

# INFILTRATOR

SKILLED BURGLAR. ASSASSIN. SPY.

NAME:

DESCRIPTION:

## 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  
Skirmish  
Interrupt

**CALCULATING**

Acquire Target  
Share Expertise  
Scope It Out

**SLICK**

Act Quick  
Manipulate

**STALWART**

Recover  
Keep Your Cool  
Assist

**ALIEN**

Into The Abyss  
Assaulted by the  
Abyss

## HARM

## STRESS:

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.

### ✔ 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.

### ✔ I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage 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.

## XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

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

## HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

## GEAR

## SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

☐ Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear

☐ Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear

☐ Nano Blade: 3 Harm, Skirmish, Silent, Specialist Gear

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## SIGNATURE MOVE

You start with this Move.

## 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.

- 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

You have made a career of getting into places you shouldn't. Choose one:

### ✔ 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, Mark XP.

### ✔ MASTER THIEF

As a master thief, you have a reputation in the criminal world that gets you a lot of leverage and respect. You start with a Tactical Cloak in your Gear. When you steal something of significance to yourself or someone of great influence, Mark XP.

# INFILTRATOR MOVES

When you have 5 XP and choose to gain an Infiltrator Move, select one of the Moves below.

## 🔪 HACKING & CRACKING

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.

## 🔪 MICRO DRONES

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

When you activate your Micro Drones 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 get back to your Supplies. 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.

## 🔪 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.

## 🔪 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.

## 🔪 STING LIKE A BEE

Requires Toxic, Requires Micro Drones

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

## 🔪 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.

## 🔪 DISCHARGED

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## 🔪 TOXIC

You are a master of poisons and toxins. When you spend a Use of your Toxins, go through the options to create a custom toxin.

<b>CHOOSE 1 EFFECT:</b> <ul style="list-style-type: none"><li>○ <i>It incapacitates its target.</i></li><li>○ <i>It removes the target's inhibitions.</i></li><li>○ <i>It heightens all of the target's emotions.</i></li><li>○ <i>It heightens a specific emotion of your choice.</i></li><li>○ <i>It disables a particular sense of your choice.</i></li><li>○ <i>It gives the appearance the target has died.</i></li><li>○ <i>It kills the target at the end of the drug's duration.</i></li><li>○ <i>It causes agonizing pain.</i></li></ul>	<b>CHOOSE 1 DURATION:</b> <ul style="list-style-type: none"><li>○ <i>1 minute</i></li><li>○ <i>5 minutes</i></li><li>○ <i>1 hour</i></li><li>○ <i>10 hours</i></li><li>○ <i>20 hours</i></li></ul>
<b>CHOOSE 1 ENHANCEMENT:</b> <ul style="list-style-type: none"><li>○ <i>It leaves no chemical trace.</i></li><li>○ <i>Choose 1 extra delivery method.</i></li><li>○ <i>Choose 1 extra effect.</i></li><li>○ <i>Targeted: It will only affect a specific species or genetic marker.</i></li></ul>	<b>CHOOSE DELIVERY METHOD:</b> <ul style="list-style-type: none"><li>○ <i>Inhaled</i></li><li>○ <i>Applied to skin</i></li><li>○ <i>Ingested</i></li><li>○ <i>Injected</i></li></ul>

## USES: 🔪🔪🔪

# CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- *You get an invitation to a high-class event that offers you a valuable opportunity.*
- *You requisition or steal a useful or valuable item, choose 1: Tactical Pack, Scanner, A valuable artifact.*
- *An agent of authority is on your trail, and they're closing in.*
- *You get 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.

## AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

## PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

## ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

# MAKING YOUR INFILTRATOR

**NAME** Choose 1 or make your own:  
*Irene, Amanda, Shadow, Mist, Cat, Fox, Sandiego, Drake, Nocta, Parker, Rogue, Yoshimitsu, Kisaragi*

**DESCRIPTION** Choose Pronouns & up to 4:  
*Lithe, Compact, Sleek, Nondescript, Sharp, Nimble, Guarded, Quiet, Shadowy, Confident, Competent, Paranoid*

## APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

## SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

## STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [ PC ]'s past paints a target on our back. I'll make them leave it behind.
- [ PC ] and I share a secret that must not be compromised.
- [ PC ] may be as devious as I am. I'll test their skills to see if they're worthy.
- [ PC ] might suspect what I've done, but I'll make sure they can never prove it.
- I was trained by [ NPC/Group\_ ], When they call on me, I must answer.
- If I know there's something unique and valuable around, I must have it.
- I'm suspicious of everyone, I can't let a secret stay unknown.
- I'm addicted to adrenaline. I take risks just for the thrill of it.