

# OUTSIDER

## INNOCENT CONSTRUCT. INEFFABLE STRANGER.

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 Outsider 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**
- ☐ **Melee Weapon: 2 Harm, Skirmish, Silent, Basic Gear**
- ☐ **Assault Rifle: 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear**
- ☐ **Body Armor: Absorb 2, Conspicuous, Basic Gear**
- ☐ **You possess a trinket that's closely tied to your origin. Describe it (Trinket).**
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

## SIGNATURE MOVE

You start with this Move.

## 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.

I am \_\_\_\_\_ from \_\_\_\_\_.

Description

Origin

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 \_\_\_\_\_.

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

## BACKGROUND - NATURE

You have an unusual nature that sets you apart from not only the Crew, but most people in the galaxy. Choose your unique nature:

### ☑ 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, Mark XP.

### ☑ 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.

# OUTSIDER MOVES

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

## ✔ TOO MUCH CONFUSION

When your unfamiliarity with a society alien to you exposes the absurdity or hypocrisy of their social norms, you may roll+Alien to Manipulate them.

## ✔ 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. You now have this trait as part of your Truly Alien nature.

*I have the unique ability to \_\_\_\_\_.*

*I have the unique ability to \_\_\_\_\_.*

## ✔ 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.

## ✔ 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 Hooks. 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.

## ✔ 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.

## ✔ 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.

## ✔ UNIQUE MOVEMENT

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.

## ✔ DISCHARGE

# 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 unwittingly leave behind a copy of yourself or offspring.*
- *You adapt to your situation, take an Archetype Move from an Archetype not in play.*
- *A faction of your kind rises up, invades, or attacks civilized space.*
- *You are forced to choose between allying with your kind or alienating yourself to be free.*
- *Your kind's homeworld 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.

## 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 OUTSIDER

## NAME

Choose 1 or make your own:

Tyrril, 223, Drone, John, Zadir, Andop, Bepav, Twelve, Us, Pi, Bepid, Drazah, Graxx, Ravua, Wonfon, Mork

## DESCRIPTION

Choose Pronouns & up to 4:

Amorphous, Asymmetrical, Gaseous, Liquid, Gestalt Hive, Artificial, Crystalline, Aquatic, Reptilian, Formic, Plant-Based, Metallic

## 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.

- I owe [ PC ] a life debt. I'll always be there for them.
- [ PC ]'s rules are a straightjacket. I won't let them hold me back.
- I will show [ PC ] the true face of the Abyss.
- I dislike how [ PC ] treats me. I will teach them to respect me.
- The spaces we live in are not suitable for me [culturally/physically]
- [Group/NPC] holds the key to my origin, I must possess it.
- I must choose between duty to my kind and friendship with the Crew.
- [Phenomenon/cultural norm] confounds me, I will understand it.