

INTELLECT

EXPERT, SCIENTIST, PHYSICIAN, MECHANIC.

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 Intellect 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**
- **Sniper Rifle: 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping**
- **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.**
- **Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- **A Strange Artifact of unknown purpose: Trinket**
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SIGNATURE MOVE

You start with this Move.

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

You gained your knowledge, experience, and wisdom somewhere. Choose your background.

☑ 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 XP, 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.

INTELLECT MOVES

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

✓ 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 workspace 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.*

✓ JURY-RIG

When you haphazardly use whatever parts you have on hand to hastily construct or repair a device or Vehicle, say what you mean to do and roll+Calculating. **On a 10+**, you've got just what you need on 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.*

✓ 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.

- *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 plenty of time and relative 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.

✓ 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."

✓ 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).

✓ 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 have Advantage going forward when acting on the information.

✓ 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 mark XP. If appropriate, you may write a Hook about it.

- *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 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.

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 INTELLECT

NAME

Choose 1 or make your own:

Mara, Verum, Jane, Willem, Carly, Data, Bristol, Q, Specs, Vera, Jules, Maridon, Gless, Partok

DESCRIPTION

Choose Pronouns & up to 4:

Aloof, Distracted, Elderly, Skinny, Pudgy, Curious, Wise, Mysterious, Calm, Focused, Tidy, Sharp

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 mind is an empty page. I will fill it with knowledge.*
- *[PC]can't keep it in their pants, and it's going to cause problems.*
- *[PC]has a secret that could destroy us all. I will learn it at any cost.*
- *I can't let [PC] know how much they intimidate me.*
- *[PC]'s impulsiveness causes nothing but trouble, I will teach them discretion.*
- *I will become obsessed with a mystery to the exclusion of any danger around me.*
- *My [size/frailty] makes me vulnerable to those more imposing.*
- *[NPC/Group] has no idea about the truth. I will see their ideas discredited and them made a laughing stock.*