

NAME	Mordin Wu	ALIAS	Nova
LOOK	Thick duster, spiked hair, religious icons, scars.		
HERITAGE	Manufactured - Yaru combat clones only live 5 years; you are now 6.		
BACKGROUND	Military - You found religion, removed your life limiter, and fled.		
VICE	Faith - Your belief in the Cult of the Seekers saved you.		

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 force or threats.

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

ARMOR

SPECIAL

HEAVY

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

CRED STASH

SPECIAL ABILITIES

▶ UNSTOPPABLE: You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.

▶ FLESH WOUND: If you're wounded at the beginning of downtime, mark +3 segments on your healing clock. When you push yourself to ignore wound penalties, it takes only 1 stress (not 2).

DEADLY FRIENDS

▲ (CLOSE)

▼ (RIVAL)

Krieger, a blaster pistol.

Shod, a weapons dealer.

Chon-zek, a bounty hunter.

Yazu, a crooked cop.

Aya, an assassin.

NOTES / PROJECTS

CULT OF THE SEEKERS (II): Wandering mystics studying artifacts and seeking new places. Members include the Hegemon's mother. They want to open the Hantu gate.

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

## MUSCLE ITEMS

- ☐-☐ **Vera, a Fine Sniper Rifle:** A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.
- ☐-☐ **Zmei, a Fine Flamethrower:** For those times when you really need to heat things up. Settings for regular and extra crispy.
- ☐ **Sunder, a Fine Vibro-Blade:** Cuts through almost any material. Decorated blade.
- ☐-☐ **Zarathustra, Detonator Launcher:** Fires detonators at high velocity.
- **Fine Martial Arts Style:** *Your own custom blend of combat techniques.*
- **Mystic Ammunition:** *A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants **potency** against mystic targets.*

## 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).

