

PLAYBOOK SUMMARIES

THE BRICK

The frontiers can be a mean, ugly, violent place. Law and society aren't a given everywhere. In those places, what's yours is yours only while you can hold it. Or as long as you have a brick backing you up.

Bricks aren't soldiers; they are mercenaries loaded for bear. Or whatever tough large predator is found on a planet. The point is that "reasonable response" and "appropriate restraint" aren't in their vocabulary.

Bricks are the baddest of asses. Their moves are simple, direct, and violent. If you want to answer affirmatively to, "Tell me you brought the grenades," play a brick. Warning: if things are going well, you might not be using your special moves. Interesting relationships can keep you in the scene.

THE ENGINEER

When only an impossible solution can set things right, people turn to the engineer. They might not have discovered hyperspace, but they figured out how to avoid having a ship get ripped apart by competing gravity (before too many killed themselves sailing into them anyway).

Any ship setting off for parts unknown probably has at least one engineer onboard.

Engineers are the zany inventors. They can fix things, but they really shine when they are pushing the bounds of what is possible. Play a engineer if you want to be instrumental in specific circumstances. Warning: your workspace depends on resources, and lots of them, so make friends with everyone you can.

THE MEDTECH

When the worst has happened and you are leaking your life onto the bulkhead, you don't want just any doctor -- a family practitioner is not going to be able to dig a hollowpoint out of your insides. It doesn't matter that half of the tools they carry practically run themselves, you still want a crisis tested professional. You want a medtech.

A medtech will drag you to cover and staple you together so you live long enough to reach proper facilities. And you won't feel a thing the entire way.

Medtechs aren't necessarily doctors, but they often perform those duties on frontier worlds without the ability to lure permanent transplants. Warning: if things are going well, it is possible your core feature. Make interesting relations so you'll stay relevant.

THE SHOW

You are an actor, a personality, the show. Okay... maybe you didn't hit it big, but you have all the right stuff. Most of showbiz is being in the right place at the right time. And anyway, you have found a better gig right now.

Shows take the expression, 'Dress for the job you want,' and apply it to everything in their lives. They make themselves known and command attention.

Shows are all about style over substance. If you want to fake it 'til you make it, play a show. Warning: you are all about being the center of attention, that means you are better at getting into trouble than getting out of it.

THE SPACER

"Everyone grows up in gravity. They learn to walk in it. They learn to eat in it. They learn to do everything in it. But take the most basic action in gravity, and do it in null-g, what happens? Try turning your head, do it. Just make sure you have a recepticle ready because I am not cleaning up your mess. When people need to get stuff done outside our cozy gravity zones, they come to someone like me and my crew."

The spacehands are the unsung backbone of the modern economy. As no man is an island, no ship is built by one person. Everything that can't be built on a planet, or is just way cheaper to build in orbit, is built by spacehands. They scurry over the hauls of ships to turn a few hundred megatons of material into a functional ship or orbital habitat.

Spacers are the builders and mechanics. They and their teams fix things like surgical teams fix people. Play a spacer if you want to have a welder on one hip and a network trunk exuder on the other.

THE TRAMP

When you need to get somewhere discreetly, who do you turn to? Not a commercial transport. Those have planned schedules and they ID their passengers. When you need to , you need a tramp ship, and that means you need a Tramp.

Tramps will go wherever they want, or wherever they are paid to go. And they don't often ask questions.

Tramps have ships. If you can't imagine a star/space opera without a starship, you have to be a tramp. Warning: Tramp moves tend to focus on their starship, so you may feel out of place when things aren't on your ship.

PLAYBOOK SUMMARIES

THE ESPER (PSION)

Psions are the practiced psychics of known space, and they look like anyone else. People with Extra Sensory Perception are called espers, and 'extra' doesn't give what they perceive justice.

Being an esper isn't a walk in the park. Mundies think their lives are loud? Try being open to the feelings, or even the thoughts, of everyone around you. So you have your own baggage and the impressions of everyone around you's baggage. On top of that, nearly every faction has strict regulations that apply to psions; ranging from mandatory conscription to total criminality. No one likes the idea of someone being able to snoop on their private thoughts.

Espers are spooky. If you want to be in on everyone else's private business, play an esper. Their moves extend what other characters can do to add range or discretion. Warning: you are empath if not more, so expect to make people uncomfortable.

THE PORTER (PSION)

Psions are the practiced psychics of known space, and they look like anyone else. People with power over time and space are called porters.

Often confused with tekes, porters don't actually move things, they bend time and space around things. Porters are known to be able to pull and push items forward in time, teleporting from place, and sometimes even call future versions of themselves back in time temporarily.

Warning: Some porter moves require you to know the history of a place.

THE PUSHER (PSION)

Psions are the practiced psychics of known space, and they look like anyone else. People with telepathy are called pushers because they can push messages or even actions into other people's minds.

Pushers are the most disturbing of the psions. Shapers can adjust their own bodies, tekes can move things, and espers can dig into people's deepest secrets, but pushers can make other people do things.

Pushers are spooky and really fun to play. Their moves are powerful, but not entirely outside the range of what other characters can accomplish.

THE SHAPER (PSION)

Psions are the practiced psychics of known space, and they look like anyone else. The ones that can control their own bodies on a microscopic level are called shapers.

Shapers are the only psions that focus their power more internally. They can go without food or water, heal quickly, bend their bio energy into a weapon, and even phase matter. As a result, they tend to attract less stigma than the other kinds.

Shapers are the oddest of the psions because their power is focused internally. Their moves are powerful, but not entirely outside the range of what other characters can accomplish.

THE TEKE (PSION)

Psions are the practiced psychics of known space, and they look like anyone else. People with telekinesis are called tekes ('teeks').

Not as unnerving as espers or pusher, tekes are not immune to stigma. At best they are asked to perform tricks: knock over an empty can, float a commlink, whatever. At worst they are viewed like a person with a weapon. Which is to be expected since many factions have trained tekes in their military or security services.

Tekes are like psychic bricks, with a few different tricks. Warning: Like bricks, when things are going well, you might be juggling the contents of your pockets. So try to keep yourself involved and come up with

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Look

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BRICK MOVES

- ☐ **Always Be Prepared.** You have a well-stocked and high quality trauma kit. It counts as a medtech's kit with a capacity of 2-stock.
- ☐ **Bail.** Name your escape route and roll+Tough. On a 10+, you make it. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- ☐ **Battle-hardened.** When you ACT UNDER PRESSURE, or when you stand overwatch, roll+Tough instead of +Cool.
- ☐ **Brutally Effective.** Whenever you inflict harm, inflict +1-harm.
- ☐ **Pulse of the Fight.** When you rely on INTUITION during a battle, roll+Tough instead of +Smarts.
- ☐ **Really Tough.** You get +1 Tough (Max +3).
- ☐ **"You and what army?"** In battle, you treat opposing units as one size smaller when exchanging harm.

Other Moves.

BRICK WEAPONS

- **Big Gun.** (choose 1):
 - ☐ Battle rifle (3-harm close/far loud autofire)
 - ☐ Penetrator rifle (4-harm far/extreme)
 - ☐ Plasma cannon (4-harm ap close area messy)
 - ☐ Rocket launcher (4-harm far/extreme area messy reload)
 - ☐ Silenced sniper rifle (3-harm far/extreme)
- **Serious Guns.** (choose 2):
 - ☐ Autoflechette (3-harm close messy)
 - ☐ Charge rifle (2-harm close/far loud)
 - ☐ Charge SMG (2-harm close autofire loud)
 - ☐ Grenades (4-harm hand close messy loud reload)
 - ☐ Sabot pistol (3-harm close reload loud)
 - ☐ Armor Piercing (Add ap to all your guns)
- **Backup weapons.** (choose 1):
 - ☐ Charge pistol (2-harm close loud)
 - ☐ Vibroknife (2-harm close) (2-harm close autofire loud)

Other Weapons.

CREATING A BRICK

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm-1, Cool+1, Sharp+1, Smarts=0, Tough+2
- ☐ Charm-1, Cool+1, Sharp=0, Smarts+1, Tough+2
- ☐ Charm-1, Cool+2, Sharp=0, Smarts-1, Tough+2
- ☐ Charm+1, Cool+1, Sharp=0, Smarts-1, Tough+2
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. Choose 2 brick moves, and either another brick move or a move from any playbook.

You can use all the battle moves, but when you get the chance, look up seize by force and laying down fire.

GEAR

You get:

- Personal ID
- Commlink
- 1 big weapon
- 2 serious weapons
- 1 backup weapon
- Oddments worth 2-barter
- Battle armor (2-armor)
- Soft vacsuit
- Fashion suitable to your look (you detail)

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one, two, or all three questions:

■ Which one of you once left me bleeding, and did nothing for me?

◆ For that character, write Bond-2

■ Which one of you has fought shoulder to shoulder with me?

◆ For that character, write Bond+3

■ Which one of you is the [prettiest, smartest, next toughest, or ugliest]?

◆ For that character, write Bond+1

For everyone else, write Bond-1. You don't find a particular need to understand most people.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

The ENGINEER

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Any ship setting off for parts unknown probably has at least one engineer onboard.

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ENGINEER MOVES

- ☐ **Bonefeel.** At the beginning of the session, roll+Smarts. On a hit, hold 1. On a 10+, you have a +1 forward when you spend the hold. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.
- ☐ **Deep Insights.** Get +1 Smarts (max +3)
- ☐ **Focused Intensity.** When you do ACT UNDER PRESSURE, STAND OVERWATCH, or BAIT A TRAP, roll+Smarts instead of +Cool.
- ☐ **Things Speak.** Whenever you handle or examine something, roll+Smarts. On a hit, you can ask the MC questions. On a 10+, ask 2. On a 7-9, ask 1:
 - ◆ *What's wrong with this, and how might I fix it?*
 - ◆ *What is the most recent modification made to this?*
 - ◆ *Who made this?*
 - ◆ *What is it made of?*
 - ◆ *What does it do?*
- ☐ **Usually Right.** When a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark experience.
- ☐ **Weird Science.** Some component of your workspace, or some arrangement of components, is especially exotic (possibly from another dimension or level of reality). Choose and name it, or else leave it for the MC to reveal during play.

Other Moves.

WORKSPACE

Choose which of the following your workspace includes. Choose 3:

- ☐ Machining tools
- ☐ Scrap pile
- ☐ Controlled environment
- ☐ Proving range
- ☐ Material fabricator
- ☐ Prototype from a previous job
- ☐ Booby traps

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of something, decide what and tell the MC. The MC will tell you 1-4 of the following complications:

- ◆ How long it will take to work out/through.
- ◆ First you'll have to get/build/fix/figure out ____.
- ◆ You're going to need ____ to help you with it.
- ◆ It's going to cost you a lot of barter.
- ◆ The best you'll be able to do is a weak or unreliable version.
- ◆ It's going to mean exposing yourself (plus colleagues) to serious danger.
- ◆ You're going to have to add ____ to your workplace first.
- ◆ It's going to take multiple tries.
- ◆ You're going to have to take ____ apart to do it.

The MC might connect them all with "and," or might make it easier with an "or."

Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, explain, or whatever it calls for.

PROJECTS

CREATING AN ENGINEER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask either or both questions:

- *Which one of you breaks the most things?*
 - ◆ For that character, write Bond+1
- *Which one of you recruited me?*
 - ◆ For that character, write Bond+2

For everyone else, write Bond-1. You are too busy keeping things running to keep abreast of everyone's daily nonsense.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm+1, Cool-1, Sharp+1, Smarts+2, Tough=0
- ☐ Charm-1, Cool=0, Sharp+2, Smarts+2, Tough-1
- ☐ Charm=0, Cool+1, Sharp+1, Smarts+2, Tough-1
- ☐ Charm-1, Cool+1, Sharp=0, Smarts+2, Tough+1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. Choose 1 engineer move, and either another engineer move or a move from any playbook.

You can use all the battle moves, but when you get the chance, read up on KEEPING AN EYE OUT, BAITING A TRAP, and TURNING THE TABLES, as well as the rules for how vehicles suffer harm.

GEAR

You get:

- Workspace
- Personal ID
- Commlink
- Oddments worth 6-barter
- Soft vacsuit
- Fashion suitable to your look (you detail)
- Three normal gear or weaponry

PROJECTS

During play, it's your job to have your character start and pursue projects. They can be any projects you want, both long term and short. begin by thinking up the project you're working on this very morning, as play begins.

The MEDTECH

When the worst has happened and you are leaking your life onto the bulkhead, you don't want just any doctor -- a family practitioner is not going to be able to dig a hollowpoint out of your insides. It doesn't matter that half of the tools they carry practically run themselves, you still want a crisis tested professional. You want a medtech.

A medtech will drag you to cover and staple you together so you live long enough to reach proper facilities. And you won't feel a thing the entire way.

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MEDTECH MOVES

- ☐ **Battlefield Grace.** While you are caring for people, not fighting, you get +1 armor.
- ☐ **Combat Administration.** You know how to deal with unruly patients: dose 'em. When you need to INJECT SOMEONE, roll+Sharp to get in close and jab it in (assuming the target's armor doesn't prevent it). On a 10+, you reached the artery, and they go down pretty quick. On a 7-9, it will take a little while to kick in. On a miss, prepare for the worst! You can also THREATEN SOMEONE WITH AN INJECTION, roll+Sharp instead of +Tough.
- ☐ **'Everybody Lies'.** Everybody lies to cover up embarrassing history. When you MANIPULATE SOMEONE that needs your help, you can roll+Sharp instead of +Charm, but you use the grace of a doctors' handwriting (so they will dislike you). If you use this on another character, they reduce their Bond to you by 1.
- ☐ **First Aid.** When you really need someone on their feet, you can expend 1-stock to attempt to improve their condition, roll+Sharp. On a hit the patient stabilizes. On a 7-9, choose 1:
 - ◆ The patient takes a -1 forward.
 - ◆ The patient heals 1-harm but takes a -1 ongoing until it is fixed properly.
 - ◆ The patient heals 1-harm but it will return as 2-harm and become unstable again later.
- ☐ **Infirmary -- REPLACE.** You get a surgical infirmary (you detail where) with life support, a pharma-printer, robotic arm assistant, and smart dispenser. Get patients into it and you can work on them with a 1-stock discount (+1 for 0-stock, +2 for 1-stock, +3 for 1-stock). Modern facilities don't waste surgical kits like 21st century chop-shops.
- ☐ **Professionalism.** When you HELP or INTERFERE WITH SOMEONE, you can roll+Sharp regardless of your narrative explanation.

Other Moves.

MEDTECH KIT

You have a portable kit of all kinds of medical marvels: scissors, gloves, clamps, scalpels, traumafoam, electric cautizer, instant bloodpacks, NervePinch(tm) nanopaste, AutoSthesia injector, internal body imager, MobileER(tm) resuscitation unit, etc. It all fits in a hard backpack. When you use it, spend its stock; you can spend 0-3 of its stock per use. You can resupply it for 1-barter per 3-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to STABILIZE AND HEAL SOMEONE AT 4 OR LOWER: roll+Stock spent. On a hit, they stabilize and heal to 5, and choose 2 (on a 10+) or 1 (on a 7-9):

- ◆ *They fight you and you have to put them under anesthesia. How long will they be out?*
 - ◆ *They respond very well to treatment. Recover 1 of the stock you spent, if you spent any.*
 - ◆ *The pain and drugs make them babble the truth to you. Ask them what secret they spill.*
 - ◆ *They're at your complete mercy. What do you do to them?*
 - ◆ *Their course of recovery teaches you something about your craft. Mark experience.*
 - ◆ *They owe you for your time, attention, and supplies, and you're going to hold them to it.*
- On a miss, they take 1-harm instead.

To use it to SPEED RECOVERY OF SOMEONE AT 5 or 6: don't roll. Spend 1-stock. They choose: they spend a day (6) or 3 days (5) hopped up on the good stuff, or they ignore doctor's orders during their recovery to be mostly functional but in agony.

- To use it to REVIVE SOMEONE WHOSE LIFE HAS BECOME UNTENABLE, spend 2-stock. They come back, but you get to choose how they come back. Chose from the regular "when life is untenable" list, or else choose 1:
 - ◆ *They come back in your deep, deep debt.*
 - ◆ *They come back with a prosthetic (you detail).*

To use it to TREAT AN NPC, spend 1-stock. They're stable now and they'll recover in time.

To use it to INSTALL CYBERWARE IN SOMEONE, spend 1-stock. The implant is installed properly, but the patient has a -1 ongoing until they get used to it (enough time places or they roll a 10+ on a move that relies on it).

- **You have a supplier.** At the beginning of every session, gain 2-stock, to a maximum of 6-stock.

STOCK

CREATING A MEDTECH

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one, two, or all three questions:

- *Which one of you should I expect to be operating on the most?*

- ◆ For that character, write Bond-2

- *Which one of you held the clamps and helped me save a life?*

- ◆ For that character, write Bond+2

- *Which one of you has been with me the longest and seen what I've seen?*

- ◆ For that character, write Bond+3

For everyone else, write Bond+1. You keep your eyes open.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- Charm+1, Cool+1, Sharp+2, Smarts=0, Tough-1
- Charm-1, Cool+1, Sharp+2, Smarts+1, Tough=0
- Charm-1, Cool+1, Sharp+2, Smarts=0, Tough+1
- Charm+1, Cool-1, Sharp+2, Smarts+1, Tough=0
- Assign your own +2/+1/+1/=0/-1 stat array
- Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. You also have medtech kit. Choose 1 medtech move, and either another medtech move or a move from any playbook.

You can use all the battle moves, but when you get the chance, look up seize by force and laying down fire.

GEAR

You get:

- Personal ID
- Commlink
- 1 practical weapon
- Oddments worth 4-barter
- Soft vacsuit
- Fashion suitable to your look (you detail)
- At your option, 1-armor

Small practical weapons (choose 1):

- Charge pistol (2-harm close loud)
- Vibroknife (2-harm hand)
- Stunbaton (1-harm stun)

The SHOW

You are an actor, a personality, the show. Okay... maybe you didn't hit it big, but you have all the right stuff. Most of showbiz is being in the right place at the right time. And anyway, you have found a better gig right now.

Shows take the expression, 'Dress for the job you want,' and apply it to everything in their lives. They make themselves known and command attention.

Look

<h3 style="margin: 0;">STATS</h3> <div style="text-align: right; font-size: 0.8em; margin-bottom: 5px;"> Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/> </div> <div style="margin-bottom: 5px;"> <input type="radio"/> CHARM <input type="checkbox"/> manipulate someone </div> <div style="margin-bottom: 5px;"> <input type="radio"/> COOL <input type="checkbox"/> act under pressure </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SHARP <input type="checkbox"/> assess a situation <input type="checkbox"/> read a person </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SMARTS <input type="checkbox"/> intuit </div> <div> <input type="radio"/> TOUGH <input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves </div>	<h3 style="margin: 0;">EXPERIENCE</h3> <div style="margin-bottom: 5px;"> Experience: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> Improve </div> <div style="margin-bottom: 5px;"> Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to Cool (max +2) <input type="checkbox"/> Get +1 to Sharp (max +2) <input type="checkbox"/> Get +1 to Smarts (max +2) <input type="checkbox"/> Get +1 to Tough (max +2) <input type="checkbox"/> Get a new show move <input type="checkbox"/> Get a new show move <input type="checkbox"/> Get a new show move <input type="checkbox"/> REPLACE <input type="checkbox"/> Get a move from another playbook <input type="checkbox"/> Get a move from another playbook </div> <div style="margin-bottom: 5px;"> Advanced Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to any stat (max +3) <input type="checkbox"/> Retire your character <input type="checkbox"/> Create a second character <input type="checkbox"/> Change to a new playbook <input type="checkbox"/> Mark 3 basic moves as advanced <input type="checkbox"/> Mark 3 basic moves as advanced </div>
<h3 style="margin: 0;">BONDS <small>(Help or interfere; session end)</small></h3> <div style="height: 150px; border: 1px solid black;"></div>	<h3 style="margin: 0;">GEAR & BARTER</h3> <div style="height: 150px; border: 1px solid black;"></div>
<h3 style="margin: 0;">HARM <small>(Harm peripheral move)</small></h3> <div style="margin-bottom: 5px;"> <input type="text" value="6"/> <input type="text" value="5"/> <input type="text" value="4"/> <input type="text" value="3"/> <input type="text" value="2"/> <input type="text" value="1 (untenable)"/> </div> <div style="border: 1px solid black; padding: 2px; text-align: center; margin-bottom: 5px;"> unstable </div> <div style="font-size: 0.8em;"> When life become untenable: <ul style="list-style-type: none"> <input type="checkbox"/> Come back with -1 to a stat (min -2) <input type="checkbox"/> Come back with -1 to a different stat (min -2) <input type="checkbox"/> Die </div>	<div style="height: 150px; border: 1px solid black;"></div>

SHOW MOVES

- ☐ **Action [Format] Star.** Be it holograms, trideo, or even old fashioned video, you know the demands of an action star: salient punning. When you make an appropriate pun to some current event you were involved in, you get a +1-forward.
- ☐ **Experienced Negotiator.** You are no stranger to the negotiating table. When you READ A PERSON during a negotiation, rolled+Charm instead of +Sharp.
- ☐ **'I Can't Work Like This!'** Sometimes the fastest way to make an exit is to make a scene. And boy can you make a scene. If things haven't escalated too far and you can offer at least a half-baked reason for you to be offended enough to leave, you can roll+Charm to get clear of a scene. On a 10+, the staff wants you gone as quickly and discreetly as possible. On a 7-9, you played it a little too much and at least one staff member tries to placate you (and possibly notice something you didn't want them to). On a miss, your performance is terrible so you should prepare for the worst!
- ☐ **'I Do My Own Stunts.'** When you are ACTING UNDER PRESSURE in a physical task (especially if it involves jumping through glass or high falls), roll+Charm instead of +Cool.
- ☐ **'Make My Day.'** You When you THREATEN WITH VIOLENCE, roll+Charm instead of +Tough. If your hand is forced, you can choose a 7-9 result or roll+Cool, on a hit you can decide to follow through, on a miss you chicken out, so prepare for the worst!
- ☐ **Punditry.** When you MANIPULATE SOMEONE without the intention of getting anything beyond attention or their opinion, you don't need to offer assurance, corroboration, or evidence (definitely not evidence).
- ☐ **Screentested.** You don't have a bad side, you are ready for holo projection. You gain +1 Charm.
- ☐ **Self-Promotion.** You are a celebrity, or at least you can convince people you might be. Given enough time, you can complete a social media campaign to hype yourself or someone else. This counts as corroboration when you try to MANIPULATE your way into places.
- ☐ **'These Are Not Egyptian Cotton.'** If you want to be treated like the best, you need to be able to recognize the best. You can accurately judge the quality of goods unless the MC says otherwise. In addition, you don't need to ASSESS A SITUATION to learn who is in control here (if you can't see them, you recognize that person is absent).

Other Moves.

"HERE'S MY HEADSHOT"

What careers have you been in?

- | | |
|--|--|
| <input type="checkbox"/> News/Television Personality | <input type="checkbox"/> Recorded Acting |
| <input type="checkbox"/> Live Theater | <input type="checkbox"/> Musician |
| <input type="checkbox"/> Celebrity Activism | <input type="checkbox"/> Other _____ |

How do you answer when asked, 'What are you working on now?'

- | | |
|---|---|
| <input type="checkbox"/> Promotional tour | <input type="checkbox"/> Extended research. |
| <input type="checkbox"/> I'm looking for a new venue. | <input type="checkbox"/> I'm on sabbatical. |
| <input type="checkbox"/> Show biz didn't work out for me. | <input type="checkbox"/> Other _____ |

What really happened?

Other Details.

CREATING A SHOW

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn, ask one or both questions:

■ *What is your favorite entertainment? (E.g. live vs recorded, or genres.)*

◆ For characters that mention one that match your past career, put Bond+2.

■ *Which of you have seen my professional work?*

◆ For characters that praised it, put Bond+1.

For everyone else, put Bond-1. "Who doesn't watch [format]?"

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm+2, Cool=0, Sharp+1, Smarts+1, Tough-1
- ☐ Charm+2, Cool-1, Sharp+1, Smarts=0, Tough+1
- ☐ Charm+2, Cool+1, Sharp=0, Smarts-1, Tough+1
- ☐ Charm+2, Cool+1, Sharp-1, Smarts+1, Tough=0
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. Choose 2 show moves, and either another show move or a move from any playbook.

GEAR

You get:

- Personal ID
- Commlink
- Lots of headshots
- Prop keepsakes from past work
- Oddments worth 4-barter
- Sizable wardrobe
- Pretty much anything you want to buy

The SPACER

"Everyone grows up in gravity. They learn to walk in it. They learn to eat in it. They learn to do everything in it. But take the most basic action in gravity, and do it in null-g, what happens? Try turning your head, do it. Just make sure you have a recepticle ready because I am not cleaning up your mess. When people need to get stuff done outside our cozy gravity zones, they come to someone like me and my crew."

The spacehands are the unsung backbone of the modern economy. As no man is an island, no ship is built by one person. Everything that can't be built on a planet, or is just way cheaper to build in orbit, is built by spacehands. They scurry over the hauls of ships to turn a few hundred megatons of material into a functional ship or orbital habitat.

Look

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SPACEHAND MOVES

- ☐ **Proper-ish Job.** When you want to GET SOMETHING PROPERLY FIXED on a light ship without assistance or access to dock resources, roll+Smarts. On a hit you get it working or replaced. On a 10+, choose 1:
 - ☒ You finished in record time.
 - ☒ You didn't use more parts or fabrication than expected.
 - ☒ You notice something else is broken, take a +1-forward on your next technical move.
- ☐ **Juryrig.** When you want to GET SOMETHING WORKING RIGHT NOW on a small ship without assistance, roll+Smarts. On a 10+, choose 1. On a 7-9, choose 2:
 - ☒ It will take a few hours.
 - ☒ You have to divert power/parts from another system.
 - ☒ It will only work a little while.
 - ☒ It will have a -1 ongoing until it is fixed properly.
- ☐ **Extra-Vehicular Activities.** You are familiar with the differences of operating in null gravity. You are not clumsy and if you have to ACT UNDER PRESSURE under those conditions, roll+Smarts instead of +Cool.
- ☐ **Talk Shop.** When you are MANIPULATING SOMEONE TECHNICALLY INCLINED, roll+Smarts instead of +Charm.
- ☐ **Wholesale Connections.** When you are LOOKING FOR SOME PARTICULAR THING TO BUY, roll+Smarts instead of +Sharp. If a choice has to be made, you can choose instead of the MC. When you MAKE KNOWN THAT YOU WANT A THING AND DROP JINGLE TO SPEED IT ON ITS WAY, you have a discount of 1-barter.
- ☐ **Chief Spacer.** You are a chief spacer and have a spacer crew. Detail them on the back.
- ☐ **Experienced Chief.** (Requires Chief Spacer.) Add an option to your crew or erase one option.
- ☐ **Over-Qualified Chief.** (Requires Experienced Chief.) Add two options to your crew.

Other Moves.

SPACER CREW

(Requires the Chief Spacer move.) You have a small crew of spacers that work for/under you (1-harm small crew unprofessional). With their assistance you can use Proper-ish Job on a small ship, and Juryrig a medium ship. Working with a smaller crew could draw out the schedule or inflict a -1 forward. or be outright impossible.

Choose 2:

- ☐ Medium/Heavy: Your crew is medium sized, making it large enough to properly service a medium ship and juryrig a heavy ship. Each time you take this option, increase the crew size again (Proper/Juryrig).
 - ◇ Heavy/Capital ◇ Capital/Super Capital ◇ Super Capital/?
- ☐ Professional: Your crew has benefitted under your management. Drop unprofessional tag.
- ☐ Armored: Your crew has access to basic armor (1-armor).
- ☐ Well Armed: Your crew has access to weapons beyond their work tools (2-harm).
- ☐ Machine Workshop: Your crew has access to machining tools and can create new parts assuming they have the necessary raw materials. If you take this option again, you have printing fabricators that can very quickly make almost any replacement part.

Choose 1:

- ◇ Under Contract: Your crew are actually employed by someone else. Add obligation.
- ◇ Loose-knit: Your crew are free agents, they can come or go as they please. Add fickle.
- ◇ Locals: Your crew are hired from specific local systems and won't go far from it. Add roots.
- ◇ Coarse: Your crew aren't very refined. Add uncouth.

YOUR CREW

CREW SIZE		CREW TAGS
CREW HARM	CREW ARMOR	
CREW DETAILS (E.G. NAMES)		

CREATING A SPACER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask either or both questions:

- *Which one of you breaks the most things?*
 - ◆ For that character, write Bond+1
- *Which one of you recruited me?*
 - ◆ For that character, write Bond+2

For everyone else, write Bond-1. You are too busy keeping things running to keep abreast of everyone's

daily nonsense.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm-1, Cool+1, Sharp=0, Smarts+2, Tough+1
- ☐ Charm+1, Cool=0, Sharp+1, Smarts+2, Tough-1
- ☐ Charm=0, Cool-1, Sharp+1, Smarts+2, Tough+1
- ☐ Charm+1, Cool+1, Sharp-1, Smarts+2, Tough=0
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. Choose 2 spacer moves and either another spacer move or a move from any playbook.

You can use all the battle moves, but when you get the chance, check Proper-ish Job and Juryrig, as well as the rules for how vehicles suffer harm.

GEAR

You get:

- Personal ID
- Commlink
- Oddments worth 2-barter
- Soft vacsuit
- Mechanics tools
- Fashion suitable to your look (you detail)

The TRAMP

When you need to get somewhere discreetly, who do you turn to? Not a commercial transport. Those have planned schedules and they ID their passengers. When you need to, you need a tramp ship, and that means you need a Tramp.

Tramps will go wherever they want, or wherever they are paid to go. And they don't often ask questions.

Look

<h3 style="margin: 0;">STATS</h3> <div style="text-align: right; font-size: 0.8em; margin-bottom: 5px;"> Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/> </div> <div style="margin-bottom: 5px;"> <input type="radio"/> CHARM <input type="checkbox"/> manipulate someone </div> <div style="margin-bottom: 5px;"> <input type="radio"/> COOL <input type="checkbox"/> act under pressure </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SHARP <input type="checkbox"/> assess a situation <input type="checkbox"/> read a person </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SMARTS <input type="checkbox"/> intuit </div> <div style="margin-bottom: 5px;"> <input type="radio"/> TOUGH <input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves </div>	<h3 style="margin: 0;">EXPERIENCE</h3> <div style="margin-bottom: 5px;"> Experience: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> Improve </div> <div style="margin-bottom: 5px;"> Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to Cool (max +3) <input type="checkbox"/> Get +1 to Charm (max +2) <input type="checkbox"/> Get +1 to Sharp (max +2) <input type="checkbox"/> Get +1 to Smarts (max +2) <input type="checkbox"/> Get +1 to Tough (max +2) <input type="checkbox"/> Get a new tramp move <input type="checkbox"/> Get a new tramp move <input type="checkbox"/> REPLACE <input type="checkbox"/> Get a move from another playbook <input type="checkbox"/> Get a move from another playbook </div> <div style="margin-bottom: 5px;"> Advanced Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to any stat (max +3) <input type="checkbox"/> Retire your character <input type="checkbox"/> Create a second character <input type="checkbox"/> Change to a new playbook <input type="checkbox"/> Mark 3 basic moves as advanced <input type="checkbox"/> Mark 3 basic moves as advanced </div>
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TRAMP MOVES

- ☐ **Daredevil.** If you go straight into danger without hedging your bets, you get +1-armor. If you happen to be leading a gang or convoy, it gets +1-armor too.
- ☐ **Fighter Jock Mentality.** When you THREATEN WITH VIOLENCE, roll+Cool instead of +Tough.
- ☐ **Reputation.** When you meet someone important (your call), roll+Cool. On a hit, they've heard of you, and you say what they've heard; the MC has them respond accordingly. On a 10+, you take a +1-forward for dealing with them as well. On a miss, they've heard of you, but the MC decides what they've heard.
- ☐ **Smuggler.** You know how to massage a manifest and tuck away illicit cargo. When you MANIPULATE SOMEONE in the process of smuggling contraband or passengers, roll+Coll instead of +Charm.
- ☐ **Top Gun.** When you use ship systems to THREATEN WITH VIOLENCE or use battle moves, you roll+Cool instead of +Tough.
- ☐ **Veteran Pilot.** When a ship you are piloting suffers v-harm, take a -1 to your roll. In addition, when a ship you are in has harm blow through to passengers, you suffer 1 less harm.

Other Moves.

CREATING A TRAMP

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

LOOK

Make up a look, or use inspiration from the Look Reference.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- Which one of you once got me out of some serious trouble?
 - ◆ For that character, write Bond+1
- Which one of you have I caught sometimes staring out at the stars?
 - ◆ For that character, write Bond+2

For everyone else, write Bond+0. You are skeptical of people you don't know

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm=0, Cool+2, Sharp+1, Smarts-1, Tough+1
- ☐ Charm=0, Cool+2, Sharp+1, Smarts+1, Tough-1
- ☐ Charm+1, Cool+2, Sharp=0, Smarts-1, Tough+1
- ☐ Charm+2, Cool+2, Sharp=0, Smarts-1, Tough-1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves. Choose 2 tramp moves, and either another tramp move or a move from any playbook.

You can use all the battle moves, but when you get the chance, look up standing overwatch, the vehicle moves, and the rules for how vehicles suffer harm.

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

GEAR

You get:

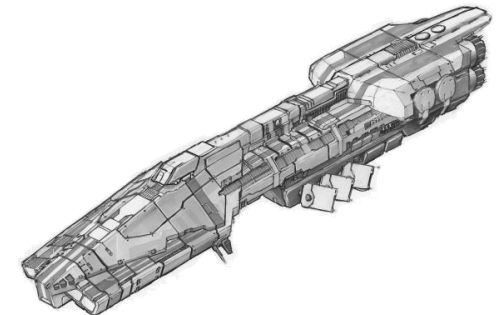
- Personal ID
- Commlink
- 1 handy weapon
- Oddments worth 4-barter
- Soft vacsuit
- Fashion suitable to your look (you detail)

Handy weapons (choose 1):

- ☐ Antique revolver (2-harm close reload loud)
- ☐ Charge pistol (2-harm close loud)
- ☐ Charge rifle (2-harm close/far loud)
- ☐ Sabot pistol (3-harm close reload loud)

YOUR SHIP

Detail your first ship. Consider what your picks say not just about your ship, but about what your tramp can afford (or stole?).



The ESPER

Psions are the practiced psychics of known space, and they look like anyone else. People with Extra Sensory Perception are called espers, and 'extra' doesn't give what they perceive justice.

Being an esper isn't a walk in the park. Mundies think their lives are loud? Try being open to the feelings, or even the thoughts, of everyone around you. So you have your own baggage and the impressions of everyone around you's baggage. On top of that, nearly every faction has strict regulations that apply to psions; ranging from mandatory conscription to total criminality. No one likes the idea of someone being able to snoop on their private thoughts.

Look

<h3 style="margin: 0;">STATS</h3> <div style="text-align: right; font-size: 0.8em; margin-bottom: 5px;"> Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/> </div> <div style="margin-bottom: 5px;"> <input type="radio"/> CHARM <input type="checkbox"/> manipulate someone </div> <div style="margin-bottom: 5px;"> <input type="radio"/> COOL <input type="checkbox"/> act under pressure </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SHARP <input type="checkbox"/> assess a situation <input type="checkbox"/> read a person </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SMARTS <input type="checkbox"/> intuit </div> <div style="margin-bottom: 5px;"> <input type="radio"/> TOUGH <input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves </div>	<h3 style="margin: 0;">EXPERIENCE</h3> <div style="margin-bottom: 5px;"> Experience: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> Improve </div> <div style="margin-bottom: 5px;"> Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to Sharp (max +3) <input type="checkbox"/> Get +1 to Charm (max +2) <input type="checkbox"/> Get +1 to Cool (max +2) <input type="checkbox"/> Get +1 to Smarts (max +2) <input type="checkbox"/> Get +1 to Tough (max +2) <input type="checkbox"/> Get a new esper move <input type="checkbox"/> Get a new esper move <input type="checkbox"/> Choose a second psion playbook and get a move from it <input type="checkbox"/> Get a move from another playbook <input type="checkbox"/> Get a move from another playbook </div> <div style="margin-bottom: 5px;"> Advanced Improvements: <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to any stat (max +3) <input type="checkbox"/> Retire your character <input type="checkbox"/> Create a second character <input type="checkbox"/> Change to a new playbook <input type="checkbox"/> Mark 3 basic moves as advanced <input type="checkbox"/> Mark 3 basic moves as advanced </div>
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ESPER MOVES

- **Extra Sensory Perception (ESP).** (Passive) You are extraordinarily sensitive to your surroundings, especially to the emotions of those around you. When you successfully READ SOMEONE, you can ask if they are telling the truth without using a hold.
- **Clairvoyant.** (Requires ESP) You are able to project your awareness out from your body. When you want to REMOTELY VIEW a person or place you can justify, roll+Sharp. On a hit, you are able to make ASSESS A SITUATION and READ A PERSON moves at -1-ongoing of the remote location. On a 10+, you ignore the -1-ongoing. On a miss, you cannot remote view again until you have had time to rest, and you should prepare for the worst!
- **Mind Reader.** (Requires ESP) You can sort through a person's thoughts. You can attempt to READ A PERSON without directly communicating with them. Add the following choices to spend holds on:
 - ◆ They don't notice. *If this choice is not selected, the subject will know someone is rooting through their mind.*
 - ◆ What are you thinking about?
- **Postcog.** (Requires ESP) You are able to read the psychic impressions of a place or item. ASSESS A SITUATION after the fact or READ A PERSON that held or used an item. Imprints fade with time and can be covered over by other strong impressions.
- **Precog.** (Requires ESP) You often get a flash of insight when you would be surprised, roll+Sharp. On a hit, you are able to make sense of the flash. On a 10+, you have a +1-forward.
- **Sensitive.** (Requires ESP, passive) You automatically notice when someone uses an active psychic move in your presence and the nature of their move. If you make physical contact with a person, you can choose 'Are you a psion?' as a question when you READ A PERSON, you do not need physical contact if you are a mind reader.

Other Moves.

PSION HISTORY

How are psions identified where you are from?

- ☐ As they manifest.
- ☐ Mandatory screening.

What happens to psions that are identified?

- ☐ Nothing, they enjoy equal rights. (*Access to psion schools.*)
- ☐ Being a psion is a crime. (*Expulsion, branding, confinement, and/or execution.*)
- ☐ Conscription. (*Psion boarding school, mandatory service.*)
- ☐ They are granted elevated rights. (*Everyone else is a second class citizen.*)

How did you refine your powers?

- ☐ At a psion school.
- ☐ Discreetly on your own.
- ☐ Mentored by a rogue psion.

How did you come to be where you are now?

- ☐ You are a free individual.
- ☐ You are a fugitive psion.
- ☐ You are a rogue psion.
- ☐ You are on detached service.

Are shapers treated any differently?

Other Details.

CREATING AN ESPER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- *Are any of you scared of psions?*
 - ◆ For characters that explicitly deny it and suggest psions deserve more trust, put Bond+3
 - ◆ For characters that say yes, put Bond-2
- *Were any of you vocal about psion rights before you realized I was one?*
 - ◆ For those characters, write Bond+3
- *Which one of you did I confide my psychic abilities to?*
 - ◆ For that character, write Bond+2

For everyone else, ask yourself, "Are you a rogue psion?"

- ◆ If so, put Bond-1 for everyone else. You aren't interested in getting close to everybody.
- ◆ If not, put Bond+1 for everyone else.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm+1, Cool+1, Sharp+2, Smarts-1, Tough=0
- ☐ Charm=0, Cool+1, Sharp+2, Smarts-1, Tough+1
- ☐ Charm+1, Cool=0, Sharp+2, Smarts+1, Tough-1
- ☐ Charm-1, Cool+1, Sharp+2, Smarts=0, Tough+1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves and the ESP move.

Choose an additional esper move, and either another esper move or a move from any playbook.

GEAR

You get:

- Personal ID (real or forged)
- Commlink
- 1 small weapon
- Oddments worth 2-barter
- Fashion suitable to your look (you detail)

Small weapon (choose 1):

- ☐ Knife (1-harm hand)
- ☐ Vibroknife (2-harm hand)
- ☐ Charge pistol (2-harm close loud)

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

The PORTER

Psions are the practiced psychics of known space, and they look like anyone else. People with power over time and space are called porters.

Often confused with tekes, porters don't actually move things, they bend time and space around things. Porters are known to be able to pull and push items forward in time, teleporting from place, and sometimes even call future versions of themselves back in time temporarily.

Look

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PORTER MOVES

■ **Apportation.** When you want to PULL OR PUSH AN OBJECT FORWARD IN TIME, state the object you seek to move and roll+Smarts. On a 10+, choose 3. On a 7-9, choose 2:

- ◆ The object is larger than 2 kg (but not more than 4 kg).
- ◆ The object originated or lands at a point far away in space.
- ◆ The object pulled is similar in function. (Choose this twice to have it be almost exactly the same, e.g. a different gun.)
- ◆ The object pushed is at close range. (Chose this twice to target something at far range.)
- ◆ The object pushed is moving rapidly relative to you.
- ◆ You push the object almost exactly as far into the future as you intended.

□ **Duplicate.** (Requires Apportation) You can PULL YOURSELF FROM THE FUTURE. Roll+Smarts, on a hit, a future version of you appears for 20 seconds. On a 10+, choose 2. On a 7-9, choose 1:

- ◆ Your future self is inclined to help.
- ◆ Your future self comes from far away in space.
- ◆ Your future self planned for this moment and has a handy item.
- ◆ Your future self stays a minute.

□ **Teleport.** (Requires Apportation) When you want to TELEPORT ACROSS PHYSICAL SPACE, roll+Smart. If you have the time, you can use a teleport calculator to create a hypnotic mosaic to handle the math for you, in which case you have a +1 forward. On a 10+, choose 3. On a 7-9, choose 2. On a miss, prepare for the worst (and possibly last) teleport of your life!

- ◆ You arrive safely at a destination you can't see.
- ◆ You take +1 passenger.
- ◆ You orient exactly as you planned. You have a +1-forward on your next ACT UNDER PRESSURE, THREATEN WITH VIOLENCE or battle move.

□ **Timeslip.** (Requires Apportation) When you want to TELEPORT FORWARD IN TIME, roll+Smarts. On a hit, you go up to a few seconds into the future. On a 10+, choose 1:

- ◆ You go up to five minutes into the future.
- ◆ You go exactly as far as you intended. You have a +1-forward on your next ACT UNDER PRESSURE, THREATEN WITH VIOLENCE or battle move.

Other Moves.

PSION HISTORY

How are psions identified where you are from?

- ☐ As they manifest.
- ☐ Mandatory screening.

What happens to psions that are identified?

- ☐ Nothing, they enjoy equal rights. (*Access to psion schools.*)
- ☐ Being a psion is a crime. (*Expulsion, branding, confinement, and/or execution.*)
- ☐ Conscription. (*Psion boarding school, mandatory service.*)
- ☐ They are granted elevated rights. (*Everyone else is a second class citizen.*)

How did you refine your powers?

- ☐ At a psion school.
- ☐ Discreetly on your own.
- ☐ Mentored by a rogue psion.

How did you come to be where you are now?

- ☐ You are a free individual.
- ☐ You are a fugitive psion.
- ☐ You are a rogue psion.
- ☐ You are on detached service.

Are shapers treated any differently?

Other Details.

CREATING A PORTER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- *Are any of you scared of psions?*
 - ◆ For characters that explicitly deny it and suggest psions deserve more trust, put Bond+3
 - ◆ For characters that say yes, put Bond-2
- *Were any of you vocal about psion rights before you realized I was one?*
 - ◆ For those characters, write Bond+3
- *Which one of you did I confide my psychic abilities to?*
 - ◆ For that character, write Bond+2

For everyone else, ask yourself, "Are you a rogue psion?"

- ◆ If so, put Bond-1 for everyone else. You aren't interested in getting close to everybody.
- ◆ If not, put Bond+1 for everyone else.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm=0, Cool+1, Sharp+1, Smarts+2, Tough-1
- ☐ Charm+1, Cool+1, Sharp=0, Smarts+2, Tough-1
- ☐ Charm-1, Cool+1, Sharp+1, Smarts+2, Tough=0
- ☐ Charm-1, Cool=0, Sharp+1, Smarts+2, Tough+1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves and the Apportation move. Choose another porter move, and either another porter move or a move from any playbook.

GEAR

You get:

- Personal ID (real or forged)
- Commlink
- 1 small weapon
- Oddments worth 2-barter
- Fashion suitable to your look (you detail)

Small weapon (choose 1):

- ☐ Knife (1-harm hand)
- ☐ Vibroknife (2-harm hand)
- ☐ Charge pistol (2-harm close loud)

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

The **PUSHER**

Psions are the practiced psychics of known space, and they look like anyone else. People with telepathy are called pushers because they can push messages or even actions into other people's minds.

Pushers are the most disturbing of the psions. Shapers can adjust their own bodies, tekes can move things, and espers can dig into people's deepest secrets, but pushers can make other people do things.

Look

<h3 style="margin: 0;">STATS</h3> <div style="text-align: right; font-size: 0.8em; margin-bottom: 5px;"> Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/> </div> <div style="margin-bottom: 5px;"> <input type="radio"/> CHARM <input type="checkbox"/> manipulate someone </div> <div style="margin-bottom: 5px;"> <input type="radio"/> COOL <input type="checkbox"/> act under pressure </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SHARP <input type="checkbox"/> assess a situation <input type="checkbox"/> read a person </div> <div style="margin-bottom: 5px;"> <input type="radio"/> SMARTS <input type="checkbox"/> intuit </div> <div> <input type="radio"/> TOUGH <input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves </div>	<h3 style="margin: 0;">EXPERIENCE</h3> <p>Experience: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> Improve</p> <p>Improvements:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to Charm (max +3) <input type="checkbox"/> Get +1 to Cool (max +2) <input type="checkbox"/> Get +1 to Sharp (max +2) <input type="checkbox"/> Get +1 to Smarts (max +2) <input type="checkbox"/> Get +1 to Tough (max +2) <input type="checkbox"/> Get a new pusher move <input type="checkbox"/> Get a new pusher move <input type="checkbox"/> Choose a second psion playbook and get a move from it <input type="checkbox"/> Get a move from another playbook <input type="checkbox"/> Get a move from another playbook <p>Advanced Improvements:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Get +1 to any stat (max +3) <input type="checkbox"/> Retire your character <input type="checkbox"/> Create a second character <input type="checkbox"/> Change to a new playbook <input type="checkbox"/> Mark 3 basic moves as advanced <input type="checkbox"/> Mark 3 basic moves as advanced
<h3 style="margin: 0;">BONDS</h3> <p><i>(Help or interfere; session end)</i></p> <div style="height: 150px; border: 1px solid black; margin-top: 5px;"></div>	<h3 style="margin: 0;">GEAR & BARTER</h3> <div style="height: 150px; border: 1px solid black; margin-top: 5px;"></div>
<h3 style="margin: 0;">HARM</h3> <p><i>(Harm peripheral move)</i></p> <div style="display: flex; align-items: center; gap: 5px; margin-bottom: 5px;"> <div style="border: 1px solid black; padding: 2px 5px;">6</div> <div style="border: 1px solid black; padding: 2px 5px;">5</div> <div style="border: 1px solid black; padding: 2px 5px;">4</div> <div style="border: 1px solid black; padding: 2px 5px;">3</div> <div style="border: 1px solid black; padding: 2px 5px;">2</div> <div style="border: 1px solid black; padding: 2px 5px;">1 <i>(untenable)</i></div> </div> <div style="border: 1px solid black; padding: 2px 5px; width: 100px; margin-left: auto;">unstable</div> <p>When life become untenable:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Come back with -1 to a stat (min -2) <input type="checkbox"/> Come back with -1 to a different stat (min -2) <input type="checkbox"/> Die 	

PUSHER MOVES

- **Telepathy.** You can establish mental communication with other people in close proximity. Information cannot be coerced. If a subject is unwilling, you must roll+Charm. On a 10+, your message is received clearly. On a 7-9, your intent gets through. On a miss, the subject knows you tried to intrude, so you should prepare for the worst!
 - **Mind Blast.** (Requires Telepathy) Your mind is a focused weapon (2-harm close area ignores armor). When you MIND BLAST, roll+Charm.
 - **Mind Shield.** You can protect yourself from mental effects by 'shouting' louder. If you have to ACT UNDER PRESSURE because of exposure to psychic phenomena, roll+Charm instead of +Cool. On a 10+, in addition to completing your action, choose one:
 - ◆ You know where the effect came from.
 - ◆ You protect those immediately around you from the effect.
 - **Mind Wipe.** (Requires Telepathy) You can use your telepathy to scramble people's short term memory. Roll+Charm. On a 10+, choose 3. On a 7-9, choose 1. On a miss, your efforts failed but were noticed; prepare for the worst!
 - ◆ You wipe more than one target. *If you want to wipe more than three people, you need to choose this twice. You can't manage more than a dozen at once.*
 - ◆ You erased the last few minutes. *If you want to wipe the entire last hour, you need to choose this twice.*
 - **Suggestion.** (Requires Telepathy) You have turned your telepathy into projecting thoughts into people. When you want to IMPLANT AN ACTIONABLE IDEA IN SOMEONE'S MIND, roll+Charm. On a 10+, choose 1. On a 7-9, choose 2:
 - ◆ They only obey non-harmful parts of your command.
 - ◆ They are stilted, clumsy, and obviously controlled.
 - ◆ You suffer 1-harm (ignores armor).
 - **Vanish.** (Requires Telepathy) You are able to make people not notice you or whatever else you desire. Roll+Charm. On 10+, you succeed. On 7-9: choose 1. On a miss, prepare for the worst!
 - ◆ You missed a few targets and they felt it.
 - ◆ It won't last long.

Other Moves.

PSION HISTORY

How are psions identified where you are from?

- ☐ As they manifest.
- ☐ Mandatory screening.

What happens to psions that are identified?

- ☐ Nothing, they enjoy equal rights. (*Access to psion schools.*)
- ☐ Being a psion is a crime. (*Expulsion, branding, confinement, and/or execution.*)
- ☐ Conscription. (*Psion boarding school, mandatory service.*)
- ☐ They are granted elevated rights. (*Everyone else is a second class citizen.*)

How did you refine your powers?

- ☐ At a psion school.
- ☐ Discreetly on your own.
- ☐ Mentored by a rogue psion.

How did you come to be where you are now?

- ☐ You are a free individual.
- ☐ You are a fugitive psion.
- ☐ You are a rogue psion.
- ☐ You are on detached service.

Are shapers treated any differently?

Other Details.

CREATING A PUSHER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- *Are any of you scared of psions?*
 - ◆ For characters that explicitly deny it and suggest psions deserve more trust, put Bond+3
 - ◆ For characters that say yes, put Bond-2
- *Were any of you vocal about psion rights before you realized I was one?*
 - ◆ For those characters, write Bond+3
- *Which one of you did I confide my psychic abilities to?*
 - ◆ For that character, write Bond+2

For everyone else, ask yourself, "Are you a rogue psion?"

- ◆ If so, put Bond-1 for everyone else. You aren't interested in getting close to everybody.
- ◆ If not, put Bond+1 for everyone else.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm+2, Cool+1, Sharp=0, Smarts-1, Tough+1
- ☐ Charm+2, Cool=0, Sharp+1, Smarts-1, Tough+1
- ☐ Charm+2, Cool+1, Sharp-1, Smarts+1, Tough=0
- ☐ Charm+2, Cool=0, Sharp+1, Smarts+1, Tough-1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves and the Telepathy move. Choose an additional pusher move, and either another pusher move or a move from any playbook.

GEAR

You get:

- Personal ID (real or forged)
- Commlink
- 1 small weapon
- Oddments worth 2-barter
- Fashion suitable to your look (you detail)

Small weapon (choose 1):

- ☐ Knife (1-harm hand)
- ☐ Vibroknife (2-harm hand)
- ☐ Charge pistol (2-harm close loud)

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

The SHAPER

Psions are the practiced psychics of known space, and they look like anyone else. The ones that can control their own bodies on a microscopic level are called shapers.

Shapers are the only psions that focus their power more internally. They can go without food or water, heal quickly, bend their bio energy into a weapon, and even phase matter. As a result, they tend to attract less stigma than the other kinds.

Look

STATS <div>Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/></div>		EXPERIENCE
<input type="radio"/> CHARM <input type="checkbox"/> manipulate someone		Experience: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> Improve
<input type="radio"/> COOL <input type="checkbox"/> act under pressure		Improvements:
<input type="radio"/> SHARP <input type="checkbox"/> assess a situation <input type="checkbox"/> read a person		<input type="checkbox"/> Get +1 to Cool (max +3) <input type="checkbox"/> Get +1 to Charm (max +2) <input type="checkbox"/> Get +1 to Sharp (max +2) <input type="checkbox"/> Get +1 to Smarts (max +2) <input type="checkbox"/> Get +1 to Tough (max +2) <input type="checkbox"/> Get a new shaper move <input type="checkbox"/> Get a new shaper move <input type="checkbox"/> Choose a second psion playbook and get a move from it <input type="checkbox"/> Get a move from another playbook <input type="checkbox"/> Get a move from another playbook
<input type="radio"/> SMARTS <input type="checkbox"/> intuit		Advanced Improvements:
<input type="radio"/> TOUGH <input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves		<input type="checkbox"/> Get +1 to any stat (max +3) <input type="checkbox"/> Retire your character <input type="checkbox"/> Create a second character <input type="checkbox"/> Change to a new playbook <input type="checkbox"/> Mark 3 basic moves as advanced <input type="checkbox"/> Mark 3 basic moves as advanced
BONDS <i>(Help or interfere; session end)</i>		GEAR & BARTER
HARM <i>(Harm peripheral move)</i> <div> <input type="text" value="6"/> <input type="text" value="5"/> <input type="text" value="4"/> <input type="text" value="3"/> <input type="text" value="2"/> <input type="text" value="1 (untenable)"/> </div> <div> <input type="text" value="unstable"/> </div> <p>When life become untenable:</p> <input type="checkbox"/> Come back with -1 to a stat (min -2) <input type="checkbox"/> Come back with -1 to a different stat (min -2) <input type="checkbox"/> Die		

SHAPER MOVES

- **Biofeedback.** You are able to regulate your body to an unnatural degree. You use up air, water, and calories at a quarter of the rate as normal. In addition, your natural healing rate is doubled.
- **Harden.** (Requires Biofeedback) You are able to manipulate your dermis integrity to shrug off wounds. You have +1 armor while you are conscious.
- **Healing.** (Requires Biofeedback) You can regulate the regeneration of yourself or someone else. When you want to HEAL yourself or someone else, make physical contact and roll+Cool. On a 10+, they are stabilized and recover 1-harm. On a 7-9, choose to stabilize or to recover 1-harm. On a miss, prepare for the worst!
- **Intangibility.** (Requires Biofeedback) You can meddle with the strong nuclear forces that hold matter together. When you want to PHASE SOMETHING you are touching, roll+Cool. On a hit, you are able to phase yourself. On a 10+, you can also phase up to two people or a surface. On a miss, prepare for the worst!
- **Weapon.** (Requires Biofeedback) You can shape your bio energy into a weapon (2-harm obvious hand) extending from one of your hands. When you THREATEN WITH VIOLENCE, roll+Cool instead of +Tough.

Other Moves.

PSION HISTORY

How are psions identified where you are from?

- ☐ As they manifest.
- ☐ Mandatory screening.

What happens to psions that are identified?

- ☐ Nothing, they enjoy equal rights. (*Access to psion schools.*)
- ☐ Being a psion is a crime. (*Expulsion, branding, confinement, and/or execution.*)
- ☐ Conscription. (*Psion boarding school, mandatory service.*)
- ☐ They are granted elevated rights. (*Everyone else is a second class citizen.*)

How did you refine your powers?

- ☐ At a psion school.
- ☐ Discreetly on your own.
- ☐ Mentored by a rogue psion.

How did you come to be where you are now?

- ☐ You are a free individual.
- ☐ You are a fugitive psion.
- ☐ You are a rogue psion.
- ☐ You are on detached service.

Are shapers treated any differently?

Other Details.

CREATING A SHAPER

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- *Are any of you scared of psions?*
 - ◆ For characters that explicitly deny it and suggest psions deserve more trust, put Bond+3
 - ◆ For characters that say yes, put Bond-2
- *Were any of you vocal about psion rights before you realized I was one?*
 - ◆ For those characters, write Bond+3
- *Which one of you did I confide my psychic abilities to?*
 - ◆ For that character, write Bond+2

For everyone else, ask yourself, "Are you a rogue psion?"

- ◆ If so, put Bond-1 for everyone else. You aren't interested in getting close to everybody.
- ◆ If not, put Bond+1 for everyone else.

On the others' turns, answer their questions as you like.

Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm=0, Cool+2, Sharp+1, Smarts-1, Tough+1
- ☐ Charm+1, Cool+2, Sharp+1, Smarts-1, Tough=0
- ☐ Charm+1, Cool+2, Sharp-1, Smarts=0, Tough+1
- ☐ Charm-1, Cool+2, Sharp+1, Smarts+1, Tough+1
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves and the Biofeedback move. Choose an additional shaper move, and either another shaper move or a move from any playbook.

GEAR

You get:

- Personal ID (real or forged)
- Commlink
- 1 small weapon
- Oddments worth 2-barter
- Fashion suitable to your look (you detail)

Small weapon (choose 1):

- ☐ Knife (1-harm hand)
- ☐ Vibroknife (2-harm hand)
- ☐ Charge pistol (2-harm close loud)

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.

The TEKE

Psions are the practiced psychics of known space, and they look like anyone else. People with telekinesis are called tekes ('teeks').

Not as unnerving as espers or pusher, tekes are not immune to stigma. At best they are asked to perform tricks: knock over an empty can, float a commlink, whatever. At worst they are viewed like a person with a weapon. Which is to be expected since many factions have trained tekes in their military or security services.

Look

STATS		Basic Moves <input type="checkbox"/> (Advanced <input checked="" type="checkbox"/> Other Moves <input checked="" type="checkbox"/>
<input type="radio"/>	CHARM	<input type="checkbox"/> manipulate someone
<input type="radio"/>	COOL	<input type="checkbox"/> act under pressure
<input type="radio"/>	SHARP	<input type="checkbox"/> assess a situation <input type="checkbox"/> read a person
<input type="radio"/>	SMARTS	<input type="checkbox"/> intuit
<input type="radio"/>	TOUGH	<input type="checkbox"/> threaten with violence <input checked="" type="checkbox"/> battle moves

BONDS <i>(Help or interfere; session end)</i>	

HARM <i>(Harm peripheral move)</i>	
<div>6</div> <div>5</div> <div>4</div> <div>3</div> <div>2</div> <div>1 (untenable)</div>	<div>unstable</div>
When life become untenable: <ul style="list-style-type: none"> <input type="checkbox"/> Come back with -1 to a stat (min -2) <input type="checkbox"/> Come back with -1 to a different stat (min -2) <input type="checkbox"/> Die 	

EXPERIENCE

Experience: ☐ ☐ ☐ ☐ ☒ Improve

Improvements:

- ☐ Get +1 to Tough (max +3)
- ☐ Get +1 to Charm (max +2)
- ☐ Get +1 to Cool (max +2)
- ☐ Get +1 to Sharp (max +2)
- ☐ Get +1 to Smarts (max +2)
- ☐ Get a new teke move
- ☐ Get a new teke move
- ☐ Choose a second psion playbook and get a move from it

- ☐ Get a move from another playbook
- ☐ Get a move from another playbook

Advanced Improvements:

- ☐ Get +1 to any stat (max +3)
- ☐ Retire your character
- ☐ Create a second character
- ☐ Change to a new playbook
- ☐ Mark 3 basic moves as advanced
- ☐ Mark 3 basic moves as advanced

GEAR & BARTER

TEKE MOVES

■ **Telekinesis.** You have telekinesis. You can move things you can see with your mind. Your telekinesis alone can be a weapon (1-harm close), but items you are wielding with it may inflict more harm based on their size and may gain the obvious tag.

□ **Elemental-kinesis.** (Requires Telekinesis) You have honed your telekinesis and can directly manipulate a form of energy. When you use a battle move using your elemental kinesis, roll+Tough. Choose once for each time you take this move:

- ◇ Electricity: 3-harm obvious messy hand/close; not messy at hand range.
- ◇ Fire: 4-harm obvious dangerous close.
- ◇ Force: 2-harm forceful close.
- ◇ Frost: 3-harm obvious restraining close.

□ **Kinetic Shield.** (Requires Telekinesis) You can exert your telekinesis into a force field around yourself. When you concentrate on your shield, you gain +2 armor, but you take a -1 ongoing on all rolls while you do. If you want to hold against a vacuum, you may have to ACT UNDER PRESSURE.

□ **Levitate.** (Requires Telekinesis) You can float yourself into a form of flight. Your environment determines if you take a penalty while levitating yourself. You may have to ACT UNDER PRESSURE to keep it up.

- ◆ Null gravity: No penalty.
- ◆ Normal conditions: -2 ongoing.
- ◆ Low grav or bouyant: -1 ongoing.
- ◆ High grav or burdened: -3 ongoing.

Other Moves.

PSION HISTORY

How are psions identified where you are from?

- ☐ As they manifest.
- ☐ Mandatory screening.

What happens to psions that are identified?

- ☐ Nothing, they enjoy equal rights. (*Access to psion schools.*)
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- ☐ At a psion school.
- ☐ Discreetly on your own.
- ☐ Mentored by a rogue psion.

How did you come to be where you are now?

- ☐ You are a free individual.
- ☐ You are a fugitive psion.
- ☐ You are a rogue psion.
- ☐ You are on detached service.

Are shapers treated any differently?

Other Details.

CREATING A TEKE

Choose a name, look, stats, moves, gear, and bonds.

NAME

BONDS

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Bonds. On your turn ask one or both questions:

- *Are any of you scared of psions?*
 - ◆ For characters that explicitly deny it and suggest psions deserve more trust, put Bond+3
 - ◆ For characters that say yes, put Bond-2
- *Were any of you vocal about psion rights before you realized I was one?*
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Bonds represent how interested you are in another character, whether it is affection or hate.

At any time if your bond to another character increases to +4, reset it to +1 (and therefore mark experience). If your bond to another character reduces to -3, reset it to +0 (and therefore mark experience).

LOOK

Make up a look, or use inspiration from the Look Reference.

MOTIVATIONS

Select two from the Motivations Reference.

STATS

Choose one set:

- ☐ Charm=0, Cool+1, Sharp+1, Smarts-1, Tough+2
- ☐ Charm+1, Cool+1, Sharp=0, Smarts-1, Tough+2
- ☐ Charm-1, Cool+1, Sharp+1, Smarts=0, Tough+2
- ☐ Charm-1, Cool=0, Sharp+1, Smarts+1, Tough+2
- ☐ Assign your own +2/+1/+1/=0/-1 stat array
- ☐ Assign your own +2/+2/=0/-1/-1 stat array

MOVES

You get all the basic moves and the Telekinesis move. Choose another teke move, and either another teke move or a move from any playbook.

GEAR

You get:

- Personal ID (real or forged)
- Commlink
- 1 small weapon
- Oddments worth 2-barter
- Fashion suitable to your look (you detail)

Small weapon (choose 1):

- ☐ Knife (1-harm hand)
- ☐ Vibroknife (2-harm hand)
- ☐ Charge pistol (2-harm close loud)

IMPROVEMENT

Mark an experience circle whenever you: fulfill one of your motivations, reset your Bond with someone, miss (and prepare for the worst!), or a move tells you to.

When you mark the 5th circle, improve and erase your experience circles.

Each time you improve, choose one improvement. Check it off; you can't choose it again.