

STUFF YOU CAN DO

TAKE ACTION!

- ◆ Say what you are trying to do and roll a six-sided die (1d6).
- ◆ If it's a 6, you succeed. If it's a 4 or 5, you succeed but there's a problem. If it's a 1-3, you fail, and there's a problem.
- ◆ Describe your success (or failure). The GM describes the impact and problems.
- ◆ Some abilities add more dice to your roll. In this case, take the highest result.

ACTION IDEAS...

- ◆ blast something
- ◆ sneak or hide
- ◆ run away or race
- ◆ climb a tree
- ◆ hack a drone
- ◆ sound convincing
- ◆ search something
- ◆ remember a fact from school

BOOST ACTIONS!

Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!

Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

KICK LETS YOU...

- ◆ Mark more of a progress track or shoot down more laserflies!
- ◆ Damage a monster with an otherwise ineffective attack. Punch that crab!
- ◆ Get more style points when landing a trick (1 style per kick).
- ◆ Gain some side benefit, or do a couple things at the same time.
- ◆ And more! If it's too much to ask from a normal action, add kick and ask again.

TAKE A DARE!

You can...

- ◆ get +1d6 to an action roll.
- ◆ get +1 kick to an action roll, or
- ◆ clear 1 trouble

If you...

- ◆ let GM gain 1 bite.
- ◆ let GM introduce an extra problem, suggested by you, or
- ◆ mark 1 trouble

DO A TRICK!

Add a trick, a flourish, or some extra to show any action by saying "check it" before your roll. Any problems rolled are worse, but if you succeed you also mark 1 style.

"NOPE" A SLAM!

If you don't want to take a slam, say "nope!" and describe the cool thing your character does to avoid it. Then mark 2 trouble.

HELP TEAMMATES!

As long as you can describe it, you are free to use boost, kick, or dares to improve a teammate's action roll, freely take (or nope) slams for each other, share or trade components, or donate style to the crew or a specific teammate. (You can't share trouble.)

KID, YOU'VE GOT

GUIDE

You have always had a knack for blending into the background. Whether by becoming one with the shadows, talking fast, or being so dazzling that the world has trouble processing you, you find ways to stay hidden. You have mastered the art of the skillfully understated trick with a flashy outcome or witty one-liner. They think quiet means boring, but you know it means surprising.

NAME

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LOOK

pastel, neon, muted, all black, oversized, fitted, flashy, polished, relaxed, dirty, brand new, thrifted, vintage, technical, sporty, chic, provocative, classic, glasses, bandanna, chains, piercings, jewelry, ball cap, shoestring belt, nail polish, light makeup, full beat, dyed, lots of hair, shaved head, braces, something else.

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VIBE

sleep when you're dead, your drink matches your shoes, adult-in-residence, way too positive, one song on repeat, overachiever, never smile, something else.

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FAMILY

rich, poor, supportive, distant, strict, relaxed, big, small, boring, unstable, religious, ultra-terrestrial, something else

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BOND

Shared hardships, well-kept secret, mutual goals, relatives, childhood friends, natural chemistry, something else

WITH
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RAYGUN

particle ray, zero beam, mass projectors, laser visor, something else

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HOVERBOARD

street deck, nickel board, bomber, hardlight tire bmx, something else

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STICKERS

slugblasting is not a crime, tough to peel, a salt shaker, something else

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OTHER GEAR

- your phone
- something everyone else forgot
- backup portal device
- grappling hook
- spacetime amp
- multiversal maps
- a small drone
- hacking tools
- repair tools
- pro camera gear

ATTITUDE

Describe how your guile helps your action, then boost or kick as needed. Also refill one attitude any time you assist from the shadows, regardless of the outcome. You're always ready for trouble.



TRAITS

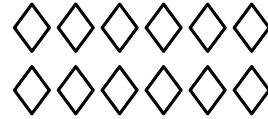
- **... The Whole Time.** Explain how you come from nowhere to help a crew member avoid a slam. Split the "nope" and each take one trouble.
- **Time To Shine.** Just because you avoid the spotlight doesn't mean you don't know how to use it. Twice per run, explain how you unexpectedly show out to add +1 kick to a roll and gain +1 style.
- **Must Have Been Nothing...** Any time you roll to avoid attention, or to help the crew do so, add +1d6 to the roll.
- **Know The Exits.** You've never been trapped, and you're not going to start today. If there's a situation where a roll would be required to escape, you can bypass that roll and refill one attitude.
- **Cornered.** When you're cornered, you clear your mind and it fills back up with the ability to...
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If this would help you with an action, you can mark a trouble to upgrade a 3-4 result to a 4-5 result.

- **Personal Growth.** A trait from another personality.
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NOTES

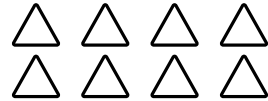
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STYLE



Run Bonus! +1 on runs where you act with stealth, cunning

TROUBLE



SLAMS

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LEGACY

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DOOM

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GUILE ARC

- **This is new (1 style).** New people? New interest? What has you coming out of your camouflaged shell? Who is noticing? +1 Legacy +1 Slam (nervous, cagey, unsure)
- **Visible (2 style).** You're starting to feel more comfortable in the open, but something still feels off about being seen. What is it? +1 Legacy +1 Doom
- **Ghost (4 trouble).** There it is. That's why you don't trust easily. What happened? Who/what was involved? +1 Doom -1 Legacy +1 Fracture
- **Un-anti-social (3 style).** Fighting the urge to stay secluded, you step up to help the crew out of a tight spot. They like you for you, and that's enough to keep showing up. Who reached out? -2 Doom +2 Legacy -1 Fracture +1 Trait

ANGST ARC

- **Angst (2 trouble).** You've got issues. Do we know why? How do they show? +1 slam (angry, jealous, depressed, etc) Pic a teammate who notices.
- **Struggling (3 trouble).** Your issues get worse. You act out, project, or try to solve the problem the wrong way. +1 doom
- **Darkness (4 trouble).** Woof. Your issues hurt your own crew. How? What did you say, do, or not do? +1 fracture.
- **Catharsis (4 style).** Who helps you? What do you understand now you didn't before? What will you change? -1 doom, -1 fracture, +1 legacy or trait.

FAMILY ARC

- **Trouble at Home (2 trouble).** Your family disapproves. How? Why? Do you care? +1 slam (distracted, worried, etc.) and pick a teammate who notices.
- **Final Warning (3 trouble).** An argument, punishment, or ultimatum. What do they want? What do you? What don't they understand? What don't you? +1 doom
- **Last Straw (4 trouble).** Nuclear war, scorched-earth, and words you both regret. +1 slam (grounded, broken device, etc.), +1 doom. What's the crew think?
- **Redemption (4 style).** Who makes the first move toward forgiveness? What's changed? How will you treat each other differently now? -2 doom, +1 legacy or trait.

TRAIT BEATS

- **Passion (2 style).** Look through your crew's photos, daydream about portals, feel the wind in your face as you skate. Show us what you love, and how much. +1 trait.
- **Origin Story (3 style).** A flashback that shows a defining moment from your past. +1 trait.
- **Sharpened (4 style).** A teammate inspires you or shows you something about yourself. +1 trait.

OTHER BEATS

- ☐ **Being Good (1 style).** Chores, homework, bible study, showing up for your shift on time. You know. Trying. -2 trouble.
- ☐ **You Earned It (5 style).** A trophy, a trick named after you, a scholarship, a moment you'll cherish forever. +1 legacy.
- ☐ **Take an L (5 trouble).** You suffer a loss, burn a bridge, gain a debt, or set off a looming threat. Does the crew know? +1 doom.

- ☐ **In The Lab (1 style).** Tinkering, designing, crafting, shopping. Install mods, uninstall mods, and/or exchange 3 matching components for 1 of your choice. You also gain 1 new random component.

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|---|------|---|---------------------|
| 1 | Coil | 4 | Gem |
| 2 | Disc | 5 | Pick |
| 3 | Lens | 6 | Pick and roll again |