

REFERENCE SHEET: BASIC MOVES

ACT UNDER PRESSURE

When you want to ACT UNDER PRESSURE, roll+Cool.

- 10+, you do it.
- 7-9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

On a miss, be prepared for the worst!

Advanced Move:

On a 12+, you transcend the danger, the pressure, the possibility of harm. You do what you set out to do, and the MC will offer you a better outcome, true beauty, or a moment of grace.

ASSESS A SITUATION

When you ASSESS A CHARGED SITUATION, roll+Sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:

- Where's my best escape route / way in / way past?
- Which enemy is most vulnerable to me?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- What's my enemy's true position?
- Who's in control here?

On a miss, ask 1 anyway, but be prepared for the worst!

Advanced Move:

On a 12+, ask any 3 questions you want about the scene.

EXECUTE SOMEONE

When you ATTACK SOMEONE UNSUSPECTING OR HELPLESS, ask the MC if you could miss. If you could, treat it as threatening with violence, but your victim has no choice to cave and do what you want. If you couldn't miss, simply inflict harm as established.

HELP/INTERFERE

When you HELP or INTERFERE WITH someone who's making a move, establish how you help or interfere, and the MC will decide whether you roll +Bond or which +stat. On a hit, choose 1:

- Help: Turn a miss (6-) into a partial hit (7-9).
- Help: Turn a partial hit (7-9) into a complete hit (10+).
- Interfere: Turn a complete hit (10+) into a partial hit (7-9).
- Interfere: Turn a partial success (7-9) into a mis (6-).
- *On a miss, be prepared for the worst!*

On a 7-9, you have a complication. If the someone is aware of your attempt, they mark +1-bond.

INTUIT

When you RELY ON YOUR INTUITION, roll+Smarts. On a hit, the MC tells you something new and interesting about the current situation, and might ask you a question or two; answer them.

- On a 10+, the MC gives you good detail.
- On a 7-9, the MC gives you an impression. If you already know all there is to know, the MC will tell you that.

On a miss, be prepared for the worst!

Advanced Move:

On a 12+, your imagination offers unconventional ideas that border on prescience.

MANIPULATE SOMEONE

When you try to MANIPULATE, BLUFF, FAST-TALK, OR LIE TO SOMEONE, tell them what you want them to do, give them a reason, and roll+Charm. For NPCs:

- 10+, they'll go along with you, unless or until some fact or action betrays the reason you gave them.
- On a 7-9, they'll go along with you, but they need some concrete assurance, corroboration, or evidence first.

For PCs: on a 10+, both. On a 7-9, choose 1:

- If they go along with you, they mark experience.
- If they refuse, erase one of their stat highlights for the remainder of the session.

What they do then is up to them.

On a miss, be prepared for the worst!

Advanced Move:

On a 12+, only if they're an NPC, they do it, and furthermore you change their nature. Choose one of the following; tell the MC to erase their threat type altogether and write it in instead.

- ally: friend (impulse: to back you up)
- ally: lover (impulse: to give you shelter & comfort)
- ally: right hand (impulse: to follow through on your intentions)
- ally: representative (impulse: to pursue your interests in your absence)
- ally: guardian (impulse: to intercept danger)
- ally: confidante (impulse: to give you advice, perspective, or absolution.)

READ A PERSON

When you read a person in a charged interaction, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 1. While you're interacting with them, spend your hold to ask questions from this list:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to —?

On a miss, ask 1 anyway, but be prepared for the worst!

Advanced Move:

On a 12+, ask any 3 questions you want about this person.

SESSION END

AT THE END OF EVERY SESSION, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Bond with you on their sheet. If this brings them to Bond+4, they reset to Bond+1 (and therefore mark experience). If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character at your whim. Tell that player to take -1 to their Bond with you on their sheet. If this brings them to Bond -3, they reset to Bond=0 (and therefore mark experience).

THREATEN WITH VIOLENCE

When you THREATEN SOMEONE WITH VIOLENCE, roll+Tough. On a 10+, they have to choose:

- Force your hand and accept the threatened violence.
- Cave and do what you want.

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

- Get out of your way.
- Barricade themselves securely in.
- Give you something they think you want, or tell you want you want to hear.
- Back off calmly, hands where you can see.

On a miss, be prepared for the worst!

Advanced Move:

On a 12+, they have to cave and do what you want. You've overwhelmed them; they can't possibly bring themselves to force your hand.

REFERENCE SHEET: PERIPHERAL MOVES

BARTER MOVES

When you GIVE 1-BARTER TO SOMEONE, BUT WITH STRINGS ATTACHED, it counts as manipulating them and hitting the roll with a 10+, no leverage or roll required.

When you GO INTO A BUSTLING MARKET, LOOKING FOR SOME PARTICULAR THING TO BUY, and it's not obvious whether you should be able to just go buy one like that, roll+Sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses 1:

- It costs 1-barter more than you'd expect.
- It's not openly for sale, but you find someone who can lead you to someone selling it.
- It's not openly for sale, but you find someone who sold it recently, who may be willing to introduce you to their previous buyer.
- It's not available for sale, but you find something similar.

Will it do?

On a miss, the MC chooses 1, plus it costs 1-barter more.

When you MAKE KNOWN THAT YOU WANT A THING AND DROP JINGLE TO SPEED IT ON ITS WAY, roll+Barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

INSIGHT

When you are able to go to someone for INSIGHT, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

WHEN AN NPC TAKES HARM

- **1-harm:** *cosmetic damage, pain, concussion, fear if the NPC's likely to be afraid of pain.*
- **2-harm:** *wounds, unconsciousness, bad pain, broken bones, shock. Likely fatal, occasionally immediately fatal.*
- **3-harm:** *give it 50-50 it's immediately fatal. Otherwise, terrible wounds, shock, death soon.*
- **4-harm:** *usually immediately fatal, but sometimes the poor fuck has to wait to die, mangled and ruined.*
- **5-harm and more:** *fatal and increasingly bodily destructive.*

HARM AND HEALING MOVES

When you SUFFER HARM, roll+Harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- It's worse than it seemed. Take an additional 1-harm.
- Choose 2 from the 7-9 list below

On a 7-9, the MC can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1 harm.

When you INFLICT HARM ON ANOTHER PLAYER'S CHARACTER, the other character gets +1-Bond with you (on their sheet) for every segment of harm you inflict. If this brings them to Bond+4, they reset to Bond+1 as usual, and therefore mark experience.

When you HEAL ANOTHER PLAYER'S CHARACTER'S HARM, you get +1-Bond with them (on your sheet) for every segment of harm you heal. If this brings you to Bond+4, you reset to Bond+1 as usual, and therefore mark experience.

DEGREES OF HARM

For each 1-harm you suffer, mark a segment of the harm track. Start in the highest number segment and continue down.

The segments before the unstable bar are less serious, the three segments after are more serious. Mark the last segment and your character's life has become untenable.

Before box 4, harm will go away by itself with time. Box 4 won't get worse or better by itself. After 3, unstabilized harm will get worse by itself, stabilized harm will not, and it'll get better only with medical treatment.

When life becomes untenable, choose 1:

- Come back with -1 to a stat (min -2)
- Come back with -1 to a different stat (min -2)
- Die

USING A GROUP AS A WEAPON

When you have a group, you can EXECUTE SOMEONE, THREATEN WITH VIOLENCE, or make a battle move, using your group as a weapon. When you do, you roll the dice and make your choices, but it's your group that inflicts and suffers harm, not you yourself.

Groups inflict and suffer harm as established, as usual: they inflict harm equal to their own harm rating, minus their enemy's armor rating, and the suffer harm equal to their enemy's harm rating minus their own armor. Harm = weapon - armor.

However, if there's a size mismatch, the bigger group inflicts +1-harm and gets +1-armor for each step of size difference. Sizes go: Individual, small group, medium, heavy, capital, super capital.

Ships have similar sizes (light, small, medium, heavy, capital, super capital), but their size difference bonuses are baked into their weapon harm calculations and armor.

WHEN A GROUP TAKES HARM

- **1-harm:** *a few injuries, one or two serious, no fatalities.*
- **2-harm:** *many injuries, several serious, a couple of fatalities.*
- **3-harm:** *widespread injuries, many serious, several fatalities.*
- **4-harm:** *widespread serious injuries, many fatalities.*
- **5-harm and more:** *widespread fatalities, few survivors.*

Does the group hold together?

With a strong, present leader, a group will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

A PC group leader can hold a group together by imposing her will on it, if she has pack alpha, or by ordering it to hold discipline, if she has leadership, but otherwise it follows these rules, same as for NPCs.

What about PC group members?

If a PC is a member of a group taking harm, how much harm the PC takes depends on her role in the group. If she's a leader or a prominent, visible member, she suffers the same harm the group does. If she's just someone in the group, or if she's intentionally protecting herself from harm instead of fighting with the group, she suffers 1-harm less.

REFERENCE SHEET: BATTLE MOVES

EXCHANGING HARM

When you EXCHANGE HARM, both sides simultaneously inflict and suffer harm as established:

- You inflict harm equal to the harm rating of your weapon, minus the armor rating of your enemy's armor.
- You suffer harm equal to the harm rating of your enemy's weapon, minus the armor rating of your own armor.

SEIZE BY FORCE

To SEIZE SOMETHING BY FORCE, exchange harm, but first roll+Tough. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You inflict terrible harm (+1-harm).
- You suffer little harm (-1-harm).
- You take definite and undeniable control of it.
- You impress, dismay, or frighten your enemy.

VARIATIONS

- To ASSAULT A SECURE POSITION, roll to seize by force, but instead of choosing to take definite control of it, you can choose to force your way into your enemy's position.
- To KEEP HOLD OF SOMETHING YOU HAVE, roll to seize by force, but instead of choosing to take definite control, you can choose to keep definite control of it.
- To FIGHT YOUR WAY FREE, roll to seize by force, but instead of choosing to take definite control, you can choose to win free and get away.
- To DEFEND SOMEONE ELSE FROM ATTACK, roll to seize by force, but instead of choosing to take definite control, you can choose to protect them from harm.

SINGLE COMBAT

When you do single combat with someone, no quarters, exchange harm, but first roll+Tough. On a 10+, both. On a 7–9, choose 1. On a miss, your opponent chooses 1 against you:

- You inflict terrible harm (+1-harm).
- You suffer little harm (-1-harm).

After you exchange harm, do you prefer to end the fight now, or fight on? If both of you prefer to end the fight now, it ends. If both of you prefer to fight on, it continues, and you must make the move again. If one of you prefers to end the fight, though, and the other prefers to fight on, then the former must choose: flee, submit to the latter's mercy, or fight on after all.

TACTICAL AND SUPPORT MOVES

When you LAY DOWN FIRE, roll+Tough. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You provide covering fire, allowing another character to move or act freely.
- You provide supporting fire, giving another PC +1-choice to their own battle move.
- You provide suppressing fire, denying another character to move or act freely. (If a PC, they may still act under fire.)
- You take an opportune shot, inflicting harm (but -1-harm) on an enemy within your reach.

When you STAND OVERWATCH for an ally, roll+Cool. On a hit, if anyone attacks or interferences with your ally, you attack them and inflict harm as established, as well as warning your ally. On a 10+, choose 1:

- ...And you inflict your harm before they can carry out their attack or interference.
- ...And you inflict terrible harm (+1-harm).

On a miss, you are able to warn your ally but not attack your enemy.

When you KEEP AN EYE OUT for what's coming, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1. During the battle, spend your hold, 1 for 1, to ask the MC what's coming and choose 1:

- Direct a PC ally's attention to an enemy. If they make a battle move against that enemy, they get +1-choice to their move.
- Give a PC ally an order, instruction, or suggestion. If they do it, they get +1 to any rolls they make in the effort.
- Direct any ally's attention to an enemy. If they attack that enemy, they inflict +1-harm.
- Direct any ally's attention to a danger. They take -1-harm from that danger.

SUBTERFUGE MOVES

When YOU'RE THE BAIT, roll+cool. On a 10+, choose 2. On a 7-9, choose 1:

- You draw your prey all the way into the trap. Otherwise, they only approach.
- Your prey doesn't suspect you. Otherwise, they're wary and alert.
- You don't expose yourself to extra risk. Otherwise, any harm your prey inflicts is +1.

On a miss, the MC chooses 1 for you.

When YOU'RE THE CAT, roll+Cool. On a hit, you catch your prey out. On a 10+, you've driven them first to a place of your choosing; say where. On a 7-9, you've had to follow them where they wanted to go; they say where. On a miss, your prey escapes you.

When YOU'RE THE MOUSE, roll+Cool. On a 10+, you escape clean and leave your hunter hunting. On a 7-9, your hunter catches you out, but only after you've led them to a place of your choosing; say where. On a miss, your hunter catches you out and the MC says where.

When IT'S NOT CERTAIN WHERE YOU'RE THE CAT OR THE MOUSE, roll+Sharp. On a hit, you decide which you are. On a 10+, you take +1-forward as well. On a miss, you're the mouse.

REFERENCE SHEET: VEHICLE MOVES

BOARD A MOVING VEHICLE

To BOARD A MOVING VEHICLE, roll+Cool, minus its speed. To board one moving vehicle from another, roll+Cool, minus the difference between their speeds. On a 10+, you're on and you made it look easy. Take +1-forward. On a 7–9, you're on, but Jesus. On a miss, the MC chooses: you're hanging on for dear life, or you're down and good luck to you.

DEAL WITH BAD CONDITIONS

When you have to deal with bad conditions, roll+Cool, plus your vehicle's handling. On a 10+, you fly through untouched. On a 7–9, choose 1:

- *You slow down and pick your way forward.*
- *You push too hard and your vehicle suffers harm as established.*
- *You ditch out and go back or try to find another way.*

On a miss, the MC chooses 1 for you; the others are impossible.

OPERATE ANY OTHER VEHICLE SYSTEM

Use your other moves (basic moves, battle moves, or playbook moves).

OUTDISTANCE ANOTHER VEHICLE

When you TRY TO OUTDISTANCE ANOTHER VEHICLE, roll+Cool, modified by the vehicles' relative speed. On a 10+, you outdistance them and break away. On a 7–9, choose 1:

- *You outdistance them and break away, but your vehicle suffers 1-harm ap from the strain.*
- *You don't escape them, but you can go to ground in a place you choose.*
- *They overtake you, but their vehicle suffers 1-harm ap from the strain. On a miss, your counterpart chooses 1 against you.*

On a miss, your counterpart chooses 1 against you.

OVERTAKE ANOTHER VEHICLE

When you TRY TO OVERTAKE ANOTHER VEHICLE, roll+Cool, modified by the vehicles' relative speed. On a 10+, you overtake them and draw alongside. On a 7–9, choose 1:

- *You overtake them, but your vehicle suffers 1-harm ap from the strain.*
- *You don't overtake them, but you can drive them into a place you choose.*
- *They outdistance you, but their vehicle suffers 1-harm ap from the strain.*

On a miss, your counterpart chooses 1 against you.

SHOULDER ANOTHER VEHICLE

To SHOULDER ANOTHER VEHICLE, roll+Cool. On a hit, you shoulder it aside, inflicting v-harm as established. On a 10+, you inflict v-harm+1. On a miss, it shoulders you instead, inflicting v-harm as established.

CREATING A SHIP

By default, a ship has handling=0. The speed, massive rating, and armor are based on its frame. The MC will tell you what crew size is necessary to staff the ship (they are provided). Warships also get the listed number of war options. Older ships may have fewer ship and war options than allowed.

Choose its FRAME:

- 1 - Light (speed=3, massive=2, 1-armor, 1 ship option, 2 war options)
- 2 - Small (speed=2, massive=8, 2-armor, 2 ship options, 2 war options)
- 3 - Medium (speed=1, massive=20, 2-armor, 2 ship options, 2 war options)
- 4 - Heavy (speed=0, massive=45, 3-armor, 2 ship options, 2 war options)
- 5 - Capital (speed=0, massive=100, 4-armor, 2 ship options, 3 war options)
- 6 - Super Capital (speed=0, massive=130, 4-armor, 2 ship options, 3 war options)

STRENGTH tags (choose 1 or 2): Fast, rugged, aggressive, tight, huge, responsive, uncomplaining, capacious, workhorse, easily repaired.

LOOK tags (choose 1 or 2): Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, garish, hardworked.

WEAKNESS tags (choose 1 or 2): Slow, loud, lazy, sloppy, cramped, picky, guzzler, unreliable, temperamental.

SHIP OPTIONS (choose according to frame): FTL-capable (if relevant), +1 armor, +1 speed, +1 handling, or \pm frame² massive. You can select the same option multiple times.

CREATING A WARSHIP

Create the ship as normal, and then choose war options according to frame:

- Pick another ship option (see above)
- Close Armament (Frame+4-harm close)
- Ranged Armament (Frame+1-harm close/far)
- Assault Boarding Capability (small frame only)
- Parasite/Launch Bay (carry up to half your massive rating in light or small craft)
- Divide Fire: all armaments can split harm across multiple targets
- Larger Broadside: +1-harm for all armaments

| | | | |
|--------------|---------------|------------|------------|
| SHIP NAME | | | FRAME |
| MASSIVE | SHIP HANDLING | SHIP SPEED | SHIP ARMOR |
| SHIP WEAPONS | | SHIP TAGS | |
| | | | |

REFERENCE SHEET: VEHICLE/BUILDING HARM MOVES

USING A VEHICLE AS A WEAPON

When you're behind the wheel, you can EXECUTE SOMEONE, THREATEN WITH VIOLENCE, or make a battle move, using your vehicle as a weapon. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

Against a person:

- *A glancing hit from a moving vehicle inflicts 2-harm (ap).*
- *A direct hit from a moving vehicle inflicts 3-harm (ap) plus its massive.*

Against another vehicle:

- *A glancing hit inflicts v-harm.*
- *A direct hit inflicts 3-harm plus its massive, minus the target vehicle's massive and armor. Treat 0-harm and less as v-harm.*
- *When you're able to ram or T-bone another vehicle, you inflict the harm of a direct hit (3-harm +massive, minus your target's armor +massive) and suffer the harm of a glancing hit (v-harm).*

Against a building:

- *A glancing hit from a moving vehicle inflicts 2-harm.*
- *A direct hit from a moving vehicle inflicts 3-harm plus its massive, minus the structure's armor.*

WHEN A VEHICLE SUFFERS HARM

Vehicles can suffer regular harm, from bullets, explosions, and direct hits from other vehicles, or v-harm, from glancing hits.

When a vehicle suffers regular harm, there are two considerations: how much damage the vehicle itself suffers, and how much harm blows through to the people inside.

- **1-harm:** *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.*
- **2-harm:** *functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.*
- **3-harm:** *serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.*
- **4-harm:** *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to passengers.*
- **5-harm and more:** *total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.*

Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.

V-HARM

V-harm as established is the attacking car's massive minus the defending car's massive or handling, defender's choice.

When you SUFFER V-HARM, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- *You crash.*
- *You spin out.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, you're forced to swerve. Your attacker chooses 1:

- *You give ground.*
- *You're driven off course, or forced onto a new course.*
- *Your car takes 1-harm ap, right in the transmission.*

On a miss, you swerve but recover without disadvantage.

WHEN A BUILDING TAKES HARM

As with vehicles, when a building suffers harm, there are two considerations: structural damage to the building itself, and how much of the harm blows through to the people inside.

Harm to buildings and other structures is non-cumulative. Don't bother tracking a building's harm on a countdown. Shooting a building 3 times with your 3-harm shotgun doesn't add up to 9-harm and make the building collapse.

When a building or structure suffers...

- **1-harm – 3-harm:** *cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. 0-harm can blow through to inhabitants.*
- **4-harm – 6-harm:** *severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.*
- **7-harm – 8-harm:** *Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. 4-harm can blow through to inhabitants. Further structural damage can lead to full collapse.*
- **9-harm and more:** *destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.*

Whether harm actually does through to a building's inhabitants depends on the MC's judgment of the circumstances and the building. Don't stand near the windows!

REFERENCE SHEET: LOOKS AND DRIVES

LOOK

GENDER (Select one or more)

Man, woman, ambiguous, transgressing, concealed, or collective

FACES (Select one or more)

Aristocratic, ascetic, beautiful, blasted, blunt, bony, boyish, busted, crooked, cruel, cute, determined, dirty, dull, expressive, fine-boned, full, girlish, gorgeous, haggard, handsome, innocent, kind, lively, narrow, open, pale, pinched, plain, plump, moist, porcelain, pretty, rugged, scarred, severe, sharp, smooth, soft, stern, strange, striking, strong, sweet, tattooed, weathered, or worn

EYES (Select one or more)

Appraising, arresting, bright, burning, calculating, calm, caring, clear, cold, commanding, cool, cunning, dancing, dark, dazed, dead, deep, forgiving, frank, frosty, generous, hard, hooded, indifferent, inquisitive, kind, languid, laughing, little piggy, mad, merciless, mesmerizing, mischievous, mocking, narrow, one eye, pale, quick, raging, ruined, sad, scorched, shadowed, sharp, soft, squinty, suspicious, troubled, weary, wet, or wise

BODIES (Select one or more)

Angular, awkward angular, battered, big, bony, compact, crippled, curvy, fat, fit, gorgeous, graceful, hard, huge, hunched, lanky, lean, lush, massive, muscular, overbuilt, pudgy, rangy, restless, sensual, slight, slim, soft, solid, spare, squat, stocky, stout, strange, stringy, strong, stubby, stumpy, sturdy, sweet, tall, tall spare, toned, unnatural, unusual, wiry, or young

MOTIVATIONS (Choose Two)

BEHAVIOURAL

Describe your ethical code. When adhering to your code hinders the mission, mark experience.

COMPASSIONATE

When you put aiding the powerless ahead of the mission, mark experience.

DECEPTIVE

When your lies about your identity or your past put the mission at risk, mark experience.

FILIAL

When you put the advice of _____ ahead of the mission, mark experience.

FINANCIAL

When you hinder the mission for a chance at extra profit, mark experience.

HIERARCHIC

When you improve your standing or impair a rival's among _____, mark experience.

ILLUSTRIOUS

When your desire for fame draws unwanted attention to the mission, mark experience.

INTIMATE

When you put your friend _____ ahead of the mission, mark experience.

MASOCHISTIC

When you suffer one or more harm, mark experience.

NETWORK

When your membership in _____ hinders the mission, mark experience.

PROSELYTISING

Describe your belief system. When you persuade others to act according to your beliefs, mark experience.

PROTECTIVE

When you put your responsibility to _____ ahead of the mission, mark experience.

PRUDENT

When you resolve a charged situation without violence, mark experience.

REJECTED

When your former membership in _____ hinders the mission, mark experience.

REVEALING

When you discover more information about _____, mark experience.

VENGEFUL

When you harm _____ or their interests, mark experience.

VIOLENT

When you deliberately choose to use violence to overcome a problem when a non-violent option exists, mark experience.

GEAR

Selection of common gear.

- Personal ID (real or forged)
- Commlink (future ad-hoc smartphone)
- Vacsuit (unarmored pressure suit)
- Light body armor (1-armor)
- Serious body armor (2-armor)
- Charge Pistol (2-harm close loud)
- Charge Rifle (2-harm close/far loud)
- Sabot Pistol (3-harm close loud)
- Knife (1-harm hand)
- Vibroknife (2-harm hand)

REFERENCE SHEET

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) | | |

SQUAD

By default, your squad consists of 5 combatants with an assortment of charge rifles, armor, and a desire for money (2-harm 1-armor small crew profit-seeking).

Choose 2:

- ☐ Your squad is 10 or so people. Medium instead of small crew.
- ☐ Well Armed. +1-harm.
- ☐ Well Armored. +1-armor.
- ☐ Your squad is loyal to you. Drop profit-seeking.
- ☐ Your squad has a good reputation. Add honorable.

And choose 1:

- ☐ Your squad is made up for free agents. Vulnerable: desertion.
- ☐ Your squad is contracted from regular employer. Vulnerable: obligation.
- ☐ Your squad are coarse. Add uncouth.

YOUR CREW

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

REFERENCE SHEET

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.

CYBERNETIC MOVES

♦ **Cybernetic Competence.** Your first cybernetic implant was to compensate for a natural deficiency. Choose one for each time you take this move:

- **Facial Rewiring.** You get +1 to Charm (max +0).
- **Hypothalamus/Pituitary Regulator.** You get +1 to Cool (max +0).
- **Locus Coeruleus Implant.** You get +1 to Sharp (max +0).
- **Auxiliary Cognition Unit.** You get +1 to Smarts (max +0).
- **Muscle Replacement.** You get +1 to Tough (max +0).

□ **Adrenal Upgrade.** Your adrenal glands have been encouraged to overdevelop. After you take harm in a scene, you enter a Combat Reflex, and while you are in it you:

- ♦ Have +1-ongoing for battle moves.
- ♦ Have -1-ongoing for anything unrelated to battle.
- ♦ Have -2 on all Harm move (min +0).
- ♦ You have to ACT UNDER PRESSURE to not kill enemies (and maybe friends).

□ **Dynamic Appearance.** You have extensive cosmetic implants. You can change about any cosmetic feature of your body in moments except your bone structure, including your voice. Pretending to be a specific person or not recognizing someone out to find you may require ACT UNDER PRESSURE or MANIPULATE SOMEONE moves.

□ **Nanocomputer.** You have a commlink installed in your body that you can utilize at the speed of thought. You detail how it connects to external systems, some choices may require other augment moves.

□ **Ocular Replacement.** One or both of your eyes have been replaced, you detail their appearance. Then choose 3:

- ♦ Low-Light Vision. You operate effectively as long as you aren't in total darkness.
- ♦ Thermographic Vision. You have a +1-forward on ASSESS A SITUATION or READ A PERSON moves where seeing temperature differences would help.
- ♦ Retinal Duplication. Your replacement(s) can duplicate retinal patterns if so programmed.
- ♦ Vision Magnification. Your replacement(s) can zoom.
- ♦ Ocular Drone. You can remove one or both replacement eyes and have it still provide an audio/video feed to you.

□ **Protective Skin Weave.** Webs of protective fibers have been woven above your dermis. You count as having 2-armor (doesn't stack with gear), but it is just beneath your skin.

□ **Respiratory Replacement.** Your lungs have been replaced and came with a 20 minute reserve O2 supply.

□ **Trauma Implant.** You have slots for two trauma charges in your chest cavity. You start with 2 holds (which you can recover for 1-barter expenses). You can spend a hold automatically stabilize yourself or to ignore the result of a Harm move.