

READING GUIDE

If you're a new player, Pay attention to your Archetype playbook, the Combat Moves, Action Moves, Social Moves, Exploration Moves, & Special moves. If you need to, check the Weapons & Gear page. Choose a Ship Playbook with your group, and go through Ship creation, but feel free to leave the Ship Moves in the background until you're more experienced.

Once you're an experienced player, dig deeper into the Ship Playbook, and check out the Extra Moves, Commerce Moves, & Vehicles.

If you're the Space Master, whether you're new or experienced, familiarize yourself with everything, but pay close attention to the first Space Master page.

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ARCHETYPE PLAYBOOKS

THE HOUND (Page 03)

Tracker, Hunter, Bloodhound. You're known for your tenacity and determination when it comes down to hunting your target. Whether you do it in the name of Law and order or for the sweet jingle of bounty, there is little that can keep you from your target.

THE INFILTRATOR (Page 05)

You're a shadow, a ghost, a rumor almost heard. You're an expert at overcoming security systems of all sorts and getting in where you shouldn't. Perhaps you do it out of duty, perhaps it's in search of the next big score, but when you set your mind on getting to something - or someone - you shouldn't, you are well equipped to do so.

THE INTELLECT (Page 07)

You're the expert. Scientist, doctor, engineer, archaeologist, anthropologist, whatever your field is, you know just about everything worth knowing, or you know how to find out. You're a master of technology and intellect, and bring your deductions, reasoning, and knowledge to bear on any situation.

THE MYSTIC (Page 09)

Many tell stories of your Order. Myths and folk tales of wandering seers and knights guiding events with your far sight and meting out justice or keeping peace with your strange, ancient weapons. And there is you. Trained, but perhaps not tested. It is your task to go out into space and find yourself.

THE OUTSIDER (Page 11)

Life in the Galaxy comes in all shapes, sizes, societies, and cultures. But most aliens are just people, with reasonably similar drives and motivations. But you're different. Fundamentally different from the others in a way that makes you entirely Alien to them. Perhaps it's your unusual physical form, or that you do not possess a physical form at all! Perhaps you are AI, or a sentient spaceship, or a drone for a hivemind species. Perhaps you're a unique, strange member of a common species. Whatever it is that sets you apart, it makes you unique and Alien to all around you.

THE SCOUNDREL (Page 13)

Yeah, you're a criminal, and everybody knows it. But there's light years' difference between knowing it and proving it. You're Slick, smart, and more than a little cocky. You have a reputation for getting in where you don't belong, and acquiring what isn't yours. You have shady connections in numerous seedy underbellies. The only reason you're not filthy stinking rich is just bad luck, certainly not bad impulse control.

THE TEMPEST (Page 15)

You're the wild one, the loose cannon, the mad dog. You're a cosmic storm waiting to erupt and tear everything apart. You barely keep your dark, destructive emotions in check, and when you unleash them you leave nothing but debris behind. You live with all of your emotions and passions bubbling at the surface, and others are either drawn to your violent magnetism, wary of your explosive rage, or certain you are just plain crazy.

THE WARHORSE (Page 17)

You've seen the violent side of space for most of your life, and it had hardened you and honed you to a razor's edge. Few have more experience at fighting and controlling the battlefield than you. Where others may be overwhelmed by the horrors of battle and space, you shrug, pick up your weapon, and stride once more unto the breach.

SHIP PLAYBOOKS

THE SMUGGLER (Page 19)

You are a crew of misfits, scoundrels, and scalawags. You're also very broke. Not only do you not have two Guilders to rub together, but you owe a lot of Currency to the wrong kind of Creditor. You'll need to take jobs, and earn big to keep the wolves at bay.

THE PREDATOR (Page 21)

You are a crew of dangerous Mercenaries with a ship. You take on dangerous and violent missions for money. But not everything is blaster fire and raining Guilders. You have a Nemesis, and no matter what you do, There Will Be Blood.

THE VANGUARD (Page 23)

You are semi-autonomous special agents of an organization. Your organization may be an espionage & intelligence agency, a corporation, a government, or a security & investigation agency or association. It may be a local organization looking to expand or already a galaxy-spanning. Your Organization gives you missions, but leave how you complete them up to you.

THE MARAUDER (Page 25)

Freebooters, corsairs, Buccaneers, Privateers. You may be called many things, but it is very clear what you are. No good, low down, dirty pirates. You prey on the weak, take what you want, and kill anyone who gets in your way. No-one expects mercy from pirates, and so they will give no mercy to you.

At least, that's your reputation. Will you live up to the name you have been given as violent, bloodthirsty illegals, or will you carve a more noble destiny?

THE PIONEER (Page 27)

You are crew members on a massive generational colony ship. Because of its size, your ship is very slow compared to smaller vessels, and so your large community is generational, children being trained to maintain and pilot the ship, and for their children's children to build and establish their Colony.

Will you maintain your Faith in a promised land you will never see? Or will you settle somewhere closer, or abandon your journey and drift apart? Or will you die somewhere between the stars?

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When **you upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

ADVANCES:

When **you** roll a 6-, or when a move directs **you to**, take an Advance. When **you have 5 checks in Advances**, choose 1:

- Upgrade an Approach.
- Gain a new Hound Move.
- Gain a Gear slot.

HARM

When **you are directed by a Move or the SM** to mark **Harm**, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When **you have 5 Stress**, clear the Stress track, and take a Calamity.

STRESS:

THE HOUND

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

BOUNTY HUNTING

When **you dock somewhere and check a Bulletin Board for current bounties**, roll+Volatile. **On a 10+**, you can find something good, hold 2 Leads. **On a 7-9**, take what you can get, hold 1 Lead. **On a 6-**, the only decent bounty is on a Crew Member, the SM will tell you who, and the player of that Crew member will answer the Bounty questions.

At any time during a Contract, you may spend a Lead to say someone present has a Bounty on them. Then ask the following questions. You may spend extra leads to answer the questions yourself. Otherwise, the SM will answer the questions.

- Who has the Bounty on them?
- Who put the Bounty on them?
- What did they do?
- Are they wanted Dead or Alive?
- Where can I collect my reward?

LEADS

BOUNTY

When you collect your reward, you gain 1 Bounty. Spend 1 Bounty to give yourself +1 to a Hey Big Spender roll.

BACKGROUND - WORK ETHIC

At character creation, choose one of the following:

LAWKEEPER

You are a member of a system-spanning independent organization working to enforce law and order in a lawless galaxy.

When **you deal with agents of system law**, you have Advantage.

NOTES:

BOUNTY KILLER

You're a free agent, taking any contract that pays well enough, no matter who the money comes from.

When **you Intimidate a criminal for information**, you have Advantage.

JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

FOIBLES

When you choose to gain a new Foible, write it below. When **a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group**, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When **you have 5 Advances and choose to gain a Gear slot**, check an extra Gear slot, to a maximum of 5 slots. When **you get ready for action and select your Loadout**, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

HOUND MOVES

When **you choose to take a Hound Move**, select one of the below Moves to take. When **you have taken at least 4 Hound Moves**, you may select new Moves from the Extra Moves section *of Impulse Drive when you chose new Moves*.

🔪 BLOODHOUND

When **you hit the streets and use your shady contacts and intimidation to get leads on someone**, roll+Volatile. On a **10+** you're hot on their heels, gain 1 Lead and ask 2 questions. On a **7-9**, the trail is a little cold. Ask 1 question. On a **6-**, ask one question, but your target knows you're after them.

- Where were they last spotted?
- What weakness of theirs can I exploit?
- Who do they have connections to?
- What is their best defense?
- Who else is after them?

🔪 PARANOID ANDROID

When **you walk into a charged situation with criminals and shady people**, you have Advantage to Scope It Out. Additionally, you may ask questions from the following list instead of the base Scope It Out questions.

- Who here is armed, openly or concealed?
- Who here has history with a Crew Member?
- Who here has information I want?
- Who here is afraid of me?

🔪 STEELY GLARE

When **you have someone backed into a corner and you fix them with a steely glare**, roll+Stalwart. On a **10+**, they choose 2. On a **7-9**, they choose 1. On a **7+**, if they are a Crew Member, they're at Disadvantage to act against you going forward. On a **6-**, they can laugh in your face and do whatever they want.

- They shut up immediately.
- They stop moving.
- They lower their weapons.
- They do something stupid or reckless.
- They hesitate, stumble, or mutter.

🔪 QUICKDRAW

When a **tense situation breaks down and violence breaks out**, you get to act first, or interrupt the person who does act first. After you act, name one Crew Member besides yourself. They have Advantage going forward.

🔪 LONG SHOT

You can use any ranged weapon at the Firefight and Sniping ranges.

🔪 HUNTERS MARK

When **you roll+Volatile against a bounty you're hunting**, you have Advantage.

🔪 MARK OF DEATH

When **you deal Harm to a bounty you're hunting**, if you deal at least 1 Harm to them after Armor, they die.

🔪 TEAM PLAYER

When **your Crew rolls their Ship's move for getting paid**, you may spend 3 Bounty to give them +1 to the roll.

CALAMITY

When **you mark an item in the Calamity list**, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

- 🔪 A contact you have in local the local authority reaches out to you with some info or a lead.
- 🔪 A contact you have in the local criminal underground reaches out to you with some info or a lead.
- 🔪 You broaden your career options, take the other Work Ethic move.
- 🔪 Your experiences have distanced you from the weird and exotic, permanently reduce your Alien by 1.
- 🔪 Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.
- 🔪 The family or gang of someone you hunted is coming after you, hard.
- 🔪 You get a lead on a valuable target you hunted long ago but never caught, and you'll have to act now to follow it up.
- 🔪 A friend or ally you rely on is in trouble with the authorities, and is asking for your help.
- 🔪 You suffer a terrible wound, illness, or debility. Describe what you have lost.

- 🔪 Now or soon, you encounter a long-time nemesis with whom you have a long history of bad blood on both sides. They challenge you to a duel to settle your differences, and you must accept. When you duel your nemesis, roll+Volatile.

•On a **10+**, you win the duel. Describe how, and then describe the life you retire to after, and why.

•On a **7-9**, you win, but you're severely injured and must retire, or die shortly after the duel. Describe it.

•On a **6-**, you lose, and expire shortly after.

MAKING A HOUND

NAME:

Choose a name or make up your own:
Rally, Nameless, Bishop, Spike, Faye, Samus, Fett, Dale, Saint, Iria, Fairfax, Rhoda,

LOOK:

Choose a pronoun and up to 4:
Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]

Dusty, worn, haggard, weary, determined, stubborn, surly, scorched, narrow, pinched, shifty, suspicious, grave.

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1.

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

- ☐Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐Thermal Clips (3 Uses)
- ☐Tactical Pack (3 Uses)
- ☐Assault Rifle (Firefight, Full Auto, Discharge, 2 Harm)
- ☐Tactical Armor (Repair)
- ☐A symbol or badge of office (Trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When **each player has introduced their character and it is your turn**, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____ is a time bomb waiting to go off. They need to be defused or pointed in the right direction.
- _____ got between me and my target in the past. Next time, I won't hesitate.
- _____ knows of my vice, and they better keep quiet about it.
- _____ 's criminal ways are going to see them in my cross-hairs one day.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When **you upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
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SLICK

- Act Quick
- Manipulate

STALWART

- Recover
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ALIEN

- Into The Abyss
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THE SET-UP

When you use your contacts, charm, skills, or gadgets to prepare for a covert incursion into hostile territory, roll+ Slick. On a 10+, ask 3. On a 7-9, ask 2. On a 6-, ask 1, but you won’t like the answer.

- Where are their defenses and security strong?
- Where are their defenses and security weak?
- Where is the target normally located?
- Who do I have on the inside?
- What are they on the lookout for?

BACKGROUND - CAREER

At character creation, choose one of the following:

LICENSE TO KILL

You are a clandestine operative of an organization or government. You start with the Chameleon Modification.

You have a duty to your organization. When you follow an order from your Organization, take an Advance.

CHAMELEON

- Chameleon: Discharge, Mod, Illegal.

DISCHARGED

Holoprojectors, smartskin, and camotech make the individual either harder to spot, alter their appearance, or create a display of light and color. When **you activate your Chameleon skin and remain completely still**, discharge this Move, and roll Keep Your Cool at Advantage to avoid detection. When **you gain Chameleon**, take one of the following Foibles:

- My Modification often betrays my mood.
- Using my Modification makes me overheat.
- My Modification causes me considerable pain.

ADVANCES:

When **you** roll a 6-, or when a move directs **you to**, take an Advance. When **you have 5 checks in Advances**, choose 1:

- Upgrade an Approach.
- Gain a new Infiltrator Move.
- Gain a Gear slot.

HARM

When **you are directed by a Move or the SM to mark Harm**, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When **you have 5 Stress**, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You’re a bit banged up, but it’s nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You’re shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE INFILTRATOR

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

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You’ve been knocked unconscious and can’t move, act, or even see anything. Can be healed when an Ally chooses “First Aid” when they roll Recover, or when a Scene ends.

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GEAR & VEHICLES:

When **you have 5 Advances and choose to gain a Gear slot**, check an extra Gear slot, to a maximum of 5 slots. When **you get ready for action and select your Loadout**, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

INFILTRATOR MOVES

When you have 5 Advances and choose to gain an Infiltrator Move, select one of the below Moves to take. When you have taken at least 4 Infiltrator Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

✂ MICRO DRONES

You have a suite of small drones no bigger than a small insect, describe them.

When you **activate your micro drone in the field**, Discharge this Move and roll+Calculating. **On a 10+** hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 2, but you won't be able to recharge this Move until you can change your loadout. Spend hold, 1 for 1, to get a drone do the following:

- *Allow you to remotely hack into a nearby isolated computer system you can't physically reach.*
- *Allow you to remotely spy on a nearby location you can't physically reach.*
- *Allow you to quickly map out nearby hidden routes.*

✂ TOXIC

You are a master of poisons and toxins. When you **set your loadout**, go through the options to create a custom toxin with 3 uses.

Choose 1 effect:

- ☐ It incapacitates its target.
- ☐ It removes the target's inhibitions.
- ☐ It heightens all of the target's emotions.
- ☐ It heightens a specific emotion of your choice.
- ☐ It disables a particular sense of your choice.
- ☐ It gives the appearance the target has died.
- ☐ It kills the target at the end of the drug's duration.
- ☐ It causes agonizing pain.

Choose 1 duration:

- ☐ 1 minute
- ☐ 5 minutes
- ☐ 1 hour
- ☐ 10 hours
- ☐ 20 hours

Choose 1 enhancement:

- ☐ It leaves no chemical trace.
- ☐ Choose 1 extra delivery method.
- ☐ Choose 1 extra effect.
- ☐ Targeted: It will only affect a specific species or genetic marker.

Choose delivery method:

- ☐ Inhaled.
- ☐ Applied to skin.
- ☐ Ingested.
- ☐ Injected.

✂ STING LIKE A BEE

Requires Toxic, Requires micro drone

You can spend 1 hold for your micro drone to deliver 1 use of a toxin with the injected delivery method.

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✂ DISCHARGED

✂ FLOAT LIKE A BUTTERFLY

When you **use your reflexes or agility to avoid danger or deal with a threat**, you have Advantage to Act Quick.

✂ HACKING AND CRACKING ✂ DISCHARGED

When you **attempt to hack, break into, open, or otherwise compromise a lock or security system**, Discharge this Move and roll+Slick. **On a 10+**, you break in with minimum fuss, choose 1. **On a 7-9**, it's no cakewalk, choose 2:

- *It's going to take a while to get in.*
- *You'll have to trigger an alarm or alert someone in order to get what you want.*
- *You'll have to leave traces of your incursion behind that incriminate you.*

✂ JAMMER

When you **remotely hack or jam someone's equipment or cybernetics**, Discharge this Move and roll+Slick. **On a 10+**, it shorts out or locks up and they're going to need to get it fixed before they use it. **On a 7-9**, they'll get it working again if they take a few moments to fiddle with it.

✂ LETHAL STRIKE

When you **have your target in your sights and they can't do anything to stop you**, Discharge this Move, and describe how you end their existence or incapacitate them.

✂ SMOKE GRENADE

When you **lob a grenade**, instead of dealing Harm, you can create a large cloud of smoke. When you attempt to act unseen in the smoke, you have Advantage.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

✂ You get an invitation to a high-class event that offers you a valuable opportunity.

✂ You get your hands on some sensitive information that could compromise someone in power.

✂ You requisition or steal a useful or valuable item - choose 1: Tactical Pack, Scanner, A valuable artifact.

✂ Your experiences have left you paranoid, permanently reduce your Stalwart by 1.

✂ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

✂ An agent of authority is on your trail, and they're closing in.

✂ You get a lead or see an opportunity you can't miss, but you must act now.

✂ Someone who cared for you when you were vulnerable is in danger, and has called for your help.

✂ You suffer a terrible wound, illness, or debility. Describe what you have lost.

✂ Now or soon, you encounter an opportunity to make the big score that will see your life's work complete. When you attempt the last big score, roll+Slick.

• *On a 10+, you get in, get your target, and get out nice and smooth. You are promoted to leader of your organization or retire to safety, and cannot continue with the crew.*

• *On a 7-9, you get your target, but it's not clean. You will have to go into hiding for a long time, and can't continue with the crew.*

• *On a 6-, you fail, and die or are captured during the attempt, and are never heard from again.*

MAKING AN INFILTRATOR

NAME:

Choose a name or make up your own:
Irene, Amanda, Shadow, Mist, Cat, Fox, Sandiego, Drake, Nocta, Parker, Rogue, Yoshimitsu, Kisaragi.

LOOK:

Choose a pronoun and up to 4:
Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Lithe, compact, sleek, nondescript, sharp, nimble, guarded, quiet, shadowy, confident, competent, paranoid.

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1 .

GEAR:

You start with 3 Gear slots. You start with all 4 Gear:

- ☐ Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐ Thermal Clips (3 Uses)
- ☐ Tactical Pack (3 Uses)
- ☐ Nano Blade (Skirmish, Silent, 3 Harm)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____'s past paints a target on our back. I'll make them leave it behind.
- _____ and I share a secret that must not be compromised.
- _____ may be as devious as I am. I'll test their skills to see if they're worthy.
- _____ might suspect what I've done, but I'll make sure they can never prove it.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1. When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

EXPERT

You have spent long hours studying and understanding several topics on which you are an expert. Choose 2:

- ☐Engineering, technology, and devices
- ☐Programming, artificial intelligence, and cyberspace
- ☐Physics, FTL Travel, and spatial anomalies
- ☐Galactic history, politics, and foreign cultures
- ☐Medicine, biology, and Alien physiology
- ☐Spirituality, philosophy, wisdom, and mysticism

When you make a Move that is covered by one of your fields of expertise, you may choose to do one of the following:

- If you make a Move that has you choose from a list, choose 1 more or 1 less.
- Ask the SM a question about the situation that relates to your expertise, and they will answer and ask you a question, which you must answer.
- You share your expertise with a Crew Member, and they have Advantage going forward when acting on that knowledge.

BACKGROUND - TRAINING

At character creation, choose one of the following:

ACADEMIC

You have studied in your fields for long hours in various places of learning and the thirst for knowledge has never left you. At character creation, take an extra area of expertise in Expert.

When you have 5 checks in Advances, you may choose to take a new area of expertise in Expert instead of one of the standard choices for Advancing.

TECHNICIAN

You have spent most of your life living and working on various vessels, stations, and factories. You have intimate knowledge of all kinds of machinery, vessels, and vehicles.

When you spout technobabble in regards to a vehicle, ship, or machine you are modifying or repairing, you have Advantage going forward to your modifications or repairs.

NOTES:

ADVANCES:

When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Intellect Move.
- Gain a Gear slot.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE INTELLECT

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

FOIBLES

When you choose to gain a new Foible, write it below. When a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you get ready for action and select your Loadout, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

INTELLECT MOVES

When you have 5 Advances and choose to gain an Intellect Move, select one of the below Moves to take. When you have taken at least 4 Intellect Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

WORKSPACE

You have a space dedicated to the pursuit of your expertise where you tinker, research, and experiment. When you use your Workspace to start a Personal Project related to your areas of expertise, the SM cannot say it can't be done. When you go into your workshop to work on a personal project, say how you spend your time and choose 1:

- You make impressive progress, mark 1 extra tick on your Personal Project's clock.
- You figure out a piece of the puzzle, the SM will give you an insight into a mystery you are investigating.
- You make a surprising and useful discovery. The SM will tell you something, or give an additional benefit when the Project is completed.

PLANS WITHIN PLANS

When you describe how you took time beforehand to make a contingency plan for a drastic situation you find yourself in, roll+Calculating. On a 10+, choose 1. Your plan is as described and will help you. On a 7-9, choose 1, but your preparations aren't perfect, you have Disadvantage going forward. On a 6-, all your plans have fallen through.

- You have something stashed on your person or nearby to help you out.
- You have an ally waiting in the wings to come through just when you need it.
- You have a trap set up in wait for the perfect moment.

STUDY BUG

When you have 3 to 5 days time and safety to study an artifact, strange device, or unique piece of culture you don't yet understand, ask the SM a question and they will answer it.

BATTLE INSIGHT

When you roll Recover, On a 10+ you may choose to ask the SM any one question on the Scope It Out list. You or an ally can have Advantage going forward when acting on the information.

EMP GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to disable electrical and energy-based technology used by your target(s).

JURY RIG

When you haphazardly use whatever parts you have at Hand to hastily construct or repair a device, say what you mean to do and roll+Calculating. On a 10+, you've got just what you need at Hand, choose 2. On a 7-9, you have to make do, choose 1:

- It won't take long to do it.
- It will do exactly what you want.
- It won't break the first time you use it.

FIELD SURGEON

When you use a Tactical Pack to heal Harm, you may also spend a Use of your Tactical Pack to treat "I'm Hurt Bad".

THE KOVACS PARADIGM

When you rant about exactly how bad the situation is right now and how monumentally screwed you and your allies are, and that no-one else is qualified to understand your predicament, you have Advantage to Share Expertise when thinking of a solution.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

⚡ A friend you trained or studied with contacts you with an exciting opportunity.

⚡ You have a Eureka moment, Your current or next Workspace project will be completed in hours or days only.

⚡ Your background is eclectic, take your other Background Move.

⚡ Your experiences have left you more cold, permanently reduce your Volatile by 1.

⚡ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

⚡ Your research either creates or uncovers an encroaching threat to local space.

⚡ You find yourself in a situation where you must choose between more knowledge and safety.

⚡ An academic rival has disproved one of your theories or challenged your expertise.

⚡ You suffer a terrible wound, illness, or debility. Describe what you have lost.

⚡ Now or soon, you make a breakthrough in a theory, and put it to the test. When you perform an experiment to prove your theory, roll+Calculating.

• On a 10+, your experiment is a total success, and provides you legitimacy that propels you on a successful career, and you leave the ship.

• On a 7-9, your experiment shows that your theory needs more work, but an interested party provides you with facilities to do so, and you leave the ship.

• On a 6-, the experiment goes horribly wrong, and you die horribly, vanish inexplicably, or are horrifically wounded and cannot stay with the Crew.

MAKING AN INTELLECT NAME:

Choose a name or make up your own:
Mara, Verum, Jane, Willem, Carly, Data, Bristol, Q, Specs, Vera, Jules, Maridon, Gless, Partok.

LOOK:

Choose a pronoun and up to 4:
Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Aloof, distracted, elderly, skinny, pudgy, curious, wise, mysterious, calm, focused, tidy, sharp

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1.

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

- ☐ Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐ Sniper Rifle (Sniping, AP, 1 Damage, Illegal, Discharge, 3 Harm)
- ☐ Thermal Clips (3 Uses)
- ☐ Scanner (3 Uses)
- ☐ Tactical Pack (3 Uses)
- ☐ A Strange Artifact of unknown purpose (Trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____'s mind is an empty page. I will fill it with knowledge.
- _____ can't keep it in their pants, and it's going to cause problems.
- _____ has a secret that could destroy us all. I will learn it at any cost.
- I can't let _____ know how much they intimidate me.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

ADVANCES:

When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Mystic Move.
- Gain a Gear slot.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE MYSTIC

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

SUGGESTION

When you use your power to subtly influence the mind of some weak-willed living thing, Discharge this Move and roll+Alien. On a 10+, choose 1. On a 7-9, choose 1, but they will soon realize you messed with their head. On a 6-, they can ignore your influence, but they realize you were messing with their head straight away.

- They follow a single command from you for a short time that doesn't risk their life or go against their instincts.
- You convince them of something without providing proof, so long as you do not lie.

DISCHARGED

BACKGROUND - ANCIENT ORDER

At character creation, choose one of the following:

SAGES

Your Order is seen as mysterious and wise seers, sought for their counsel and insight as mediators.

Whenever try to pierce lies, confusion, or a mystery, and see the wisdom beyond, you have Advantage.

KNIGHTS

Your Order is seen as protectors and warriors of justice.

Whenever you protect the weak or act against immorality according to your code, you have Advantage.

FOIBLES

When you choose to gain a new Foible, write it below. When a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you get ready for action and select your Loadout, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

NOTES:

MYSTIC MOVES

When you have 5 Advances and choose to gain a Mystic Move, select one of the below Moves to take. When you have taken at least 4 Mystic Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

⚡ SCRYING

When you take time to perform the ritual of prophecy, say whose future you wish to scry and offer up something linked to them, roll+Alien. On a 10+, the player of the subject will ask you 3 questions, tell them what you see. On a 7-9, you ask the subject 3 questions, and they will tell you what you see. If you act to bring the Prophecy to pass, you have Advantage. If you act to stop the Prophecy, you have Disadvantage. On a 6-, you see your own doom, the SM will tell you how.

- Who do I see my Subject with?
- What do I see my subject doing?
- What is my subject feeling?
- What danger, challenge, or misery do I see my subject facing?
- What fortune do I see my subject enjoying?

⚡ EMBRACE ETERNITY ⚡ DISCHARGED

When you gently reach out and mingle your mind and with the energies and auras of something living nearby, Discharge this Move and roll+Alien. On a 10+, the connection is open, ask 2 questions from the list, and they ask 1. On a 7-9, you each ask 1 question. On a 6-, you share more than you learn. You ask 1 question and they ask 2.

- What do you seek?
- Who or what do you wish to protect?
- Who or what do you love?
- What are you willing to sacrifice for your beliefs?
- What do you have faith in?

⚡ MYSTIC WEAPON MASTER

Your Order has an ancient, unique style of weapon that marks them. Describe it. You always have it with you, even in restricted areas, and it doesn't take up a slot in your loadout. You have become an expert in wielding your Mystic Weapon. When you use your Mystic Weapon to avoid Harm from ranged weapons, you have Advantage to Keep Your Cool.

Mystic Weapon (Skirmish, Trinket, Concealed, Discharge, 3 Harm.)

Draw your weapon:

⚡ WISE WORDS

When a Crew Member comes to you for advice, and you share your wisdom with them, they have Advantage going forward if they act on your advice. If they do, you mark an Advance.

⚡ FLESHKNITTER ⚡ DISCHARGED

When you focus your mind on a living thing's injuries or illness, Discharge this Move and roll+Alien. On a 10+ you may use your power to heal a wound or a physical injury, condition or malady. On a 7-9, heal them, but it drains you. You have Disadvantage going forward.

⚡ DISCIPLINED

When you focus your mind and disregard the petty hurts and wounds of your body, roll+Calculating. On a 10+, hold 3. On a 7-9, hold 2. Spend hold on the following:

- Ignore Disadvantage from a wound you have taken.
- Roll with Advantage on a Recover roll.
- Ask a question from the Scope It Out list.

⚡ PSYCHIC GRENADE

When you lob a grenade, instead of causing Harm, you can choose to cause muscle spasms and incapacitate those affected.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

- ⚡ You meet a member of your Order who shares news with you.
- ⚡ You discover some ancient teachings or records of your Order.
- ⚡ You gain new psychic abilities, take the Telekinesis move from the Tempest, but when you use it, roll+Alien.
- ⚡ Your experiences have given you inner peace, permanently reduce your Volatile by 1.
- ⚡ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.
- ⚡ Word spreads that one of your order's temples or strongholds has been annihilated.
- ⚡ Your order loses favor with a number of local or galactic societies.
- ⚡ Your order is split due to political or philosophical difference, and you are called upon to choose a side.
- ⚡ You suffer a terrible wound, illness, or debility. Describe what you have lost.
- ⚡ Now or soon, you are called to the seat of power for your Order. When you return to your order and share premonitions of the future, roll+Alien.

•On a 10+, your order sees times of danger approaching, and promotes you to be their leader.

•On a 7-9, a conflict with an oppressive empire or ancient evil has broken out, and you are called to join your order fighting it.

•On a 6-, your Order is attacked in their seat of power, and you sacrifice your life helping survivors escape.

MAKING A MYSTIC

NAME:

Choose a name or make up your own:

Obi, Solon, Chilon, Bias, Thales, Pittacus, Peri, Book, Dali, Verimir, Dalon, Tilswith, Wynn, Maro, Gale.

LOOK:

Choose a pronoun and up to 4:

Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Aged, wiry, paunchy, pale, pallid, rusty, elegant, still, faded, ragged, polished, pristine, neat, respectable

APPROACHES:

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1.

GEAR:

You start with 3 Gear slots. You start with all 4 of the Gear below:

- ☐Mystic Weapon (Skirmish, Trinket, Concealed, Discharge, 3 Harm.)
- ☐Tactical Pack (3 Uses)
- ☐Basic Shields
- ☐Scanner (3 Uses)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- I will teach _____ that not every problem can be solved with violence.
- _____’s curiosity isn’t tempered with caution, I’ll make sure they don’t get us all killed.
- I will teach _____ that they can’t always break the rules.
- _____ is a soulless killer that threatens our safety. _____ needs to see that.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1. When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

ADVANCES:

When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Outsider Move.
- Gain a Gear slot.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE OUTSIDER

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

TRULY ALIEN

What you are and where you are from sets you apart from others in a fundamental way. Finish between 3 and 6 of the below statements to describe how you differ from everyone else.

The statements you fill in are true, and have impact on the Fiction. A robotic body cannot be healed by a med bay, but they can by an engineering bay.

Description	Origin
I am _____ from _____	
My body is _____.	
My culture is _____, But I am different from them because _____.	
I have the unique ability to _____.	
I don't need to _____, but I do need to _____.	
I don't have the sense of _____, but I have the extra sense of _____.	
I can only communicate by _____.	
I can survive in _____.	

BACKGROUND - NATURE

At character creation, choose one of the following:

THE CHILD

You carry an innocence and naiveté with you that catches many off guard. When you **learn about a part of everyday life and grow in an unexpected way**, take an advance.

THE STRANGER

You are from a place or culture so far removed from common galactic civilization that your values and motivations are Alien to almost everyone. When you **say how a seemingly inappropriate action forwards your machinations**, you have Advantage going forward to fulfilling your goal.

NOTES:

FOIBLES

When you choose to gain a new Foible, write it below. When a **Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group**, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you **get ready for action and select your Loadout**, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

OUTSIDER MOVES

When you have 5 Advances and choose to gain a Outsider Move, select one of the below Moves to take. When you have taken at least 4 Outsider Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

⚡ UNIQUE MOVEMENT

⚡ DISCHARGED

When you use your Alien nature to Move in a way or to a place others can't, Discharge this Move and roll+Alien. On a 10+, you get there, no problem. On a 7-9, choose 1:

- *There's trouble waiting when you get there.*
- *Getting back won't be easy.*
- *It takes longer than you expected to get there.*

⚡ TOO MUCH CONFUSION

When you ask another Crew Member about something that is strange to you but common to them, and they explain it to the best of their ability but you fundamentally misunderstand, you have Advantage going forward when acting on their words.

⚡ TRANSFORMED BY DEATH

When you die, change up to 4 of your unique traits in Truly Alien, up to 3 options in your description, up to 3 of your Calamities, and up to 2 Foibles. You will appear again soon in your new reborn form, forever changed by death. When you do, you lose this Move, but may take it again.

⚡ UNIQUE ABILITY

When you display a unique ability or knowledge to solve a simple problem, fill in one of the lines below and you do it.

I have the unique ability to _____.

I have the unique ability to _____.

⚡ GAS GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to envelope your target(s) with a psychotropic gas that causes hallucinations and erratic behavior.

⚡ UNSETTLING

When your unusual appearance or behavior confuses or disturbs someone, you or a Crew Member have Advantage going forward to interrupt their current course of action.

⚡ DEATH BLOSSOM

When you roll Firefight, if you choose to Discharge your weapon, you may choose to deal your weapon's Harm to all visible targets instead of double Harm to one target.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

⚡ You find some information of someone like you nearby.

⚡ You create a copy of yourself, or give birth to offspring.

⚡ Your connection to the Abyss helps you navigate the black void, take the Navigatrix Extra Move

⚡ Your experiences have distanced you from others, permanently reduce your Slick by 1.

⚡ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

⚡ A faction of your kind rise up, invade, or attack civilized space.

⚡ You are forced to choose between allying with your kind or alienating yourself to be free.

⚡ Your kinds home-world or seat of power is threatened with invasion, attack, or galactic war.

⚡ You suffer a terrible wound, illness, or debility. Describe what you have lost.

⚡ Now or soon, you enter a dormancy or chrysalis state as you prepare to evolve one final time. When you emerge, roll+Alien.

• *On a 10+, you go through an apotheosis, and ascend to another plane of existence.*

• *On a 7-9, your new form is perfect, but you are unsuited to continue with your crew, and you leave.*

• *On a 6-, your metamorphosis is a malformed mistake, and you quickly perish in agony.*

MAKING AN OUTSIDER

NAME:

Choose a name or make up your own:

Tyrl, 223, Drone, John, Zadi, Andop, Bepav, Twelve, us, Pi, Bepid, Drazah, Graxx, Ravua, Wonfon, Mork.

LOOK:

Choose a pronoun and up to 4:

Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Amorphous, Asymmetrical, Gaseous, Liquid, Gestalt Hive, Artificial, Crystalline, Aquatic, Reptilian, Formic, Plant-based, Metallic

APPROACHES:

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 .

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

- ☐ Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐ Bladed Weapon (Skirmish, Silent, 2 Harm)
- ☐ Assault Rifle (Firefight, Full Auto, Discharge, 2 Harm)
- ☐ Tactical Armor (Repair)
- ☐ A trinket, closely tied to your origin. Describe it. (Trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- *I owe _____ a life debt. I'll always be there for them.*
- *_____ 's rules are a straightjacket. I won't let them hold me back.*
- *I will show _____ the true face of the Abyss.*
- *I dislike how _____ treats me. I will teach them to respect me.*

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

CON ARTIST

When you attempt to perform a deception, subterfuge, misdirection, bluff, or con on a person, roll+Slick. On a 10+, your deception is masterful, hold 2. On a 7-9, your deception will work, for a while. Hold 1. As you act out and maintain your deception, you may spend hold, 1 for 1, on the following:

- Something small escapes their notice.
- Suspicion or blame is shifted away from you.

BACKGROUND - RAP SHEET

At character creation, choose one of the following:

SCUM

You’ve always been the lowest of the low and mistrusted those with power and authority. Crime has always been your only way to help those as unfortunate as you out of the sludge.

When you’re in danger or trouble anywhere with a number of the poor or downtrodden, you can describe an ally or friend who can help you in a small way. When they help, you have Advantage to Keep Your Cool or Act Quick.

NOTES:

ADVANCES:

When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Scoundrel Move.
- Gain a Gear slot.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress. When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You’re a bit banged up, but it’s nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You’re shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE SCOUNDREL

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You’ve been knocked unconscious and can’t move, act, or even see anything. Can be healed when an Ally chooses “First Aid” when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

FOIBLES

When you choose to gain a new Foible, write it below. When a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you get ready for action and select your Loadout, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

SCOUNDREL MOVES

When you have 5 Advances and choose to gain a Scoundrel Move, select one of the below Moves to take. When you have taken at least 4 Scoundrel Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

⚡ CRIMINAL CONTACTS

When you reach out to the criminal underground of a location for contacts to gain information, buy or sell contraband, or a shady Contract, roll+Slick. On a 10+, you find someone who can get you what you need, choose 1. On a 7-9, it's not so easy, choose 1 and the SM will tell you one:

- *It's not quite what you need.*
- *You have a complicated past with your contact.*
- *There's strings attached.*

⚡ PEOPLE PERSON

When you have a charged interaction with a person, roll+Slick. On a 10+, you get a good read on them, hold 3. On a 7-9, just hold 1. During your interaction with them spend your hold, 1 for 1, to ask their player one of the following questions:

- *Is your character telling the truth?*
- *What is your character truly 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 6-, you have Disadvantage ongoing to interact with them until you gain their trust.

⚡ SEX APPEAL

Your sex appeal is undeniable and near universal. When you turn on your charm you can always make someone attracted to you or unsettled by you, their choice. Depending on their reaction you can use promise of affection or distance as exchange when you Manipulate.

⚡ SMOOTH OPERATOR

Add the following option to Con Artist:

- *You convince someone that something you offer is valuable.*

⚡ STUN GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to temporarily blind and deafen your target(s).

⚡ CRACK PILOT

You have spent many of your years driving, flying, or operating all kinds of ships and vehicles. When you control a vehicle or ship and make a Move to attempt to avoid danger, you have Advantage.

⚡ CROWD CONTROL

Add the following option to Firefight:

- *You funnel or box a group of enemies into a tight position.*

⚡ A WAY WITH MACHINES

Add the following when you use a Tactical Pack:

- *You issue a single basic command to a simple computer or electronic system, within their programming.*

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

⚡ An old flame with influence reaches out to rekindle a relationship.

⚡ You come into possession of something extremely rare or valuable, but it's stolen or illegal.

⚡ You 'find' a cool useful item, work with the GM to create a piece of custom Gear.

⚡ Your experiences have made you impulsive, permanently reduce your Calculating by 1.

⚡ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

⚡ Someone you owe a lot of money to is looking to collect the money or your head.

⚡ You're faced with a choice - stay under the radar, or make a big score.

⚡ An old lover reaches out to you for help with a problem or danger they're facing.

⚡ You suffer a terrible wound, illness, or debility. Describe what you have lost.

⚡ Now or soon, an agent of Authority tracks you down and attempts to arrest you for your biggest successful heist. When they corner you, roll+Slick.

• *On a 10+, you bribe, sweet talk, or romance them into letting you go or joining you in retirement.*

• *On a 7-9, you get away, but they're still after you. You have to run hard and fast to keep your freedom, and leave your Crew behind.*

• *On a 6-, justice is served. You're apprehended or killed.*

MAKING A SCOUNDREL

NAME:

Choose a name or make up your own:
Solo, Drake, Mal, Anna, Val, Marcus, Higgs, Vash, Mack, Harman, Lian, Florentina, Akami, Valentine.

LOOK:

Choose a pronoun and up to 4:
Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Trendy, charming, scruffy, dapper, worn, shifty, nervous, craven, sexy, hot, sharp, mismatched, dexterous.

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1.

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

- ☐ Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐ Thermal Clips (3 Uses)
- ☐ Tactical Pack (3 Uses)
- ☐ A valuable artifact, not yours. (Trinket)
- ☐ Illegal Drugs. (Trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____ and I have seen everything together, we're closer than family. Noting will pull us apart.
- I slept with _____, and now it's awkward.
- _____ isn't a leader anymore. I don't have to take their orders.
- _____ is an easy mark. I'll wrap them around my smallest digit.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

ONCOMING STORM

Your emotions are a swirling unstable mess that can cause you to erupt in fits of passion and destruction. When you suffer frustration, disappointment, or emotional hurt, gain 1 Storm.

When you gain Storm while at your maximum Storm capacity, the strain causes you to either lash out immediately and spend all of your Storm at once, or mark 1 Stress.

BACKGROUND - TRAGEDY

At character creation, choose one of the following:

ORPHAN

You are an orphan with no ties to a family, community, or organization, because it has all be taken away from you. Describe why you have nothing but your power. When you are reminded of your loss, or encounter something directly relating to it and react poorly, immediately take 3 Storm.

NOTES:

ADVANCES:

When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Tempest Move.
- Gain a Gear slot.

STORM:

When you lash out or act destructively, you may spend 1 Storm and choose one of the following additional effects:

- Something is broken beyond repair.
- Someone is frightened or cowed.
- Someone is injured or scarred.
- You have Advantage on this roll.

When a choice says someone or something is affected, the SM will specify the details.

EXPERIMENT

Something was done to you to give you unusual powers, but the process was either torturous or mentally and emotionally damaging.

When you rail against authority or ignore orders, you may spend Storm as though you're lashing out or acting destructively.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:

JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE TEMPEST

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

FOIBLES

When you choose to gain a new Foible, write it below. When a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you get ready for action and select your Loadout, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:

TEMPEST MOVES

When you have 5 Advances and choose to gain a Tempest Move, select one of the below Moves to take. When you have taken at least 4 Tempest Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

⚡ BRAIN SPIKE

When you invade the mind of another, Discharge this Move and roll+Volatile. On a 10+, you push deep into their psyche, hold 2. On a 7-9, you skim their surface thoughts, ask what they are thinking about right now and their player will give you a true answer.. Spend hold, 1 for 1, on the following:

- You force them to take a single action that doesn't put them in direct Harm.
- You pillage their thoughts and feelings, ask a question and you will get a true answer.

⚡ TELEKINETIC FORCE

⚡ DISCHARGED

When you instinctively reach out and throw your telekinetic power at someone or something human size and weight or smaller within Skirmish or Firefight range, Discharge this Move and roll+Volatile. On a 10+, your intent is strong, choose 1. On a 7-9, your intentions are muddled, the SM will choose 1:

- It's sent flying back, as though from a forceful blow.
- It floats or Moves a short distance.
- It's pulled towards you.

⚡ TK MASTER

Requires Telekinetic Force

Add the following options to choose from for Telekinetic force:

- You activate or manipulate a simple device or switch.
- You cause the target 2 Harm.

⚡ POWER BOMB

When you lob a Grenade, on a 7+ you may spend 1 Storm to double its Harm or Damage.

⚡ FURY UNLEASHED

When you engage in vicious hand to hand combat and roll a 10+ for Firefight, choose 1 extra option.

⚡ DISCHARGED

⚡ HEART OF GLASS

You gain 2 extra check boxes in Storm. When you let down your guard and share a tender moment with someone, remove all Storm, and mark an Advance.

When you attempt to get close and they reject you or distance themselves, immediately fill your Storm to maximum. You may write a Foible about their rejection and your feelings.

⚡ RECKLESS

When you take rash action that puts another Crew Member in danger, they have Advantage to try and deal with that danger.

⚡ BEAUTIFUL FLAWS

When you act on one of your Foibles in a self destructive way, gain 2 Storm.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.

⚡ You hear news of someone in the system who shares your past, a survivor or fellow experiment.

⚡ You gain access to a haven or safe-house you have used in the past.

⚡ You gain an extra check box in Storm.

⚡ Your experiences have made you impulsive and rash, permanently reduce your Calculating by 1.

⚡ Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

⚡ Someone dangerous and related to your past is closing in on you, with ill intent.

⚡ You are given an opportunity for revenge, but risk harm against yourself, or alienating those you care about.

⚡ Someone that gave you succor when you were hurt has been captured by your enemies.

⚡ You suffer a terrible wound, illness, or debility. Describe what you have lost.

⚡ Now or soon, you learn of the location of the seat of power for the perpetrators of your tragedy. When you charge in to destroy them once and for all, roll+Volatile.

•On a 10+, you manage to destroy them, but you suffer severe wounds that force you to retire to a quiet life.

•On a 7-9, you unleash your power and annihilate them, at the cost of your own life.

•On a 6-, they kill you, but are scattered and destabilized.

MAKING A TEMPEST

NAME:

Choose a name or make up your own:

Jaq, Vex, Trill, River, Zed, Ember, Storm, Vile, Rana, Slam, Blackout, Hammer, Bull, Storm.

LOOK:

Choose a pronoun and up to 4:

Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Wild, twitchy, expressive, unconventional, sexy, modified, augmented, hot-blooded, violent, aggressive, stormy.

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1 .

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

☐Pistol (Skirmish, Firefight, Discharge, 1 Harm)

☐Bladed Weapon (Skirmish, Silent, 2 Harm)

☐Shotgun (Skirmish, Messy, Discharge, 3 Harm)

☐Grenades (Firefight, Area, Messy, Forceful, 1 Damage, Illegal, 3 Uses, 4 Harm)

☐Tactical Pack (3 Uses)

☐Prized Keepsake (Trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____ gets under my skin, I want to show them I'm better than they think.
- _____ has seen me at my most vulnerable. I'll make sure they never tell anyone what they saw.
- I can't help my feelings for _____, but I can't let them know.
- _____ is the only one that can calm me down. I want to be closer to them.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

NAME:

LOOK:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1 . When you upgrade an Approach, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE

- Firefight
- Intimidate

CALCULATING

- Acquire Target
- Share Expertise
- Scope It Out

SLICK

- Act Quick
- Manipulate

STALWART

- Recover
- Keep Your Cool
- Lean on Me

ALIEN

- Into The Abyss
- Assaulted by the Abyss

ADVANCES:



When you roll a 6-, or when a move directs you to, take an Advance. When you have 5 checks in Advances, choose 1:

- Upgrade an Approach.
- Gain a new Warhorse Move.
- Gain a Gear slot.

HARM

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

STRESS:



JUST A SCRATCH

You're a bit banged up, but it's nothing serious. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

I'M RATTLED

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing Shrug it off when you roll Recover, or when a Scene ends.

THE WARHORSE

I'M HURT BAD

You have severe bleeding or broken bones, you have Disadvantage ongoing to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

JUGGERNAUT

When you move forward unflinching towards a goal through an immediate danger or hazard that others cower from, Discharge this Move and roll+Stalwart. On a 10+ you are unstoppable, choose 2. On a 7-9, weariness creeps in at the edges, mark 1 Stress and choose 1.

- If you take Harm, take -1 Harm.
- You clear or uncover a clear path for an ally. They have Advantage going forward to following you.
- You unquestionably reach your goal.

DISCHARGED

BACKGROUND - WAR JOURNAL

At character creation, choose one of the following:

WAR ETERNAL

You come from a culture that has been embroiled in a bitter internal conflict for generations. When you encounter someone from your culture, you will immediately know which force they are from and how you can push at them to gain support or lose their cool.

You have Advantage when you Intimidate or Manipulate them.

WARDENS

You and your people have stood against an external threat for decades. You are an expert on this threat. When you Share Expertise on the threat, you have Advantage. In addition to the roll, you can always describe a fact about the Threat that makes them dangerous.

My people have stood between civilization and the _____ for decades.

NOTES:

FOIBLES

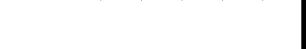
When you choose to gain a new Foible, write it below. When a Foible applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward.

GEAR & VEHICLES:

When you have 5 Advances and choose to gain a Gear slot, check an extra Gear slot, to a maximum of 5 slots. When you get ready for action and select your Loadout, Choose items from your Gear list equal to the same number of your Gear slots.

SLOTS:



WARHORSE MOVES

When you have 5 Advances and choose to gain a Warhorse Move, select one of the below Moves to take. When you have taken at least 4 Warhorse Moves, you may select new Moves from the Extra Moves section of Impulse Drive when you chose new Moves.

HEAVY ARSENAL

You have a unique, very destructive heavy weapon with 3 ammo, give it a name and describe it. When you fire your heavy weapon, reduce it's ammo by 1, and in addition to any Harm or other effects you select, choose one of the following:

- An object or area is destroyed.
- Someone has to take you seriously, and will back off or escalate.
- A system or device is shut down or damaged.

ADRENALINE RUSH

DISCHARGED

When you flood your system with adrenaline in a tense or dangerous situation, Discharge this Move and roll+Stalwart. On a 10+, hold 2. On a 7-9, hold 1. While you're still in danger, you may spend hold, 1 for 1 on the following:

- Ignore any negative effects or modifiers caused by Harm you have marked for 1 roll.
- Perform an incredible athletic feat.
- Add your Volatile modifier to the Harm you deal for one attack.

GUNNER

When you fire a ship or vehicle weapon, you have Advantage.

WALKING TANK

You ignore the clumsy tag on Armor.

SHIELD PLATFORM

When you deploy your Shield Platform, spend 1 use of a Grenade. The Shield Platform creates a barrier that provides cover. It cannot be moved. It dissipates when it takes 5 Harm, or when a Scene ends.

SHIELD: 

STOIC WALL

DISCHARGED

When you stand defiant to defend another from violence or Harm, Discharge this Move and roll+Stalwart. On a 10+, hold 3. On a 7-9, hold 2. While you still stand in defense of them, you can spend hold, 1 for 1, on the following:

- Redirect an attack from that which you defend to yourself.
- Reduce the attacker's attack by 1 Harm.
- Open up the attacker to an ally, giving that ally Advantage going forward against the attacker.

NAME:

RANGE 1:

RANGE 2:

3 HARM

AMMO:



BATTLE COMMANDER

When you roll Recover, you may choose the following as one of the options on the list:


- Give an ally an order. They have Advantage going forward if they follow the order.


COVERING FIRE


When you roll Firefight, On a 10+, you give an ally an opportunity to change position or get into cover. They have Advantage going forward to their next action.


CALAMITY


When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and take an Advance. If Appropriate, You may write a Foible about it.


 A group of comrades arrive to help end a violent conflict, before moving on.


 An old comrade from the war joins you in your travels for a time, providing you with +2 Harm when they fight beside you.


 You gain an extra ammo for Heavy Arsenal.


 Your experiences have made you cold and hard, permanently reduce your Slick by 1.


 Your resources or reserves are depleted, decrease your Gear slots by 1. You may take an Advance to get this Gear slot back.

 Your great war comes to the local sector, or escalates.

 You are given an opportunity for a great victory, at the cost of a part of your body - an eye, a limb, etc.

 Your allies in the war are under siege, and call for reinforcements - you.

 You suffer a terrible wound, illness, or debility. Describe what you have lost.

 Now or soon, your enemy in the war corners you with overwhelming odds. When you brace yourself for your last stand, roll+Stalwart.

•On a 10+, you survive against all odds, and must return to the front lines of your war, over a mountain of your enemies' corpses.

•On a 7-9, you manage to defeat them, but your wounds are severe. You retire, or succumb to your injuries shortly after the battle.

•On a 6-, you are overwhelmed, but charge a heavy cost for your death.

MAKING A WARHORSE

NAME:

Choose a name or make up your own:
Thrax, Shen, Bastion, The Wall, Valik, Handen, Mei, Phasral, Malcom, Desen, Harric, Grunt.

LOOK:

Choose a pronoun and up to 4:
Him, Her, Them, It, Em, Zim, Per, Sir, Ver, [name]
Heavy Build, Scarred, Rugged, Weary, Calloused, Hard, Stern, Stoic, Grim, Imposing, Compassionate.

APPROACHES:

Assign the following scores to each of the 5 Approaches:
+2, +1, 0, 0, -1 .

GEAR:

You start with 3 Gear slots. Choose 4 Gear from the list below to start with:

- ☐Pistol (Skirmish, Firefight, Discharge, 1 Harm)
- ☐Assault Rifle (Firefight, Full Auto, Discharge, 2 Harm)
- ☐Bladed Weapon (Skirmish, Silent, 2 Harm)
- ☐Shotgun (Skirmish, Messy, Discharge, 3 Harm)
- ☐Sniper Rifle (Sniping, AP, 1 Damage, Illegal, Discharge, 3 Harm)
- ☐Grenades (Firefight, Area, Messy, Forceful, 1 Damage, Illegal, 3 Uses, 4 Harm)
- ☐Tactical Armor (Repair)
- ☐Basic Shields
- ☐Thermal Clips (3 Uses)
- ☐Tactical Pack (3 Uses)
- ☐Mercenary License (trinket)

BACKGROUND:

Choose one of your 2 Backgrounds.

HOOKS:

When each player has introduced their character and it is your turn, read out your Hooks and say which Crew Member applies to each one. If the player agrees, write the Crew Member's name in that Hook.

- _____’s morality will make them hesitate at the wrong time. When they do, I won’t.
- _____ and I have seen all of each others’ scars. That’s a sacred bond.
- _____ is like a child to me. I’ll teach them to be strong.
- I’ll protect _____ from anything, even themselves.

FOIBLES:

Use your Background and Hooks as inspiration to write 2-3 Foibles at character creation.

SMUGGLER SHIP

SHIP NAME:

SHIP LOOK:

DEBT

CREDITOR:

PAYMENTS

DISPOSITION

When you complete a Contract or an Episode Strain, Mark 1 Burn in the Debt Fuse. When the Debt Fuse is full, reduce your creditor's Disposition by 1, and your Creditor comes looking for you. The SM will tell you one of the following:

- They make an example of a Crew Member and try to break a few limbs.
- They insist you take a Contract for them, free of charge.
- They attempt to seize an asset as collateral until you pay.
- They sell your location to someone that wants to find you.

MAINTENANCE

CLEAR

+1

0

-1

-2

-3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due

When you roll Your Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance past due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers.

When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform Spot Repairs on your ship, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

When you roll Your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint. Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations, negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power - barely. You must roll Listing in Space to get back to a space port.

SPOT REPAIRS

SPOT REPAIRS

SPOT REPAIRS

SHIP MOVES

DRILL-SPACE DRIVE

When you drill through Normal Space into Drill-Space to travel to a neighboring or local star system, roll+Alien. On a 10+, you get there with no complications. On a 7-9, you must waste precious time dropping out of Drill-Space in between the stars to let the drive cool down as events continue without you. The SM will mark an Episode Burn. On a 6-, you're out in the black for longer than anyone should be, The SM marks 1 Episode Burn, and each Crew Member suffers 1 Stress from cabin fever and low Life Support by journey's end.

SPOT REPAIRS

When you performs spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are under immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a move better suited to the job.

SILENT RUNNING

When you engage your ship's Stealth Systems to conceal your vessel, Discharge this Module and roll+Slick. On a 10+, hold 2. On a 7-9, hold 1. Spend hold 1 for 1 on the following:

- You escape notice or enemy scans.
- You sneak into a favorable position.

When you run out of hold, take Damage, or act overtly, your cloak dissipates and the Stealth Systems are Discharged.

LISTING IN SPACE

When you try to limp back to the nearest space port while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP PAYMENT - PAYDAY

When your Crew successfully completes a Contract and collects their pay from the client or contact, roll+Contract Rating .

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- You keep the wolves at bay, reduce Payments by 1 and reset the Debt Fuse.
- You pay the bills, you pay the maintenance costs for your ship, and reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You purchase an Upgrade for your Ship.
- You go shopping for a new Vehicle, roll Test Drive.
- You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.
- You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any consequent moves, you're broke again and need to find more work.

UPGRADES & MODULES

Your ship starts with 2 Upgrade points to buy your starting Modules, and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an upgrade box. When all Upgrade boxes for a Module are filled, that Module is installed in your ship.

If you are at the maximum amount of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. No, you don't get a discount on the new module if you trade in your old junk.

REDAUNDANT SYSTEMS

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

SUPERFICIAL DAMAGE

SENSOR ARRAY

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, when you scan a ship or station, you may ask one of the following questions instead of the standard Scope out Out questions:

- What modules do they have?
- Where are they weak?
- Where are they strong?

AUTODOC SURGERY

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm Hurt Bad" Harm. For more unusual or bizarre maladies, an expert is required.

ATTACHED TRANSPORT SHUTTLE

3 Hits, Spacefaring, Passengers, Workhorse.
A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

STEALTH SYSTEMS

Discharge.
Emission tanks, heat sinks, and refractive plating makes your ship invisible to other ships sensors, allowing your ship to hide or slip by unnoticed. When you engage your Stealth Systems, discharge this Module and roll Silent Running.

LASERS

1 Damage, Broadside, Engaged, Cannonading, Discharge.
Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

TETHER

Crash, Dogfighting, Hold Off, Broadside.
The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. When **you need to connect to or reel in an external object**, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

SHIELDING

Discharge.
When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship or Vehicle.

MOUNTED TURRET

1 Damage, Crash, Dogfighting, Broadside, Discharge.
Whether they fire solid projectiles or short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels light fighters or Armatures.

MISSILES

2 Damage, Broadside, Engaged.
Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometers, but their explosive capacity makes them dangerous in close range.

PLASMA CANNON

3 Damage, Engaged.
Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating Engaged range weapon.

BYPASS RELAYS

When you bypass safety protocols to relay power to a Discharged System, roll+Maintenance. On a 10+, the lights flicker for a moment, Ready a Discharged module. On a 7-9, safety protocols implemented for a good reason, choose one. On a 6-, The ship can't take any more!
Choose 1 and the SM chooses 1:

- It's hard on ship systems, mark 1 maintenance Fuse.
- Something breaks, mark 1 Damage.
- A power surge or overload injures you, take 2 Harm.

BAYS:

You start with a Standard Cargo Bay and Hidden Compartments.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to any that scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no-one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When **your ship is scanned or searched**, anything in the Hidden Compartments will not be found.

PASSENGERS:

You may purchase Passenger Quarters as a Ship Upgrade. This does not count towards your Modules installed.

PASSENGER QUARTERS:

Passenger Quarters are spaces designed for a group of passengers to travel if not comfortably, then at least with their basic needs met.

MAKING YOUR SMUGGLER

You are a crew of misfits, scoundrels, and scalawags. You're also very broke. Not only do you not have two Guilders to rub together, but you owe a lot of Currency to the wrong kind of Creditor. You'll need to take jobs, and earn big to keep the wolves at bay.

NAME:

Decide on a name together. Make it evocative and pronounceable.

LOOK:

Choose up to 5:

Dirty, rusted, grimy, worn, outdated, stuttering, dented, rattles, listing, scorched, ugly, functional.

DEBT AND YOUR CREDITOR:

Your starting Debt is 20 Payments. Write this figure in your Ship's Payments panel. Describe your Creditor and what makes them dangerous. Your Creditor's Disposition starts at Neutral, 0.

UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to spend on Modules.

BAYS & PASSENGERS:

You start with a Standard Cargo Bay and Hidden Compartments. You may purchase Passenger Quarters as a Ship Upgrade. Bay and Passenger upgrades don't count towards your number of Modules.

DRAW YOUR SHIP:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

PREDATOR SHIP

SHIP NAME:

SHIP LOOK:

FEUD



NEMESIS:

When you complete a Contract or an Episode Strain that interferes with your Nemesis, Mark 1 Burn in the Feud Fuse. When the Feud Fuse is full, a violent encounter with your Nemesis is imminent. The SM will tell you one of the following:

- They make an example of a Crew Member and try to break a few limbs.
- They come after a Friendly or Bonded NPC or group hard. An ally will die if you don't act.
- They take control of territory or collateral you had claim to.

MAINTENANCE

CLEAR

+1



0



-1



-2



-3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due. When you roll Your Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance past due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark off one of the options below for each point of Damage your Ship suffers.

When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform Spot Repairs on your ship, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

When you roll Your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint. Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations, negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power - barely. You must roll Listing in Space to get back to a space port.

SPOT REPAIRS

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

SPOT REPAIRS

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

SPOT REPAIRS

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

SHIP MOVES

SUB-SPACE DRIVE

When you plot a course to a star system within Distant range and engage your sub-space drive, roll+Alien. On a 10+ you get there on time and without any complications. On a 7-9, you get there, but choose 1. On a 6-, both.

- Trouble has caught up with you, the SM will tell you what.
- Your ship sustained 1 Damage during the trip.

SPOT REPAIRS

When you performs spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are under immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a move better suited to the job.

LISTING IN SPACE

When you try to limp back to the nearest space port while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP PAYMENT - BLOOD MONEY

When your Crew successfully completes a Contract and collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- You put distance between your Ship and you Nemesis, reduce Feud by 1.
- You pay the bills, you pay the maintenance costs for your ship, and reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You purchase an Upgrade for your Ship.
- You go shopping for a new Vehicle, roll Test Drive.
- You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.
- You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any consequent moves, you're broke again and need to find more work.

UPGRADES & MODULES

Your ship starts with 2 Upgrade points to buy your starting Modules, and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an upgrade box. When all Upgrade boxes for a Module are filled, that Module is installed in your ship.

If you are at the maximum amount of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. No, you don't get a discount on the new module if you trade in your old junk.

REDAUNDANT SYSTEMS

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

SUPERFICIAL DAMAGE

TARGETING COMPUTER

The Targeting Computer houses a semi self-aware Virtual Intelligence that is capable of Calculating trajectories and velocities to assist with targeting enemies and targets with the ship's weapons. Describe the V.I. and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting V.I. to engage enemies with your Ship Weapons, you have Advantage.

AUTODOC SURGERY

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm Hurt Bad" Harm. For more unusual or bizarre maladies, an expert is required.

ARMORED VEHICLE

APC: 2 Hits, +Reliable +Armored, +Equipped 1, -Flashy -Sluggish.

You have a small vehicle bay just big enough for the armored vehicle in side it. You may use to get from A to B in hostile locations. The vehicle is large and of military design and is going to attract attention in Civilian areas.

OVERCHARGE



Discharge.
Overcharge allows you to disable safety protocols and fire your weapons more rapidly, allowing for delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage, before applying any modifiers like Discharging a weapon to double its Damage.

SHIELDING

Discharge.

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship or Vehicle.

MOUNTED TURRET



1 Damage, Crash, Dogfighting, Broadside, Discharge. Whether they fire solid projectiles or short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels light fighters or Armatures.

LASERS



1 Damage, Broadside, Engaged, Cannonading, Discharge. Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

MISSILES

2 Damage, Broadside, Engaged.

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometers, but their explosive capacity makes them dangerous in close range.

PLASMA CANNON



3 Damage, Engaged, Discharge.
Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating Engaged range weapon.

RAILGUN

4 Damage, Engaged, Cannonading, Penetrating.

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

BYPASS RELAYS

When you bypass safety protocols to relay power to a Discharged System, roll+Maintenance. On a 10+, the lights flicker for a moment, Ready a Discharged module. On a 7-9, safety protocols implemented for a good reason, choose one. On a 6-, The ship can't take any more! Choose 1 and the SM chooses 1:

- It's hard on ship systems, mark 1 maintenance Fuse.
- Something breaks, mark 1 Damage.
- A power surge or overload injures you, take 2 Harm.

BAYS:

You start with a Standard Cargo Bay.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to any that scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

SQUADRON BAY:

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give a few notable members a name, and if one of the players' characters isn't the Squadron leader, create a leader NPC.

Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm.

CREW:

You may purchase either Barracks or Rec Suite later as a Ship Upgrade.

BARRACKS:

You have a barracks with a squad of well trained soldiers, describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the Squad. If a PC is not the Squad's leader, name the Leader.

Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm.

REC SUITE:

The Rec Suite is an on board bar, exercise & sports arena, or holo-suite where your Crew may enjoy their off-duty hours while away from home. Any NPC Crew or squad gains the +Loyal tag, and Crew Members may spend their Downtime relaxing with another Crew Member and remove 2 Stress instead of 1.

MAKING YOUR PREDATOR

You are a crew of dangerous Mercenaries with a ship. You take on dangerous and violent missions for money. But not everything is blaster fire and raining Guilders. You have a Nemesis, and no matter what you do, There Will Be Blood.

NAME:

Decide on a name together. Make it evocative and pronounceable.

LOOK:

Choose up to 5:

Sleek, Chrome, Predatory, Humming, Smooth, Pristine, Functional, Military, Organic, Ancient, Worn, Dirty, Cramped, Spacious, Scorched, Ugly, Rattles.

NEMESIS & FEUD

Your mercenary group has a Nemesis. Personal or professional, you have irreconcilable difference with another group. A powerful corporation or a group of formidable warriors, or a dangerous invasion force. Your nemesis knows who you are, and any encounter between the two of you is sure to break out in open violence.

Describe your Nemesis. The SM will detail them as a Hostile Group.

UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to spend on Modules.

BAYS & CREW:

You start with a Standard Cargo Bay. Squadron Bay, Barracks, and Rec Suite may be purchased later, each for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

DRAW YOUR SHIP:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

VANGUARD SHIP

SHIP NAME:

SHIP LOOK:

DUTY

ORGANIZATION:

RANK

When the **Duty Clock** is full, reset it and increase your Rank by 1, to a maximum Rank of +3. When you fail a mission set by your Organization, the SM will tell you one of the following:

- Your failure has affected many in your Organization, and your reputation takes a hit. Reduce your Organization's Disposition by 1.
- Your failure goes on your permanent record. Reduce Duty by 1. If your Duty is at 0, reduce Rank by 1 to a minimum rank of -1.

MAINTENANCE

CLEAR

+1

0

-1

-2

-3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the **Maintenance Fuse** is full, clear it and check Maintenance Past Due

When you roll Your Ship Payment Move and choose **Pay the Bills**, reset the Maintenance Fuse and clear Maintenance past due.

MAINTENANCE PAST DUE

While **Maintenance Past Due** is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes **Damage**, mark off one of the options below for each point of Damage your Ship suffers.

When your ship takes **Damage** and there are no options to mark off, your Ship is destroyed.

When you perform **Spot Repairs** on your ship, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

When you roll Your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint. Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform **Spot Repairs** on a **Direct Hit**, you restore normal operations, negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

When you perform **Spot Repairs** on a **Hull Breach**, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

When you perform **Spot Repairs** on **Adrift**, you manage to restore power - barely. You must roll Listing in Space to get back to a space port.

SHIP MOVES

HYPER DRIVE

When you power up your **Hyper Drive** to jump to a Remote or closer star system, roll+Alien. On a 10+, you travel with no complications. On a 7-9, you get there, but it's a rough ride. Choose 1. On a 6-, the SM chooses 2:

- You have to maneuver and work the drive hard to avoid the worst hyperspace turbulence, Mark 1 Maintenance.
- You don't come out exactly where you expected.
- Your ship sustained 1 Damage, Penetrating during the trip.
- You've picked up an unlikely passenger.
- The SM asks each Crew Member a question from The Abyss Stares Back.

SPOT REPAIRS

When you performs spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are under immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a move better suited to the job.

SILENT RUNNING

When you engage your ship's **Stealth Systems** to conceal your vessel, Discharge this Module and roll+Slick. On a 10+, hold 2. On a 7-9, hold 1. Spend hold 1 for 1 on the following:

- You escape notice or enemy scans.
- You sneak into a favorable position.

When you run out of hold, take Damage, or act overtly, your cloak dissipates and the Stealth Systems are Discharged.

LISTING IN SPACE

When you try to limp back to the nearest space port while **Spot Repairs** is checked on **Adrift**, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP PAYMENT - MISSION COMPLETE

When your Crew successfully completes a Mission and is debriefed by their superiors, roll+Rank.

On a 12+, your superiors are extremely impressed, choose 4.

On a 10-11, you are commended for your service, choose 3.

On a 7-9, your work is recognized, choose 2.

On a 6-, Your failures are focused on, or someone else steals your glory. Choose 1, or choose 2 and a confrontation with a rival within your Organization.

- You make the right connections within your Organization, increase Duty by 1.
- You put your ship in for a service, and reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You requisition an Upgrade for your Ship.
- You requisition a new Vehicle, roll Test Drive.
- You collect your Salary and have off-duty time to spend it, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any consequent moves, You've used up your off-duty time, and another mission awaits.

UPGRADES & MODULES

Your ship starts with 2 Upgrade points to buy your starting Modules, and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an upgrade box. When all Upgrade boxes for a Module are filled, that Module is installed in your ship.

If you are at the maximum amount of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. No, you don't get a discount on the new module if you trade in your old junk.

REDAUNDANT SYSTEMS

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

SUPERFICIAL DAMAGE

SENSOR ARRAY

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, when you scan a ship or station, you may ask one of the following questions instead of the standard Scope out Out questions:

- What modules do they have?
- Where are they weak?
- Where are they strong?

AUTODOC SURGERY

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm Hurt Bad" Harm. For more unusual or bizarre maladies, an expert is required.

ASTRO LAB

When you use the Astro Lab to study an astronomical anomaly or advanced scientific theories, you have Advantage to Share Expertise.

ARMORY

An installed Armory not only accommodate the Crew's gear, but is equipped with an advanced matter configuration system that can replicate gear based on blueprints. If one Crew Member owns a piece of Basic, Advanced, Specialist, or Illegal Gear, anyone may choose it in their Loadout.

STEALTH SYSTEMS

DISCHARGED

Discharge.

Emission tanks, heat sinks, and refractive plating makes your ship invisible to other ships sensors, allowing your ship to hide or slip by unnoticed. When you engage your Stealth Systems, discharge this Module and roll Silent Running.

TARGETING COMPUTER

The Targeting Computer houses a semi self-aware Virtual Intelligence that is capable of Calculating trajectories and velocities to assist with targeting enemies and targets with the ship's weapons. Describe the V.I. and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting V.I. to engage enemies with your Ship Weapons, you have Advantage.

SHIELDING

Discharge.

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship or Vehicle.

LASERS

1 Damage, Broadside, Engaged, Cannonading, Discharge. Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

MISSILES

2 Damage, Broadside, Engaged.

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometers, but their explosive capacity makes them dangerous in close range.

RAILGUN

4 Damage, Engaged, Cannonading, Penetrating.

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

OVERCHARGE

Discharge.

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, allowing for delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage, before applying any modifiers like Discharging a weapon to double its Damage.

BAYS:

You start with a Vehicle Bay, and may spend Upgrades to purchase a Squadron Bay.

VEHICLE BAY:

Your vehicle Bay starts with 1 of the following Vehicles, and you may store Vehicles you gain later in your Vehicle Bay. You may have more than 1 of each Vehicle type.

Speeder, Passenger Vehicle, Military Vehicle, Shuttle.

SQUADRON BAY:

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give a few notable members a name, and if one of the players' characters isn't the Squadron leader, create a leader NPC.

Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm.

CREW:

You start with Crew Quarters and a crew of 15-20 individuals. You may spend Upgrades to purchase a Barracks.

CREW QUARTERS:

You have a section of the ship dedicated to the living and recreational requirements for 15 to 20 crew members who operate and maintain the ship. Describe them.

Crew: Disciplined, Trained, Naive, 20 Health, 1 Harm.

BARRACKS:

You have a barracks with a squad of well trained soldiers, describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the Squad. If a PC is not the Squad's leader, name the Leader.

Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm.

MAKING YOUR VANGUARD

You are semi-autonomous special agents of an organization. Your organization may be an espionage & intelligence agency, a corporation, a government, or a security & investigation agency or association. It may be a local organization looking to expand or already a galaxy-spanning. Your Organization gives you missions, but leave how you complete them up to you.

NAME:

Decide on a name together. Make it evocative and pronounceable.

LOOK:

Choose up to 5:

Sleek, Chrome, Elegant, Murmuring, Smooth, Sharp, Functional, Military, Advanced, Experimental, Prototype, Spacious.

DUTY & RANK

Your Organization commands you, and you have a duty to them. As a group of semi-autonomous Specialists, your crew will be given missions by your Organization that furthers their agenda, purpose, or duty.

Describe your Organization and their purpose. The SM will detail them as a Bonded (+2) Group. Your Crew starts at Rank -1.

UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to spend on Modules.

BAYS & CREW:

You start with a Vehicle Bay and Crew Quarters. You may purchase a Squadron Bay and Barracks later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

DRAW YOUR SHIP:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

MARRAUDER SHIP

SHIP NAME:

SHIP LOOK:

CRIME



When you complete a Contract or Episode Strain that reinforces your criminal Reputation, increase your Crime Fuse by 1. When you Crime is full, erase all checks, and mark Infamous.

INFAMOUS

When you roll The Crew Is Back In Town while Infamous is checked, you have Disadvantage.

REPUTATION:

MAINTENANCE

CLEAR

+1



0



-1



-2



-3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due

When you roll Your Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance past due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark off one of the options below for each point of Damage your Ship suffers.

When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform Spot Repairs on your ship, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

When you roll Your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint. Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations, negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power - barely. You must roll Listing in Space to get back to a space port.

SPOT REPAIRS

SPOT REPAIRS

SPOT REPAIRS

SHIP MOVES

FOLD-SPACE DRIVE

When you activate the Fold-Space Drive and travel to a Extreme or closer system, roll+Alien. On a 10+, you made it out! Choose 1. On a 7-9, that was a very close call, choose 2 :

- The ship has been invaded, infested, or infected by something.
- It was hard on the ship, your ship suffers 1 Damage, Penetrating.
- You work your ships systems harder than you should, mark 1 Maintenance.
- Everyone is trouble by hallucinations, visions, or strange dreams. All Crew Member roll Into the Abyss.

SPOT REPAIRS

When you performs spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are under immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a move better suited to the job.

LISTING IN SPACE

When you try to limp back to the nearest space port while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP PAYMENT - PIECES OF EIGHT

When your Crew successfully completes a Contract or a Raid and sells their spoils or collects their pay from the client or contact, roll+Contract Rating.

On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and Choose 1, or choose 2 and a Crew Member has been put in lockup for a an inconvenient length of time, advance an Episode Strain by 1.

- You pay Fines or frame someone else for your crimes, uncheck Infamous and reset the Crime Fuse.
- You pay the bills, you pay the maintenance costs for your ship, and reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You purchase an Upgrade for your Ship.
- You go shopping for a new Vehicle, roll Test Drive.
- You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.
- You divide the spoils for some walking around money, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any consequent moves, you're broke again and need to find more prey.

UPGRADES & MODULES

Your ship starts with 2 Upgrade points to buy your starting Modules, and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an upgrade box. When all Upgrade boxes for a Module are filled, that Module is installed in your ship.

If you are at the maximum amount of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. No, you don't get a discount on the new module if you trade in your old junk.

REUNDANT SYSTEMS

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

SUPERFICIAL DAMAGE

SENSOR ARRAY

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, when you scan a ship or station, you may ask one of the following questions instead of the standard Scope out Out questions:

- What modules do they have?
- Where are they weak?
- Where are they strong?

AUTODOC SURGERY

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm Hurt Bad" Harm. For more unusual or bizarre maladies, an expert is required.

TETHER

Crash, Dogfighting, Hold Off, Broadside.

The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. When **you need to connect to or reel in an external object**, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

MOUNTED TURRET

DISCHARGED

1 Damage, Crash, Dogfighting, Broadside, Discharge. Whether they fire solid projectiles or short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels light fighters or Armatures.

TARGETING COMPUTER

The Targeting Computer houses a semi self-aware Virtual Intelligence that is capable of Calculating trajectories and velocities to assist with targeting enemies and targets with the ship's weapons. Describe the V.I. and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting V.I. to engage enemies with your Ship Weapons, you have Advantage.

SHIELDING

Discharge. When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship or Vehicle.

LASERS

1 Damage, Broadside, Engaged, Cannonading, Discharge. Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

MISSILES

2 Damage, Broadside, Engaged. Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometers, but their explosive capacity makes them dangerous in close range.

RAILGUN

4 Damage, Engaged, Cannonading, Penetrating. Railguns propel small, high density slugs at extremely high velocity for devastating effect.

OVERCHARGE

Discharge. Overcharge allows you to disable safety protocols and fire your weapons more rapidly, allowing for delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage, before applying any modifiers like Discharging a weapon to double its Damage.

BAYS:

You start with a Standard Cargo Bay and Hidden Compartments.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to any that scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no-one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When **your ship is scanned or searched**, anything in the Hidden Compartments will not be found.

CREW:

You start with Crew Quarters and a crew of 15-20 Pirates. You may spend Upgrades to purchase a Brig.

CREW QUARTERS:

You have a cramped section of the ship dedicated to the living requirements for 15 to 20 hardened buccaneers. Your Pirate Crew not only operates and maintains your ship, but are also handy in a fight. Describe them.

Freebooters: Gang, Violent, Warmongers, 30 Health, 2 Harm.

BRIG:

Your Brig can hold a pirate crew that has broken one of your ship's laws, or any prisoners you take. It's exceptionally cramped and uncomfortable, but it's inhabitants will live. For a while, at least.

MAKING YOUR MARAUDER

Freebooters, corsairs, Buccaneers, Privateers. You may be called many things, but it is very clear what you are. No good, low down, dirty pirates. You prey on the weak, take what you want, and kill anyone who gets in your way. No-one expects mercy from pirates, and so they will give no mercy to you.

At least, that's your reputation. Will you live up to the name you have been given as violent, bloodthirsty illegals, or will you carve a more noble destiny?

NAME:

Decide on a name together. Make it evocative and pronounceable.

LOOK:

Choose up to 5:

Brutal, Predatory, Spikes, Skulls, Dangerous, Mismatched, Intimidating, Piecemeal, Ugly, Vicious, Rusty, Black, Functional, Cramped, Rattling, Groaning.

CRIME & INFAMY

As a pirate ship, you have infamy for breaking the law and attacking the innocent, whether that reputation is justified or not. As such, you are wanted by a powerful agency of galactic law.

Describe the nature of your crews criminal reputation, and why civilized space hates and fears you. When you complete a Contract or Episode Strain that brings your Crimes to the attention of others, mark the Crime Fuse.

UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to spend on Modules.

BAYS & CREW:

You start with a Standard Cargo Bay and Crew Quarters. You may purchase Hidden Compartments and a Brig later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

DRAW YOUR SHIP:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

PIONEER SHIP

SHIP NAME:

SHIP LOOK:

COHESION

FAITH:

When the Cohesion clock is full, reset it and increase Faith by +1, to a maximum Faith of +3.

When you fail to solve a problem the community faces, or when the community is splintered or divided by a problem, reduce Cohesion by 1.

If Cohesion is at 0, and you must decrease it, reduce Faith by 1 instead, to a minimum of -3. If you must reduce Faith and Faith is already at -3, your community abandons the journey or is consumed in a civil war.

MAINTENANCE

CLEAR

+1

0

-1

-2

-3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due

When you roll Your Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance past due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers.

When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform Spot Repairs on your ship, check the Spot Repairs option for the Damage you are repairing, and apply the appropriate effect.

When you roll Your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint. Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations, negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized, the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support, any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void, easy pickings for enemies, or stranded to the limited mercies of space. If you're in an atmosphere of planet's gravity, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power - barely. You must roll Listing in Space to get back to a space port.

SHIP MOVES

DETOUR

When you must find a nearby location to divert to for supplies, repairs, or time off your ship, roll+Alien. On a 10+, you've found safe harbor. You're at either a resource rich planet or a metropolitan trade outpost. The SM chooses 1. On a 7-9, you can find some resources, but your stop is eventful, the SM chooses 2. On a 6-, it's a disaster, the SM chooses 3.

- The locals are either hostile or suspicious of you. The SM will tell you which.
- A parasite, stow-away, or unwelcome guest endangers the ship or community.
- A crisis or conflict divides the community.
- An anomaly or mystery is revealed, and presents an opportunity, at a cost.
- A portion of your community is tempted to abandon the journey and settle down. Unless they are convinced to continue the journey, reduce Cohesion by 1.
- It's going to take longer than expected to get your Drive ready for FTL. You're going to have an extended stay and delay your journey. Reduce Cohesion by 1.

SPOT REPAIRS

When you performs spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are under immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a move better suited to the job.

LISTING IN SPACE

When you try to limp to the nearest space port while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either are marooned on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SHIP PAYMENT - FOR THE COMMUNITY

When your Crew returns with much needed resources or has neutralized a danger to your colony ship, roll+Faith.

On a 12+, you have secured a lot for your colony, choose 4.

On a 10-11, you have done well, choose 3.

On a 7-9, there is a little extra, choose 2.

On a 6-, You have secured barely enough for the next leg of your journey. Choose 1, or choose 2 and the SM will advance a Strain that endangers your Community or introduce a danger.

- Your community has a festival to celebrate the replenishment. Increase Cohesion by 1.
- You are able to refit and service the ship, and reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You use surplus supplies to add an Upgrade to your Ship.
- You have constructed a new Vehicle, roll Test Drive.
- There's enough surplus for some revelry for your team, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any consequent moves, the Journey continues, and another danger or opportunity is just around the corner.

UPGRADES & MODULES

Your ship starts with 2 Upgrade points to buy your starting Modules, and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an upgrade box. When all Upgrade boxes for a Module are filled, that Module is installed in your ship.

If you are at the maximum amount of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. No, you don't get a discount on the new module if you trade in your old junk.

REDAUNDANT SYSTEMS

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

SUPERFICIAL DAMAGE

Your Infirmary treats many injuries, maladies, and diseases for your crew and community. Care in the Infirmary is counted as Treatment in regards to healing Harm. Time and effort in an Infirmary may also help treat more complex maladies. If you do not have a medically inclined Intellect, create an NPC to run the Infirmary.

ATTACHED TRANSPORT SHUTTLE

3 Hits, Spacefaring, Passengers, Workhorse.
A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

HYDROPONICS GARDEN

Your Hydroponics Garden is an engineering masterpiece of recycling. Able to turn waste into food and fresh air by way of plants, your garden allows your ship to run more efficiently.

When you roll For The Community and harvest resources from your Hydroponics Garden, roll at Advantage.

ONBOARD MARKET

Your Ship has a market where the Community may trade goods and services with each other during time in FTL, and with others when docked with a station or in orbit around a settlement.

When you invite members of a well stocked civilized alien outpost or community into your Market to trade, roll For The Community.

SHIELDING

Discharge.
When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship or Vehicle.

LASERS

1 Damage, Broadside, Engaged, Cannonading, Discharge.
Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

MISSILES

2 Damage, Broadside, Engaged.
Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometers, but their explosive capacity makes them dangerous in close range.

PLASMA CANNON

3 Damage, Engaged, Discharge.
Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating Engaged range weapon.

RAILGUN

4 Damage, Engaged, Cannonading, Penetrating.
Railguns propel small, high density slugs at extremely high velocity for devastating effect.

THE CUSTODIAN

Your Colony Ship has a custodian AI tasked with nurturing, protecting, and training your Crew and Community. Choose between 1 and 2 personality traits for the Custodian:

Polite, Servile, Authoritative, Distracted, Eccentric, Irreverent, Militaristic, Hopeful, Religious, Cold, Boastful, Long Winded.

When you go to The Custodian with a problem that endangers the community and they advise on a solution, take Advantage going forward when you act on their advice.

BAYS:

You start with a Vehicle Bay, and may spend Upgrades to purchase a Squadron Bay.

VEHICLE BAY:

Your vehicle Bay starts with 1 of the following Vehicles, and you may store Vehicles you gain later in your Vehicle Bay. You may have more than 1 of each Vehicle type.

Speeder, Passenger Vehicle, Military Vehicle, Shuttle.

SQUADRON BAY:

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give a few notable members a name, and if one of the players' characters isn't the Squadron leader, create a leader NPC.

Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm.

COMMUNITY & CREW:

You start with Community, around 300,000 to 500,000 individuals. You may spend Upgrades to purchase a Barracks.

COMMUNITY:

Your community is a group of pioneers destined for a very far off colony world many decades or hundreds of years away. Your community is generational, and your Crew has close ties to it. Name notable NPCs and leaders of your Community.

BARRACKS:

You have a barracks with a squad of well trained soldiers, describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the Squad. If a PC is not the Squad's leader, name the Leader.

Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm.

MAKING YOUR PIONEER

You are crew members on a massive generational colony ship. Because of its size, your ship is very slow compared to smaller vessels, and so your large community is generational, children being trained to maintain and pilot the ship, and for their children's children to build and establish their Colony. Will you maintain your Faith in a promised land you will never see? Or will you settle somewhere closer, or abandon your journey and drift apart? Or will you die somewhere between the stars?

NAME:

Decide on a name together. Make it evocative and pronounceable.

LOOK:

Choose up to 5:
Old, rusty, disheveled, worn, patchwork, cramped, leaky, grimy, expansive, crowded, cavernous, spartan, exposed conduits, makeshift accommodations, A large communal space.

COHESION & FAITH:

Your journey is a long one, and you may not live to see the Promised Land at the end. Your crew and the community must maintain Faith in the Promised Land waiting for you, and that you and your people will survive the Journey. There are many challenges ahead that may force you to take a detour, or threaten the Community's Cohesion. The siren call of a closer home with an existing alien civilization may tempt your people from their path.

You start with Faith +1 and Cohesion 0.

UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to spend on Modules.

BAYS & CREW:

You start with a Vehicle Bay and Community. You may purchase a Squadron Bay and Barracks later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

DRAW YOUR SHIP:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

COMBAT MOVES

Combat Moves are most commonly used when you get in a fight or conflict.

FIREFIGHT

When **you open yourself to danger and exchange violence with an enemy**, roll+ Volatile. **On a 10+**, exchange Harm and choose 3. **On a 7-9**, exchange Harm and choose 1:

- *Discharge your weapon with the discharge tag, and deal double its Harm.*
- *Play it cagey and suffer -1 Harm.*
- *You hold a position or halt an advance.*
- *You make an advance or force your enemy out of cover.*
- *You impress, dismay, or frighten your enemy. If they are a PC, they also suffer 1 Stress.*
- *You are able to disengage and take a moment to Recover.*

On a 6-, you lose control. Exchange Harm, and your enemy chooses 2 to apply against you.

ACQUIRE TARGET

When **you still your mind and line up your sights at a target that can't shoot back**, roll+Calculating. **On a 10+**, deal your Harm and choose 1. **On a 7-9**, just deal your Harm.

- *You disarm or disable them.*
- *It's a lethal blow, Discharge your weapon and deal double your weapon's Harm.*
- *Your position isn't exposed or compromised.*

RECOVER

When **you're out of direct danger during a hostile situation and take a moment to gather yourself**, roll+Stalwart. **On a 10+**, you're calm, efficient and ready, choose 2. **On a 7-9**, you take a little too long. Choose 2, but your enemy gets a chance to get into a better position or prepare themselves.

- *Ready a Move, Weapon, or piece of Gear that has been Discharged.*
- *First Aid: spend 1 Use of a Tactical Pack to heal "I'm knocked out" on an ally.*
- *Shrug it off: Heal "Just a scratch" or "I'm rattled" on yourself.*

MERCILESS

When **you attack someone you have at your mercy**, and they can't strike back or avoid the attack, just deal your Harm.

INEFFECTIVE RANGE

When **you use a weapon at a range that it could be used at, but it's not effective at**, you have Disadvantage. This may mean you have to throw the weapon, in which case you are no longer holding it after the attack.

ENGAGE

When **you take action while operating the systems of your Ship**, make the appropriate Move as normal, with the following exception: If you are operating a Ship Weapon, use the Ship Combat ranges and apply Damage to your Ship and target instead of Harm to yourself.

ACTION MOVES

Action Moves are used when you try to get yourself out of a tricky situation, or you must endure a hardship of a particular sort.

ACT QUICK

When **you use your instincts or reflexes to avoid a danger or negotiate through danger towards a goal**, roll+Slick. **On a 10+**, you're graceful, swift, or acrobatic, and you do it. **On a 7-9**, you do it, but choose 1:

- *You're off balance or rushed, you have Disadvantage going forward.*
- *You've left something behind, the SM will tell you what.*
- *You're pushed to your limits with the effort, suffer 1 Stress.*

KEEP YOUR COOL

When **you attempt to keep your cool under pressure or endure hardship**, roll+Stalwart. **On a 10+**, you do it with minimal cost.

On a 7-9, choose 1:

- *You have Disadvantage going forward.*
- *Suffer 1 Stress.*

On a 6-, the SM will tell you 2:

- *You suffer a danger or hardship you are faced with.*
- *You suffer 1 Stress.*
- *You have Disadvantage going forward.*

ASSAULTED BY THE ABYSS

When **you suffer direct exposure to exotic energies or forces, or a bizarre and terrifying experience**, roll+Alien. **On a 10+**, your exposure is limited, choose 1. **On a 7-9**, The Abyss leaves its mark, choose 2. **On a 6-**, The Abyss grips you tight, all 3.

- *The Abyss stares into you, the SM will ask you one question from The Abyss Stares Back.*
- *You freeze up, you have to keep your cool, at Disadvantage to shake it off.*
- *You are scarred by your experience, figuratively or literally. You may write a Foible about it.*

THE ABYSS STARES BACK

When **the Abyss stares into you and the SM asks you a question from the List below**, you may either answer it truthfully, or decline to answer and suffer 1 Stress.

- *What terrifies your character to the core?*
- *For what does your character's darkest heart desire?*
- *What was your character's lowest moment?*
- *For what does your character crave forgiveness, and from whom?*
- *What are your character's secret pains?*
- *In what ways is your character's mind and soul vulnerable?*
- *What faint hope does your character cling to?*

MOTOR HEAD

When you make a move while piloting a vehicle, make the move as normal, but consult the Vehicles +Strengths and -Weaknesses to see if any apply to your current situation. If you make a move that deals Harm, but are using a weapon that deals Damage, apply Damage as you would Harm, with the same constraints.

If a +Strength applies, you have Advantage.

If a -Weakness applies, you have Disadvantage.

If both a +Strength and a -Weakness apply, roll as normal.

SOCIAL MOVES

Social Moves are used to interact with groups and individuals, either your fellow Crew Members or NPCs.

LEARN ON ME

When you support a Crew Member's efforts in an action before they roll, or offer them comfort in an intimate moment, roll+Stalwart. On a 10+, you're helpful and supportive, all 3. On a 7-9, you do what you can. Choose 2. On a 6-, it's rough going. Choose only 1.

- *Your efforts help them, they have Advantage Going Forward.*
- *Your support brings some relief, they may clear 1 Stress.*
- *You aren't pushed to your limits or exposed to danger or complication for your efforts.*

INTIMIDATE

When you use threats to bully someone into doing what you want, make it clear what you want them to do, and what you'll do to them if they don't, then Roll+Volatile. On a 10+, they have to choose:

- *Force you to follow through and suck it up.*
- *Cave in and do what you want.*

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

- *Get out of your way.*
- *Hunker down and take cover.*
- *Give you something they think you want.*
- *Tell you something they think you want to hear.*
- *Attempt to de-escalate and look for an exit.*

On a 6-, your threat has no teeth, and you have Disadvantage going forward against them.

MANIPULATE

When you use promises, guile, or charm to manipulate someone into doing what you want, say what you want and what you're willing to give, then roll+Slick.

If they are an NPC:

On a 10+, they choose 1:

- *Accept your offer at face value and agree to the exchange.*
- *Ask you to promise something, and will do what you want if you agree.*

On a 7-9, they choose 1:

- *They make a counteroffer, to be settled now before they do what you want.*
- *Ask you to promise something and provide concrete assurance you'll follow through, and they'll do what you want.*

If they are a PC:

On a 10+, both. On a 7-9, you choose 1:

- *If they do it, they mark an Advance.*
- *They have to Keep Their Cool to refuse, at Disadvantage.*

On a 6-, be prepared for the worst, whether they are a PC or NPC.

EXPLORATION MOVES

Exploration Moves are used to acquire information about your situation and the people & things around you.

SHARE EXPERTISE

When you consult your accumulated knowledge on something you are an expert in, roll+Calculating. On a 10+, ask a question related to the topic and the SM will give a useful answer, or ask you to make up the answer. On a 7-9, ask, and the SM will give you an interesting answer, but it's up to you to make it useful. On a 6-, ask, but expect bad news.

SCOPE IT OUT

When you take time or use sensitive equipment to closely study an object, situation, or person, roll+Calculating. On a 10+, your investigation pays off, ask 3. On a 7-9, your perception is a little dull, ask 1. On a 6-, ask 1, but you won't like the answer.

- *Where is my best escape route/way in/way past?*
- *What should I be on the lookout for?*
- *What's my enemy's true position?*
- *Who or what here is not what they seem?*
- *Who's really in control here?*
- *How could I best end this quickly?*
- *Who or what here could be a useful opportunity?*

INTO THE ABYSS

When you stare unblinking into the Abyss looking for forbidden or forgotten knowledge, roll+Alien. On a 10+, You are shown dark visions that lend you insight. Ask the Abyss one question, and the Abyss will answer. The SM will ask you one question from The Abyss Stares Back. On a 7-9, Ask, and the Abyss will answer, but it leaves its mark on you. Suffer 1 Stress and the SM will ask a question from The Abyss Stares Back. On a 6-, the Abyss shows you only visions of bleak terror. Suffer 1 Stress and the SM will ask you 2 questions from The Abyss Stares Back.

SPOUT TECHNOBABLE

When you need to describe some advanced piece of technology, process, or phenomenon, choose between 3 and 5 words or phrases and say it like you know what it means.

Action:

Re-route, reverse, invert, refine, isolate, confine, extrapolate, excise, buffer, polarize, depolarize, decouple, repair, calibrate, enhance, boost, charge, spin, spool, engage, contain, attack, divide, scan,

Status or condition:

Fluctuating, destabilized, energized, poisoned, corrupted, contaminated, refined, contained, unraveled, damaged, enhanced, viral,

Jargon:

Temporal, quantum, auxiliary, flux, warp, trillithium, fibronium, delta, hyper, charge, burst, distortion, burst, retro-,

Object or subject:

Capacitor, anomaly, field, conduit, vortex, drive core, capillaries, organs, antibodies, cells, node, diagnostics, crystal, matrix, timeline, matter, vibrations, region, neutrino, particle, continuum, virus, deflector, dish, circuit, system

SPECIAL MOVES

PREVIOUSLY ON

When **your group starts a new Episode**, go through the following list:

- 01 Briefly go over what happened in the last session, mentioning any highlights.
- 02 List each Crew Member's Foibles. Players may take this opportunity to change their Foibles or write new ones.
- 03 Set the scene for the beginning of this session and begin playing.

THE CREW IS BACK IN TOWN

When you Dock or land your ship somewhere for the first time or after being away for at least an Episode, roll+Disposition for the faction that controls the territory. **On a 10+**, you dock without issue, and everything seems clear. **O** a 7-9, your welcome isn't a warm one, choose 1. **On a 6-**, trouble knows you're coming, and it's ready for you. The SM will choose 1.

- Trouble related to a Foible, Calamity, or recent indiscretion has caught up with the Crew.
- There is an open conflict that makes this territory dangerous or unstable.
- There is a shortage or crisis that has driven prices up, You have Disadvantage when dealing with local merchants or vendors.

CLIFFHANGER

When **you reach the end of an Episode**, go through the following list:

Ask the following questions and discuss them as a group. Vote on the answers if you like:

- Who was the MVP, and made the crucial roll or pulled off the right Move that ensured success?
- Who was the Workhorse, and always reliably supported the crew in their actions?
- Who embodied their character the best, and played to their Foibles or had a particularly moving, entertaining, or funny roleplaying moment?

For each answer, the player mentioned gets an Advance. If the votes are tied, both players gain an Advance.

Ask the following questions and answer them as a group:

- Did we complete a mission or Contract?
- Did we learn something new and important about the universe?
- Did we make a new enemy, or thwart an existing enemy?

For each yes, all players mark an Advance. After these questions have been resolved, mark Burn and Ticks on appropriate Season Strains and Personal Projects, including Debt and Ship Maintenance.

DOWNTIME

When **your Crew spends time relaxing after a Contract or cooped up in your ship while traveling between stars**, each player describes how they spend their Downtime, and shows a short scene or vignette related to it. The SM or another player not in the scene may ask you some questions about your Downtime, answer them. If you:

- Work on a personal project, mark 1 Tick on it.
- Confront a Crew Member with a grievance or disagreement, you each may write a Foible related to the outcome.
- Spend time getting closer to a Crew Member, you each may choose to heal 1 Stress or have Advantage Going Forward.

Downtime Scenes do not Burn Fuses.

PERSONAL PROJECT

When you decide to devote your free time to a personal project within the scope of your expertise, such as solving a mystery, creating or modifying a device or technology, negotiating an accord, or learning a new skill, say what you want to do. The SM will say either "Sorry, it can't be done." Or "Sure! But..." Then some of the following:

- You can do it with a 3-6 Tick Scene Clock;
- You can do it with a 3-6 Tick Episode Clock;
- You can do it with a 3-6 Tick Season Clock;
- You will need the expertise or assistance of _____;
- You will need to destroy/dissect _____;
- You will need to travel to _____;
- You will need to _____ first;
- It's going to be dangerous;
- You'll have to get/build/fix/take apart/figure out _____ first;
- It's going to cost you a favor to the wrong kinds of people;
- The best you'll be able to do is an unreliable, less effective, or weak version;
- It's going to take a lot of trial and error to perfect it;

The SM will connect them all with "And" Or a merciful "Or". Fill in a Personal Project sheet with the details.

If it is a Scene Project, check a Tick on the Clock when you take a successful action that moves you towards your goal.

If it is an Episode Project, check a Tick on the Clock when you perform a scene that moves you towards your goal.

If it is a Season Project, check a Tick on the Clock when you complete an Episode and have shown that you have worked on your Project.

ADVANCEMENT

When **you roll a 6-**, or when a move directs you to, take an Advance. When **you have 5 checks in Advances**, choose 1:

- Upgrade an Approach.
- Gain a new Archetype Move.
- Gain a Gear slot.

ACTIVATE FOIBLE

When a **Foible applies to the current situation**, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Decline the offer to apply your Foible, and continue playing as normal.
- Apply your Foible. You have Disadvantage going forward. Determine whether your Foible forces you to make a roll.

LOADOUT

When **you are somewhere safe and have access to all of your equipment**, you may refresh, restore, repair, or exchange the Gear in your loadout for any Gear you have found, purchased, or unlocked.

If you wish to pick up Gear in the field, you may, but if you do not have a free slot available, you must leave something behind.

REGULATED AREAS

Some areas do not allow you to wear armor or openly carry weapons. When **you visit these areas**, you must wear civilian clothes and cannot carry any weapons. Non-aggressive tools and Gear are still allowed.

COMMERCE MOVES

NEGOTIATE TERMS

When **you commit to a Contract or Mission and meet your contact to negotiate the terms**, roll+Disposition if you know your Client, or roll+Slick at Disadvantage if you don't. **On a 10+**, your relationship is strong, or your negotiating skills are top notch. Choose 2. **On a 7-9**, you manage to get a small concession, choose 1. **On a 6-**, you get stonewalled, or there's just nothing else they can give you.

- You negotiate a better payment upon completion. When you complete this Contract, roll Your Ship Payment Move at Advantage.
- You gain some useful information from your contact, the SM will reveal a hidden detail of the Contract.
- You get an up-front expenses payment or resource provided. Each Crew Member makes a roll on Hey Big Spender, at Disadvantage.

HEY BIG SPENDER

When **you're flush with Currency and go looking for something to spend your ill gotten gains on**, roll+Disposition with the local vendors or contacts to see what you can find. **On a 10+**, you can find your heart's desire, spend big, and live life to the fullest. Purchase 1 item from the Specialist or Black Market list, or choose 3 from below: **On a 7-9**, you've got plenty of time and money. Choose 2: **On a 6-**, you only have access to the basics. Choose 1:

- R&R: you spend some time relaxing, clear your Stress track.
- Basic care: Heal all Harm you have suffered with a few days rough but competent treatment.
- Me Time: Mark 1 Tick on a personal project.
- Make 1 purchase on the Advanced Gear list.
- Make 2 purchases on the Basic Gear list.

On a 6- or 7-9, you may choose 1 extra, but you must waste time searching for it, the SM will expose you to a danger or Burn the Fuse of an Episode Strain. Whatever choices you make, you spend the rest of your money on frivolous, fleeting pleasures and distractions until you're broke again.

TEST DRIVE

When you go to the scrap dealers and vendors of vehicles looking for a deal on particular type of Vehicle, say what you're looking for and either take it as-is or roll+Slick. On a 12+, you find a superb example of engineering, or get a customized vehicle. Make 2 enhancements. On a 10+, it's better than average, make 1 enhancement. On a 7-9, it's serviceable, take it as-is. On a 6-, you had to take what you could get, make 1 Compromise.

When you make an Enhancement, add a +Strength, or remove a -Weakness, as established.
When you make a Compromise, remove a +Strength, or add a -Weakness, as established.

- Speeder: 1 Hit, +Responsive, +Speedy, -Fragile, -Cramped.
- Passenger Vehicle: 1 Hit, +Reliable, +Inconspicuous, +Spacious, -Fragile.
- Military Vehicle: 2 Hits, +Reliable +Armored, +Equipped 1, -Sluggish.
- Shuttle: 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous.
- Fighter: 3 Hits, +Responsive, +Speedy, +Spacefaring, +Equipped 1, -Cramped.
- Armature: 3 Hits, +Responsive, +Spacefaring, +Equipped 2, -Ponderous -Cramped.

LUCRATIVE EXPORTS

When **your Crew hits the markets and exchanges with plenty of money, and go looking for cargo to purchase and transport for sale elsewhere**, roll+Disposition with the local vendors and contacts.

On a 10+, there's plenty to choose from. Choose 1 and describe it: Valuable Cargo, Contraband Cargo, or Cheap Cargo.
On a 7-9, there's an OK selection. Choose 1 and describe it: Contraband Cargo or Cheap Cargo.
On a 6-, it's slim pickings. You manage to buy some Cheap Cargo, describe it.

MERCANTILE

When you dock in a system with your cargo hold full of goods to sell, roll 2d6.
If you are selling Contraband Cargo, add +1 to the roll.
If you are selling Valuable Cargo, you have Advantage.

On a 10+, it's a good sale, choose 1 from your Ship Payment Move.
On a 7-9, you can only get paid in kind. Roll Lucrative Exports.
On a 6-, it's a net loss. Either the market was unfavorable or someone blew the profits.

VALUABLE CARGO

Valuable Cargo is worth a lot to someone. It's worth so much that someone may try to steal it, or kill you for it. When **you sell Valuable Cargo in a different system than when you bought it**, roll Mercantile at Advantage.

Luxury items or goods, rare antiques or artifacts, high quality goods, parts, or supplies, a rare animal, sensitive or valuable information.

CONTRABAND CARGO

Contraband Cargo is illegal. When **you are caught with Contraband Cargo by authorities**, they may arrest, fine, or attack you, depending on their laws and the kind of Contraband you are carrying. Contraband can only be sold to criminal contacts, but **when you sell your Contraband Cargo to a criminal contact**, take +1 to your Mercantile roll.

Illicit drugs or software, stolen or looted goods, illegal Modifications or weapons, dirty money or illegally obtained secrets, slaves, stolen or illicit information.

CHEAP CARGO

Cheap cargo is the standard, ubiquitous stuff you can get just about anywhere. It's boring, but no-one is likely to kill you for it. When **you sell Cheap Cargo in a different system than when you bought it**, roll Mercantile.

Common goods, supplies, or parts. Simple industrial machinery, cheap disposable devices or products, civilian correspondence.

EXTRA MOVES

When **you have taken at least 4 Moves from your Archetype**, you may select new Moves from the Extra Moves section *of Impulse Drive when you chose new Moves*.

✂ CAPTAIN

When **you give your subordinate(s) a command they are disinclined to follow, or that puts them into direct danger**, roll+Stalwart.

If they are an NPC:

On a 10+, choose 3. On a 7-9, choose 2:

- They will do their duty, to the best of their ability.
- They don't get hurt or killed.
- You don't have to make an example of someone.
- You won't have to pay for it later.

If they are a PC:

On a 10+, choose 2. On a 7-9, choose 1:

- They have to Keep Their Cool to disobey your Order.
- They have Advantage to follow your Order.
- They gain an Advance if they are injured or compromised while following your order.

✂ REDSHIRTS

You have a group of 15 to 20 followers. Give 2 or 3 of them names, the rest are expendable nameless nobodies.

Choose your style of followers:

- ☐ Ship's Crew: crew, disciplined, trained, 10 health, 1 harm.
- ☐ Violent Gang: gang, warmongers, criminal, 10 health, 2 harm.
- ☐ Close Family or Clan: society, friendly, savvy, 5 health, 1 harm.
- ☐ Religious Cult: society, religious, secretive 5 health, 1 harm.

✂ FORESIGHT

Your deductive skills give you an uncanny sense for danger. When you roll Scope It Out, you may also ask any of these questions instead of the standard questions.

- Is there a hidden immediate danger in my near future?
- What danger would I be exposed to if I _____?
- What is _____'s intentions towards me?

✂ NOT DEAD YET

When **you die, and there is some room for doubt about your demise**, you may return at the next available safe scene, battered and broken and in need of help. When **you come back from the dead**, decrease one of your Approaches by -1, to a maximum of -3.

✂ DIG FOR CLUES

When **you take time to study the scene of a recent conflict or crime**, add the following questions to Scope It Out:

- Who or what was here recently?
- What hard evidence of past events can I record?
- What here is useful or valuable to me?
- What has been hidden or obscured here?
- Where do clues here lead to next?

✂ CONVINCING ARGUMENT

When **you present a reasonable or intelligent argument on a topic you are an expert in to convince someone of a particular fact or course of action**, roll+Calculating.

If they are an NPC:

- On a 10+, They are convinced, and will act accordingly.
- On a 7-9, it will require some evidence or proof of your claims to convince them.
- On a 6-, they can't be convinced, until faced with the consequences of their stubbornness.

If they are a PC:

- On a 10+, both. On a 7-9, choose 1:
- If they believe you, and act on it, they gain 1 Advance.
- They have to Keep Their Cool to ignore your argument, at Disadvantage.

On a 6-, they have Advantage going forward against you.

✂ PRESTIDIGITAL INTERFACE

When **you use misdirection and clever hands to manipulate, take, or hide a small object when there is a risk of being noticed**, roll+Slick. On a 10+, you have a deft touch, choose 1.

- You take a small object from a person or spot you are right next to.
- You hide a small object on a person or spot you are right next to.
- You hide a small object you have somewhere on your person, only a thorough search would find it.

On a 7-9, choose 1 of the above, but the SM will choose one of the below.

- You raised someones mild attention, curiosity, or suspicion.
- Your misdirection won't go unnoticed for long.

If you're using sleight of hand to entertain or please someone and there's something at stake, then roll Manipulate instead.

✂ CUNNING LINGUIST

When you **attempt to communicate or interact with an Alien entity that you do not share common language or understanding of the universe with**, roll+Alien. On a 10+, you find some common ground or understanding as a basis for communication, both are true. On a 7-9, you find some common ground or understanding as a basis for primitive understanding, choose 1.

- They communicate a simple concept to you.
- You communicate a simple concept to them.

✂ CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. On a 10+, choose 1. On a 7-9, choose 2. On a 6-, you find them, but expect the worst.

- It'll take time to get what you want.
- They want to spend some quality time with you.
- It'll cost you something in return.
- Your reputation will take a hit, you have Disadvantage going forward to roll Connected.

✂ SPIRIT FONT

When **you roll Recover**, if you choose to recharge a Move, you recharge a Move for an ally as well.

✂ NAVIGATRIX

When **you plot a course for an interstellar journey**, you have Advantage on your ships Drive Move.

MODIFICATIONS

✓ **SUPER STRENGTH** **DISCHARGED**

•*Super Strength: Discharge, Mod, Specialist Gear.*

Reinforced bones and muscles, skeletal replacement, hydraulic pistons surgically grafted exoskeletons or frames, these methods and more can be used to grant an individual super enhanced strength, allowing them to exert more force and manipulate much heavier objects. When **you use your superhuman strength to do something**, discharge this modification and roll Keep Your Cool. When **you gain Super Strength**, take one of the following Foibles:

- I must learn to control my strength.*
- Using my enhanced strength leaves me weak afterwards.*
- My Modification causes me considerable pain.*

✓ **SUPER REFLEXES** **DISCHARGED**

•*Super Reflexes: Discharge, Mod, Specialist Gear.*

Accelerated neural pathways, superefficient carbon fiber muscles, ultralight bone weaves, advanced adrenal networks, all of these systems can provide an individual increased reflexes and super speed, allowing them to react and move at incredible speed for short periods of time. These bursts cannot be maintained, and put considerable Stress on the individual. Super Reflexes will often allow for impressive feats like dodging or racing bullets, acting first, or racing somewhere incredibly quickly. When **you use your super speed or reflexes to move quickly or avoid danger**, discharge this Modification, and roll Act Quick at Advantage. When **you gain Super Reflexes**, take one of the following Foibles:

- My body always needs more Fuel.*
- Using my enhanced reflexes leaves me exhausted afterwards.*
- My Modification causes me considerable pain.*

✓ **SENSOR PACK** **DISCHARGED**

•*Sensor Pack: Discharge, Mod, Advanced Gear.*

The Sensor Pack is a standard optic and auditory pack that allows the individual to see and hear well beyond the normal spectrum. It often includes zoom functionality, recording and playback, along with sound isolation and spectrum switching. Sensor packs can help you notice details others would have no hope of perceiving. When **you use your enhanced senses to gather information others could not perceive**, discharge this modification and roll Scope It Out at Advantage. When **you gain the Sensor Pack**, take one of the following Foibles:

- My enhanced senses sometimes overwhelm me.*
- I can no longer perceive as other do.*
- My Modification causes me considerable pain.*

✓ **REDUNDANT ORGANS** **DISCHARGED**

•*Redundant Organs: Discharge, Mod, Specialist Gear.*

Your internal organs have been enhanced and replaced with multiple redundant systems, allowing you to compensate for all but the worst radiation, toxins, and infections - even exposure to a vacuum. While prolonged exposure will still be lethal, you can withstand exposure for a short time that would kill others immediately. When **you rely on your Redundant Organs to survive a short time in a lethal environment**, discharge this modification and roll Keep Your Cool. When **you gain Redundant Organs**, take one of the following Foibles:

- My Modifications set me apart as obviously different from others of my kind.*
- I feel disconnected and distant to those around me.*
- My Modification causes me considerable pain.*

✓ **HARD SKIN** **DISCHARGED**

•*Hard Skin: Mod, Specialist Gear.*

You have had your skin either enhanced or replaced to withstand incredible force. While your Hard Skin doesn't render you invulnerable, you are able to ignore the ill effects from Harm you suffer, right up until you take too much Harm, and you die. In addition, Damage done by vehicle weapons (not Ship weapons) is treated as normal Harm to you. When **you gain Hard Skin**, take one of the following Foibles:

- My Modifications are obvious and alarming.*
- I no longer enjoy the sense of touch.*
- My Modification causes me considerable pain.*

✓ **VIRTUAL INTERFACE** **DISCHARGED**

•*Virtual Interface: Discharge, Mod, Basic Gear.*

A Virtual Interface is one of the most common and stable Modifications on the market, allowing individuals to directly interact and access virtual systems without the need for a device. At its most basic, a VI is like having a comm built in to your mind. More advanced VI Modifications allow direct interface with complex virtual systems and entities as though you were interacting with the real world, allowing for enhanced hacking or information gathering. When **you use your Virtual Interface to interact with computer systems**, discharge this Modification and interact with the system as though it were a real, physical space, triggering moves as you normally would. When **you gain the Virtual Interface**, take one of the following Foibles:

- I'm addicted to the virtual net.*
- Everything seems like a virtual game.*
- I'm not yet used to the information overload from my implant.*

✓ **CHAMELEON** **DISCHARGED**

•*Chameleon: Discharge, Mod, Illegal.*

Holoprojectors, smartskin, and camotech make the individual either harder to spot, alter their appearance, or create a display of light and color. When **you activate your Chameleon skin and remain completely still**, discharge this Move, and roll Keep Your Cool at Advantage to avoid detection. When **you gain Chameleon**, take one of the following Foibles:

- My Modification often betrays my mood.*
- Using my Modification makes me overheat.*
- My Modification causes me considerable pain.*

✓ **PROSTHETIC GEAR** **DISCHARGED**

•*Prosthetic Gear: Mod, Advanced Gear.*

Some Modification allow the incorporation of standard gear, or grant the biological equivalent of certain Gear or weapons to be built into the individual's body. This allows them to have a Bladed Weapon, Pistol, or Tactical Pack as part of their body, with all of that gear's benefits and limitations. The Tactical Pack can be replenished whenever you make the Loadout Move. When **you gain Prosthetic Gear**, take one of the following Foibles:

- Sometimes my Modification malfunctions.*
- My prosthetic Gear regularly causes me trouble in regulated areas.*
- My Modification causes me considerable pain.*

GEAR MOVES

TACTICAL PACK

•*Tactical Pack: 3 Uses, Advanced Gear.*

When **you rifle through your Tactical Pack for just the right piece of equipment for a situation**, mark off 1 use and choose 1:

- You find just the right piece of mundane equipment for the situation in your pack; a rope, a flashlight, a crowbar.*
- You repair a piece of equipment or basic technology.*
- First Aid: You heal the "I'm knocked out" Harm on an Ally.*

TACTICAL CLOAK

•*Tactical Cloak: Discharge, Illegal.*

A suit that provides optical camouflage through advanced technology. When **you activate your Tactical Cloak to try to lose or confuse someone looking for you**, discharge this move and roll Act Quick at Advantage to lose your pursuers or move a short distance undetected.

✓ **REMOTE DRONE** **DISCHARGED**

•*Remote Drone: Discharge, Specialist Gear.*

A small, portable drone with a basic AI that can perform simple tasks. When **you activate your Remote Drone AI**, Discharge this Move and roll+Calculating. **On a 10+**, hold 3. **On a 7-9**, hold 2. Spend hold, 1 for 1, to give it one of the following commands.

- Attack your target, adding +1 Harm to your attack.*
- Spend a minute or two hacking a simple system.*
- Distract a target.*
- Provide telemetry for it's current location.*
- Pick something up or manipulate a simple device.*

WEAPONS & GEAR

TIER TAGS

- Basic Gear:** *It's inexpensive and ubiquitous equipment, easily purchased.*
- Advanced Gear:** *It's reasonably priced and easily purchased.*
- Illegal:** *Purchasing and possessing it is illegal in most lawful societies.*
- Specialist Gear:** *It's expensive or high tech, and hard to find.*
- Rare:** *It's hard to find and requires knowing the right people to hunt one down. Unless you gain this at in your Playbook, check with the SM before taking it.*

RANGE TAGS

- Skirmish:** *It's useful for attacking something at arm's reach plus a foot or two.*
- Firefight:** *It's useful for attacking something within shouting distance.*
- Sniping:** *It's useful for attacking something that can only be easily seen with a scope.*

WEAPON TAGS

- AP:** *It ignores personal Armor on people, and the Armored tag on vehicles.*
- Area:** *It affects an area, and anyone in the area.*
- Drain:** *It blows out the target's technology, making it useless until repaired.*
- Forceful:** *It can knock someone back a pace, maybe even off their feet.*
- Full Auto:** *You may choose to Discharge your weapon to deal your Harm to two targets.*
- Messy:** *It's particularly destructive, ripping people and things apart. You don't have fine control over what you hit.*
- N Ammo:** *Each time the weapon is used, reduce Ammo by 1. When you have 0 Ammo, you cannot fire it.*
- N Damage:** *It does N Damage to ships and vehicles when it hits.*
- N Harm:** *It causes N Harm to its target.*
- Reload:** *It requires reloading after each use.*
- Silent:** *The weapon can be used silently.*
- Stun:** *If you deal the killing blow with this weapon, you may choose to incapacitate your target instead of killing them.*

OTHER TAGS

- Compact Vehicle:** *It is a vehicle that can be driven, rode, or flown. It doesn't require a Vehicle Bay to store, you could keep it in your quarters.*
- Concealed:** *It can be hidden on your person and will not be detected through searching or sensors.*
- Conspicuous:** *It is obvious and very hard to hide.*
- Expires:** *You only have it for your next Contract. After that, it's Expired for good.*
- Mod:** *It is a permanent Modification to your body. You cannot unequip it, and it does not use a Gear slot.*
- N Uses:** *Each time the item is used, reduce its uses by 1. When you have 0 Uses left, it is Expended and cannot be used.*
- Trinket:** *It doesn't use up a Gear slot when you take your Loadout.*

ARMOR AND SHIELDS TAGS

- N Armor:** *It is able to take N points of Harm before becoming Damaged.*
- Clumsy:** *It's noisy and awkward to Move around with. You have Disadvantage to any Move that requires stealth, dexterity, or finesse ongoing while using it.*
- Discharge:** *It can be recharged as an option when you roll Recover, or when you have a few minutes of calm.*
- N Shields:** *It can take N points of Harm before it is Discharged.*

STATUS TAGS

- Damaged:** *Use a Tactical Pack and 5 minutes of peace to repair this item.*
- Discharged:** *This item/Move can be recharged as an option when you roll Recover, or at the end of a Scene.*
- Expended:** *This item can be restocked when you have access to supplies.*

GEAR LISTS:

Gear is separated into 4 readily available categories; Basic Gear for inexpensive, easily acquired items, Advanced Gear for slightly more expensive but readily available items, Black Market for expensive and illegal or controlled items, or Specialist Gear for expensive and high tech items. Rare Gear can only be found at the SM's discretion, and may require extra effort to create or hunt down.

BASIC GEAR:

- Bladed Weapon:** 2 Harm, Skirmish, Silent, Basic Gear.
- Liquid Assets:** 3 uses, Expires, Basic Gear. *You've saved some walking around cash. While on your next Contract, expend a use to offer a bribe as leverage or pay for a service. Liquid Assets expire at the end of the Contract, whether you spent them all or not.*
- Pistol:** 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear.
- Scanner :** 3 uses, Basic Gear. *When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope It Out.*
- Tactical Armor:** 1 Armor, Basic Gear.
- Thermal Clips:** 3 Uses, Basic Gear. *When you expend a use, you instantly reload or recharge a weapon.*
- Vacsuit:** 6 uses, Clumsy, Conspicuous, Basic Gear. *A sealed suit rated for vacuum and poisonous atmospheres. It can carry 6 hours of breathable atmosphere for the user.*
- Virtual Interface:** Discharge, Mod, Basic Gear. *Requires extensive surgery to implant. See Modifications for more detail.*

ADVANCED GEAR:

- Assault Rifle:** 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear.
- Basic Shields:** 1 Shields, Discharge, Advanced Gear.
- Prosthetic Gear:** Mod, Advanced Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Sensor Pack:** Discharge, Mod, Advanced Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Heavy Armor:** 2 Armor, Clumsy, Conspicuous, Advanced Gear.
- Shotgun:** 3 Harm, Skirmish, Discharge, Messy, Advanced Gear.
- Tactical Pack:** 3 Uses, Advanced Gear. *Mark off a use to choose 1 option from the Tactical Pack list.*

BLACK MARKET:

- Chameleon:** Discharge, Mod, Illegal. *Requires extensive surgery to implant. See Modifications for more detail.*
- Grenades:** 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal.
- Missile Launcher:** 4 Harm, 2 Damage, 2 Ammo, Firefight, Area, AP, Forceful, Conspicuous, Messy, Illegal.
- Sniper Rifle:** 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping.
- Tactical Cloak:** Discharge, Illegal. *Discharge and roll+Slick to activate your Tactical Cloak.*

SPECIALIST GEAR:

- Advanced Shields:** 2 Shields, Discharge, Clumsy, Conspicuous, Specialist Gear.
- Hard Skin:** Mod, Specialist Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Redundant Organs:** Discharge, Mod, Specialist Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Super Reflexes:** Discharge, Mod, Specialist Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Super Strength:** Discharge, Mod, Specialist Gear. *Requires extensive surgery to implant. See Modifications for more detail.*
- Nano Blade:** 3 Harm, Skirmish, Silent, Specialist Gear.
- Remote Drone:** Discharge, Specialist Gear. *Discharge and roll+Calculating to activate you remote drone.*
- Speeder:** +Responsive, +Speedy, -Fragile, -Cramped. Specialist Gear.
- Customized Ride:** *Make an Enhancement on a Vehicle, adding a +Strength or removing a -Weakness as established.*

RARE GEAR:

- Mystic Weapon:** 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare.
- Power Armor:** 2 Armor, 1 Shields, Discharge, Clumsy, Conspicuous, Rare. *Discharge to perform a superhuman physical feat of strength or resilience.*

VEHICLES

TEST DRIVE

When you go to the scrap dealers and vendors of vehicles looking for a deal on particular type of Vehicle, say what you’re looking for and either take it as-is or roll+Slick. On a 12+, you find a superb example of engineering, or get a customized vehicle. Make 2 enhancements. On a 10+, it’s better than average, make 1 enhancement. On a 7-9, it’s serviceable, take it as-is. On a 6-, you had to take what you could get, make 1 Compromise.

When you make an Enhancement, add a +Strength, or remove a -Weakness, as established.
When you make a Compromise, remove a +Strength, or add a -Weakness, as established.

- Speeder: 1 Hit, +Responsive, +Speedy, -Fragile, -Cramped.*
- Passenger Vehicle: 1 Hit, +Reliable, +Inconspicuous, +Spacious, -Fragile.*
- Military Vehicle: 2 Hits, +Reliable +Armored, +Equipped 1, -Sluggish.*
- Shuttle: 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous.*
- Fighter: 3 Hits, +Responsive, +Speedy, +Spacefaring, +Equipped 1, -Cramped.*
- Armature: 3 Hits, +Responsive, +Spacefaring, +Equipped 2, -Ponderous -Cramped.*

N HITS

Hits show how much Damage a vehicle can take before it is destroyed or breaks down. If you make an Enhancement, you may choose to give the vehicle +1 Hit.

LOOK

You may describe your vehicles look with a few words. Here are some examples.

Rusty, dented, grimy, dirty, well worn, scorched, battle scarred, refurbished, mismatched, clunky, ugly, industrial, blocky, rough, shiny, immaculate, chromed, pristine, fancy, hi tech, sleek, angular, predatory, vicious, organic.

VEHICLE EQUIPMENT:

- Autogun: 1 Damage, Crash, Dogfighting, Discharge.*
- Cannon: 2 Damage, Dogfighting, Hold Off, Discharge.*
- Seekers: 3 Damage, 3 ammo, Guided, Hold Off.*
- Sandthrower: 2 Damage, Crash, Explosive.*
- Shielding: Discharge. You may discharge you Shield to absorb an attack.*
- SWARM Missiles: 1 Damage, 2 ammo, Area, Explosive, Hold Off.*

VEHICLE EQUIPMENT TAGS:

- Area: It hits everything within Crash range of its target.*
- Crash: The crunch and smash of vehicles crashing into each other.*
- Dogfighting: Maneuvering and Dogfighting, jostling for the perfect shot.*
- Discharge: You may choose to Discharge it to give a specific benefit.*
- Explosive: It explodes, destroying individuals and structures within its blast.*
- Guided: You have Advantage when firing at a ship or vehicle.*
- Hold Off: They’re circling from far off, keeping their enemies at bay.*
- N Ammo: It can be fired N times before you are out of ammo for it.*
- N Damage: It does N Damage to ships and vehicles when it hits.*

+STRENGTHS AND -WEAKNESSES

+Strengths and -Weaknesses are tags that signify qualities of a thing like a Vehicle that are true in the Fiction. These Fictional elements will often have mechanical impact on the game - most commonly they will impart Advantage or Disadvantage under certain circumstances. The tags listed below are standard, common ones you can use, but if you customize your vehicle, talk with the SM about custom +Strength, -Weakness, or even Neutral tags that are simple descriptors, or may be a +Strength or a -Weakness depending on the situation.

+STRENGTHS

- +Responsive: It handles well, responding quickly and sharply to its pilots commands.*
- +Speedy: It is very fast, easily outdistancing slower vehicles.*
- +Reliable: It starts when you want, and will perform at it’s peak right up until it is destroyed.*
- +Armored: It has solid armor that can turn away any amount of small arms fire. You can ram other vehicles with it without risking major damage.*
- +Spacious: It has plenty of room and is comfortable to be in.*
- +Registered: You legally possess it, and have the required documents to show you do.*
- +Inconspicuous: It is a plain or common vehicle, and easily escapes notice.*
- +Accurate: It has a targeting system that assists with aiming any weapons it has.*
- +Autonomous: It’s a living animal or simple virtual intelligence capable of moving under its own volition, based on a set of simple behaviors.*
- +Spacefaring: It can travel in the vacuum of space, although it doesn’t have FTL capabilities.*
- +Equipped N: It has N pieces of Vehicle weapons & equipment. Select from the Vehicle Equipment list.*

-WEAKNESSES

- Sluggish: It is slow to respond or responds sloppily to its pilots commands.*
- Ponderous: It is slower than most vehicles of its type.*
- Lemon: It is unreliable, and may not start when you want, or may break down at an inopportune moment.*
- Fragile: It is susceptible to small arms fire, and doesn’t protect its occupants from attack well.*
- Cramped: There is not a lot of room, it has small and stuffy spaces.*
- Stolen: You don’t own it, and its owners or the authorities may be looking for it.*
- Flashy: It is showy, unusual, or noisy in a way that draws attention.*
- Inaccurate: It has poor targeting systems, and aiming any weapons is a challenge.*
- Skittish: It responds unpredictably in high stress or confusing situations.*

Applying a +Strength or -Weakness as established means making sure they don’t contradict each other. A vehicle can’t be both +Speedy and -Ponderous. Likewise you can’t have a +reliable -Lemon. Strengths and Weaknesses are sorted into contradicting pairs, where it applies in the chart below.

	+Strengths	-Weaknesses
01 .	+Responsive	-Sluggish
02 .	+Speedy	-Ponderous
03 .	+Reliable	-Lemon
04 .	+Armored	-Fragile
05 .	+Spacious	-Cramped
06 .	+Registered	-Stolen
07 .	+Inconspicuous	-Flashy
08 .	+Accurate	-Inaccurate
09 .	+Spacefaring	
10 .	+Equipped N	
11 .	+Autonomous	
12 .		-Skittish

VEHICLE COMBAT RANGES

HOLD OFF They're circling from far off, keeping their enemies at bay.

DOG FIGHTING

Dogfighting and maneuvering, jostling for the perfect shot.

CRASH

The crunch and smash of vehicles smashing into each other.

YOUR VEHICLE

SHIP COMBAT RANGES

CANNONADING

Long range Cannonading, between 20 and 50 KM.

ENGAGED

Blazing weapons and flashing ship shields, generally between 5 and 20 KM.

BROADSIDE

Heated battle extremely close, within 5 KM.

YOUR SHIP

PERSONAL COMBAT RANGES

SNIPING

It can only be easily seen with a scope.

FIRE FIGHT

It's within shouting distance.

SHIRMISH

It's at arm's reach, plus a foot or two.

YOU

PLAYERS AGENDA

Play an interesting, active character.
Explore dangerous and exciting worlds.
Play to find out what happens.

ALWAYS SAY

What the Principles demand.
What honesty demands.
What the rules demand.

PRINCIPLES

Take risks and embrace the consequences.
Learn your Archetype's Moves.
Keep track of your Foibles. Say when they apply.
Step up when it's your turn to shine.
Step back when it's another player's turn to shine.
Think cinematically.

SHIP MODULE TAGS:

- Area: It hits everything within Crash range of its target.
- Crash: The crunch and smash of vehicles smashing into each other.
- Dogfighting: Maneuvering and Dogfighting, jostling for the perfect shot.
- Explosive: It explodes, destroying individuals and structures within its blast.
- Guided: You have Advantage when firing at a ship or vehicle.
- Hold Off: They're circling from far off, keeping their enemies at bay.
- Mounted: It can only be mounted on a vehicle.
- N Ammo: It can be fired N times before you are out of ammo for it.
- N Damage: It does N Damage to ships and vehicles when it hits.
- Penetrating: Ignores Shielding.
- Discharge: It can be recharged as an option when you roll Recover, or when you have a few minutes of calm.

PERSONAL PROJECT NAME & GOAL:

LENGTH

CLOCK



3 Ticks

4 Ticks

5 Ticks

6 Ticks

REQUIREMENTS, DESCRIPTION & NOTES:

PERSONAL PROJECT NAME & GOAL:

LENGTH

CLOCK



3 Ticks

4 Ticks

5 Ticks

6 Ticks

REQUIREMENTS, DESCRIPTION & NOTES:

VEHICLE

LOOK

HITS - MAX

+STRENGTHS

-WEAKNESSES

EQUIPMENT

VEHICLE

LOOK

HITS - MAX

+STRENGTHS

-WEAKNESSES

EQUIPMENT

VEHICLE

LOOK

HITS - MAX

+STRENGTHS

-WEAKNESSES

EQUIPMENT

VEHICLE

LOOK

HITS - MAX

+STRENGTHS

-WEAKNESSES

EQUIPMENT

SYSTEMS AND OBJECTS IN THE

CLUSTER

•Neighbors: Up to 50 Light Years away.

•Local: Between 50 and 100 Light Years apart.

•Distant: Between 100 and 200 light years apart.

•Remote: Between 200 and 500 light years away.

50 LY

DISPOSITION MAP

Use this page to track how NPCs and Groups feel about the Crew or individual Crew Members at a glance.

HOSTILE: -2

They see you as an enemy or intruder, and will attack you or try to drive you off.

SUSPICIOUS: -1

They see you as an enemy or intruder, and will attack you or try to drive you off.

NEUTRAL: 0

They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.

FRIENDLY: +1

They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.

BONDED: +2

They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

DEALING HARM

When a Crew Member is in danger of being Harmed, and you don't have an existing reference for how much Harm to deal, consult the following and tell them:

- Reasonably weak: 1 Harm
- Somewhat dangerous: 2 Harm
- Very dangerous: 3 Harm
- Extremely dangerous: 4 Harm
- Lethal: 5 Harm.

COMBAT RANGES

SNIPING

It can only be easily seen with a scope.

HOLD OFF

They're circling from far off, keeping their enemies at bay.

CANNONADING

Long range Cannonading, between 20 and 50 KM.

FIREFIGHT

It's within shouting distance.

DOGFIGHTING

Dogfighting and maneuvering, jostling for the perfect shot.

ENGAGED

Blazing weapons and flashing ship shields, generally between 5 and 20 KM.

SKIRMISH

It's at arm's reach, plus a foot or two.

CRASH

The crunch and smash of vehicles smashing into each other.

BROADSIDE

Heated battle extremely close, within 5 KM.

You

THE SPACE MASTER

•Page 107

AGENDA

- Fill the void of Space with danger and excitement.
- Show how big Space is, and how small the PCs are.
 - Play to find out what happens.

ALWAYS SAY

- What the Principles demand.
- What honesty demands.
- What the rules demand.

PRINCIPLES

- Embrace the senses, describe sights, sounds and smells.
 - Show the fragility of life in space.
- Make the Galaxy behave consistently to its own rules.
 - Explore the Galaxy with your players during play.
 - Create interesting dilemmas, not interesting plots.
 - Address yourself to the characters, not the players.
 - Make your SM Call, but don't speak it's name.
 - Treat your ideas and NPCs as expendable.
- Give everyone a name. Make your NPCs real people, and your monsters truly Alien.
- Ask provocative questions and build on the answers.
 - Provide opportunities for decisive action.
 - Be a fan of the characters.
 - Think cinematically.
 - Think offscreen, too.
- Begin and end with the Fiction.

SM CALLS

- Use an NPC, Location, or Ship Call.
 - Divide them.
 - Deliver bad news.
- Give them a tough choice to make.
 - Put something vital in danger.
 - Deal Harm.
 - Show danger approaching.
- Offer an opportunity, with or without a cost.
 - Hint at danger elsewhere.
 - Use up their resources.
 - Destabilize the environment.
- Tell them the possible consequences and ask.

THE ABYSS STARES BACK •Page 20

When a Move tells you to ask a player a question from The Abyss Stares Back, ask them one of the following questions. They may either answer it truthfully, or decline to answer and suffer 1 Stress.

- What terrifies your character to the core?
- For what does your character's darkest heart desire?
- What was your character's lowest moment?
- For what does your character crave forgiveness, and from whom?
- What are your character's secret pains?
- In what ways is your character's mind and soul vulnerable?
- What faint hope does your character cling to?

HARD CALLS AND SOFT CALLS. •Page 113

When you make a soft SM Call, all three:

- It follows logically from the Fiction.
- It gives the player an opportunity to react.
- It sets you up for a future harder Call.

Say what happens but stop before the effect, then ask "What do you do?"

When you make a hard SM Call, both:

- It follows logically from the Fiction.
- It's irrevocable

Say what happens, including the effect, then ask "What do you do?"

DISPOSITION

HOSTILE -2-

They see you as an enemy or intruder, and will attack you or try to drive you off.

SUSPICIOUS -1-

They see you as untrustworthy or suspicious, and will watch you warily.

NEUTRAL 0

They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.

FRIENDLY +1

They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.

BONDED +2

They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

RANDOM NAMES

When you need a name for an NPC, Group, Location, or Ship,
choose 1 from this list:

01 Aahotep	55 <i>Bari</i>	109 <i>Corinna</i>	163 <i>Estrella</i>	217 <i>Humaidaan</i>	271 <i>Kufaugh</i>	325 <i>Mu</i>	379 <i>Psi</i>	433 <i>Sigma</i>	487 <i>Untsbel</i>
02 <i>Abassi</i>	56 <i>Basha</i>	110 <i>Cory</i>	164 <i>Eta</i>	218 <i>Humberto</i>	272 Lambda	326 <i>Munir</i>	380 Qamta	434 <i>Sins</i>	488 <i>Upsilon</i>
03 <i>Abbasi</i>	57 <i>Bast</i>	111 <i>Coves</i>	165 <i>Etilia</i>	219 <i>Hurin</i>	273 <i>Laon</i>	327 <i>Muslih</i>	381 <i>Quaquei</i>	435 <i>Siobhan</i>	489 <i>Urnlray</i>
04 <i>Abdalla</i>	58 <i>Been</i>	112 <i>Cyim</i>	166 <i>Etuph</i>	220 <i>Huveane</i>	274 <i>Larae</i>	328 <i>Myest</i>	382 <i>Quaycia</i>	436 <i>Sjofn</i>	490 <i>Urnvtan</i>
05 <i>Abdulla</i>	59 <i>Begrelmir</i>	113 Dahlstrom	167 <i>Eugena</i>	221 <i>Hwa</i>	275 <i>Larry</i>	329 <i>Myrta</i>	383 Raaida	437 <i>Skelesia</i>	491 <i>Ute</i>
06 <i>Abiku</i>	60 <i>Beldbel</i>	114 <i>Damato</i>	168 <i>Evelina</i>	222 Ianyso	276 <i>Laryn</i>	330 <i>Myrtle</i>	384 <i>Rachel</i>	438 <i>Skelgshy</i>	492 Valene
07 <i>Aching</i>	61 <i>Bella</i>	115 <i>Daniel</i>	169 Faraj	223 <i>laocia</i>	277 <i>Lauretta</i>	331 Nadja	385 <i>Radacia</i>	439 <i>Skoog</i>	493 <i>Valery</i>
08 <i>Achstur</i>	62 <i>Belle</i>	116 <i>Danika</i>	170 <i>Faro</i>	224 <i>lasia</i>	278 <i>Laurine</i>	332 <i>Nalacko</i>	386 <i>Ramiro</i>	440 <i>Slyough</i>	494 <i>Vanita</i>
09 <i>Achusia</i>	63 <i>Bennett</i>	117 <i>Dansum</i>	171 <i>Feltman</i>	225 <i>latheru</i>	279 <i>Lauryn</i>	333 <i>Naseera</i>	387 <i>Ran</i>	441 <i>Snaorm</i>	495 <i>Velma</i>
10 <i>Addaya</i>	64 <i>Benny</i>	118 <i>Dardar</i>	172 <i>Fenn</i>	226 <i>Ightacia</i>	280 <i>Lemos</i>	334 <i>Nasilele</i>	388 <i>Randol</i>	442 <i>Snirny</i>	496 <i>Vennie</i>
11 <i>Adro</i>	65 <i>Bernadine</i>	119 <i>Deghd</i>	173 <i>Fenrir</i>	227 <i>Iluminada</i>	281 <i>Lenna</i>	335 <i>Natale</i>	389 <i>Raphael</i>	443 <i>Sobek</i>	497 <i>Veronique</i>
12 <i>Agemos</i>	66 <i>Bess</i>	120 <i>Delavega</i>	174 <i>Fera</i>	228 <i>Imighta</i>	282 <i>Leslee</i>	336 <i>Nazeeha</i>	390 <i>Rayilt</i>	444 <i>Sockrther</i>	498 <i>Vili</i>
13 <i>Agueda</i>	67 <i>Besse</i>	121 <i>Delaw</i>	175 <i>Fian</i>	229 <i>Inar</i>	283 <i>Leticia</i>	337 <i>Nef</i>	391 <i>Rayrod</i>	445 <i>Socorro</i>	499 <i>Vor</i>
14 <i>Ahaneith</i>	68 <i>Beta</i>	122 <i>Delftan</i>	176 <i>Fischer</i>	230 <i>Ingsam</i>	284 <i>Lewor</i>	338 <i>Nell</i>	392 <i>Rho</i>	446 <i>Socorro</i>	500 Waddle
15 <i>Ai</i>	69 <i>Beyla</i>	123 <i>Delta</i>	177 <i>Flinchbaugh</i>	231 <i>Iota</i>	285 <i>Linsey</i>	339 <i>Nephthys</i>	393 <i>Rhulor</i>	447 <i>Solange</i>	501 <i>Wakim</i>
16 <i>Aibeb</i>	70 <i>Biambe</i>	124 <i>Dimo</i>	178 <i>Fredia</i>	232 <i>Irpa</i>	286 <i>Lionel</i>	340 <i>Nerthus</i>	394 <i>Rilulia</i>	448 <i>Sophie</i>	502 <i>Waneta</i>
17 <i>Ailene</i>	71 <i>Birgit</i>	125 <i>Dino</i>	179 <i>Fredrick</i>	233 <i>Irpel</i>	287 <i>Lleack</i>	341 <i>Ninnr</i>	395 <i>Risiss</i>	449 <i>Sothusk</i>	503 <i>Wanita</i>
18 <i>Alan</i>	72 <i>Bobur</i>	126 <i>Ditaolane</i>	180 <i>Freyja</i>	234 <i>Irtia</i>	288 <i>Llynys</i>	342 <i>Nirgkal</i>	396 <i>Ritor</i>	450 <i>Sotur</i>	504 <i>Wei</i>
19 <i>Alecia</i>	73 <i>Bolan</i>	127 <i>Dominque</i>	181 <i>Freyr</i>	235 <i>Irtoru</i>	289 <i>Loki</i>	343 <i>Nob</i>	397 <i>Rodden</i>	451 <i>Stield</i>	505 <i>Whurad</i>
20 <i>Aleeg</i>	74 <i>Bonet</i>	128 <i>Donn</i>	182 <i>Frigg</i>	236 <i>Isis</i>	290 <i>Lorenza</i>	344 <i>Nobuko</i>	398 <i>Rolanda</i>	452 <i>Suer</i>	506 <i>Wundqua</i>
21 <i>Aleen</i>	75 <i>Boyce</i>	129 <i>Dragkin</i>	183 Gabriela	237 <i>Itawi</i>	291 <i>Lorretta</i>	345 <i>Nolan</i>	399 <i>Roman</i>	453 <i>Swadiss</i>	507 <i>Wyckoff</i>
22 <i>Alesia</i>	76 <i>Bragi</i>	130 <i>Dreough</i>	184 <i>Gabrielle</i>	238 Jacque	292 <i>Lourdes</i>	346 <i>Nount</i>	400 <i>Rose</i>	454 Taem	508 Xavier
23 <i>Alfredia</i>	77 <i>Breanna</i>	131 <i>Drew</i>	185 <i>Gamma</i>	239 <i>Jacqui</i>	293 <i>Loves</i>	347 <i>Nu</i>	401 <i>Rosy</i>	455 <i>Taiard</i>	509 <i>Xi</i>
24 <i>Alina</i>	78 <i>Britt</i>	132 <i>Drusilla</i>	186 <i>Garorm</i>	240 <i>Jakuta</i>	294 <i>Lovetta</i>	348 <i>Nuha</i>	402 <i>Roxane</i>	456 <i>Tanage</i>	510 Yang
25 <i>Alline</i>	79 <i>Burki</i>	133 <i>Dxui</i>	187 <i>Genna</i>	241 <i>Jamaal</i>	295 <i>Luciano</i>	349 <i>Nyem</i>	403 <i>Rubin</i>	457 <i>Tanalea</i>	511 <i>Ying</i>
26 <i>Allyn</i>	80 <i>Burma</i>	134 <i>Dynigh</i>	188 <i>Genoveva</i>	242 <i>Jami</i>	296 <i>Lynna</i>	350 <i>Nyhin</i>	404 <i>Rynoll</i>	458 <i>Tanfauna</i>	512 <i>Yuonne</i>
27 <i>Alpha</i>	81 <i>Byron</i>	135 <i>Dynov</i>	189 <i>Geralyn</i>	243 <i>January</i>	297 Machelle	351 <i>Nysver</i>	405 <i>Rynrril</i>	459 <i>Tani</i>	513 Zarda
28 <i>Alyssa</i>	82 Caleb	136 <i>Dytdan</i>	190 <i>Gertrud</i>	244 <i>Jaquelyn</i>	298 <i>Mahbolb</i>	352 <i>Nzame</i>	406 Sachiko	460 <i>Tarrgh</i>	514 <i>Zayyaan</i>
29 <i>Ammit</i>	83 <i>Camelia</i>	137 Eastman	191 <i>Ghaol</i>	245 <i>Jaymie</i>	299 <i>Mahmood</i>	353 Odin	407 <i>Salama</i>	461 <i>Tashina</i>	515 <i>Zentra</i>
30 <i>Anen</i>	84 <i>Cara</i>	138 <i>Ebore</i>	192 <i>Ghassaan</i>	246 <i>Jayne</i>	300 <i>Maisara</i>	354 <i>Odudu</i>	408 <i>Salina</i>	462 <i>Tau</i>	516 <i>Zeta</i>
31 <i>Angele</i>	85 <i>Carlos</i>	139 <i>Echler</i>	193 <i>Gheen</i>	247 <i>Jeelm</i>	301 <i>Malena</i>	355 <i>Ofelia</i>	409 <i>Salome</i>	463 <i>Taxxu</i>	517 <i>ZhisKel</i>
32 <i>Angila</i>	86 <i>Carolee</i>	140 <i>Echosia</i>	194 <i>Ghekre</i>	248 <i>Jeremy</i>	302 <i>Malik</i>	356 <i>Olen</i>	410 <i>Samira</i>	464 <i>Tes</i>	518 <i>Zisa</i>
33 <i>Aniket</i>	87 <i>Cathryn</i>	141 <i>Echus</i>	195 <i>Gist</i>	249 <i>Jillian</i>	303 <i>Mannan</i>	357 <i>Omega</i>	411 <i>Saulters</i>	465 <i>Thaabita</i>	519 <i>Zuhriyaa</i>
34 <i>Anja</i>	88 <i>Catrina</i>	142 <i>Edgardo</i>	196 <i>Gita</i>	250 <i>Johnie</i>	304 <i>Marcy</i>	358 <i>Omicron</i>	412 <i>Sayert</i>	466 <i>Thald</i>	520 <i>Zyves</i>
35 <i>Annetta</i>	89 <i>Celeste</i>	143 <i>Eir</i>	197 <i>Gowers</i>	251 <i>Jok</i>	305 <i>Marg</i>	359 <i>Omos</i>	413 <i>Scriber</i>	467 <i>Therath</i>	
36 <i>Anont</i>	90 <i>Chango</i>	144 <i>Elamin</i>	198 <i>Gullveig</i>	252 <i>Jolynn</i>	306 <i>Margorie</i>	360 <i>Onor</i>	414 <i>Seevers</i>	468 <i>Therhban</i>	
37 <i>Ansari</i>	91 <i>Chantay</i>	145 <i>Eldhat</i>	199 Haitse	253 <i>Jona</i>	307 <i>Marguerite</i>	361 <i>Osiris</i>	415 <i>Sekhmet</i>	469 <i>Theta</i>	
38 <i>Anubis</i>	92 <i>Chashye</i>	146 <i>Elegua</i>	200 <i>Halley</i>	254 <i>Josh</i>	308 <i>Marianne</i>	362 <i>Osumi</i>	416 <i>Selena</i>	470 <i>Thisam</i>	
39 <i>Apophis</i>	93 <i>Cheigh</i>	147 <i>Elois</i>	201 <i>Han</i>	255 <i>Juwairiya</i>	309 <i>Marilyn</i>	363 <i>Otis</i>	417 <i>Serdald</i>	471 <i>Thor</i>	
40 <i>Arlette</i>	94 <i>Cheinia</i>	148 <i>Else</i>	202 <i>Hapi</i>	256 Kala	310 <i>Markita</i>	364 <i>Oughking</i>	418 <i>Serqet</i>	472 <i>Thora</i>	
41 <i>Arnette</i>	95 <i>Chekenth</i>	149 <i>Elusa</i>	203 <i>Hashem</i>	257 <i>Kali</i>	311 <i>Marwaan</i>	365 <i>Oughor</i>	419 <i>Shaban</i>	473 <i>Thoth</i>	
42 <i>Arpera</i>	96 <i>Cherly</i>	150 <i>Elvira</i>	204 <i>Hassen</i>	258 <i>Kappa</i>	312 <i>Massim</i>	366 Paklou	420 <i>Shaer</i>	474 <i>Thriclt</i>	
43 <i>Aryd</i>	97 <i>Chi</i>	151 <i>Emtia</i>	205 <i>Hatinia</i>	259 <i>Karoline</i>	313 <i>Ma'at</i>	367 <i>Pappas</i>	421 <i>Shaker</i>	475 <i>Tiet</i>	
44 <i>Asarda</i>	98 <i>Chi</i>	152 <i>Emyd</i>	206 <i>Hauptman</i>	260 <i>Keas</i>	314 <i>Mckinley</i>	368 <i>Parman</i>	422 <i>Sharad</i>	476 <i>Tinenia</i>	
45 <i>Ashlea</i>	99 <i>Chrim</i>	153 <i>Endel</i>	207 <i>Hayley</i>	261 <i>Keisha</i>	315 <i>Mebeghe</i>	369 <i>Paryn</i>	423 <i>Shawnta</i>	477 <i>Tion</i>	
46 <i>Ashley</i>	100 <i>Chrohkim</i>	154 <i>Endus</i>	208 <i>Heimdall</i>	262 <i>Kelelia</i>	316 <i>Meg</i>	370 <i>Paulene</i>	424 <i>Shella</i>	478 <i>Titen</i>	
47 <i>Aslam</i>	101 <i>Chroos</i>	155 <i>Enghqua</i>	209 <i>Heket</i>	263 <i>Kenton</i>	317 <i>Meili</i>	371 <i>Pernusk</i>	425 <i>Shelton</i>	479 <i>Tracey</i>	
48 <i>Asmaa</i>	102 <i>Chuck</i>	156 <i>Enkai</i>	210 <i>Hel</i>	264 <i>Kenyetta</i>	318 <i>Melpomene</i>	372 <i>Pershall</i>	426 <i>Sheryll</i>	480 <i>Trudy</i>	
49 <i>Atiyya</i>	103 <i>Chuku</i>	157 <i>Enrris</i>	211 <i>Helena</i>	265 <i>Kepler</i>	319 <i>Modzelewski</i>	373 <i>Pesqueira</i>	427 <i>Shydel</i>	481 <i>Truman</i>	
50 <i>Atos</i>	104 <i>Cleora</i>	158 <i>Enthbard</i>	212 <i>Hilaal</i>	266 <i>Keri</i>	320 <i>Monda</i>	374 <i>Phebe</i>	428 <i>Shyol</i>	482 <i>Tum</i>	
51 <i>Aurea</i>	105 <i>Cleskel</i>	159 <i>Enwor</i>	213 <i>Hocker</i>	267 <i>Kieth</i>	321 <i>Moronta</i>	375 <i>Phi</i>	429 <i>Shyrod</i>	483 <i>Turick</i>	
52 <i>Awus</i>	106 <i>Coaugh</i>	160 <i>Epsilon</i>	214 <i>Hope</i>	268 <i>Kimhtur</i>	322 <i>Mostafa</i>	376 <i>Pi</i>	430 <i>Shysul</i>	484 <i>Tyr</i>	
53 <i>Ayub</i>	107 <i>Collene</i>	161 <i>Erjtia</i>	215 <i>Horghdar</i>	269 <i>Kinqua</i>	323 <i>Mosynt</i>	377 <i>Pik</i>	431 <i>Siddique</i>	485 Uhlanga	
54 Baldr	108 <i>Corey</i>	162 <i>Esta</i>	216 <i>Horus</i>	270 <i>Kothar</i>	324 <i>Mouazz</i>	378 <i>Poeng</i>	432 <i>Sidldld</i>	486 <i>Untpque</i>	

COMPONENTS OF YOUR STRAINS

Strains are made up of several components

STRAIN NAME OR PREMISE:

A Simple name for the Strain, or a descriptive phrase that conveys its theme or premise.

STRAIN TYPES:

- Scene Strains: Right here, right now. Burn when an action or roll moves towards Climax.*
- Episode Strains: This session. Burn on the completion of Scenes.*
- Season Strains: A group of connected sessions. Burn on completion of Episodes.*

DESCRIPTION & NOTES:

Notes, description, related NPCs, Groups, and Locations.

CLIMAXES:

Impending explosive and irreversible consequence or outcome of Strain.

FUSES:

Countdown to the Climax. Made of 3-6 segments, called Burn.

BURN:

Marking a segment of the Fuse. Tie it to explicit, fictional events.

You may Burn a Check on a Scene Strains Fuse when:

- When a Crew Member's actions or inactions escalate or advance the Strain towards its Climax.*
- When a Crew Member is attempting to deal with an issue related to the Strain and rolls a 6-.*

You may Burn a check on a Episode Strains Fuse when:
and a Crew Member's action, inaction, or failure escalates or advances the Strain towards its Climax.





- When a Scene Strain is resolved in a way that escalates or advances the Episode Strain towards its Climax.*







You may Burn a check on a Season Strains Fuse when:

- When an Episode is concluded and the Crew has not successfully taken action to defuse or interfere with the Strains advancement to its Climax.*
- When an Episode concludes, and an action or event during an Episode escalates or advances the Strain to it's Climax.*

STRAIN NAME:





STRAIN DESCRIPTION & NOTES:







FUSE  3 BURN  4 BURN  5 BURN  6 BURN

STRAIN NAME:

STRAIN DESCRIPTION & NOTES:

FUSE  3 BURN  4 BURN  5 BURN  6 BURN

STRAIN NAME:





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FUSE  3 BURN  4 BURN  5 BURN  6 BURN

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FUSE  3 BURN  4 BURN  5 BURN  6 BURN

STRAIN TYPE:

CLIMAX:

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CLIMAX:

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STRAIN DESCRIPTION & NOTES:

STRAIN TYPE:

CLIMAX:

STRAIN TYPE:

CLIMAX:

STRAIN TYPE:

CLIMAX:

STRAIN TYPE:

CLIMAX:

RATING:

- Safe -2: There's very little risk to life, limb, or property.
- Risky -1: You may have to break some laws and some bones.
- Dangerous 0: You'll be entering hostile or dangerous territory, risking life and limb.
- Deadly +1: It directly involves violence or destruction. Either you will kill, or you will die.
- Lethal +2: Expect violence on a grand scale. Your targets will be well prepared with heavy weaponry or ships of their own.

1: LOOK AT THE SITUATION. FIND OPPORTUNITIES.

2: CHOOSE A CLIENT.

3: CHOOSE A TYPE OF CONTRACT.

- 01 Milk Run: (Delivery service,)
 02 Heist: (Burglary, infiltration, con job,)
 03 Assault: (Attack, bank robbery, seizing by force, total destruction, combat,)
 04 Protection: (Bodyguard, siege defense,)
 05 Salvage (retrieval, looting, scavenging)
 06 Investigation (Solve a crime, find a fugitive or missing person, investigate an anomaly, reconnaissance)

4: DETAIL THE CONTRACT.

5: FINALIZE THE CONTRACT.

6: PRESENT TO THE CREW.

When meeting the Client or Contact, roll Negotiate Terms.

When working the contract, mark off a Tick when you resolve a step or complication. When all Ticks are filled, the Contract is completed.

When collecting payment or handing in the Contract, roll Your Ship Payment Move.

SM CONTRACT SHEET

CONTRACT NAME:

OBJECTIVE:

CONTRACT CLOCK & COMPLICATIONS:

DESCRIPTION & NOTES:

RATING:

CONTRACT TYPE:

CLIENT:

CREW CONTRACT SHEET

CONTRACT NAME:

RATING:

CONTRACT TYPE:

CLIENT:

CLOCK

3 Ticks

4 Ticks

5 Ticks

6 Ticks

REQUEST:

NOTES:

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CLOCK

3 Ticks

4 Ticks

5 Ticks

6 Ticks

REQUEST:

NOTES:

EXAMPLE NPCs

Here are a few example NPCs to help give you inspiration.

- An everyday civilian, Only important if the crew interacts with them.
- A brutish thug, protecting their territory with violence.
- A wily merchant, ready to make a deal.
- A feral animal, hungry, desperate, vicious, and scared.
- A suspicious agent of the law, ready to believe the worst.
- A terrifying monster, hidden, alien, and deadly.
- A lazy security guard, underpaid and disinterested.
- A businesslike pirate, happy to leave you alive if you let them take what they want.
- A brutal Mercenary, ready and willing to kill for .
- A faithful soldier, believing in their cause and their people.
- A large predator, stealthy and cunning.
- A curious drone, too nosy for it's own good.
- A leader or commander, confident in their authority.
- A petty con-artist, in way over their head.
- A distracted scientist, caught up in their research.

DISPOSITION

- Hostile -2: They see you as an enemy or intruder, and will attack you or try to drive you off.
- Suspicious -1: They see you as untrustworthy or suspicious, and will watch you warily.
- Neutral 0: They don't have any inclination towards you one way or the other. Perhaps they don't even notice you.
- Friendly +1: They like you. They're generally happy to see you, but they won't go out of their way or put themselves at risk on your behalf.
- Bonded +2: They have an important bond or relationship with you. They're likely to want to help you out in whatever way they can, though perhaps at a cost. They will also expect the same kind of help from you when they need it.

HEALTH FOR NPCs & GROUPS

- Individual: 1 to 5 Health
- A small group: 5 to 20 Health
- A large group: 15 to 30 Health
- A very large group: 30 to 100 Health

IMPULSE	1-2 They Desire:	3-4 They Fear:	5-6 They Believe:
2 Destruction:	To kill and annihilate.	Death.	That all must be sacrificed to _____.
3 Creation:	To give birth or create new life.	That they will be surpassed.	That their faith speaks of the true creation of all.
4 Discovery:	To reveal the truth.	Their secret will be revealed.	That scientific logical deduction is the only way to understand.
5 Passion:	To own, collect, or accrue wealth.	The disinterest or pity of others.	That life is for living and seeking pleasure.
6 Hope:	To uplift or save the desperate.	Oppression.	That they are chosen, destined, or blessed.
7 Despair:	To give up and fade into oblivion.	Failure at every turn.	That they are damned or cursed.
8 Love:	To find true love.	Loneliness and solitude.	That good will prevail.
9 Anger:	To have revenge.	The violence of others.	That the wicked or unworthy will be punished.
10 Power:	To conquer.	The weight of rulership.	That those who rule are divinely chosen.
11 Control:	To impose law and order.	The loss of their freedom.	That order is required for peace.
12 Chaos:	To pull down a government.	Anarchy and chaos.	That anarchy will provide true freedom.

NPC TAGS

- Mechanical: All or part of it's body is mechanical.
- Digital: It is a digital entity, existing in computer systems.
- Intelligent: It's roughly as smart as an average person.
- Superintelligent: It is magnitudes smarter than an average person.
- Devious: It is good at deception or lying.
- Amorphous: Its anatomy and organs are bizarre and unusual.
- Cowardly: It prizes it's own survival above all else, and only uses violence if it knows it has an overwhelming advantage.
- Fearless: It rarely shies away from a dangerous situation.
- Mobile: It has a unique form of Movement, and moves in unusual or surprising ways.
- Stealthy: It is adept at sneaking and not being found.
- Terrifying: It's presence and appearance evoke fear.
- Extradimensional: It is from beyond the known world.
- Swarm: It is made up of countless smaller organisms.
- Small: It's half as large as an average person.
- Large: It's much bigger than an average person.
- Huge: It's massive, dwarfing an average person.
- Ancient: It has existed longer than some civilizations.

ATTACK

If the NPC has a particular weapon, they deal that weapon's Harm. If the NPC has a unique way of attacking, Give the attack a descriptive name and assign it appropriate ranges and a Harm number:

RANGE TAGS:

- Skirmish: It's useful for attacking something at arm's reach plus a foot or two.
- Firefight: It's useful for attacking something in shouting distance.
- Sniping: It's useful for attacking something that can only be easily seen with a scope.

HARM:

- It's attack is reasonably weak: 1 Harm
- It's attack is somewhat dangerous: 2 Harm
- It's attack is very dangerous: 3 Harm
- It's attack is extremely dangerous: 4 Harm
- It's attack is lethal: 5 Harm.

EXAMPLE NPC CALLS

- Seek guidance from a higher authority
- Slow them down with bureaucracy
- Threaten them with violence
- Steal something when no-one is paying attention
- Stalk them silently
- Strike suddenly and violently
- Dismiss them as unimportant or unpleasant
- Make a deal in bad faith
- Fire at them haphazardly
- Use tactics and training to outmaneuver them
- Hint at your attraction to them

CONNECTIONS

Connections describe how the NPC relates to the crew, locations, other NPCs, and groups.

Examples:

- It leads the _____
- It is loyal to _____
- It is a member of _____
- It lives in _____
- It hates/loves _____

TYPES OF GROUPS:

- Crew:** A group that work and/or live on a ship full time.
- Gang:** A small group that defends a patch of territory. Often criminal and violent.
- Organization:** A large group that is unified by a purpose and has a hierarchy.
- Society:** A group that lives together using shared social values and norms.
- Civilization:** A large group defined by it's territories, societies, Cultures, common languages, and technological achievements under a unified Government.
 - Monoculture:** A group where everyone shares the same sensibilities of society, art, language, and history.
 - Multiculture:** A group that has a mix of different sensibilities of society, art, language, and history.
- Species:** A group defined by it's shared genes and place of origin.
- Army:** An organization united by military training and objectives.
- Corporation:** An organization united by commercial pursuits.

TECH LEVEL:

- Primitive:** Simple stone and wood tools, very simple society.
- Pre-Industrial:** Equivalent to any period in human history before the Industrial revolution.
- Industrial:** Any technology after the industrial revolution, but before the discovery of FTL travel. Able to establish colonies on planets in their local system at their peak.
- Post-Light:** Capable of FTL travel, and supporting ships with FTL capabilities.
- Post-Scarcity:** Any citizen can live comfortably with access to shelter, food, water, and other amenities without the need for work, currency, or shortage.
- Post-Singularity:** Capable of creating A.I. Which can learn and self improve to be as smart as a biological person, or smarter.
- Cosmic:** Able to build and Move worlds and stars.

OTHER GROUP TAGS:

- Influential:** They have the wealth or power to influence others.
- Committed:** They have a cause they believe in, and are ready to die, or kill for their cause.
- Criminal:** Their activities are often against the law.
- Authority:** They hold a position of authority, or act like they do.
- Warmongers:** They are warlike, and try to settle most conflicts with violence.
- Pacifists:** They abhor violence, and try to never commit a violent act, no matter what's at stake.
- Religious:** They strongly believe in and follow a spiritual doctrine.
- Unforgiving:** They do not forgive insult or opposition.
- Prolific:** They have members everywhere.
- Xenophobic:** They hate the Alien and the different.
- Friendly:** They are open and welcoming to strangers.
- Savvy:** they are adept at making deals and brokering negotiations.
- Desperate:** Their situation is dire, and they look for any avenue to escape.
- Secretive:** They keep their presence and activities hidden from others.

EXAMPLE GROUPS:

Here are a few examples you may use as inspiration.

- A backwater colony planet, with few resources, little support, and minimal rules.
- A peaceful colony
- A zealous cult, pursuing their goal with an unshakable faith, no matter who is Harmed on the way.
- A greedy corporation, intent on profits via any means.
- A struggling security force or authority, lacking the resources to police and protect.
- A small gang of street youths, protective of their territory and distrustful of everyone else.
- A merchant guild, obsessed with balance and fairness.
- A criminal organization, divided by internal power struggles.
- A sector-spanning empire, expanding and adding new member worlds and cultures...
 - Through diplomacy and peace
 - Through war and conquest
 - Through trade and prosperity
- An ancient religion, couched in superstition and ceremony...
 - With a positive message at it's core
 - With it's original message lost to time
 - With a bitter and toxic message demanding obedience
- A multicultural society on a hub world, vibrant with diversity and commerce.
- A secret organization that collects and archives knowledge across the galaxy.

IMPULSE

Just like NPCs, groups have an impulse that signifies their purpose, desire, or common behavior in a simple sentence. These are some example impulses, use them for inspiration to write your own.

- To enforce order.
- To undermine authority.
- To spread your doctrine.
- To conquer and enslave.
- To amass wealth.
- To destroy a hated enemy.
- To dig out a hidden or forgotten truth.
- To chart the unexplored.
- To cure an illness.
- To find something lost.
- To make a scientific breakthrough.
- To bury a shameful or destructive secret.
- To survive just one more day.
- To spread suffering.
- To claim control of a territory.
- To bring peace to a war-torn area.
- To amass power and influence.
- To win the subservience of the masses.
- To abolish a technology, drug, or behavior.
- To proliferate a technology, drug, or behavior.
- To save a person or group from a disaster.
- To secure your borders.

- To live in safety.

CONNECTIONS

- It rules the _____.
- It is allied with _____.
- It is enemies with _____.
- It has contracts/treaties with _____.
- It has a complicated past with _____.
- It exploits _____.
- It is a member of _____.
- It lives in _____.
- It hates/loves _____.

CALLS

- Make deals and recall threats from the shadows.
- Intimidate others with a show of force.
- Bring you might to bear on those that defy you.
- Use your influence or wealth to enforce your will.
- Hint at a greater mystery as yet undiscovered.
- Use threats and intimidation to push them into a tight spot.
- Hire or buy someone that can the job done.
- Send trained assassins after you enemy.
- Execute a well made plan or attack.

MINOR NPCs & GROUPS

Use this page to note down and keep track of minor NPCs and Groups the Crew interacts with in an Episode.

[illegible]

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[illegible]

MAJOR NPCs & GROUPS

Use this page to note down and keep track of notable or important NPCs and Groups that are important to the Crew or the situation at large.

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

NAME:		TAGS:
ATTACK:	HEALTH:	
CONNECTIONS:		<input checked="" type="checkbox"/> HOSTILE <input checked="" type="checkbox"/> SUSPICIOUS <input checked="" type="checkbox"/> NEUTRAL <input checked="" type="checkbox"/> FRIENDLY <input checked="" type="checkbox"/> BONDED
NOTES & CALLS:		

CIVILIAN VEHICLES

- Speeder: 1 Hits, 1 Crew, Fragile.
- Civilian Vehicle: 1 Hits, 1 Crew, Fragile.

MILITARY VEHICLES

- APC: 2 Hits, 1 Crew, Autogun, Armored, Cargo.
- Tank: 2 Hits, 2 Crew, Autogun, Cannon, Armored.

FLYING AND SPACEFARING VEHICLES

- Shuttle: 3 Hits, Armored, Cargo, Spacefaring.
- Fighter: 2 Hits, 1 Crew, 1 Armaments, Shielding, Armored, Spacefaring.
- Agile Armature: 3 Hits, 1 Crew, Autogun, Sand Thrower, Shielding, Armored, Spacefaring.
- Blaster Armature: 3 Hits, 1 Crew, Cannon, SWARM Missiles, Sandthrower, Shielding, Armored, Spacefaring.
- Heavy Armature: 4 Hits, 1 Crew, Autogun, Cannon, Shielding, Armored, Spacefaring.

FRIGATES

- Gunboat: 6 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.
- Freighter: 6 Hits, Lasers, Missiles, Shielding, Armored, Cargo, Spacefaring.
- Smuggler: 5 Hits, Lasers, Shielding, Armored, Hidden Compartments, Cargo, Spacefaring.

CRUISERS

- Standard: 10 Hits, Lasers, Shielding, Armored, Spacefaring.
- Marauder: 12 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.

CAPITAL SHIPS

- Standard: 15 Hits, Lasers, Shielding, Armored, Cargo, Spacefaring.
- Devastator: 18 Hits, Lasers, Missiles, Plasma Cannon, Railgun, Shielding, Armored, Cargo, Spacefaring.

NPC SHIP & VEHICLE TAGS

- Armored: It has solid armor that can turn away any amount of small arms fire. You can ram other vehicles with it without risking major damage.
- Fragile: It is susceptible to small arms fire, and doesn't protect its occupants from attack well.
- Spacefaring: It can travel in the vacuum of space, although it doesn't have FTL capabilities It may equip Ship Equipment.
- Equipped N: It has N pieces of Vehicle weapons & equipment. Select from the Vehicle Equipment list.
- N Crew: It requires a minimum of N Crew to pilot it.
- N Hits: It can withstand N Hits of Damage before it is destroyed or disabled.

VEHICLE EQUIPMENT:

- Autogun: 1 Damage, Crash, Dogfighting, Mounted, Refurbished.
- Cannon: 2 Damage, Dogfighting, Hold Off, Mounted, Refurbished.
- Seekers: 3 Damage, 3 ammo, Guided, Hold Off, Mounted, Refurbished.
- Sandthrower: 2 Damage, Crash, Explosive, Mounted, Refurbished.
- SWARM Missiles: 1 Damage, 2 ammo, Area, Explosive, Hold Off, Mounted, Refurbished.
- Shielding: Discharge. Discharge to ignore Damage from 1 attack.
- Stealth Systems: Discharge. Discharge to activate Stealth. When it is Steathled and it lies in hiding, It can only be found by an active search.

VEHICLE EQUIPMENT TAGS:

- Crash: The crunch and smash of vehicles smashing into each other.
- Dogfighting: Maneuvering and Dogfighting, jostling for the perfect shot.
- Hold Off: They're circling from far off, keeping their enemies at bay.
- Area: It hits everything within Crash range of its target.
- Explosive: It explodes, destroying individuals and structures within its blast.
- Guided: You have Advantage when firing at a ship or vehicle.
- Mounted: It can only be mounted on a vehicle.
- N Ammo: It can be fired N times before you are out of ammo for it.
- N Damage: It does N Damage to ships and vehicles when it hits.
- N Hits: It can take N Hits of Damage before it is destroyed or disabled.

SHIP EQUIPMENT:

- Lasers: 1 Damage, Broadside, Engaged, Cannonading, Discharge, Arsenal.
- Missiles: 2 Damage, Broadside, Engaged, Arsenal.
- Plasma Cannons: 3 Damage, Engaged, Discharge, Arsenal.
- Railgun: 4 Damage, Cannonading, Penetrating, Arsenal.
- Shielding: Discharge. Discharge to ignore Damage from 1 attack.
- Stealth Systems: Discharge. Discharge to activate Stealth. When it is Steathled and it lies in hiding, It can only be found by an active search.
- Tether: Broadside. Can automatically connect to inert external objects in Broadside range. To hit ships and stations, roll Fire Weapons.
- Cargo: It has space dedicated to carrying cargo.
- Hidden Compartments: It has space dedicated to storing contraband cargo that cannot be penetrated with scans.

SHIP EQUIPMENT TAGS

- Broadside: Heated battle extremely close, within 5 KM.
- Engaged: Blazing weapons and flashing ship shields, generally between 5 and 20 KM.
- Cannonading: Long range Cannonading, between 20 and 50 KM.
- N Damage: It does N Damage to ships and vehicles when it hits.
- Discharge: It may be Discharged for a specific effect.
- Spacefaring: You can fly it through space. If you don't have a Docking Bay, it takes up your Standard Cargo Bay.
- Vehicle: It is a vehicle that can be driven, rode, or flown. If you don't have a Vehicle Bay, it takes up your Standard Cargo Bay.

NPC SHIPS IN A COMBAT

SHIP	HITS - MAX	
Look		
<div> <div> <div>⚡</div> <div>HOSTILE</div> </div> <div> <div>⚡</div> <div>SUSPICIOUS</div> </div> <div> <div>⚡</div> <div>NEUTRAL</div> </div> <div> <div>⚡</div> <div>FRIENDLY</div> </div> <div> <div>⚡</div> <div>BONDED</div> </div> </div>	NOTES	MODS

NPC VEHICLES IN A COMBAT

VEHICLE	HITS - MAX
Look	
+STRENGTHS	EQUIPMENT
-WEAKNESSES	

SHIP	HITS - MAX	
Look		
<div> <div> <div>⚡</div> <div>HOSTILE</div> </div> <div> <div>⚡</div> <div>SUSPICIOUS</div> </div> <div> <div>⚡</div> <div>NEUTRAL</div> </div> <div> <div>⚡</div> <div>FRIENDLY</div> </div> <div> <div>⚡</div> <div>BONDED</div> </div> </div>	NOTES	MODS

VEHICLE	HITS - MAX
Look	
+STRENGTHS	EQUIPMENT
-WEAKNESSES	

SHIP	HITS - MAX	
Look		
<div> <div> <div>⚡</div> <div>HOSTILE</div> </div> <div> <div>⚡</div> <div>SUSPICIOUS</div> </div> <div> <div>⚡</div> <div>NEUTRAL</div> </div> <div> <div>⚡</div> <div>FRIENDLY</div> </div> <div> <div>⚡</div> <div>BONDED</div> </div> </div>	NOTES	MODS

VEHICLE	HITS - MAX
Look	
+STRENGTHS	EQUIPMENT
-WEAKNESSES	

INTERESTING LOCATIONS

Use these ideas as inspirations to set scenes or make up your own ideas.

- An isolated ruin, ancient and alien.
- An unstable cave system.
- A dirty side street, dimly lit.
- A wealthy facility, clean, polished, and impressive.
- A derelict dreadnought ship, adrift and abandoned.
- A seedy bar, busy with illegitimate activity.
- A customs checkpoint, with sensors and security drones or bored guards.
- A cramped habitat building, grimy and overpopulated.
- A dark warehouse, half filled with cargo containers.
- A busy shopping center, filled with crowds.
- A loud concert or live performance, filled with a diverse multitude of revellers.
- An underground base for criminals or rebels.
- A manicured garden, kept tidy and precise.
- An overgrown jungle, with multicolored plants and a cacophony of calls from wildlife.
- A crashed ship, billowing smoke and fire.
- A barren desert, with oddly colored sand.
- An exceptionally cold room full of data servers.
- A digital space, familiar but strange.
- A crowded docking station, overworked and under-supplied.
- A cheap motel room, cramped and unsanitary.

STARMAP

When you place a new System, Nebula, Black Hole, or Rogue object within or near a Cluster, choose a distance or roll 2D6. Assign that distance between the new object and an existing object:

•10+: Neighbors 50L

Galactic Neighbors are 50 Light Years or less away from each other. Neighbors may be referred to as a neighboring system.

•8-9: Local 100L

Local systems are generally between 50 and 100 Light Years apart.

•6-7: Distant 200L

Distant systems are between 100 and 200 light years apart, on the other side of the Cluster.

•3-5: Remote 500L

Systems at remote distances are generally outside of the Cluster, between 200 and 500 light years away. Distances between 2 neighboring clusters are Remote.

•2: Extreme 100,000L

Extreme systems are on the other side of the Galaxy, or well outside of the Galaxy.

NAME:

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STARMAP

- Neighbors:** Up to 50 Light Years away. (1 Hex)
- Local:** Between 50 and 100 Light Years apart. (1-2 Hexes)
- Distant:** Between 100 and 200 light years apart. (2-4 Hexes)
- Remote:** Between 200 and 500 light years away. (4-10 Hexes)

50 LY