

CAPSULEER:

Stats: Pick 1 set

Nerve: +2 Willpower: +2 Charisma: -2 Intelligence: +1 Instinct: -1

Nerve: +2 Willpower: -2 Charisma: +2 Intelligence: -1 Instinct: +1

Nerve: +2 Willpower: +1 Charisma: -2 Intelligence: +2 Instinct: -1

Nerve: +2 Willpower: -1 Charisma: +1 Intelligence: -2 Instinct: +2

Pilot License:

Frigates and Cruisers

Gear:

Clone Contract, Trendy Fashion, Tech 2 Melee Weapon (2 Damage, close) or Tech 1 Sidearm (2 Damage, close/short), 3 ISK, and 1 ship:

1 Capsule-enabled Frigate (Base Damage 2, Resistance 1, Pick: 1 Strength, 1 Weakness, 1 Weapon, 1 Defense, and looks)

Moves:

Update Your Clones, Clone Immortality

UPDATE YOUR CLONES. Once per session, when at a station or capital ship with cloning facilities, you can update your clones and adjust your Neurological Enhancements.

Neurological Enhancements:

Choose 3 of the following Specialist Skills:

- Navigation Specialist: Add Battleships to your Pilot License
- Warfare Specialist: +1 Damage
- Siege Specialist: +1 Resistance
- Leadership Specialist: Roll +Nerve to Support or Tackle instead of Rep
- Drone Specialist: Gain a drone fleet (Size 1, drone, fast, light, close range)
- Social Specialist: Gain the Mission special move, and Contacts 2
- Scanning Specialist: Gain the Scanning move, your network is a set of recon probes in your system
- Industrial Specialist: Gain the Industry special move
- Research Specialist: Gain the Research special move
- Tackling Specialist: +1 Tackle Module, your choice where it goes.
- Neuroscience Specialist: Gain nothing, but you archive one fewer thing
- Pharmacology Specialist: Pick two more effects, and an extra thing to archive

Choose 1 of the following trainings to archive:

- Combat Training: -1 to Damage inflicted on others
- Social Training: You need to Tank before you talk to someone you have not met before.
- Flight Training: You cannot pilot a ship
- Engineering Training: All the technology you use gains the "unreliable" quality
- Stealth Training: You are noticed everywhere you go
- Experimental Implants: Not actually a training, but you are using untested implants, so the owner might want something in return. Or maybe they don't work right.

CLONE IMMORTALITY. If you die, your neural implants self destruct and destroy your brain. You cannot be brought back to life in this body. You wake up in the most recent facility where you updated your clones. You have your Clone Contract, Trendy Fashion, and a Tech 1 Melee Weapon or Tech 1 Sidearm. You do not have anything else that you had on your person before you died.

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn, pick 1, 2 or 3:

- Someone saw you die and be reborn. Tell that person Rep +2
- You trained with some for a while, until you left. Tell that person Rep +1
- Someone knew you before you were cloned. Tell that person Rep -1

Tell Everyone else Rep +0. When it comes time for you to write down numbers, listen to what people tell you, add one to that and then write the total down (max +3). You get them more than they think.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get an extra feature when you Update Your Clones
- get an extra feature when you Update your Clones
- add the option Command Specialist to your list of features for Update your Clones (Command Specialist: get a fleet (Size 2, loyal))
- get an optional move from another playbook
- get an optional move from another playbook

COMMANDER:

Stats: Pick 1 set

Nerve: +2 Willpower: +2 Charisma: +1 Intelligence: -2 Instinct: -1

Nerve: +1 Willpower: +2 Charisma: +2 Intelligence: -1 Instinct: -2

Nerve: +2 Willpower: +2 Charisma: -1 Intelligence: -1 Instinct: 0

Nerve: -1 Willpower: +2 Charisma: -2 Intelligence: +2 Instinct: +1

Pilot License:

Frigates, Cruisers, and Battleships

Gear:

Officer's Commission, Military Fashion, Personal Body Armor (1 Resistance), Tech 2 Sidearm (3 Damage, close/short), 2 ISK, and 1 ship:

1 Frigate (+2 Base Damage, +1 Base Resistance, Pick 2 Strengths, 1 Weakness, 2 Weapons, 1 Defense, and looks)

OR

1 Cruiser (+1 Base Damage, +1 Base Resistance, Pick 1 Strength, 1 Weakness, 2 Weapons, 1 Defense, and looks)

Moves: Fleet Commander, Raiders by Nature

FLEET COMMANDER: When you get your fleet to fight for you, roll +Willpower

10+: All three results

7-9: Pick one result

- They follow your plan
- No one complains, fights, or squabbles
- You don't have to come down hard on anyone

Core Failure: your fleet suffers from its vulnerabilities

RAIDERS BY NATURE: When you have the fleet search through their holds for something you need, roll +Willpower

10+: Someone's got what you need, or what they have will do for now

7-9: Should work, until someone goes wrong

Core Failure: Someone stole yours, and reprocessed it into parts. What's left is not serviceable.

Fleet:

To start, your fleet is nomadic raiders, with salvaged ships, mismatched weapons, and no discipline (Size 2, 1 Damage, 1 Resistance, savage)

Pick 2 of the following:

- Your fleet is larger, a squadron of Frigates (size +1)
- Your fleet is mostly cruisers (size +1)
- Your fleet is mostly high tech ships (damage +1)
- Your fleet has many ships with tackle modules (add tackle modules)
- Your fleet is heavy armored (add resistance +1)
- Your fleet pilots are well disciplined (remove savage)
- Your fleet is optimized for certain missions (add two strengths)
- Your fleet is nomadic, and survives on it's own skills and cunning (add self-sufficient)
- Your fleet has a number of harvesting/salvaging modules (add rich)

And Pick 1 of the following:

- Your fleet protects a weaker organization (vulnerability: obligation)
- Your fleet is the target of aggression (vulnerability: embattled)
- Your pilots are flighty (vulnerability: desertion)
- Your pilots are madmen at the stick (vulnerability: chaos)
- Your fleet is a mix of ships with different incompatible parts (vulnerability: breakdowns)
- Your fleet needs frequent stops to refuel and rearm (vulnerability: grounded)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn:

- One of them has stood up to your fleet. Tell them Rep +1
- Everyone else tell Rep +0

When it comes time for you to write down numbers, listen to what people tell you and write that.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get or remove an option for your fleet
- get or remove an option for your fleet
- get a Headquarters (Benefit: 1 ISK, Penalty: poverty, pick 2 from the first list, 1 from the second) and Power
- get an optional move from another playbook
- get an optional move from another playbook

CORPORATION CEO:

Stats: Pick 1 set

Nerve: -2 Willpower: +2 Charisma: +2 Intelligence: +1 Instinct: -1

Nerve: +2 Willpower: +2 Charisma: -1 Intelligence: -1 Instinct: +0

Nerve: +0 Willpower: +2 Charisma: -2 Intelligence: +1 Instinct: +1

Nerve: +1 Willpower: +2 Charisma: +1 Intelligence: -1 Instinct: -1

Pilot License:

Frigates

Gear:

Corporate Charter, Corporate Fashion, Personal Body Armor (1 Resistance), Tech 2 Melee Weapon (2 Damage, close) or Tech 2 Sidearm (3 Damage, close/short), and 1 ship

1 Frigate (Pick 1 Strength, 0 Weaknesses, 1 Weapon, 1 Defense, and looks)

Moves: Power and Influence

POWER: when your Headquarters is secure, and your rule unchallenged, you can make a roll +Willpower at the start of a session.

10+: You collect the Benefits from your Headquarters

7-9: You collect the Benefits from your Headquarters, but you also take one Penalty

Core Failure: You take all the Penalties from your Headquarters. You also get this result if you are not able to make the roll at the start of the session (Headquarters is not secure, your rule is challenged, you are not present, etc)

INFLUENCE: when you have your fleet fight for you, roll +Willpower.

10+: Hold 3

7-9: Hold 1

- Bring weapons to bear against a foe
- Protect someone or something from an attack
- withdraw with minimal losses
- restrain their basic urges
- follow your command no matter what

Core Failure: your fleet turns on you, tries to take control of your base, or tries to sell you out.

Headquarters:

Your headquarters is a large, secure station with supplies, hangers, domiciles, and basic facilities. You have 750 to 1500 employees, this goes up or down by 5% as your fortunes swing. Your employees trade, produce and consume food stuffs, mine local asteroids, and scavenge wrecks in the area. You have basic station defenses that protect your employees from raiders. (Benefit: 1 ISK, Penalty: poverty) Additionally, you have a small fleet of frigate class ships with novice pilots who generally like you (Size 2, +1 Resistance when defending your headquarters, vulnerability: chaos).

Choose 4 of the following:

- Your company is large, 2000-3000 employees (Benefit: +1 ISK, Penalty: +starvation)
- Your company is small: 300-500 employees (Penalty: replace poverty with paranoia)
- Your employees raid others nearby (Benefit: +1 ISK, Penalty: counterattack)
- Your employees protect others nearby (Benefit: +1 ISK, Penalty: conflict)
- Your fleet is larger, or has mostly cruisers (Size +1)
- Your fleet is well trained and keeps cool under fire (Remove vulnerability: chaos)
- Your fleet has Tech 2 weapons (+1 Damage for fleet)
- Your Headquarters has a defense field (+1 Resistance when fleet is defending headquarters)
- Your Headquarters is a bustling market for trade (Benefit: +1 ISK, Penalty: infiltration)
- Your Headquarters has production facilities (Gain the Industry special move)
- Your Headquarters has well stocked laboratories (Gain the Research special move)
- Your Headquarters has refinery vaults (Gain the Reprocessing special move)
- Your Headquarters is actually a Capital Ship (Size 4, pick 1 Strength, 1 Weakness, 1 Weapon, 1 Defense. Gain Pilot License: Capital. Gain special move Jump Navigation)

...and choose 2 of the following:

- Your Headquarters is small for its purpose (Penalty: claustrophobia)
- Your Headquarters is in a nasty region of space (Penalty: conflict)
- Your Headquarters doesn't have working defenses (No fleet benefit defending headquarters)
- Your fleet is ramshackle and unsophisticated (-1 Damage for fleet)
- Your fleet is small (-1 Size)
- Your pilots are psychotic (Vulnerability: Savage)
- Your employees are lazy and sloppy (Benefit: -1 ISK, Penalty: idle)
- You owe protection to someone else (Benefit: -1 ISK, Penalty: Attack)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn:

- You make a strong impression. If any of them work(ed) for you, tell them Rep +1
- You needed to make a cut, and it affected someone. Tell the rest Rep -1

When it comes time for you to write down numbers, listen to what people tell you, subtract 1 and write that down (min -3). You didn't get to where you are by giving a shit.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get or remove an option for your Headquarters
- get or remove an option for your fleet
- get the Mission special move, 2 missions, and Contacts 2
- get an optional move from another playbook
- get an optional move from another playbook

CULT LEADER:

Stats: Pick 1 set

Nerve: +1 Willpower: -2 Charisma: +1 Intelligence: +0 Instinct: +2

Nerve: -1 Willpower: +2 Charisma: +0 Intelligence: -1 Instinct: +2

Nerve: +1 Willpower: -1 Charisma: +2 Intelligence: -2 Instinct: +2

Nerve: -2 Willpower: -1 Charisma: +2 Intelligence: +1 Instinct: +2

Pilot License:

Frigates

Gear:

Item of Cult Significance, Cult Member Fashion, Tech 1 Melee Weapon (1 Damage, close) and 1 ship:
1 Frigate (+1 Base Damage, Pick 1 Strength, 1 Weakness, 1 Weapon, 1 Defense, and looks)

Moves:

You get Prosperity and then pick 2 others

PROSPERITY: at the beginning of a session, roll +Cult's Skill Rating.

10+: Collect Benefits

7-9: Collect Benefits, but you have one penalty

Core Failure: You take all the penalties

EXCITING ORATION: when you speak to a group of people, you know what they need to hear to force action. Roll +Instinct

10+: 3 actions

7-9: 1 action

- Bring you people, things or take you somewhere they can access
- Grab weapons and fight for you (Size GM chooses, but it's the whole mob, 1 Damage, 0 Resistance, loud)
- Break into singing, dancing, drinking (or crying, yelling, breaking, or something else at your option)
- Go peacefully to their homes

Core Failure: the mob turns on you

UNNATURAL INSTINCTUAL RESPONSE: You get +1 Instinct (max 3)

HERD RESISTANCE: When not gaining any other Resistance, you get +1 Resistance.

INSTINCTIVELY RELATABLE: You can roll +Instinct rather than +Charisma when you try to Gain Favor.

INSTINCTIVE ASSISTANCE: you can roll +Instinct rather than +Rep when you try to Support or Tackle someone.

Cult: Your cult starts out as 30 to 50 people (Size 2, Skill Rating 1, Benefit 1 ISK, Penalty: desertion). Explain why they follow you (trainees, family, classmates, caste, squad members, etc). Then choose two from this list:

- Fanatical (Benefit +1 ISK, Penalty: change desertion to poverty)
- Resourceful (Benefit +1 ISK)
- Enhanced (Gain +1 Skill Rating, Penalty: glitching)
- Skilled (Gain +1 Skill Rating)
- Curious: (Gain Scanning special move, they are the network, their range is anything they could interact with)
- Friendly (Benefit: recruitment)
- Mobile (Gain Flight of Frigates, pick look(s), 1 Strength, 1 Weakness, 0 Weapon, and Defenses)

... and two from this list:

- Wasteful (Benefit -1 ISK)
- Dumb (Gain -1 Skill Rating)
- Disorganized (Penalty: Replace desertion with chaos)
- Pathetic (Penalty: incapable)
- Drug addicted (Penalty: withdrawal)
- Hunted (Penalty: conflict)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn:

- If any of the other players are member of your cult, tell them Rep +2
- If they are not, tell them Rep +0

When it comes time for you to write down numbers, listen to what people tell you. Your cult has studied one of them more closely. Ignore what they tell you, and instead write Rep +3 for that person.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Cult Leader move
- get another Cult Leader move
- get or remove an option for your followers
- get the Mission special move, 2 missions, and Contacts 2
- get an optional move from another playbook
- get an optional move from another playbook

EXPLORER:

Stats: Pick 1 set

Nerve: +1 Willpower: -2 Charisma: +1 Intelligence: +0 Instinct: +2

Nerve: -1 Willpower: +2 Charisma: +0 Intelligence: -1 Instinct: +2

Nerve: +1 Willpower: -1 Charisma: -2 Intelligence: +2 Instinct: +2

Nerve: -2 Willpower: -1 Charisma: +2 Intelligence: +1 Instinct: +2

Pilot License:

Frigates and Cruisers

Gear:

Space Log, Explorer Fashion, Tech 2 Melee Weapon (2 Damage, close) or Tech 1 Sidearm (2 Damage, close/short), 5 ISK, Heavily Modified Explorer Recon Probes and pick 2 other pieces of Explorer Gear, and 1 ship:

1 Frigate (+1 Base Damage, Pick 1 Strength, 1 Weakness, 1 Weapon, 1 Defense, and looks)

OR

1 Cruiser (-1 BaseResistance, Pick 1 Strength, 1 Weakness, 1 Tackle Module, 1 Defense, and looks)

Moves:

Pick 2

SYMPATHETIC CURIOSITY SATISFACTION: You know what curiosity looks like, and how to satisfy it. Roll +Instinct when you do the Gain Favor move, rather than +Charisma

UNNERVING EXPLORATION: You have a knack for scanning anything, including people, the stranger and more mysterious the better. When you Scan Vessel, roll +Instinct, rather than +Intelligence. You need to be in scan range, but you don't need to be able to interact with them.

UNNATURAL INSTINCTUAL RESPONSE: You get +1 Instinct (max 3)

DEEP CORE EXPLORATION: when you have a long time to explore something (character or anomaly) and follow all of your hunches, you can explore more deeply than normal. Roll +Instinct and you can ask questions about the character's mind or the anomalies' creator:

10+: Ask 3

7-9: Ask 1

- What was the worst time for this character/creator
- About what does this character/creator feel guilty
- What are the character's/creator's mistakes, regrets
- What are the character's/creator's vulnerabilities

Core Failure: inflict 1 damage to delicate parts of the character's body/anomaly

EXPLORATION CORE IMPLOSION REVERSAL: You can roll +Instinct and get the effect of Lock Target without the other requirements. You need to be within scan range, and your target will know where you are. If your victim takes it, it's 1 damage, and ignores resistance.

SENSOR MANIPULATION: When you are in scan range and have enough time to follow all your hunches, you can manipulate the senses of your target to follow your commands. Roll +Instinct, and then spend to make demands. If the target does not follow your commands, it takes 1 damage (ignores resistance) or takes -1 for whatever it does.

10+: Hold 3

7-9: Hold 1

Core Failure: Hold nothing, and the target takes 1 damage, ignoring resistance

Explorer Gear:

- Heavily modified Recon probes (you start with these, allows for the use of the Scanning special move, by default they have a scan range network of the star system you are in)
- Hi-gain subspace implant tag (Once implanted with time and proximity, the target is always within scan range)
- Exploration relay station (deployable, anyone in network range of your relay stations are within network scan range)
- Coherency Virus (If you do an explorer move that gives "asks" or does damage, you do one more of your choice)
- Analyzer interface launcher (removes the need for time and proximity requirements for Explorer moves)
- Exploration Core Implosion Emitter (1 damage, area, ignores resistance, loud)
- Layered Probability Scrambler (protects wearer from effects of Explorer moves)
- Probe/Drone Hybridization (Size 1 Fleet, -1 Base Damage, -1 Base Resistance, evasive, fragile, unmanned)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn, tell them all Rep -1. When it comes time for you to write down numbers, listen to what people tell you. Then pick 1, 2, or all 3:

- One of your explorations has unraveled to find them at the end. Ignore what they told you and instead write down Rep +3
- You think this person has potential, and want to know more. Ignore what they told you and instead write down Rep +2
- You have revealed a secret about someone. Ignore what they told you and instead write down Rep +1

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Explorer move
- get another Explorer move
- get another piece of Explorer gear
- get the Mission special move, 2 missions, and Contacts 2
- get an optional move from another playbook
- get an optional move from another playbook

FABRICATOR:

Stats: Pick 1 set

Nerve: -1 Willpower: +1 Charisma: -2 Intelligence: +2 Instinct: +2

Nerve: +0 Willpower: -2 Charisma: +1 Intelligence: +2 Instinct: +1

Nerve: +1 Willpower: -1 Charisma: +2 Intelligence: +2 Instinct: -2

Nerve: +1 Willpower: +1 Charisma: -1 Intelligence: +2 Instinct: -1

Pilot License:

Frigates

Gear:

Technical Manual Collection, Fabricator Fashion, Personal Body Armor (1 Resistance), Tech 2 Melee

Weapon (2 Damage, close) or Tech 1 Side Arm (2 Damage, close/short), 3 ISK, and 1 ship:

1 Frigate (+1 Base Damage, +1 Base Resistance, Pick 1 Strength, 1 Weakness, 1 Weapon, 1 Defense, and looks)

Moves:

You get Workspace and pick 2 others

WORKSPACE: Choose 3 qualities of your workspace

- Infirmary (you can work on squishy meat sacks)
- Hanger (you can work on large, flying toys)
- Suppliers (you are close to a market and can trade for parts)
- Mobile (your workspace flies. Cool, right?)
- Experimental (you gain the Research special move)
- Communications (gain the Scanning special move, network is other workspaces like yours)
- Unknown Relics (you got your hands on them a while back)
- Defensive Drones (never know who will show up)
- Testing Sector (a nice quiet corner of space.... BOOM!)
- Assistants (someone needs to paint stuff)
- Reprocessing Plant (you gain the Reprocessing special move)

ENGINE SPIRIT: when you examine stuff in your workspace, roll +Intelligence, ask questions.

10+: Ask 3

7-9: Ask 1

- Who used this last
- Who made this
- What conflict has this last seen
- What has this recently seen, heard, felt (pick one)
- What has been done to this to make it so
- How can I fix/improve this

Core Failure: treat as Listen to Instinct failure

PRETTY MUCH ALWAYS RIGHT: when a character comes to you for advice, you tell them what you think is best. If they follow you, they take +1 in doing that, and you mark experience (max one per session). If you follow in their footsteps, you also take +1 doing that.

SCARY SMART: when you want to Tank, you roll +Intelligence rather than +Nerve

BATTLEFIELD MIRACLE: when you are helping others and not fighting, gain 1 resistance

ETERNAL LEARNER: You get +1 Intelligence (max +3)

FABRICATOR'S CAN: You get a container with 6 stock, you can buy 3 stock for 1 ISK. When you need to fix something that is at 3, 4, or 5 points, (mechanical or biological), spend 0-3 stock, and roll +stock spent.

10+: Spend scar, Stabilize to 2 points and MC picks 1

7-9: Spend scar, Stabilized to 2 points and MC picks 2

- Hull breaches/lacerations need to be fixed before it gets moved
- Damage controls/seizures working against you, Tank to do anything else
- You'll be turning it off and on again for about a day
- Took more material than you expected, spend one more stock
- They are going to be in dock/bed for at least a week
- You will be busy putting it back together for 2 days, or it'll get worse again

Core Failure: you made it worse, they add 1 damage

To repair something at 6 damage points, expend all scars, spend 0-3 stock, and roll +stock spent.

10+: Spend all scars, recover to 4 points, and stabilize

7-9: Spend all scars, recover to 5 points, and stabilize

Core Failure: time to salvage

If you are fixing something with active scars at 1 or 2 damage points, you patch it up and it spends 4 days or 1 week (respectively) in a repair dock/hospital bed.

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say.

- On your turn, pick one you respect. Tell that person Rep +1.
- All others, tell Rep -1.

When it comes time for you to write down numbers, listen to what people tell you.

- For the person you think will break the most of your stuff, add 1 to what they say and write down the total.
- All others, subtract 1 from what they say and write down the difference.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Fabricator move
- get another Fabricator move
- get two more upgrades to your workspace
- get the Mission special move, 2 missions, and Contacts 2
- get an optional move from another playbook
- get an optional move from another playbook

MARINE:

Stats: Pick 1 set

Nerve: -2 Willpower: +2 Charisma: +2 Intelligence: +1 Instinct: -1

Nerve: +2 Willpower: +2 Charisma: +1 Intelligence: -1 Instinct: +0

Nerve: +0 Willpower: +2 Charisma: -2 Intelligence: +1 Instinct: +1

Nerve: +1 Willpower: +2 Charisma: +1 Intelligence: -1 Instinct: -1

Pilot License:

Frigate

Gear:

Military Rank Insignia, Military Fashion, 1 Primary Weapon, 2 Secondary Weapons, 1 Hold-out Weapon, Tech 1 Combat Battle Dress (2 Resistance) 1 ISK, and 1 ship:

1 Frigate (+1 Base Damage, Pick 1 Strength, 1 Weakness, 1 Weapons, 1 Defense, and looks)

Moves:

Pick 3

BLOODLUST: inflict +1 Damage

VETERAN: when you Tank, roll +Willpower instead of +Nerve

IRON WILL: +1 Willpower (max +3)

UNSTOPPABLE: you count as Size 2 in personal combat

SURVIVOR: name your exit, roll +Willpower.

10+: You're out

7-9: You can go or stay, but there will be a cost, you either leave something or take something

Core Failure: You're caught escaping, and vulnerable

INSTINCTIVELY WILLFUL: when you Listen to Instinct in combat, you can roll +Willpower rather than +Instinct

LEAVE NO MAN BEHIND: you can roll +Willpower instead of +Nerve to Repair Damage in Combat.

Primary Weapons: pick 1

- Personal Shield Emitter (3 Resistance)
- Tech 2 Long arm (4 Damage, short/long)
- Sniper Rifle (3 Damage, long, stealth)
- Phase Blade (4 Damage, close)
- Anti-ship turret (2 Damage, but on the ship scale, can't lock on to people)
- Tackling Rifle (0 Damage, short/long, tackling effect of choice)

Secondary Weapons: pick 2

- Tech 1 Long arm (3 Damage, short/long)
- Pair of Tech 2 Sidearms (3 Damage, close, stealth)
- Tech 2 throwing knives (2 Damage, infinite, close/short)
- Assault Drone (3 Damage, short, drone)
- Tackling pistol (0 Damage, close/short, Tackling effect of choice)
- Tackling Grenade (0 Damage, short, area, one shot, tackling effect of choice)
- Bomb (4 Damage, area, one shot)

Hold Out Weapons: pick 1

- Tech 1 Sidearm (2 Damage, close/short)
- Orbital beacon (3 Damage, one shot, long, outside only)
- Tech 2 melee weapon (2 Damage, close)
- Tackling blade (0 Damage, close, tackling effect of choice)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn, pick 1, 2 or 3:

- You fought side to side with one of them. Tell them Rep +2
- You admire one of them for their skills or courage off the battlefield. Tell them Rep +2
- One of them left you on your own. Tell them Rep -2
- Everyone else is Rep +0. Not that much here.

When it comes time for you to write down numbers, listen to what people tell you. If you think one of them has the strength to lead, add 1 to what they say and write down the total. If not, no big deal.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Marine move
- get another Marine move
- get a fleet (Size 2, savage) and Influence
- get a Headquarters (Benefit: 1 ISK, Penalty: poverty, pick 2 from the first list, 1 from the second) and Power from the Corporation CEO character sheet
- get an optional move from another playbook
- get an optional move from another playbook

MAVERICK:

Stats: Pick 1 set

Nerve: +2 Willpower: -2 Charisma: +2 Intelligence: +1 Instinct: -1

Nerve: +1 Willpower: +1 Charisma: +2 Intelligence: -2 Instinct: +0

Nerve: +1 Willpower: -1 Charisma: +2 Intelligence: +2 Instinct: -2

Nerve: -1 Willpower: +0 Charisma: +2 Intelligence: -1 Instinct: +2

Pilot License:

Frigates and Cruisers

Gear:

Academy Certificate, Alternative Fashion, Tech 2 Melee Weapon (2 Damage, close) or Tech 2 Sidearm (3 Damage, close/short) 3 ISK, and a Maverick ship

Moves: You get Ace Pilot and then pick 2 others

ACE PILOT: When you are in your ship and you Tank, Lock Target, Claim Sovereignty, Gain Favor, Support or Tackle, you can add your ship's Strength to your roll (max +3), instead of whatever you would normally roll.

BEAUTIFULLY DONE: When you tank, you can roll +Charisma rather than +Nerve

BOMBSHELL: When you enter a conflict situation (your choice) roll +Charisma

10+: Freeze 2

7-9: Freeze 1

You can freeze any enemy who can see you until you break your stare. They cannot do anything until you look away or make a different move.

Core Failure: all enemies identify you as the primary target

GOOD CHOICE: When you take +1 on something, instead you take +2

AMAZING BODYWORK: when you are naked or nearly naked, and have no other Resistance, gain 2 Resistance. If you are clothed but have no Resistance, gain 1 Resistance

COLLECTOR: You get two additional Maverick Ships

MAVERICK SHIP: Choose a profile:

Frigate: Damage 3, Resistance 1, Size 1, Pick 2 Strengths, 1 weakness, 2 Weapons, 1 Defense, looks

Frigate: Damage 2, Resistance 2, Size 1, Pick 3 Strengths, 1 weakness, 1 Weapon, 2 Defenses, looks

Cruiser: Damage 2, Resistance 2, Size 2, Pick 2 Strengths, 2 weaknesses, 2 Weapons, 1 Defense, looks

Cruiser: Damage 1, Resistance 1, Size 2, Pick 3 Strengths, 0 weakness, 3 Weapons, 2 Defenses, looks

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. On your turn, pick 1 or both:

- One of them is a decent pilot. Tell them Rep +2
- One of them helped you out of a pinch. Tell them Rep +2

Tell everyone else Rep +1. You talk about you a lot.

When it comes time for you to write down numbers, listen to what people tell you, subtract 1 and write down the difference. (min -3). You don't stick around much.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Maverick move
- get another Maverick move
- get the Mission special move, 2 missions, and Contacts 2
- get the Scanning move, your network is a set of recon probes in your star system
- get an optional move from another playbook
- get an optional move from another playbook

OPERATIVE:

Stats: Pick 1 set

Nerve: +2 Willpower: +2 Charisma: -2 Intelligence: +1 Instinct: -1

Nerve: +2 Willpower: -2 Charisma: +2 Intelligence: -1 Instinct: +1

Nerve: +2 Willpower: +1 Charisma: -2 Intelligence: +2 Instinct: -1

Nerve: +2 Willpower: -1 Charisma: +1 Intelligence: -2 Instinct: +2

Pilot License:

Frigates and Cruisers

Gear:

Contact Database, Mission Specific Fashion, and 1 ship:

1 Frigate (-1 Base Resistance, Pick 1 Strength, 1 Weakness, 1 Weapon, 1 Defense, and looks)

Moves: Operative Missions, Associates and pick 1 other

Associates: pick 2-4 PCs (if they agree) or NPCs to join you on your missions. Detail them.

OPERATIVE MISSIONS: you gain the Mission special move and Contacts 2. Pick 3 paying missions, and 1 contractual mission. Based on the mission you pick, you also gain certain bonuses or Operative Gear.

Profitable Missions:

- Security 1: Your ship gets +1 Damage or +1 Resistance, and you get a Tech 2 melee weapon or Tech 1 side arm or corporate body armor.
- Security 2: Your ship is a Cruiser, and you get a Tech 2 Sidearm or Tech 1 Long arm or Tech 1 combat battle dress
- Security 3: Your ship is a Cruiser with +1 Damage or +1 Resistance, and you get Tech 1 combat battle dress, and you get a Tech 2 Sidearm or Tech 1 Long arm.
- Mining: You get the Reprocessing special move
- Distribution: Your ship is a Cargo Hauler, add the Spacious strength and the Obvious weakness
- Exploration: Gain the Scanning move, your network is a set of recon probes in your star system
- Research: You get the Research special move
- Production: You get the Industry special move
- Infiltration: Your ship and weapons gain the Stealth tag
- Espionage: Your ship and weapons gain the Stealth tag
- Diplomacy: When you get caught, you can spend ISK (max 3) to roll +ISK spent
10+: Fine, you can get out of here
7-9: Thanks, and you owe me a favor
Core Failure: you can't bribe your way out of this

Contractual Missions (no bonuses or gear)

- Maintaining Reputation
- Defend Territory
- Investigation
- Peacekeeping
- Protection Racket
- Evasion

OPPORTUNITY: when you Tackle someone, roll +Nerve, rather than Rep.

PUBLICITY: when you meet someone important for the first time (your call), roll +Nerve.

10+: They know of you, take +1 forward when dealing with them

7-9: They know you, but it's not a strong impression

Core Failure: They know of you, and it's not good

MICROJUMPDRIVE: name your escape path and roll +Nerve.

10+: You're out

7-9: You can go or stay, but there will be a cost, you either leave something or take something

Core Failure: You're caught escaping, and vulnerable

SMOOTH OPERATOR: Gain +1 Nerve (max +3)

Reputation:

When everyone introduces their character, write down their names. Once you have all of the names, go around again, listen to what people say. If any of them are in your crew, tell them Rep +2. If they are not, but you want them to be, tell them Rep +1. Tell everyone else Rep +0. When it comes time for you to write down numbers, listen to what people tell you, add 1 to that and write down the total (max +3). You work with people by knowing people.

Level Up:

When you level up, choose one of the following. Each can only be taken once.

- +1 Nerve (max +3)
- +1 Willpower (max +3)
- +1 Charisma (max +3)
- +1 Intelligence (max +3)
- +1 Instinct (max +3)
- get another Operative move
- get another Operative move
- get a new mission (or remove a Contractual mission). Adjust Contacts accordingly.
- get a new mission (or remove a Contractual mission). Adjust Contacts accordingly.
- get an optional move from another playbook
- get an optional move from another playbook

BASIC MOVES

TANK

- 10+ your character does what you were trying to do. Clear Skies.
- 7-9, your character flinches, hesitates or stalls. The GM gives you a hard bargain or an ugly choice on how to resolve this.
- Core Failure. Whatever you were trying to do didn't work.

LOCK TARGET

- 10+ your character got a direct hit. Your target does what you want, or take your damage.
- 7-9 your character got a glancing hit. The GM picks one of the following:
 - The target warps away
 - The target powers down and surrenders
 - The target activates repairs and braces for impact
 - The target tries to parlay for something you want
 - The target tells you what they thing you want to hear
- Core Failure, brace for impact

CLAIM SOVEREIGNTY

- 10+ your character secured their objective. Pick 3 from the list below.
- 7-9 it's in lockdown. Pick 2 from this list:
 - It's under your character's exclusive control
 - Your character takes one less damage when they do this
 - Your character inflicts one more damage when they do this
 - Your character scares the target into rethinking defying your character
- Core Failure, brace for impact

GAIN FAVOR

- 10+ the target will do as your character asks
- 7-9 pay up first
- Core Failure. The target is not willing to communicate with your character.

ANALYZE SIGNATURES

- 10+ Pick 3 questions below to ask.
- 7-9 Pick 1 question to ask:
 - What is the best way out of/into/through here?
 - What/who here is most vulnerable?
 - What/who here is the biggest threat?
 - What/who here is in control?
 - What/who here is out of place?
 - Where are the hiding places?
- Core Failure: Your character's sensors are jammed and you get nothing.

ANALYZE VESSEL

- 10+ Pick 3 questions below to ask.
- 7-9 Pick 1 question to ask:
 - Is the target telling the truth?
 - What is the target really feeling?
 - What is the target going to do?
 - What does the target want from your character?
 - How could your character get the target to _____?
- Core Failure: Your character's sensors are jammed and you get nothing.

LISTEN TO INSTINCT

- 10+ Holy Shit, you're right! Learn something new.
- 7-9 might be, get a good impression.
- Core Failure: No fucking clue.

SUPPORT OR TACKLE

- 10+ your character is on target and the target gets +1 or -2 to their roll on the targeted action.
- 7-9: as 10+, but your character might take some of the consequences
- Core Failure: This move has no effect.

REPAIR DAMAGE

- 10+ remove a Scar from the target. 3 or fewer: heal 1. 4 or 5, stabilize at 3.
- 7-9 remove a Scar from the target and remove one penalty that the target is currently suffering.
- Core Failure: Remove one Scar from the target and your character is exposed to future attacks.

MARKET TRANSACTION

- 10+ a seller has been located and you can choose to purchase for their price if you like.
- 7-9 it's going to take some haggling for the seller to part with the item.
- Core Failure: Nothing like that is available in this market.

CONTRACT TRANSACTION

- 10+ your character locates the seller and they make the exchange.
- 7-9 what your character gets is not exactly what they were looking for, but it's close.
- Core Failure: Your character has attracted the attention of something or someone

TAKE DAMAGE

- 10+ your character gains one Scar, so detail it. The GM can pick one:
 - Your character is put out of action
 - The damage your character receives is increased by 1
 - The GM can pick 2 from the next list instead
- 7-9 your character gains one Scar, so detail it. The GM can pick one:
 - Your character loses their next action
 - Your character loses their grasp on an object
 - Your character loses their grasp on a position
 - Your character loses their grasp on a piece of information
 - Your character misses the next thing they would have learned
- If you get a 6 or lower, your character gains one Scar, so detail it. The GM can choose to reduce the harm that you take by 1 or more to buy results from the previous list.

SPECIAL MOVES

SCANNING

- 10+ perform one of the available actions, and choose two of the optional effects of their network.
- 7-9 perform one of the available actions, and choose one of the optional effects of their network.
- Core Failure: You get no information and something bad happens to your character's network.

Available Actions:

- Gather information about any specific person or thing that your network can reach
- Gather information about your network, or networks like it
- Gather information about who or what is scanning like you are
- Broadcast information for others to receive
- Forge new connections to areas not affected by your network

Default Effects: Requires Concentration, Shallow Reach, Local and Narrow, Noisy and Garbled.

Optional Effects:

- The network requires no attention to maintain for a duration.
- The network penetrates deeply for specific details.
- The network extends broadly in scope and is far reaching.
- The network neither produces nor receives unwanted noise.

RESEARCH

- 10+ Pick 2 of the options below, and the GM will tell you AND or OR.
- 7-9 Pick 3 of the options below, and the GM will tell you AND or OR.
- Core Failure: The GM will tell you what gets picked.

Options:

- The progress clock is going to be measured in hours/days/months/years (GM's choice)
- First, your character will need to design/copy/improve this other thing
- Your character will need help from a specialist
- Your character will need access to a special facility
- Your character is going to need to spend a lot of ISK
- The best that your character can come up with is a cheap gimmick
- Doing this is going to come at a risk for your character
- Your character will need to salvage parts from something operational

INDUSTRY

- 10+ your Pick 2 of the options below, and the GM will tell you AND or OR.
- 7-9 Pick 3 of the options below, and the GM will tell you AND or OR.
- Core Failure: The GM will tell you what gets picked.

Options:

- The progress clock is going to be measured in hours/days/months/years (GM's choice)
- First, your character will need to build/resupply/refuel/recharge this other thing
- Your character will need help from a specialist
- Your character will need access to a special facility
- Your character is going to need to spend a lot of ISK
- The best that your character can come up with is a cheap knock off
- Doing this is going to come at a risk for your character
- Your character will need to salvage parts from something operational

REPROCESSING

- 10+ Pick 2 of the options below, and the GM will tell you AND or OR.
- 7-9 Pick 3 of the options below, and the GM will tell you AND or OR.
- Core Failure: The GM will tell you what gets picked.

Options:

- The progress clock is going to be measured in hours/days/months/years (GM's choice)
- Your character will need help from a specialist
- Your character will need access to a special facility
- Your character is going to need to spend a lot of ISK
- It's not going to net you are much as you hoped
- Doing this is going to come at a risk for your character
- Your character will need to reprocess more of this to get anything good out of it

MISSION

- 10+ Gain rewards from all of the missions your character worked.
- 7-9 Single mission: the one reward. Multiple missions: one failure, remaining rewards
- Core Failure: All the picked missions produce the failure result.

Paying Missions:

- Security 1 (Reward: 1 ISK / Failure: skirmish)
- Security 2 (Reward: 2 ISK / Failure: clash)
- Security 3 (Reward: 3 ISK / Failure: battle)
- Mining (Reward: 1 ISK / Failure: poverty)
- Salvaging (Reward: 2 ISK / Failure: ambush)
- Distribution (Reward: 1 ISK / Failure: dismissal)
- Exploration (Reward: 1 ISK / Failure: deception)
- Research (Reward: 1 ISK / Failure: confusion)
- Production (Reward: 1 ISK / Failure: breakdown)
- Infiltration (Reward: 1 ISK / Failure: discovery)
- Espionage (Reward: 2 ISK / Failure: arrest)
- Diplomacy (Reward: 1 ISK / Failure: conflict)

Contractual Missions:

- Maintaining Reputation (Reward: hold standing / Failure: lose position)
- Defend Territory (Reward: hold territory / Failure: lose territory)
- Investigation (Reward: find a clue / Failure: lead goes cold)
- Peacekeeping (Reward: calmer heads / Failure: conflict)
- Protection Racket (Reward: pay your dues / Failure: goon squad)
- Evasion (Reward: you remain unknown / Failure: detected)

JUMP NAVIGATION

- 10+the ship made it, to the location, in one piece, as intended.
- 7-9 The GM makes two options off limits, and you pick the result from the remaining options.
- Core Failure: You make one option off limits, GM picks the result from the remaining options.

Result Options:

- Not all of the fleet made it together, some ships are somewhere else.
- The jump failed and the ship is exactly where it started.
- The ship burned up the rest of its fuel reserves to get here.
- Your character has no idea where they are.
- Significant damage has been inflicted to the drive, and this will take a while to fix.

MARKET

Ships

Class	Strengths	Weaknesses	Weapons	Defenses	Price
Tech 1 Frigate	1	1	1	1	1 ISK
Tech 2 Frigate	2	1	2	2	2 ISK
Tech 1 Cruiser	1	1	1	1	3 ISK
Tech 2 Cruiser	2	1	2	2	5 ISK
Tech 1 Battleship	1	1	1	1	10 ISK
Tech 2 Battleship	2	1	2	2	15 ISK
Capital Ship	1	1	1	1	30 ISK

*Ships have a Base Damage and Resistance of 1 if not otherwise noted.

Modules and Rigs

Tech 1 Weapon, Defense, Tackle Module, or Rig 1 ISK
 Tech 2 Weapon, Defense, Tackle Module, or Rig 3 ISK

Small arms

Tech 1 melee weapon or Sidearm 1 ISK
 Tech 2 melee weapon, or Tech 1 Longarm 2 ISK
 Tech 2 Sidearm 3 ISK
 Tech 2 Longarm 5 ISK

Armor

Personal Body Armor 1 ISK
 Tech 1 Body Armor 3 ISK
 Tech 2 Body Armor 10 ISK

Services

Repairs 1 ISK
 Medical Treatment 1 ISK
 Room and Board 1 ISK per month
 Industrial work half the proceeds of the job
 Contract Work 1 ISK, usually