

Basic Moves

Act under Pressure (Cool)

When you wish to act whilst facing opposition or avoid danger, roll Cool.

On a 10+: You succeed in the action.

On a 7-9: You succeed but with a consequence, the MC will offer you a hard choice or a cost.

Battlefield Medic (Cool)

When you treat a wound whilst under fire or during a mission, roll Cool.

On a 10+: You heal up to 2 wounds.

On a 7-9: You only heal one wound.

On a 6-: You cause a wound.

Checking it out (Smarts)

When you are wary of ambushes, looking for hidden snipers or wishing to evaluate your environment or a person, roll Smarts.

On a 10+: You can ask the MC two questions.

On a 7-9: You can ask the MC one question.

Down & Dirty (Tough)

If you want to attack an enemy with Melee or unarmed attacks, roll Tough.

On a 10+: You hit and get to roll damage.

On a 7-9: You hit but with a consequence.

Choose one:

- You also take a wound from the attack
- An ally takes a wound from the attack
- Your enemy alerts reinforcements
- Something breaks

Hand/Eye (Move)

If you want to pick a lock, fix an engine or place explosives, roll Move

On a 10+: You succeed in your action

On a 7-9: You succeed with consequence

Choose one:

- You trip on an alarm
- Something important breaks
- Whatever you did won't last long

Help or Hinder (Bond)

If you want to help or hinder another character, roll Bond.

On a 10+: Choose one:

- You turn a partial success into a success
- A partial success into a failure
- You give +1 forward
- You give -1 forward

On a 7-9: You give +1 forward but with a consequence or complication.

Info Gather (Smarts)

If you wish to search a system, ask questions on a situation or person, roll Smarts.

On a 10+: You can ask the MC 2 questions related to the investigation.

On a 7-9: The MC will answer one question but the answer does not need to be complete.

On a 6-: The MC will answer the question, but they can make a move or answer falsely.

Load & Lock (Tough)

When using any ranged weapon and getting involved in a fire fight, roll Tough.

On a 10+: You hit your target and do the damage.

On a 7-9: You hit your target, but the MC can choose one from below:

- You suffer a wound during the fire fight
- Your weapon jams
- You run out of ammo
- The enemy calls for reinforcements

On a 6-: You miss and need to change clip or reload.

Make a Deal (Chat)

If you want to get a better price from a trader, buy information or sweet talk the requisitions officer, roll Chat.

On a 10+: You get the deal, gain the info and you sweet talk the target.

On a 7-9: You get the deal, but it's not as good as you hoped and the target will no longer be agreeable.

Parkour (Move)

If you want to jump the wall, climb the cliff or escape across the rooftops, roll Move.

On a 10+: You succeed.

On a 7-9: You succeed with a consequence, the MC will can choose one from below:

- You take a wound
- Something breaks or you lose a piece of gear (MC Chooses).
- You stumble and take -1 forward for next action

Stealth (Move)

Moving quietly, hiding in shadows, covering your tracks when scouting a wilderness or your digital fingerprint when hacking a system all fall under the Stealth move.

On a 10+: You succeed and anyone hunting you fails

On a 7-9: You succeed but those hunting you will continue to search either somewhere else or be on alert in the area.

Systems (Smarts)

If you want to operate a computer or use a ship's controls or communications not owned by the characters, roll Smarts.

On a 10+: You gain access and the system can now be operated

On a 7-9: You gain access but the owners of the systems have been alerted to your presence

Use a Contact (Chat)

When you have a contact that may help, roll Chat.

On a 10+: The contact comes through with the help needed.

On a 7-9: The contact helps but at a cost, the MC chooses one from below

- The contact wants a favour in return
- The contact will not be available for a number of sessions afterwards
- The contact wants to be paid

On a 6-: The contact helps but the character loses the contact permanently

Combat Moves

Assault Position (Tough)

To assault a position battle must be already engaged, the unit leader rolls +Tough. On a 10+, choose 3. On a 7-9, choose 2, on a Fail, choose 1.

- You inflict Wounds (+1 Wound)
- You receive fewer Wounds (-1 Wound)
- You take the position.
- Your enemies flee in fear.

Suppressive Fire (Tough)

When you use Suppressive Fire roll +Tough. On a 10+, choose 3. On a 7-9, choose 2. On a fail, choose 1.

- You provide Suppressive Fire for a squad member who can move and act freely.
- Your Suppressive Fire gives another squad member +1 forward.
- Your Suppressive Fire hinders another squad member from moving freely.
- A random shot hits an enemy inflicting a wound.

Overwatch (Cool)

When using Overwatch roll +Cool. On a hit you eliminate the threat to the squad and warn them of the danger. On a 10+, choose 1.

- You inflict an extra wound.
- Your Overwatch gives the squad +1 forward.
- The enemy is unable to attack and are no threat.

On a miss the squad is warned but the enemy is unharmed.

Crime

Crime Committed:

Why?:

Punishment:

Background

Where were you born?:

Careers:

Events:

Profile

Look:

Scars & Injuries:

Defining Features:

Callsign: _____

Position: _____

Chat	Cool	Move	Smarts	Tough
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Bond

Combat

Wounds: _____ Armour: _____ Grit: _____

Damage Bonus: _____

Armour Worn: _____

Shield: _____ Points: _____

Weapons

Type: _____ Rng: _____ DMG: _____

Cybernetics

Experience



Moves

Tags

Gear

Threshold: _____

BitCreds: _____

Vehicle

Type: _____

Crew: _____ MP: _____

Wounds

Area	Lgt	Med	Hvy	Crit	AP
Wheels					
Cockpit					
Fuel					
Engine					
Hull					
Systems					

Upgrades**Weapon** **RNG** **DMG** **Tag**

Notes**Vehicle**

Type: _____

Crew: _____ MP: _____

Wounds

Area	Lgt	Med	Hvy	Crit	AP
Wheels					
Cockpit					
Fuel					
Engine					
Hull					
Systems					

Upgrades**Weapon** **RNG** **DMG** **Tag**

Notes**Vehicle**

Type: _____

Crew: _____ MP: _____

Wounds

Area	Lgt	Med	Hvy	Crit	AP
Wheels					
Cockpit					
Fuel					
Engine					
Hull					
Systems					

Upgrades**Weapon** **RNG** **DMG** **Tag**

Notes