



SCARRED VETERAN, WEARY SOLDIER, STALWART FIGHTER

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	CALCULATING	SLICK	STALWART	ALIEN
Firefight Skirmish Interrupt	Acquire Target Share Expertise Scope It Out	Act Quick Manipulate	Recover Keep Your Cool Assist	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 Warhorse 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
- Assault Rifle: 2 Harm, Firefight, Discharge, Full Auto, Advanced Gear
- Melee Weapon: 2 Harm, Skirmish, Silent, Basic Gear
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- Sniper Rifle: 3 Harm, 1 Damage, AP, Conspicuous, Discharge, Illegal, Sniping
- Grenades: 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal
- Body Armor: Absorb 2, Conspicuous, Basic Gear
- Shields: Absorb 1, Discharge, Advanced Gear
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- Mercenary License: Trinket
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SIGNATURE MOVE

You start with this Move.

JUGGERNAUT

✔ DISCHARGED

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 way through for an ally. They have Advantage going forward to following you.
- You unquestionably reach your goal.

BACKGROUND - WAR JOURNAL

Your history is a long bloody list of battles and death. Choose one:

✔ 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.

WARHORSE MOVES

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

✓ HEAVY ARSENAL

You have a unique, very destructive heavy weapon with limited ammo, give it a name and describe it. **When you fire your heavy weapon**, reduce its ammo by 1, and in addition to any Harm or other effects that 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.*

NAME:

RANGE 1:

RANGE 2:

3 HARM

AMMO: 

✓ GUNNER

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

✓ 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.*

✓ ADRENALINE RUSH

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.*

✓ WALKING TANK

You ignore the clumsy tag on Armor.

✓ 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.

✓ 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.

✓ STOIC WALL

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.*

SHIELD:

✓ DISCHARGED

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.

- *A group of comrades arrive to help end a violent conflict, before moving on.*
- *You have hunted down a lead on some heavy duty armor—Power Armor or a Battleframe—but getting your hands on it is going to be costly, illegal, and dangerous.*
- *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.

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 WARHORSE

NAME

Choose 1 or make your own:

Thrax, Shen, Bastion, The Wall, Valik, Handen, Mei, Phasral, Malcolm, Desen, Harric, Grunt

DESCRIPTION

Choose Pronouns & up to 4:

Heavy Build, Scarred, Rugged, Weary, Calloused, Hard, Stern, Stoic, Grim, Imposing, Compassionate

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 morality will make them hesitate at the wrong time. When they do, I won't.*
- *[PC] and I have seen all of each others' scars. That's a sacred bond.*
- *[PC] is like a child to me. I'll teach them to be strong.*
- *I'll protect [PC] from anything, even themselves.*
- *I often drown myself in [Vice] to dull the scars on my soul.*
- *War has numbed me to suffering, whether it's my own or someone else's.*
- *I have an unsettled score with [NPC/Group].*
- *I have fought alongside [NPC] for years, I will always come to their aid.*