon is unpleasant to hold or use.
99	Valuable: This weapon is desirable, and other people in the world may covet it.

Roll	Look
0	Abstract
1	Aerodynamic
2	Angelic
3	Angular
4	Antique
5	Aquamarine
6	Asymmetrical
7	Beautiful
8	Bejewelled
9	Black
10	Blue
11	Boring
12	Bright
13	Bronze
14	Brown
15	Bulbous
16	Camouflaged
17	Ceremonial
18	Chipboard
19	Clean
20	Concrete
21	Contorted
22	Corporate Sponsored
23	Cubed
24	Curly
25	Cute
26	Cyan
27	Dainty
28	Dark
29	Decals

Roll	Look
30	Decorative
31	Delicious
32	Demonic
33	Dirty
34	Disgusting
35	Drab
36	Eldritch
37	Extravagant
38	Eyes
39	Fabulous
40	Familiar
41	Fantastic
42	Fitted
43	Fluffy
44	Ghostly
45	Glass
46	Glittery
47	Gold
48	Graceful
49	Grand
50	Green
51	Grey
52	Grinning
53	Gunmetal
54	Hairy
55	Hollow
56	Holy
57	Indigo
58	Invisible
59	Jagged

Roll	Look
60	Large
61	Lime
62	Magenta
63	Maroon
64	Mass Produced
65	Military
66	Modern
67	Navy
68	Old
69	Olive
70	Orange
71	Ornate
72	Pink
73	Plain
74	Plastic
75	Pointy
76	Polished
77	Purple
78	Quaint
79	Red
80	Scary
81	Sharp
82	Silver
83	Small
84	Steel
85	Stone
86	Tan
87	Tapered
88	Teal
89	Turquoise

Roll	Look
90	Two-colour Gradient
91	Ugly
92	Unholy
93	Violet
94	Warm
95	Weathered
96	Wet
97	White
98	Wooden
99	Yellow

BASIC MOVES

The following moves are available to all players, in addition to the moves in their Playbooks.

Survey: When a **fight breaks out**, roll +mind. On a **6-**, gain 2 hold. On a **7-9**, gain 3 hold. On a **10+**, gain 5 hold. Collaborating with the other players, spend hold to establish cover, obstacles, and features of the terrain on the combat map, as established by the fiction.

- A small piece of natural cover (1)
- A small patch of terrain with particular properties (1)
- A wall or 2m tall obstacle (2)
- An obstacle or piece of difficult terrain (2)
- A neutral danger or threat (2)
- A position that provides a unique advantage (3)
- A computer terminal or object capable of controlling or affecting the terrain (4)
- A vehicle (light 2, medium 3, heavy 5).

The GM then adds cover, obstacles, and features as established by the fiction that have not already been added.

Shoot: When you **use a weapon that has more than 0 ammo to attack an enemy**, declare which weapon you are attacking with and roll +gun. On a **10+**, gain 2 hold. On a **7-9**, gain 1 hold, and take -1 Ammo. On a **6-**, take -1 Ammo and an enemy of the GM's choice inflicts harm on you. Spend hold 1 for 1 to do the following. You can only choose each option once per roll.

- Cause harm based on your weapon damage, or spend 2 hold to inflict your weapon damage +1d4 harm and an enemy of the GM's choice inflicts harm on you
- Force your target to move and roll their Cover Dice;
- Reload, returning one weapon to full Ammo.

Shoot 'n' Loot v 1.0

Reposition: When you **manoeuvre through combat to a new position**, move your token to a piece of cover or draw a new piece of cover on the map. Roll your Cover Dice, then roll +run. On a **10+**, add +1 to your Cover Die, up to your Cover Die's maximum. On a **7-9**, choose one: halve your Cover Dice (rounded up) or, the GM chooses an enemy to also move and roll their Cover Dice. On a **6-**, the GM chooses up to two enemies to also move and roll their Cover Dice.

Drive: When you **pilot a vehicle**, roll +mind. On a **10+**, choose two, on a **7-9**, choose one: Destroy the cover of an enemy in your path (if Medium or Heavy vehicle), cause 4 harm to cover (if Light vehicle), or cause Direct Harm to an enemy without cover; Avoid hazards and damage to your vehicle; Damage an enemy vehicle; Move to an advantageous position (if Light or Medium vehicle); Bail out before the vehicle explodes.

Deal: When you try to convince someone to do what you want, roll +mind. On a **10+**, they do it. On a **7-9**, they will do it, but first need something from you.

High Octane: When you **do something risky, bombastic, or daring**, roll +whichever skill is most relevant. On a **10+**, you do what you set out to do. On a **7-9**, you achieve your goal, but something goes wrong. The GM makes a move. On a **6-**, you fail to do it, and the GM makes a move as hard as they want.

Loot: When you **loot the area in the calm after a conflict**, roll +number of enemies killed, minus the number of players (maximum +3). Only one player can roll Loot per encounter, but every player benefits from



the result. On a **10+**, each player gains 3 hold. On a **7-9**, each player gains 1 hold. On a **6-**, each player gains no hold.

Every player generates a single weapon by rolling on the Loot Tables. Then, spend hold 1 for 1 to do the following.

- Add a tag to your loot (roll once on the tag table)
- Re-roll a Loot Table roll (any table)
- Plus or minus 2 to a Loot Table roll
- Plus or minus 5 to a Loot Table roll
- Plus or minus 10 to a Loot Table roll

Death's Door: When you suffer direct harm, roll with no bonuses. On a **10+**, you shake it off and return to the fray, setting your Cover Dice to 2. On a **7-9**, you are incapacitated and are permanently injured or scarred, you and the GM must agree how. You cannot participate in combat until the end of the encounter, at which point your allies may help you up. On a **6-**, you die outright. But don't worry! Thanks to the miracles of modern technology, you can respawn as long as you have current Respawn Insurance.

mgsalmon.itch.io/shootnloot

THE SOLDIER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Body: Scarred, tattoos, cyberware, _____

Eyes: Alert, haunted, suspicious, _____

Demeanour: Disciplined, dour, jumpy, _____

GEAR

You have: A uniform from your former corporate militia. A token or memento of a past relationship. A fine first aid kit. Grenades (3 uses per encounter).

DRIVES

Mark EXP when...

- Your rigid thinking complicates the mission.
- You choose the honourable thing over the expedient thing.
- A person or faction from your past complicates the mission.

WEAPONS

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

MOVES

You get:

- **Insta-Cover:** You have a deployable force shield. When you **deploy your shield**, draw a new piece of cover and roll +gun. On a **7-9** choose one of the following, or on a **10+** choose three: Increase Cover Die by 1 up to its maximum for any character who takes cover behind the shield; Increase the damage of allies attacks by 1 when they attack through the shield; Prevent all characters from moving through the shield.

When you level up, you can choose:

- ☐ **Hunker Down:** When you **hold position rather than reposition**, roll +gun. On **7-9**, increase your Cover Die by 1. On **10+**, increase your Cover Die by 2.
- ☐ **Demolition Man:** When you **use explosives to damage buildings or cover**, roll +gun. On **7-9**, you destroy a thin wall, a small piece of cover, or a light vehicle, or anything more fragile. On **10+**, you destroy a reinforced wall, a large piece of cover, or a medium or heavy vehicle, or anything more fragile.

RESPAWN DEBT ☐☐☐☐☐

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

- ☐ **Armoured:** When your Cover Die is on 0, it takes 2 or more damage to cause you Direct Harm, rather than 1.

- ☐ **First Aid:** When you **provide medical aid to an ally who has been injured but not killed**, roll +mind. On a **10+**, the ally may immediately return to the fight as if they rolled **10+** on their Death's Door move. On a **7-9**, the ally may return to the fight next round as their move.

- ☐ **Sure Wish We Had Some Grenades:** When you **throw a grenade at 2 or more enemies that share cover**, roll +run. On a **7+**, inflict 2 harm against all enemies sharing that piece of cover. On a **10+** choose one additional effect: Inflict 1 additional harm, or restore 1 use of your grenades. (Grants Grenades gear)

PROGRESSION ☐☐☐☐☐

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE BERSERKER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Eyes: Wild, piercing, unnatural, _____

Hair: Shaggy, sculpted, burned, _____

Body: Muscled, mutated, scarred, _____

GEAR

You have: A totem or memento of your planet of origin. A pile of wanted posters of you/a dangerous fugitive (choose one). An experimental anaesthetic (1 use per session).

DRIVES

Mark EXP when...

- Your irrational aggression complicates the mission.
- You cause a fight that could have been avoided.
- You destroy something precious.

WEAPONS

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

MOVES

You get:

- **In Your Face:** When you **attack an enemy at point-blank range**, roll +gun. On a **7+**, set your Cover Die to 1, deal your weapon damage +1d4 additional harm, and take 1 hold. On a **10+**, take 1 additional hold. Spend hold 1 for one to:
 - Deal an additional +1d4 damage
 - Immediately roll the Run action
 - Increase your Cover Die by 2.

When you level up, you can choose:

- ☐ **Living On The Edge:** When you use the **Run** move, you can choose to set your Cover Die to 2 rather than roll and then take +2 weapon damage next time you inflict harm.
- ☐ **I'm Immortal!:** When you die, expend your Experimental Anaesthetic. Make one move immediately, then die. (Grants Experimental Anesthetic gear)
- ☐ **Shrug It Off:** You can move through hazardous terrain without penalty.

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

- ☐ **Hulk Out:** When you **charge through flimsy cover with brutal force**, roll +run. On a **7-9**, destroy a light piece of cover and set your own Cover Die and the Cover Dice of all characters behind that cover to 0. On a **10+**, cause Direct Harm to one enemy who was behind that cover in addition to the **7-9** effect.
- ☐ **Battle Cry:** When you **let loose a barbaric yawp**, roll +run. On a **7-9**, enemies can cause harm only to you for the remainder of this round. On a **10+**, enemies can cause harm only to you, and you also increase your Cover Die by 2.

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE AGENT

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Face: Suave, chiselled, masked, _____

Clothes: Elegant, black, bodysuit, _____

Eyes: Cold, smiling, cyberware, _____

GEAR

You have: Forged credentials. A concealable weapon. A vial of deadly poison (1 use per session).

DRIVES

Mark EXP when...

- You make a calculated decision that values the mission over lives.
- You act decisively and complicate the mission.
- You betray an agreement or understanding.

WEAPONS

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

MOVES

You get:

■ **Stealth Field Generator:** You have a personal camouflage device. When you **activate camouflage**, set your Cover Die to 0 then flip a coin. On heads, you are invisible and cannot be seen, heard, or detected by conventional means. You cannot be fired upon by enemies. Your Cover Die is set at 0 as long as you are invisible. After rolling a move while you are invisible, flip a coin. On heads, you remain invisible. On tails, your camouflage breaks and your turn ends.

■ **Sleight of Hand:** When you **perform a discreet action**, roll +mind. Then, roll +mind. On a **7-9** choose one from the following list, or on a **10+** choose two: The NPC doesn't have their own agenda, the NPC regards you favourably, the NPC has useful connections or access.

When you level up, you can choose:

☐ **Assassin:** When you **strike an enemy within touch range while invisible**, you may inflict Direct Harm on that enemy regardless of their Cover Die. Your camouflage breaks.

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

☐ **Contact:** Once per session you can introduce an allied NPC. Name the NPC, describe them, and establish which Corporation they work for. Then, roll +mind. On a **10+**, choose two from the list below. On a **7+**, choose one: The NPC doesn't have their own agenda, the NPC regards you favourably, the NPC has useful connections or access.

☐ **Agile Combatant:** When you roll your Cover Die, roll twice and take the higher result.

☐ **Reliable Stealth Field:** Once per encounter you can re-toss a failed Stealth Field Generator coin toss.

☐ **Corporate Espionage:** When you **access sensitive files**, roll +mind. On a **7-9**, you gain a piece of useful intelligence, the GM will tell you what. On a **10+**, you gain useful intelligence and it is valuable to a particular Corporation.

PROGRESSION

When you mark the 5th EXP box,

clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE WHEEL-JOCKEY

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Face: Grease streaks, goggles, crash helmet, _____

Clothes: Windbreaker, jumpsuit, toolbelt, _____

Attitude: Enthusiastic, hyped up, death wish, _____

GEAR

You have: A custom detachable steering wheel. A good luck charm. Fine mechanic's tools.

DRIVES

Mark EXP when...

- You act recklessly without considering the consequences.
- You destroy something that is needed later.
- You become distracted by the lure of adventure and excitement and complicate the mission.

WEAPONS

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

MOVES

You get:

- **Catch A Riiiiiiide:** When you or an ally rolls Survey, vehicles cost 1 less Hold to place on the map.
- **Daredevil:** When you roll Drive, you ignore the next point of damage inflicted on your vehicle for the rest of the round.
- **I'm On Your Six:** When you roll Drive, on a **7+**, all allies in the vehicle with you gain +1 to the Shoot for the rest of the round.

When you level up, you can choose:

- ☐ **Defensive Driving:** All vehicles gain +1 damage threshold while you are the driver.
- ☐ **Guess I'm Walking:** You always bail out of a vehicle before it explodes.
- ☐ **Guess We're Walking:** You can always bail one ally out of a vehicle that you are also in before it explodes (requires Guess I'm Walking).

RESPAWN DEBT ☐ ☐ ☐ ☐ ☐

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

- ☐ **Witness Me!:** When a vehicle you are driving explodes, it deals Direct Harm to all enemies in the immediate vicinity.
- ☐ **Whiz-Kid:** When you **use tools or a workshop to repair a vehicle**, roll +mind. On a **7-9**, you repair a vehicle that has at least one point of damage remaining to its full damage threshold. On a **10+**, you repair a completely destroyed vehicle to half (rounded up) of its full damage threshold.

PROGRESSION ☐ ☐ ☐ ☐ ☐

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE GUN RUNNER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Smile: Charming, devilish, tricky, _____

Hair: Greasy, luscious, perfect, _____

Clothes: Expensive, cheap, tailored, _____

GEAR

You have: An almost inexhaustible bank account. A portable lockbox keyed to your DNA. An expensive wrist computer.

DRIVES

Mark EXP when...

- You betray a deal and complicate the mission.
- You lie or cheat your way to personal gain at the expense of an ally.
- You gain something at the expense of an ally.

WEAPONS

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

Type: _____ Ammo: ____ / ____
Tags: _____

Look: _____

MOVES

You get:

■ **Wheel and Deal:** When you **strike a bargain with another character**, roll +mind. On a **7-9** choose one from the following list, or on a **10+** choose two: The character will not willingly betray you; The deal is worth more than the other character realises; The deal costs you less.

■ **Ha! You're a Terrible Negotiator:** When you **offer a deal with a weapon as currency**, the weapon is considered to have the Valuable tag.

When you level up, you can choose:

☐ **Bulk Discount:** When you take -1 Ammo, flip a coin. On heads, take +1 Ammo (bringing the total Ammo change to 0).

☐ **One Person's Trash:** When you **enter a secure facility or private location**, you can immediately identify an object that will be valuable to someone down the line. Roll +mind. On a **7-9**, choose one from the following list, or on a **10+** choose two: The object

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

is easy to transport; You immediately know who will value this; The object will not be immediately noticed as missing.

☐ **Smiling Assassin:** When you **have someone else's confidence and are in control of a situation**, roll +gun. On a **7+**, you inflict Direct Harm on the character. On a **10+**, you inflict Direct Harm and remain in control of the situation.

☐ **An Eye For A Bargain:** When someone rolls Loot, you take 1 additional hold.

☐ **Home Away From Home:** You have a secret hideout where you and your allies can rest, restock on basic items, and prepare for missions. Choose one: Your hideout is mobile, your hideout is secure, your hideout contains advanced surveillance equipment, your hideout gives you access to rare gear and equipment.

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE SENTRY

Name: _____ Pronouns: _____



GUN



RUN



MIND



COVER

At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Clothes: Camouflage, leathers, cloak, _____

Eyes: Goggles, hawkish, cybernetic, _____

Body: Tattoos, skinny, athletic, _____

GEAR

You have: A memento of an impressive kill. Thermal binoculars. A laser tripwire and alarm. Wilderness survival gear.

DRIVES

Mark EXP when...

- You use the natural world to your advantage.
- You protect the natural world and complicate the mission.
- You go off on your own and complete a dangerous objective without backup.

WEAPONS

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

Type: _____ Ammo: ____/____

Tags: _____

Look: _____

MOVES

You get:

- **Steady:** When you **line up a shot**, roll +gun. On a **7-9**, take +1 Steady. On a **10+**, take 2 Steady. Spend 2 Steady to cause Direct Harm to one enemy in your line of sight regardless of cover. Clear all Steady at the end of the encounter.

When you level up, you can choose:

- ☐ **Quick Draw:** Immediately after **a fight breaks out after a tense negotiation** (before the first turn of the round), roll +mind. On a **7-9**, choose one enemy in range and halve their initial Cover Die roll (rounded up). On a **10+**, inflict Direct Harm on one enemy.
- ☐ **You Activated My Trap Card:** When you **lay a trap for an unsuspecting enemy**, roll +mind. On a **7-9** choose one from the following list or, on a **10+** choose two: The trap will incapacitate; The trap can be easily reset; The trap will not attract attention when sprung; The trap will affect more than one person.

RESPAWN DEBT ☐ ☐ ☐ ☐ ☐

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

- ☐ **Big Game Hunter:** Take +1 to Shoot against targets as large as a medium vehicle or larger.

- ☐ **Peek And Shoot:** When you roll Shoot, you may choose to reduce your Cover Die by 2 to take +1 on your Shoot roll.

- ☐ **Stalker:** Your weapons all gain the Nocturnal tag in addition to their other tags, unless they already have the Diurnal tag.

PROGRESSION ☐ ☐ ☐ ☐ ☐

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.