

NAME	Kasumi Kor	ALIAS	Devil
LOOK	Collared shirt, fancy makeup, intricate jewellery, cape.		
HERITAGE	Spacer - Family run trading vessel; religious family; lots of rules.		
BACKGROUND	Cult - Became Church of Stellar Flame priest; until pleasure tempted you.		
VICE	Pleasure - Hedonism is freedom; religion is bunk.		

INSIGHT

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DOCTOR

HACK

RIG

STUDY

PROWESS

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HELM

SCRAMBLE

SCRAP

SKULK

RESOLVE

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ATTUNE

COMMAND

CONSORT

SWAY

Every time you roll a desperate action, mark xp in that action's attribute.

ADVANCEMENT

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.

- You addressed a tough challenge with deception or influence.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

STRESS

TRAUMA

ARMORHEAVY

SPECIAL

Recovery: Get treatment in downtime to fill your healing clock.

CREDSTASH

SPECIAL ABILITIES

▶ AIR OF RESPECTABILITY: You get an extra downtime activity to acquire assets or lay low.

▶ SUBTERFUGE: You may expend your special armor to resist a consequence of persuasion or suspicion. When you resist with insight, gain +1d.

INFLUENTIAL FRIENDS

▼ (RIVAL)

Arryn, a noble

▲ (CLOSE)

Manda, a Guild member

Kerry, a doctor

Je-zee, a diplomat

NOTES / PROJECTS

CHURCH OF STELLAR FLAME (IV): One of the official Hegemonic Cults. Religious zealots with only a few powerful members. Stretched thin, they're using their power and influence to seek out and eradicate dangerous artifacts and mystic activity in the sector.

**LOAD**   ☐ 3 light   ☐ 5 normal   ☐ 6 heavy   (*Italics don't count for load*)

## SPEAKER ITEMS

- ☐ **Fine Clothes:** Silk sarongs, suits, fine blue capes.
- **Legitimate ID:** *A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.*
- ☐ **Luxury Item:** Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.
- **Small Luxury Item**
- ☐-☐ **Large Luxury Item**
- **Memento of a Past Encounter:** *A distinctive piece of jewellery, a fine blade with a House crest, a signet ring, a small statue.*

## STANDARD ITEMS

- ☐ **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- ☐ **2nd Blaster Pistol**
- ☐ **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- ☐-☐ **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- ☐ **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- ☐ **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- ☐ **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- ☐-☐ **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- ☐ **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.
- **Illicit Drugs:** *What's your poison, space cowboy?*
- **Communicator:** *Has a few bands, likely even a few encrypted. Works only when within orbit.*
- ☐-☐ **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- ☐-☐ **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

