THE ACE

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, –1

STR [ ] WEAK

DEX [ ] SHAKY

CON [ ] SICK

INT [ ] STUNNED

WIS [ ] CONFUSED

CHA [ ] SCARRED

DMG DIE
STARTING: D8

ARMOR

VITALITY
STARTING: 12+CON

WOUNDS

EQUIPMENT

[   ] Load (6 + STR):
You start with the following:
Your Ship, a Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Weight), Utility Belt (3 Uses, 1 Weight, Worn), and 2-Credit.

Choose 2 of the following options:
- +1 Credit
- Another Laser Pistol
- Military Uniform (0 Weight)
- Repair Module (Consumable, 1 Weight)
- Scanning Module (3 Uses, 1 Weight)
- Space Rations (3 Uses, 1 Weight)
- Specialized Tools (Starship) (3 Uses, 1 Weight)
- Synthleather Vest (1 Armor, 1 Weight, Worn)

DEFAULT MOVES

YOUR SHIP
You have a starship! Follow the instructions on the Ship playbook. Fill this out as you would a character playbook. The Ship only earns xp for Milestones, but you and your allies may contribute xp to it. If you somehow lose your starship, you may acquire another; the GM and story will tell you how.

RE-ROUTE SYSTEMS
When piloting any vessel, you may re-route its system priorities.
When you do this, roll + INT.
Any Success: You may move 1 from a vessel ability (POW, SEN, SPD, or WPN) to any other vessel ability. You may also reset the vessel's abilities to their starting values.
Partial Success: The exchange is a 1:2 ratio (it costs 2 to increase another ability by 1). You can pool from multiple vessel abilities. A vessel ability may not be reduced below -1 or above +3 and this modification lasts no longer than the current scene.

....

Select one of the following PACKAGES. Take all of the moves.

IMPROVED SHIP [ ]

LIMITED EDITION: *Add another Package to your Ship playbook. This means that your Ship starts with two Packages instead of one.*

UNCANNY RELATIONSHIP: *You may have a Special Relationship with your Ship. When you do, add +2 ongoing when you repair or modify your Ship. When you trigger the Special Relationship with your Ship, mark xp as usual.*

SHOWOFF [ ]

NEED FOR SPEED: *When you push your vessel's engines to their limits, roll + DEX.*
Any Success: Increase your vessel's Speed by 1 for the duration of the scene.
Complete Success: If this triggers a Drive or Relationship, the bonus lasts for the rest of the session.

STUNT PILOT: *When you pilot a vessel and perform tricky maneuvers, roll + DEX.*
Complete Success: Gain three Reserve.
Partial Success: Gain one Reserve.
Spend the Reserve to add +1 to any vessel move. If performing these tricky maneuvers triggers a Drive, gain 1 more Reserve.

ALL FOR ONE: *When you are the pilot of a vessel and score a 10+ on Evasive Action, add +1 forward.*

TECH [ ]

ENGINEERING 101: *When you repair a vessel, roll +INT.*
Complete Success: Restore 1d8 Hull or one Critical to the vessel.
Partial Success: Restore 1d4 Hull or one Critical to the vessel and choose one: spend 1-Credit, mark a Use of Specialized Tools, or double the time it takes.

TINKER: *When you modify a vessel, choose one of the following options: Increase Damage Die by one step, Increase Hull by 8, add a Critical checkbox, Increase POW by 1, or Increase SPD by 1. Then, roll + INT.*
Any Success: The modification succeeds and lasts until the end of the next scene.
Partial Success: You must spend 1-Credit or 1-Barter for parts or mark a Use of Specialized Tools.
If making these modifications triggers a Drive, the modification lasts for the rest of the session.

RIGHT TOOL FOR THE JOB: *When you mark relevant Specialized Tools to repair or modify a piece of technology, add +1 forward.*

infinite galaxies

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- ○ Charm people with your gallant and daring stories.
- ○ Earn a reward for finishing a job.
- ○ Impress someone with your fine piloting skills.
- ○ Modify a vessel to improve its performance.
- ○ Pilot your ship through dangerous territory.
- ○ Take control of another vessel (not your own).

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:

- ○ Academy Cadet: You come from a life of privilege and training. Add +1 ongoing when you socially interact with other pilots or engineers.
- ○ Alien: You are not human. Name and describe your alien race. When you encounter alien technology or vessels, add +1 to "Understand" them.
- ○ Mercenary: You live for the mission. When you earn Credit or Barter for completing a job, and this triggers a Drive, earn one more Credit or Barter.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

- ○ Special: I need _____ to get me somewhere in a hurry.
- ○ I must train _____ in their ship duties.
- ○ _____ needs me to get them out of danger.
- ○ I'll show _____ how speed kills.
- ○ I need to keep _____ in tip-top shape.
- ○ _____ must push me to try new things.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

- ○ Add +4 to your Vitality or add a Wounds checkbox*
- ○ Increase Damage Die by 1 Step
- ○ Increase one of your Ability Scores by 1 (maximum +3)*
- ○ Take a move from another starting Ace package*
- ○ Take a move from another playbook#
- ○ Permanently enhance a Basic or Special move*
- ○ Take on a Companion
- ○ Unlock a 3rd Drive. When a Milestone is introduced, you may mark three Drives.
- ○ AGGRESSIVE ACTION: When you fire a vessel's weapons, use your Damage Die instead of the vessel's.
- ○ AND ONE FOR ALL: When you gain the bonus from "All for One", you may grant this +1 forward to everyone else in your vessel.
- ○ AT THE HELM: When you use "Evasive Action", you may roll with DEX instead of the vessel's SPD.
- ○ EXPERIENCED SMUGGLER: When you barter using cargo on your Ship, add +2 to the effective Barter for the purposes of the roll.
- ○ KEEP IT TOGETHER, BABY: While you have a Special Relationship with your Ship, add +4 to its Hull.

- ○ LOGICAL DEFENSE: When you use "Raise Shields", you may roll with INT instead of the vessel's POW.
- ○ PUSH THE ENVELOPE: When you increase your vessel's SPD using "Need for Speed", add +1 forward to Shields and +1d4 Damage forward as well.
- ○ RESOURCEFUL: Lower your Ship's Maintenance Requirement by one (minimum 1).
- ○ SHIELDS SPECIALIST: When you modify a vessel using "Tinker", also add +1 ongoing to Shields while your modification is in place.
- ○ STOWED AWAY SOMEWHERE: Your Ship has 1-Barter or 1-Credit worth of cargo onboard. Automatically replenish this when you use the "Restock" move.
- ○ TALK TOUGH: When you intimidate, using your ship's prowess as leverage, roll + CHA. Any Success: Other ships steer clear of you… for now. Partial Success: One ship defies you and attacks.
- ○ TARGETEER: When you use "Fire at Will", you may roll with DEX instead of the vessel's WPN.
- ○ WARY PILOT: When you use "Sensor Scan", you may roll with WIS instead of the vessel's SEN.

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* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

THE EXPLORER

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR
[ ] WEAK

DEX
[ ] SHAKY

CON
[ ] SICK

INT
[ ] STUNNED

WIS
[ ] CONFUSED

CHA
[ ] SCARRED

DMG DIE
STARTING: D8

ARMOR

VITALITY
STARTING: 16+CON

WOUNDS

EQUIPMENT

[   ] Load (8 + STR):
You start with the following:
Laser Rifle (+2 Damage, Far, Near, 3 Recharge, 2 Wt.), Space Rations (3 Uses, 1 Wt.), a Utility Belt (3 Uses, 1 Wt., Worn), and 2-Credit.

Choose 2 of the following options:
• +1 Credit
• A Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Wt.)
• An Electro-Net (Consumable, Electrical, Thrown, 1 Wt.)
• Metabolic Tonic (Consumable, 0 Wt.)
• Scanning Module (3 Uses, 1 Wt.)
• Survival Gear (3 Uses, 2 Wt.)
• Synthleather Vest (1 Armor, 1 Wt., Worn)

CHOSEN ENVIRONMENT
Choose one environment from the list below.
[ ] Wilderness   [ ] Urban   [ ] Space
Add +1 ongoing to any Explorer moves when in your chosen environment.

THE HUNT
When you seek someone or something specific, roll + WIS.
Any Success: You learn the location of what you seek.
Partial Success: The GM chooses one from the following options: you or someone else is put in danger, you mark one Use of your Survival Gear or Utility Belt, or it takes a long time.

SCOUT
When you explore a dangerous place, roll + WIS.
Any Success: You learn something interesting and useful about this place.
Complete Success: You also have the drop on anyone there. If this triggers a Drive, add +1 ongoing to your moves for the rest of the current scene.

....

Select one of the following Packages. Take all of the moves.

INTUITION [ ]

READ A PERSON: *When you size up someone to evaluate them, roll + WIS.*
Any Success: The GM tells you one motivation, strength, or flaw.
Complete Success: You choose which the GM reveals.

SPOT VULNERABILITY: *When you examine an object for its weakness, roll + WIS.*
Any Success: The GM reveals its vulnerability.
Partial Success: You either draw unwanted attention or are put in danger (your choice).

EXPLOIT WEAKNESS: *If you know someone's or something's weakness, add +1 ongoing to exploit it. This lasts for the current scene.*

PILOTING [ ]

INTO THE UNKNOWN: *When you pilot your vessel into unknown places, roll + INT.*
Any Success: The GM reveals a previously unknown threat in this place.
Complete Success: Add +1 ongoing against this new threat; this bonus lasts no longer than the current scene.

PATCH: *When you repair a vessel, roll + INT.*
Any Success: Restore 1d8 Hull or one Critical to the vessel.
Partial Success: Choose one: It takes twice as long as expected or spend 1-Barter or 1-Credit on parts.

IMPROVED SENSORS: *Choose one additional option on "Sensor Scan", even on a failure.*

TRAILBLAZING [ ]

A SAFE PLACE: When you seek a safe place in unknown or hostile territory, roll + WIS.
Any Success: You find a place and can use the "Rest" move there.
Partial Success: It is still dangerous; take -1 forward to "Take Watch".
If seeking such a place triggers a Drive, no one gets the drop on you while resting.

TRACKING: When you track someone, roll + WIS.
Complete Success: Choose three from the list.
Partial Success: Choose one.
• When you find them, you have the drop on them.
• You learn the direction they traveled and when they passed this spot.
• You learn the numbers and species of your quarry.
• You pick up a tendency; add +1 forward when dealing with them.

FLORA AND FAUNA: When you "Understand" a beast or plant species, add +1 ongoing to deal with that species. This bonus lasts until you leave the species' presence or the end of the session (whichever comes first).

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- O Ambush someone who is unaware of you.
- O Challenge an established tradition or law.
- O Discover someone's hidden motivations or fears.
- O Find goods or resources to help your allies.
- O Learn information about a new place or people.
- O Pilot a vessel into or out of danger.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:

- O Alien: You are not human. Name and describe your alien race. When you "Travel Dangerous Territories" in your species' home system / planet, you get a complete success when you are the lead.
- O Search & Rescue: You have found and rescued people. Once per scene, when you are put in danger, you may take -1 forward to immediately get out of danger.
- O Sniper: You are a trained rifleman. When you have the drop on someone, add +1 forward against them.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

- O Special: _____ must push me to try new things.
- O Relationship: I need to show _____ how to be self-reliant.
- O Relationship: I need _____ to protect me in times of crisis.
- O Relationship: I must guide _____ to safety.
- O Relationship: _____ needs me to fix their mess.
- O Relationship: I will take _____ to strange, new places.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

- O Add +4 to your Vitality or add a Wounds checkbox*
- O Increase Damage Die by 1 Step
- O Increase one of your Ability Scores by 1 (maximum +3)*
- O Take a move from another starting Explorer package*
- O Take a move from another playbook#
- O Permanently enhance a Basic or Special move*
- O Take on a Companion
- O Unlock a 3rd Drive. When a Milestone is introduced, you may mark three Drives.
- O ADVANCED WARNING: When you have the drop on someone, you and everyone traveling with you adds +1 forward.
- O AMBUSH: When you have the drop on someone, add +1d6 damage forward.
- O EXPERIENCED SCAVENGER: When you successfully "Scavenge", you may create a Repair Module instead of taking the 1-Barter.
- O FORAGE: When you search for food or supplies, roll + WIS. Any Success: Recover 1 Use of Space Rations or your Utility Belt. Partial Success: Choose to either draw unwanted attention or you are put in danger; if this move triggers a Drive, you do not choose one.
- O FOUND ITEMS: When you "Scout" and get a complete success, you also recover one item's Use or marked Ammo/Recharge.

- O FRINGE TRADER: Add +1 ongoing when you "Barter".
- O GUARDED WATCH: Everyone in your group adds +1 Armor forward when they "Take Watch".
- O HUNTER-GATHERER: When you use the "Rest" move, you hunt/scavenge for food and need not mark a Space Ration.
- O INSIGHT: When you know someone's motivation, strength, or flaw, you may "Negotiate" using WIS instead of CHA. If this triggers a Drive, you also get a resource from them (the GM will tell you what).
- O LAY OF THE LAND: When your group "Travels Dangerous Territories", you add +1 ongoing while you lead.
- O SCAVENGE: When you search a damaged or abandoned vessel or machine for usable parts, roll + WIS. Any Success: You find something valuable; take 1-Barter. Complete Success: Add +1 forward to use what you found.
- O SHIELDED EXPLORER: While you have the +1 ongoing from "Into the Unknown", your vessel also adds +1 ongoing to its Shields.
- O STRIKE THE WEAK SPOT: When you know a target's weakness, add +1d4 damage ongoing against it. This lasts until the end of the current scene.
- O SUPERIOR AMBUSH (req. "Ambush"): When you have the drop on someone, anyone traveling with you also has the drop on them and adds the +1d6 damage forward.

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* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

THE JACK

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR
[ ] WEAK

DEX
[ ] SHAKY

CON
[ ] SICK

INT
[ ] STUNNED

WIS
[ ] CONFUSED

CHA
[ ] SCARRED

DMG DIE
STARTING: D8

ARMOR

VITALITY
STARTING: 12+CON

WOUNDS

EQUIPMENT

[   ] Load (8 + STR):

You start with the following:
Falsified ID (0 Wt), a Laser Pistol (+1 Damage, Near, Far, 3 Recharge, 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn), and 2-Credit.

Choose 2 of the following options:
- +1 Credit or 1-Barter
- Another Laser Pistol
- Metamorph Disguise System (3 Uses, Training, 1 Wt)
- Space Rations (3 Uses, 1 Wt)
- Synthleather Vest (1 Armor, 1 Wt, Worn)

DEFAULT MOVES

GATHER INFORMATION
You have access to information resources no one else has. When you check with your contacts regarding a specific person or organization, choose one:
- Details of an ongoing scheme
- Their behavior or inner workings
- The truth behind a closely-guarded secret

Then, roll + CHA.
Complete Success: You learn exactly what you need to know (the GM must reveal what this is) and you add +1 forward when acting on the information.
Partial Success: You learn something interesting, but choose one: put yourself in a danger or spend 1-Credit; if checking with your contacts triggers a Drive, you do not have to choose one.

....

Select one of the following Packages. Take all of the moves.

ESPIONAGE [ ]

INFILTRATION: When you carefully infiltrate a place or organization, state what you are trying to accomplish. The GM will tell you what is required (in terms of time, possible bribes, etc.). Then, roll + INT.
Any Success: You get in.
Partial Success: The GM chooses two from the following: it costs 1-Credit or 1-Barter, it takes a lot longer than you expected, or you draw unwanted attention.
Infiltration does not include extracting yourself from the situation. For that, you are on your own.

SHADOWING: When you follow someone, without their knowledge, roll + INT.
Complete Success: You follow them - undetected - as long as you wish.
Partial Success: You follow, but choose one: you are put in danger or you must stop before getting what you want.

METAMORPH: You are trained in the use of the Metamorph Disguise System.
See the Infinite Galaxies Core Rules for more information.

PISTOLEER [ ]

COVER FIRE: When you are armed with two pistols and lay down cover fire, roll + DEX.
Any Success: An ally of your choice moves out of danger.
Complete Success: They also add +1 forward against anyone threatening them; if this triggers a Drive, you both add +1 forward.

WARNING SHOT: When you have the drop on someone and are armed with a pistol, you can choose to deal your damage or roll + DEX.
Any Success: Choose 1 effect from the following.
Complete Success: Also, deal your damage.
- Disarmed: They drop whatever they are holding.
- Intimidated: They run from you.
- Stunned: For the moment, they stop whatever they were doing.

DUAL PISTOLS: Add +1 to Damage rolls while wielding a pair of pistols.

SCOUNDREL [ ]

FEINT: When you mislead someone for your own benefit, roll + CHA.
Complete Success: Gain three Reserve.
Partial Success: Gain one Reserve.
Spend your Reserve on the following:
- Cause them to reveal a secret (the GM will tell you what it is).
- Someone in danger swaps places with your target.
- They stand in the way of an attack meant for you; add +1 Armor forward.

THIEF: When you quickly take something (an object you could palm) from a target, name your intended prize and roll + DEX.
Any Success: You get the item.
Partial Success: The target or someone else knows you took it.
If taking an item triggers a Drive, add +1 forward.

PAYOFF: If a move calls for you to spend 1-Credit, gain 1-Credit at the end of the scene (the GM will tell you how).

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

O Beguile your way into a social circle or institution.

O Defeat someone by taking advantage of them.

O Explore a seedy and dangerous place.

O Find critical information no one else can.

O Get someone else out of danger using skill and guile.

O Steal an item critical to the mission at hand.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

O Special: I'll get _____ to tell me secrets.

O _____ will risk themselves to protect me.

O I use _____ as a distraction while I do my thing.

O _____ advises me when it comes to money.

O I'll get _____ to abandon their strict morals.

O I need _____'s skills to get me into a secret place.

ORIGIN

Select one of the following:

O Alien: You are not human. Name and describe your alien race. When you are exclusively among your own kind, add +1 to "Gather Information".

O Criminal: You were (or are) involved in illegal operations. When you "Gather Information" from underworld contacts, you may pay 1-Credit to get a 10+ result.

O Spy: You have worked undercover as a spy for a government or corp. You start with the "Cover" advance.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

O Add +4 to your Vitality or add a Wounds checkbox*

O Increase Damage Die by 1 Step

O Increase one of your Ability Scores by 1 (maximum +3)*

O Take a move from another starting Jack package*

O Take a move from another playbook#

O Permanently enhance a Basic or Special move*

O Take on a Companion

O Unlock a 3rd Drive. When a Milestone is introduced, you may mark three Drives.

O ASSASSIN: When you have the drop on someone and deal damage to them, roll two dice and take the better result.

O BLACKMAIL: When you consult your underworld contacts to get dirt on someone, roll + CHA. Complete Success: You have ongoing leverage on them and +1 forward to "Negotiate". Partial Success: You learn something interesting, but it is up to you to use it against them.

O COVER: You have spent some effort developing a second identity and have a Cover. If your Cover is blown, you can create a new one, with time (the GM will tell you how).

O DISARM: Add "You take their weapon" as an option under the "Feint" move.

O THE DROP: When you pursue someone, intending to ambush them, roll + DEX. Any Success: You surprise or ambush them. Complete Success: Also add +1 forward.

O ELUDE SECURITY: When you elude physical security measures, roll + DEX. Any Success: You get through. Partial Success: Choose to draw unwanted attention or be put in danger.

O GAMBLER: When you cheat at gambling, spend 1-Credit and roll + INT. Complete Success: Get 2-Credit back. Partial Success: Retain your Credit, but you draw unwanted attention.

O HACK: When you hack security or computer systems, mark one Use of Specialized Tools (Hacking) and roll + INT. Any Success: You bypass or enter the system. Add +1 ongoing to "Analyze" or "Understand" while in this system. Partial Success: Choose to draw unwanted attention or mark another use of your Specialized Tools.

O I KNOW A GUY: When you use the "Restock" move, you may acquire a Falsified ID at no cost.

O I.D. CHECK: When you use a Falsified ID to get past security, roll + CHA. Any Success: You get through. Partial Success: Choose to either draw unwanted attention or pay 1-Credit.

O MASTER PISTOLEER (req. "Dual Pistols"): Add +1d4 to damage when wielding a pair of pistols.

O METAMORPH MASTER: When you use the Metamorph Disguise System, add +1 ongoing to pose as a specific person.

O MONEY TALKS: When a move directs you to spend 1 or more Credit, and this triggers a Drive, add +1 ongoing for the rest of the scene.

O SECOND CHANCES: When your Cover is in danger of being blown, you can trade 1-Barter to get out of the situation (the GM will tell you how).

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

THE LEADER

NAME:
Body:
Eyes:
Fashion:
Hair:
Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, –1

STR [ ] WEAK
DEX [ ] SHAKY
CON [ ] SICK
INT [ ] STUNNED
WIS [ ] CONFUSED
CHA [ ] SCARRED

DMG DIE STARTING: D6
ARMOR
VITALITY STARTING: 12+CON
WOUNDS

EQUIPMENT

[   ] Load (6 + STR):

You start with the following:
Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Wt), a Synthleather Hauberk (1 Armor, 1 Wt, Worn), a Utility Belt (3 Uses, 1 Wt, Worn), and 2-Credit.

Choose 2 of the following options:
- +1 Credit
- Medic Gear (3 Uses, 1 Wt)
- Military Uniform (0 Wt, Worn)
- Space Rations (3 Uses, 1 Wt)

DEFAULT MOVES

ISSUE ORDERS - O O O
You start each session with three Reserve. When you issue orders to those in your charge who can hear and see you, spend your Reserve to grant an ally +1 to any roll result. You cannot grant multiple bonuses to the same roll result. You may have no more than three Reserve at any time. When you Rest, regain one Reserve. When you try to regain Reserve at other times, once per scene, roll + INT.
<u>Complete Success:</u> Regain two Reserve. <u>Partial Success:</u> Regain one Reserve.
When a Milestone passes, you recover all spent Reserve (back to your maximum).

RESERVE BENEFIT
While you have Reserve remaining, you gain one of the following benefits. You may change the benefit when you make a move of any kind.
- Add +1 ongoing to your damage
- Add +1 ongoing to Armor
- When you heal someone (by any means), you also regain 1d4 Vitality

....

Select one of the following Packages. Take all of the moves.

BY EXAMPLE [ ]

SITUATIONAL AWARENESS: *When you are in the heat of a dire situation and everyone looks to you for answers, roll + INT.* <u>Complete Success:</u> *Ask the GM three questions from the list below or from the Analyze basic move.*
<u>Partial Success:</u> *Ask the GM one question from the list below.*
You or an ally (your choice) adds +1 forward when acting on the information from these questions.
- What here can I afford to ignore and what deserves my full attention?
- What source of potential danger has my team failed to discover?
- Who here is hiding something from my team or me and what is it?

SUDDEN RECOVERY: *When you encourage your ally to press on, despite their injuries, roll + CHA.*
<u>Any Success:</u> *The ally recovers 1d8 Vitality or one Wound.*
<u>Complete Success:</u> *Add your CHA to the Vitality recovered.*

LEAD FROM THE FRONT: *When you lead a charge into combat, you and your allies add +1 forward to their first combat-related move.*

STRATEGY [ ]

REQUISITION ORDER: *When you demand something that usually costs 1-Credit, roll + INT.* <u>Complete Success:</u> *You get the item without spending the 1-Credit.*
<u>Partial Success:</u> *You can get the item, but you must trade 1-Barter or perform a service (GM's choice).*

SOUND APPROACH: *When a new scene starts, and you enact a strategic plan for success, spend 1 Reserve and roll + INT.*
<u>Any Success:</u> *one ally of your choice adds +1 ongoing to a specific move until they fail.*
<u>Complete Success:</u> *The bonus lasts for the rest of the scene.*

PLAN OF ACTION: *You can "Issue Orders" to allies who are unable to see or hear you (due to distance or other factors). If issuing these orders triggers a Drive, you also add +1 forward to any move.*

SURVIVAL [ ]

PATCH 'EM UP: *When you tend to someone's injuries, spend a Use of Medic Gear and roll + WIS.* <u>Complete Success:</u> *The target recovers 2d6 Vitality.*
<u>Partial Success:</u> *The target recovers 1d6 Vitality and you must spend another Use of Medic Gear; if healing someone triggers a Relationship (yours or someone else's), do not mark the extra Use of Medic Gear.*

STASHED AWAY: *When you or an ally marks the last Use, Ammo, or Recharge on an item, roll + INT.* <u>Complete Success:</u> *You have something stashed away; recover the spent Use, Ammo, or Recharge.* <u>Partial Success:</u> *You can find it, but you must overcome an obstacle (the GM will tell you what).*

DESPERATE TIMES: *When your allies look to you for guidance in a desperate situation and you trigger a Drive, you may ask the GM one question, which must be answered truthfully.*

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DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- ○ Discover new information about a group or culture.
- ○ Give critical advice to help an ally succeed.
- ○ Lead your allies to victory against a significant enemy.
- ○ Negotiate a deal that critically benefits you and your allies.
- ○ See a rational plan through to its successful end.
- ○ Spend a critical resource getting an ally back into the fight.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

- ○ Special: I must show _____ the error in their thinking. Again.
- ○ _____ must admire my magnetic personality.
- ○ _____ must keep me safe and able to lead us.
- ○ I must keep _____ ready and available for action.
- ○ I need to get the very best out of _____'s abilities.
- ○ _____ must help me find the way out.

ORIGIN

Select one of the following:

- ○ Alien: You are not human. Name and describe your alien race. Choose one human character with whom you have a standard Relationship. When you "Aid" them, their resulting move cannot be worse than a 7-9 result.
- ○ Military: You were (or are) an officer in the military. When you trigger a Drive or Relationship by telling a story about your past, also add +1 forward to any move.
- ○ Noble: You hail from a wealthy family or clan. When you spend Credit because of a move result, add +1 forward.

ADVANCES ☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

- ○ Add +4 to your Vitality or add a Wounds checkbox*
- ○ Increase Damage Die by 1 Step
- ○ Increase one of your Ability Scores by 1 (maximum +3)*
- ○ Take a move from another starting Leader package*
- ○ Take a move from another playbook#
- ○ Permanently enhance a Basic or Special move*
- ○ Take on a Companion
- ○ Unlock a 3rd Drive. When a Milestone is introduced, you may mark three Drives.
- ○ ARTICLES OF SURRENDER: When you "Negotiate" with your enemies and, if they surrender and this triggers a Drive, add +1 ongoing against them or their allies until the end of the session.
- ○ BETTER MINIONS: Choose one improvement for your Minions – they increase to 6 members or add +1 to Combat or Morale (max +3).
- ○ CHARGE INTO BATTLE: When you "Lead from the Front", you and your allies add +1 Armor forward as well.
- ○ EFFECTIVE RECOVERY: Whenever you enable someone to recover Vitality, add your INT to the amount recovered.
- ○ LAST-DITCH EFFORT: When a move that causes damage directs you to mark Ammo or Recharge, you may mark another to add an additional Damage Die.
- ○ THE LONGVIEW: Once per scene, when you "Issue Orders", the recipient adds +1 ongoing to the same move for the rest of the scene.

- ○ MAKE THE DEAL: When you enter into an agreement to perform services for Credit and you successfully complete the job, add +1 Credit to any payment you would have received.
- ○ MEDICAL SPECIALIST: When you cause someone to recover Vitality, you can spend a Use of Medic Gear to add your INT to the amount recovered.
- ○ MINIONS: You have a group of four Minions. Describe them and why they follow you. They have a Combat of +1 and a Morale of +0. If you lose your Minions, you may get new ones (the GM will tell you how). See the Infinite Galaxies Core Rules for more information.
- ○ MOMENT OF CLARITY: When you recover Reserve for "Issue Orders", you also recover 1d8 Vitality.
- ○ MORE RESERVE: You may have up to four Reserve for a Leader move at any time. When you roll 12+ on any move that grants Reserve, gain one more Reserve.
- ○ QUICK TRADER: When in a civilized settlement, a spaceport, or a capital ship, you may exchange any number of Barter for a like amount of Credit.
- ○ REJUVENATING ORDERS: When you grant an ally a bonus from "Issue Orders", they also recover 1d4 Vitality.
- ○ SAFETY PLAN: When you grant an ally a bonus from "Issue Orders", they also add +1 Armor forward and +1 forward to "Defy Danger".
- ○ SAVIOR: When you heal someone and trigger a Drive as a result, they also remove one Debility.
- ○ SEAL THE DEAL: When you receive the extra Credit from "Make the Deal", you may also ask one question regarding your patron or they will perform a minor task for you.

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

THE
PSI

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR
[ ] WEAK

DEX
[ ] SHAKY

CON
[ ] SICK

INT
[ ] STUNNED

WIS
[ ] CONFUSED

CHA
[ ] SCARRED

DMG DIE
STARTING: D8

ARMOR

VITALITY
STARTING: 16+CON

WOUNDS

EQUIPMENT

[   ] Load (6 + STR):
You start with the following:
Flexsteel Robes (1 Armor, 1 Wt, Worn), a Kreth weapon (describe it – it has the Close and Training tags and 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn), and 1-Credit.

Choose 2 of the following options:
• Digital Encyclopedia (3 Uses, 1 Wt)
• Metabolic Tonic (Consumable, 0 Wt)
• Tallic Incense (3 Uses, 0 Wt)
• Space Rations (3 Uses, 1 Wt)

BUILD RESERVE - O O O
You start each session with three Reserve. You may have no more than three Reserve at any time. You may spend Reserve to fuel your psionic powers. In addition, you can choose to enhance a basic move by spending one Reserve; this enhancement lasts until the end of the scene. When you "Rest", regain one Reserve. When you try to regain Reserve at other times, once per scene, roll + WIS.
<u>Complete Success:</u> Regain two Reserve.
<u>Partial Success:</u> Regain one Reserve.
When a Milestone passes, you recover all spent Reserve (back to your maximum).

RESERVE MOVES
When a Psi move calls for you to spend Reserve, on a complete success, you retain one of the Reserve you spent to use the move.

KRETH JEWEL
You have a Kreth jewel into which you have invested part of your id, which represents your instinct and emotion. At any time, your jewel can be in one of the following states – Bound (embedded in your forehead or hand), Unbound (floating around your head or hand), or Weapon (inserted into a Kreth weapon). These states provide the following benefits:
- Bound: When you spend one Reserve, add +1 Armor for the rest of the scene.
- Unbound: When you are alone and reach out with your psionic senses, add +1 to "Analyze".
- Weapon: You may use WIS instead of STR to "Fight".
In addition, you are trained in the use of Kreth weapons.

....

Select one of the following Packages. Take all of the moves.

PSIONIC WARRIOR [ ]

COMBAT TRANCE: When you center yourself before entering combat, spend one Reserve and roll + WIS. <u>Any Success:</u> Add +1d4 damage ongoing until you fail a combat-related move or the scene ends.

KRETH INITIATE: When you wield a Kreth weapon and have Reserve remaining, add your WIS to its Damage.

PRECOG DEFENSE: You can see attacks before they are made. While you have Reserve remaining, add +1 Armor.

TELEKINESIS [ ]

DEFLECTION: When you telekinetically move yourself or someone else out of danger, spend one Reserve and roll + WIS. <u>Any Success:</u> You extract the person from danger.

MOVE OBJECT: When you telekinetically move an object you can see, roll + WIS and spend one Reserve (small object) or two Reserve (large object).
<u>Any Success:</u> You move the object.
As an attack, "Move Object" deals your damage (add +2 for a large object) and has near range.

HINDRANCE: While you have Reserve, reduce damage from physical attacks or effects by 1.

TELEPATHY [ ]

SUGGESTION: When you telepathically implant a suggestion in a living being, spend one Reserve and roll + INT.
<u>Any Success:</u> They follow your suggestion… for now.

TELEPATHIC LINK: When you establish a telepathic link with a living being, roll + INT. If they are hostile to you, spend one Reserve. <u>Any Success:</u> A communication link is established and this lasts until you use another move. <u>Complete Success:</u> It lasts for the rest of the scene. You may use your telepathic link to send and receive thoughts. You may spend one Reserve to read the thoughts of a hostile mind.

DANGER SENSE: While you have Reserve, you cannot be surprised by living beings with hostile intent towards you.

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- O Defeat a force of superior numbers or firepower.
- O Demonstrate your power to those who doubt you.
- O Infiltrate a group or culture using your psionic powers.
- O Investigate a place or object of psionic power.
- O Steal critical information from someone's mind.
- O Use your psionics to spirit someone from danger.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:

- O Alien: You are not human. Name and describe your alien race. You may spend 1 Reserve to immediately negate any mental control over you.
- O Monk: You were trained in a monastic order. When attacking unarmed or with a Kreth weapon, add +1 to your Damage.
- O Sorcerer: Your power comes from a place you don't quite understand. When you spend a Reserve, add +1 forward.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

- O Special: I must save _____ from certain death.
- O _____ will make me stronger in battle.
- O I need to show _____ that psionics are superior.
- O _____ must take me to dangerous places.
- O I must teach _____ to be self-reliant.
- O _____ must keep me grounded in reality.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

- O Add +4 to your Vitality or add a Wounds checkbox*
- O Increase Damage Die by 1 Step
- O Increase one of your Ability Scores by 1 (maximum +3)*
- O Take a move from another starting Psi package*
- O Take a move from another playbook#
- O Permanently enhance a Basic or Special move*
- O Take on a Companion
- O Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- O BE MY PUPPET (req. "Suggestion"): When you exert your mental control over someone, spend one Reserve and roll + CHA. Any Success: You have control over the target for the rest of the scene.
- O BIO-METABOLIZE: When a Psi move calls for you to spend Reserve, you can choose to take 1d6 Psychic damage instead of spending the Reserve.
- O EMPATHIC HEALING: When you touch someone with whom you have a Relationship in order to heal them, spend one Reserve and roll + WIS. Any Success: They regain 1d8 Vitality. Complete Success: They regain another 1d8 Vitality or one Wound. In either case, whatever they regain, you take as Psychic damage to yourself.
- O EXTRA-SENSORY PERCEPTION: When you "Analyze" and have Reserve, you may ask a question, even on a failure.
- O FEROCIOUS TELEKINETIC: When you spend a Reserve for "Move Object" and do damage, roll two Damage Dice and use the higher number.

- O IONIC TELEPATHY: Your telepathic abilities ("Suggestion", "Telepathic Link", and those based on these moves) can also affect robots.
- O MIND BLAST (req. "Suggestion"): When you emit a blast of mental energy, spend one Reserve and roll + INT. Any Success: Deal your damage. Complete Success: Add your INT to the damage. This attack has the area, close, and near tags and deals Psychic damage.
- O MORE RESERVE: Your maximum Reserve for Psi moves increases to four. When you roll 12+ on any move that grants Reserve, gain one more Reserve.
- O MOTIVATED PSIONICS: When you spend Reserve on a Psi move and this triggers a Drive or Relationship, add +1 forward as well.
- O PYROKINESIS: When you use "Move Object", you can choose to start a fire. Any damage resulting from "Move Object" ignores Armor unless it is fireproofed in some way.
- O REGENERATION: When you get a complete success on any move, you can choose to get a partial success instead and heal yourself for 1d6 Vitality.
- O SECOND JEWEL: You have a second Kreth jewel that stores a fragment of your morals and self-criticism. You can use both jewels at the same time. These are its states:
  - BOUND: When you spend one Reserve, for the rest of this scene, ignore the next Wound you would mark.
  - UNBOUND: You may use CHA instead of CON to "Defend".
  - WEAPON: Add your CHA to damage when using your Kreth weapon.

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

THE
ROBOT

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR
[ ] WEAK

DEX
[ ] SHAKY

CON
[ ] SICK

INT
[ ] STUNNED

WIS
[ ] CONFUSED

CHA
[ ] SCARRED

DMG DIE
STARTING: D6

ARMOR

VITALITY
STARTING: 16+CON

WOUNDS

EQUIPMENT

[   ] Load (12 + STR):

You do not start with any items. Your flexsteel skin gives you 2 Armor. You start with 2 Pods. When you acquire them, place items with the Integral tag in your Pods.

Pod 1:

Pod 2:

DEFAULT MOVES

I, ROBOT
You are a robot! As such, you are immune to many things that tend to befall living beings. You do not eat, breathe, or sleep. You are not susceptible to poisons, diseases, or fatigue. Unfortunately, you do not heal, either. In order to regain Vitality or Wounds, you must be repaired. You may also be at a social disadvantage from time to time.

....

Select one of the following Packages. Take all of the moves.

COMBAT [ ]

Increase your Damage Die to D8.

AVOWED PROTECTOR: Effects modifying the "Defend" move also affect this move. When you place someone in your protected charge, roll + CON.
Complete Success: Gain three Reserve.
Partial Success: Gain one Reserve.
If protecting someone in this manner triggers a Relationship (yours or someone else's), add one more Reserve. While you have Reserve from this move, you and your charge add +1 ongoing to Armor. Spend your Reserve to:
- Deal half your damage (rounded down) to someone attacking your charge
- Grant an ally +2 forward against someone attacking your charge
- Negate the effect or damage of an attack against your charge
- Redirect an attack against your charge to you

LARGE AND IN CHARGE: When you intimidate through a show of force, break an unattended object and roll + STR.
Complete Success: Enemies flee your sight.
Partial Success: Some enemies flee, while others may attack you, and others are uncertain.
If intimidating your enemies triggers a Drive, add +1 forward against these enemies.

MATTER GUN: Install a Matter Gun (3 Ammo, +2 Damage, Far, Integral. Near, 0 Wt) into one of your Pods.

NAVIGATION [ ]

DATABASE OF PLACES AND THINGS: Effects modifying the "Understand" move also affect this move. When you first encounter a place, people, or piece of technology, roll + INT.
Complete Success: The GM must tell you something useful and interesting; you add +1 forward when dealing with it.
Partial Success: The GM must tell you something interesting; it's up to you to use it.
If accessing this knowledge triggers a Drive, add +1 ongoing to moves dealing with its subject for the rest of the scene.

BETTER OTHERNAV: Add +1 to the "OtherNav" move and to moves made to repair or modify a MAME or OtherNav system.

NEVER LOST: When you are traveling and your sensors are active, your moves made to determine direction or location cannot result in worse than a partial success.

SERVICE [ ]

HUMAN-CYBORG RELATIONS: Effects modifying the "Negotiate" move also affect this move. When you negotiate with biologicals, state what you are offering (your leverage) and roll + CHA. Any Success: Your negotiating partner agrees to your terms and add +1 forward against them. Partial Success: There is a complication; choose one: you just renegotiate one of the terms, you are put in danger, or a third party enters the situation.

THE VOICE OF REASON: When you point out the flaw in your allies' plans, roll + INT. Complete Success: The GM will reveal the flaw in these plans.
Partial Success: The GM will give you a lesser clue or point you in the right direction.
If offering your advice triggers a Drive, you and your allies add +1 forward.

SOCIAL EXPERT: Once per session, when a biological with whom you have a Relationship fails at a social move, your presence changes this to a partial success.

TRANSLATOR: Add +1 to moves you make when interpreting foreign languages or cultures or negotiating with aliens.
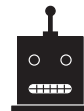
DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

O Free someone from real or figurative imprisonment.

O Impress your allies with a show of force.

O Investigate a new and interesting place.

O Protect someone from imminent danger.

O Prove your innate superiority to biologicals.

O Solve a complex social dilemma.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

O Special: _____ needs me to watch their back.

O I must ensure that _____ keeps their word.

O I need _____ to keep me in good repair.

O I must help _____ destroy something.

O _____ relies on my vast knowledge.

O I must take _____ to new places.

ORIGIN

Select one of the following:

O Industrial: You were designed for use in a commercial workplace (such as a factory). Add +1 to moves representing physical labor.

O Networked: You were one of many robots, designed to work together. When you socially engage other robots, you cannot get worse than a partial success.

O Personal Assistant: You were designed to assist a specific biological. Choose an ally with whom you have a Relationship. Once per session, when you Aid this ally, they automatically get a complete success on their move.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

O Add +4 to your Vitality or add a Wounds checkbox*

O Increase Damage Die by 1 Step

O Increase one of your Ability Scores by 1 (maximum +3)*

O Take a move from another starting Robot package*

O Permanently enhance a Basic or Special move*

O Take on a Companion

O Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.

O ADVANCED POWER MANAGEMENT (rep. "Power Management"): If you drain a power source, recover 8 Vitality or 4 Vitality and remove a Debility.

O COMBAT ARMOR: Add +1 Armor

O CONSUMPTION: When you drain a power source, roll + INT. Complete Success: The source is completely drained and you are unharmed. Partial Success: Choose: either the power source is drained and you are put in danger or you draw unwanted attention.

O DEFENSIVE BOND: If your Special Relationship is with a biological, add +1 to "Defend" them.

O DEVIL'S ADVOCATE (req. the "Voice of Reason"): When you point out the flaw in your allies' plans and provide them advice, you mark 1 xp. This can occur no more than once per session.

O GIFT OF GAB: You can use "Social Expert" once per scene.

O INTEGRATED PILOT: When you pilot a vessel and use "Evasive Action", you may roll using your DEX instead of the vessel's SPD.

O MORE PODS: Add one Pod. (may take up to two times)

O ONE WITH THE MACHINE: When you connect to a network and delve its knowledge, roll + INT to see what you learn. Any Success: Choose one from the list below. Partial Success: You also draw unwanted attention or are put in danger (GM's choice).
   • How to safely get somewhere
   • An important secret
   • The location of something or someone important

O PORTER: Increase your Load by 4. (may take up to two times)

O POWER MANAGEMENT (req. "Consumption"): If you drain a power source, recover 4 Vitality.

O RISKY OTHERNAV: One of your options for a partial success on "OtherNav" is "You take 1d6 damage".

O SELF-REPAIR MODULE: Install a Self-Repair Module (5 Uses, Integral, 1 Weight) into one of your Pods. When you repair yourself, roll + INT. Complete Success: Recover 8 Vitality. Partial Success: Recover 4 Vitality.

O SHIELDS EXPERT: When you use "Raise Shields", you may roll using your INT instead of the vessel's POW.

THE SCIENTIST

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR [ ] WEAK

DEX [ ] SHAKY

CON [ ] SICK

INT [ ] STUNNED

WIS [ ] CONFUSED

CHA [ ] SCARRED

DMG DIE
STARTING: D6

ARMOR

VITALITY
STARTING: 12+CON

WOUNDS

EQUIPMENT

[   ] Load (6 + STR):
You start with the following:
Specialized Tools (Robot) (3 Uses, 1 Wt) and
Specialized Tools (Starship) (3 Uses, 1 Wt) OR
Medic Gear (3 Uses, 1 Wt).
A Utility Belt (3 Uses, 1 Wt, Worn) and
2-Credit.

Choose 2 of the following options:
• +1 Credit or 1-Barter
• A Laser Pistol (+1 Damage, Far, Near, 3
  Recharge, 1 Wt)
• Metabolic Tonic (Consumable, 0 Wt)
• Repair Module (Consumable, 1 Wt)
• Scanning Module (3 Uses, 1 Wt)
• Space Rations (3 Uses, 1 Wt)

infinite galaxies

DEFAULT MOVES

CREATE DEVICE
When you create a device of your own design, or modify an existing device to do something else, state the purpose. The GM will give you one to four of the following requirements:
• First, you must _____
• It's going to take time: days, weeks, or even months
• It will require money: 1-Barter, 1-Credit, or more
• The best you can manage is a lesser, unreliable version
• You'll need help from _____
• You'll need to destroy / deconstruct _____ to build it
• You and your allies will need help from _____

Then, roll + INT.
Any Success: You create the device. It works for no longer than the end of the next scene.
Partial Success: The GM will give you another requirement; once this has been fulfilled, the device is created.

....

Select one of the following Packages. Take all of the moves.

ENGINEER [ ]

REPAIR: When you repair a piece of technology, roll + INT.
Any Success: Restore 1d8 Hull/Vitality or one Critical/Wound; if the device does not have Vitality or Hull, you may restore its function. Complete Success: Restore another 1d8 Hull/Vitality or one Critical/Wound. Partial Success: Choose one: mark a Use of relevant Specialized Tools or pay 1-Credit or 1-Barter.

ENGINEER'S HARNESS: You have an Engineer's Harness (0 Weight) to hold all of your tools. While you wear this harness, add +4 to your Load. If you lose this harness, you can get or make a new one (the GM will tell you how).

MASTER OF MACHINES: When you "Create Device" that repairs, modifies, enhances, or replaces a machine, robot, or network, you may change one of the GM's requirements to "mark all remaining Uses of relevant Specialized Tools". If your device allows a robot or machine to recover Vitality or Hull, roll twice and use the higher value.

PHYSICIAN [ ]

FIRST AID: Add +1 to any moves made to assess or evaluate injuries. When you treat an injured person, mark one Use of Medic Gear and roll + WIS.
Any Success: They regain 2d6 Vitality or one Wound.
Complete Success: Add your WIS to the Vitality recovered. You don't need to mark Medic Gear.

BIOLOGIST: Add +1 to "Understand" a new species. In addition, you can identify the effects of a virus, disease, or poison without rolling; the GM must tell you anything relevant about it or how to treat it; this is the equivalent of a complete success on "Understand".

PHARMACOLOGY: You may roll with WIS for "Create Device". When your creation cures, heals, enhances, or aids in a medicinal or biochemical capacity, you may change any of the GM's requirements to "mark all remaining Uses of Medic Gear". If your device allows the user to recover Vitality, roll twice and use the higher value.

SABOTEUR [ ]

DISMANTLE: When you break down a piece of technology for parts, roll + INT.
Any Success: You recover a usable part; this counts as 1-Barter and you add +1 forward to the "Barter" move. Complete Success: You can choose to create a Repair Module or restore a Use of Specialized Tools instead of using it for "Barter".

SERVICE DISRUPTION: When you carefully sabotage a computer, vehicle, or other complex object, state what you plan for it to do and roll + INT.
Complete Success: The device acts as you intended.
Partial Success: The change in the device's behavior draws unwanted attention or you mark a Use of relevant Specialized Tools.

MACHINE SAVVY: When you interact with a machine or system and mark a Use of Specialized Tools or spend Barter as a result, add +1 forward when dealing with the same machine or system.

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- O Bring someone or something back from the brink of death or destruction.
- O Convey hidden knowledge to someone.
- O Create or modify a device critical to the team's success.
- O Investigate a new technology or species.
- O Prove your intellectual superiority over your enemies.
- O Take a valuable commodity for your future use.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

- O Special: I must keep _____ in tip-top shape.
- O _____ and I must break something together.
- O I must help _____ solve a perplexing mystery.
- O _____ must protect me from injury.
- O I need _____ to take me to new places.
- O _____ must reward me for my services.

ORIGIN

Select one of the following:

- O Academy-Trained: When a move calls for you to attract unwanted attention or be put in danger, you may mark a use of Medic Gear or relevant Specialized Tools instead.
- O Alien: You are not human. Name and describe your alien race. When you prove your technical superiority over humans, add +1 forward.
- O Self-Taught: When a move result calls for you to mark Medic Gear or Specialized Tools to heal or repair, and this use triggers a Drive or Relationship, you and the subject add +1 forward.

ADVANCES ☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

- O Add +4 to your Vitality or add a Wounds checkbox*
- O Increase Damage Die by 1 Step
- O Increase one of your Ability Scores by 1 (maximum +3)*
- O Take a move from another starting Scientist package*
- O Take a move from another Playbook#
- O Permanently enhance a Basic or Special move*
- O Take on a Companion
- O Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- O CYBORG: One of your arms has been replaced with an artificial one. You now have one Pod and may mount any item with the Integral tag on it.
- O DIRECTED RESEARCH: When you "Create Device" and this triggers a Drive, you may change one of the GM's requirements.
- O EPIDEMIOLOGIST: When you "Understand" a virus, disease, or poison, you can create a Use of it or an antidote to it without using "Create Device". You must mark one Use of Medic Gear each time you do this.
- O EXPERT SALVAGER: When you "Dismantle" something, you always get at least 1-Barter, even on a failure.
- O EXPLOSIVES DISPOSAL: When you defuse an explosive, roll + INT. Any Success: The explosive is rendered harmless. Partial Success: Choose one: Mark a Use of Specialized Tools (Demolitions) or you are put in danger.

- O FRIENDLY CIRCUITS: When you have a Relationship with a Robot, add +1d4 to healing you grant them.
- O IMPROVED CYBORG (req. "Cyborg"): You have another Pod. This replaces an arm or is placed in your torso.
- O IMPROVED FIRST AID: On any success using "First Aid", add another +1d6 to the Vitality recovered.
- O IMPROVED OVERPOWER: You may use "Overpower" on items other than weapons. On a success, add +1 forward to its function. On a complete success, add +2 forward.
- O LASTING RESULTS: When you successfully "Create Device", the resulting item lasts for the rest of the session.
- O MACHINE EMPATHY: Add +1 to engage robots or computers in social interaction of any kind.
- O REPAIR AND RENEW: When you trigger a Drive to heal someone or repair something, they also remove a Debility.
- O NETWORK QUERY (req. "Service Disruption"): When you successfully sabotage a computer or network, you may ask the GM one question from the "Analyze" list.
- O ON THE MEND: When you spend a Use of Medic Gear to heal someone, add +1d4 to the Vitality recovered.
- O OVERPOWER: When you modify a powered, technological weapon to increase its damage output, roll + INT. Any Success: Add +1d4 Damage ongoing until the user misses or the end of the current scene. Complete Success: Increase the bonus to +1d6.

THE
SOLDIER

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Assign the following to your Abilities :
+2, +1, +1, 0, 0, -1

STR
[ ] WEAK

DEX
[ ] SHAKY

CON
[ ] SICK

INT
[ ] STUNNED

WIS
[ ] CONFUSED

CHA
[ ] SCARRED

DMG DIE
STARTING: D10

ARMOR

VITALITY
STARTING: 16+CON

WOUNDS

EQUIPMENT

[   ] Load (10 + STR):
You start with the following:
Flexsteel Armor (2 Armor, Mil, 2 Wt, Worn), a
Laser Repeater (Autofire, +2 Damage, Far, Mil,
Near, 3 Recharge, 2H, 2 Wt), Space Rations (3
Uses, 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn),
and 1-Credit.

See center for more Equipment

DEFAULT MOVES

COMBAT TRAINING
Military training has given you several benefits in combat situations. First, you can
use armor and weapons with the Military tag without penalty. Second, add +1 to your
damage when using weapons with the Military tag. Finally, when using "Fire at Will", you
may roll with your DEX instead of the vessel's score.

Select one of the following Packages. Take all of the moves.

MEDIC [ ]

You start with Medic Gear (3 Uses, 1 Weight).

COMBAT MEDIC: When you care for someone's injuries in the heat of battle, spend
a Use of Medic Gear and roll + WIS.
Any Success: They regain 1d8 Vitality or 1 Wound. Complete Success: Add your WIS to
the Vitality recovered. You don't need to spend a Use of Medic Gear.

TRIAGE: When you treat injuries during Rest, roll + WIS. Any Success: Everyone
recovers an additional Wound. Complete Success: Someone removes a Debility.

RECOVERY SPECIALIST: Add +4 to the Vitality regained when you spend a Use of
your Medic Gear (voluntarily or otherwise; you can choose to mark extra Uses of Medic
Gear to add to the Vitality recovered).

MUNITIONS [ ]

DEMOLITION: When you use explosives to destroy an object, mark a Use of Special-
ized Tools (Demolition) and roll + INT.
Compete Success: The object is destroyed and there are no unintended casualties.
Partial Success: Choose two:
- The object is badly damaged, but remains
- You or an ally is injured
- You draw unwanted attention

FIRE IN THE HOLE: Effects modifying the "Shoot" move also affect this move.
When you attack a group using a weapon with the Area tag, roll + DEX.
Any Success: Deal your damage and apply it equally to three (or less) characters of
your choice. Partial Success: The GM chooses an additional character to affect with this
damage; if the weapon also has the Volatile tag, the GM may choose you as a target.

LOCK 'N LOAD: You may use weapons with the Heavy tag without penalty. In
addition, once per scene, when you are directed to mark Ammo or Recharge, you can
choose not to do so.

TACTICS [ ]

FACTS ON THE GROUND: When you survey the battlefield, looking for opportu-
nities for success, roll + WIS.
Complete Success: Ask up to three questions from the list below.
Partial Success: Ask one question from the list below.
- Is there an escape route from this situation?
- What obstacle most threatens a successful outcome?
- What resources here could I use to my team's advantage?
- Which hazards should I be careful to avoid?
- Which of my enemies is in a vulnerable position?
Add +1 forward when acting on the answers.

REPOSITION: When you command your allies to move into better positions, roll +
WIS. Complete Success: Gain three Reserve. Partial Success: Gain two Reserve.
You may spend this Reserve to immediately reposition an ally out of danger.

DUCK AND COVER: When you use "Suppressive Fire", you may grant an ally +1
ongoing to Armor. This bonus lasts until you use a different move.

EQUIPMENT Cont.

Choose 3 of the following options:
- Ion-Pulse Rifle (Far, Mil, Near, 2 Recharge, 2H, 1 Wt)
- Medic Gear (3 Uses, 1 Wt)
- Metabolic Tonic (Consumable, 0 Wt)
- Military Power-Sword (Close, +1 Damage, Mil, 1 Wt)
- More Space Rations (3 Uses, 1 Wt)
- Rotary Mini-Missile Launcher (3 Ammo, Area, +2 Damage, Far, Hvy, Mil, Near, 2H, 2 Wt)
- Specialized Tools (Demolition) (3 Uses, 1 Wt)

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infinite galaxies

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

O Destroy something important in a spectacular way.

O Discover critical intel about an enemy or obstacle you face.

O Explore a dangerous area where combat is likely.

O Heal someone who is badly injured.

O Impress someone with a war story.

O Intimidate someone with a show of force.

Gain 1 xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

RELATIONSHIPS

Choose a Relationship for each other character. Gain 1 xp when you trigger any of these Relationships.

O Special: I need _____ to show me some respect when it matters most.

O I must train _____ to make better choices in combat.

O _____ and I must destroy something together.

O During a crisis, I must watch over _____.

O _____ needs to keep me healed and ready to fight.

O _____ must take me to a dangerous place.

ORIGIN

Select one of the following:

O Alien: You are not human. Name and describe your alien race. When you Understand during combat, you may roll using either INT or WIS.

O Legacy: Your family has a history of military service. When you first meet someone who knows of your family and its traditions, add +1 forward against them.

O War Veteran: You've been through hell and lived to tell about it. When you Defy Danger using CON to endure stress, fatigue, or environmental dangers, add +1.

ADVANCES ☐☐☐☐☐☐☐☐☐

When you have marked 9 Experience and you Advance, select one of these options:

O Add +4 to your Vitality or add a Wounds checkbox*

O Increase Damage Die by 1 Step

O Increase one of your Ability Scores by 1 (maximum +3)*

O Take a move from another starting Soldier package*

O Take a move from another playbook#

O Permanently enhance a Basic or Special move*

O Take on a Companion

O Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.

O ARMED TO THE TEETH: When you wield two weapons, add +1 to your damage.

O BIGGER EXPLOSIONS: When you use "Demolition", you can choose to destroy more than one object. All of the objects to be destroyed must be adjacent to each other.

O BURST FIRE: You may disable the Autofire tag on your weapon to add +1 damage forward. The Autofire tag returns on your next move.

O FIELD SURGEON: On any success using "Combat Medic", add another 1d4 to the Vitality recovered and remove a Debility.

O GET ME THE SARGE: When you spend Reserve on the "Reposition move", you also add +1 forward.

O HEAVIER WEAPONS (req. "Lock 'N Load"): Add +1 to your damage when using a weapon with the Heavy tag.

O MEDICAL EFFICIENCY: When you enable someone to recover Vitality, and you mark a Use of Medic Gear, also grant them +1 forward.

O MILITARY EXOSKELETON: You have a military exoskeleton (+1 Armor, Mil, Worn, 1 Weight). It gives you a Pod, which can mount an item with the Integral tag. It also counts as a "hand" for weapons with the 2H tag.

O ROBOT BUSTER: When you attack a robot or computer using an Ion weapon, add +1d4 to your damage.

O SHARPSHOOTER: Effects that modify "Shoot" also affect this move. When you attack with a ranged weapon, roll + DEX. Any Success: Deal your damage. Partial Success: Choose to either mark one Ammo or Recharge or draw unwanted attention. Complete Success: Add +1d6 damage.

O SPRAY FIRE: The Autofire tag on your weapon gives you another Damage Die; apply this (unmodified) to any targets adjacent to your current target.

O SUPERIOR TACTICIAN: When you ask questions from "Facts on the Ground" and trigger a Drive, your entire team adds +1 forward when acting on the answers.

O TRAUMA SPECIALIST: When you trigger a Drive using "Combat Medic", add another 1d8 to the Vitality recovered.

THE COMPANION

NAME:

Body:

Eyes:

Fashion:

Hair:

Weapon:

Loyalty	Vitality

Loyalty starts at 1. At the end of each session, if you have met the Motive Condition, add 1 to Loyalty. If you did not meet the Loyalty Condition, reduce Loyalty by 1. If Loyalty is reduced to 0, the GM will tell you how long you have until the Companion leaves your side.

Vitality is only used if the Tough Guy Advance is chosen.

Select one of the following:

O ADVENTURE: Discover a new people or place.

O GLORY: Achieve something great and notable at your side.

O PROFIT: Earn a great deal of credits.

Select one of the following Roles.

GUARD [   ]
ASSAULT: Your Companion adds +1 ongoing to your Damage.
PROTECTION: Your Companion has 1 Reserve as if it had used the Defend move. The Companion can defend you or an ally of your choice. This Reserve may be spent as normal for that move. The companion cannot elect to take damage unless it also has the Tough Guy advance.

MEDIC [   ]
HEALING: When you regain Vitality or help someone else regain Vitality, add +2 ongoing to the amount restored.
TRIAGE: When you and your allies Rest, add +1 ongoing to moves that heal.

RESEARCHER [   ]
BACKGROUND: Add +1 ongoing to learn the history of a person, place, or thing.
INVESTIGATION: When you Analyze a situation, you may always ask one question, even on a miss.

SCOUT [   ]
HUNTING: When you Rest, your Companion hunts and you do not need to mark a Use of Space Rations.
RECON: Add +1 ongoing when you covertly search an area for enemies.

SPY [   ]
LURKING: Your Companion hides in shadows, waiting for a moment of opportunity. When you have the drop on someone, add +1 forward to any move against them.
SURVEILLANCE: Your Companion watches a person or place for you. When they return, the GM will tell you something interesting; this is like the Partial Success result for the Understand move.

TECHNICIAN [   ]
REPAIR: Add +1 ongoing to rolls made to repair a robot or vessel. You must have at least 1 Use of the appropriate Specialized Tools on your person. Do not mark a Use of these tools unless directed by another move.
SABOTAGE: Add +1 ongoing to rolls made to destroy or render useless a vessel or object. You must have at least 1 Use of the appropriate Specialized Tools on your person. Do not mark a Use of these tools unless directed by another move.

ADVANCES ❑❑❑❑❑❑❑❑
When you Advance your Companion, select one of these options:

O Take on another Role (this can be selected up to 4 times)

O TOUGH GUY: Your Companion now has a Vitality score. Its maximum value is half of your Vitality score (rounded down). The Companion never has Wounds checkboxes. Your Companion may be Knocked Out and may be affected by the Void.

THE SHIP

NAME:

Craft:

Design:

Style:

Weapons:

CREW

POW

[ ] FAULTY

SPD

[ ] SLOWED

SEN

[ ] BLINDED

WPN

[ ] FUTILE

PASSENGERS

DMG DIE

SHIELDS

HULL

CRITICAL

Select a Size from the following:

Personal: Cr 1, Pass 1. Abilities – POW -1, SPD +2, SEN 0, WPN 0. Hull 8. Shields 2. Damage Die D6.

Small: Cr 3, Pass 6. Abilities – POW 0, SPD 0, SEN +1, WPN 0. Hull 12. Shields 2. Damage Die D6.

Medium: Cr 5, Pass 12. Abilities - POW 0, SPD -1, SEN +1, WPN +1. Hull 12. Shields 3. Damage Die D6. Maint Req 1

Large: Cr 7, Pass 18. Abilities - POW +1, SPD -1, SEN 0, WPN +1. Hull 16. Shields 4. Damage Die D8. Maint Req 2

Select one of the following Packages. Take all of the moves.

ASTRODYNAMICS [ ]

ELUSIVE: Effects modifying Evasive Action also affect this move. When piloting your Ship and you quickly avoid danger, roll + SPD. Complete Success: You evade the danger; also, you choose to either add +1 forward against whatever caused it or deal your Damage to it. Partial Success: You avoid the danger, but you choose one:
- A critical engine component blows out; take the Slowed Debility until it has been repaired.
- Your vessel takes Damage (from the danger, from something else).
- Your vessel draws unwanted attention.

RACER: When you race your Ship against another vessel (or vessels), roll + SPD. Complete Success: You clearly beat the other vessel(s) to the destination. Partial Success: You arrive first at the destination, but you choose one:
- You burn out an engine; take the Slowed Debility until it can be repaired.
- You draw unwanted attention from a third party; the GM will tell you who.

IONIC BOOSTERS: Install Ionic Boosters (2 Uses, Module, 1 Weight). When used, Ionic Boosters add +1 forward to SPD.

COMBAT [ ]

ADVANCED WEAPONRY: Increase your Ship's Damage Die by 1 step.

ATTACK RUN: Effects modifying Fire at Will also affect this move. When you steer your Ship straight at an opponent and fire all of your weapons at them, roll + WPN. Any Success: Add your vessel's SPD to the Damage. Complete Success: You may choose to add +1d6 to Damage and expose your Ship to their attack. Partial Success: Deal your Damage and you are exposed to their attack. For this attack, if any weapon used has the Ammo or Recharge tag, mark 1.

SHIELD MASTERY: Effects modifying Raise Shields also affect this move. When you engage your Ship's superior shields, roll + POW. Complete Success: Add +5 forward to Shields and +1 forward to any Ship or vessel move. Partial Success: Add +3 forward to Shields.

TRIPLE FAZER CANNONS: Install Triple Fazer Cannons (+2 Damage, Module, 3 Recharge, 1 Weight).

SCIENCE [ ]

DEPLOY PROBES: When you deploy your Ship's probes, roll + SEN. Complete Success: 3 probes each find something of note. Partial Success: 1 probe finds something. The GM will briefly describe what the probes find. Add +1 forward to Understand what they find.

SCAN FOR LIFE-FORMS: Effects modifying Sensor Scan also affect this move. When you use your Ship's sensors to scan a location, looking for information on the life-forms there, roll + SEN. Complete Success: Choose three pieces of information the GM gives you from the list below. Partial Success: Choose two.
- Their numbers
- Their species
- Their weapons and armament
- The direction they are traveling

IMPROVED SCANNER ARRAY: Add an Improved Sensor Array (Module, 1 Weight). Add +1 to SEN when you scan planets and places.

SMUGGLING [ ]

INCONSPICUOUS: When you attempt to conceal your Ship's existence, roll + INT. If you power off your Shields, add their value to this roll (max +3). Complete Success: Your Ship is undetected for the moment. Partial Success: Your Ship avoids detection only if it remains still.

IT'S AN OLD CODE, BUT IT CHECKS OUT: When your Ship attempts to bypass a security checkpoint and you use trickery to fool them, roll + CHA. Any Success: They fall for your trickery. Partial Success: The GM chooses one:
- After you pass the checkpoint, they realize you tricked them.
- It costs you 1-Credit in bribes.
- You draw unwanted attention from a third party.

HIDDEN COMPARTMENTS: Install Hidden Compartments (Module, 1 Weight). Add +1 to conceal items or people on your Ship.

EQUIPMENT

Your Capacity is (4 + POW):
Add 2 to this for Small and add 4 to this for Medium or Large.

You start with 4 Modules:
Module 1:
Module 2:
Module 3:
Module 4:

Maintenance Requirement: ❏ Paid?

Choose 2 of the following options:
- O Cargo Bay (Module, 0 Weight)
- O Cybernetic Targeting System (3 Uses, Module, 0 Weight)
- O Engineering Room (Module, 1 Weight) (+1 MR)
- O Imp. Escape Pods (Consumable, Module, 1 Weight)
- O Fazer Booster (+1 Damage for Fazer weapons, Module, 0 Weight)
- O Improved Life Support System (Module, 1 Weight)
- O Intrusive Sensor Array (Module, 1 Weight)
- O OtherNav and MAME (Matter-Antimatter Engine) (3 Uses, Module, 1 Weight)
- O Proto Shields (Module, 1 Weight)
- O Shield Booster (3 Uses, Module, 0 Weight)
- O Sick Bay (Module, 1 Weight) (+1 MR)
- O Ultralite Laser (+1 Damage, Module, 2 Recharge, 0 Weight)
- O WAVE Multi Missile Launcher (3 Ammo, Area, +1 Damage, Module, 1 Weight)

ADVANCES ❏❏❏❏❏❏❏❏❏

When you have marked 9 Experience and you Advance, select one of these options:

- O Add +4 to Hull or add a Critical checkbox**
- O Increase Damage Die by 1 step (maximum of D12)
- O Increase an Ability Score by 1 (maximum +3)*
- O Take a move from another starting Ship package**
- O Permanently enhance a Basic Vessel move*
- O ADDITIONAL MODULE: Add +1 to the number of Modules your Ship has.#
- O ADVANCED SICK BAY (req. Sick Bay): Anyone who recovers Wounds while in your Sick Bay does so in one Scene, not two.
- O ALPHA STRIKE: If your Ship has weapons with Ammo or Recharge, you may mark any number of these to add +1 forward to Damage for each marked.
- O BACKUP POWER: When your Ship has the Faulty or Slowed Debilities and a move directs you to roll POW or SPD, you can ignore the penalty in exchange for the Ship taking 1d4 damage (ignores Shields).
- O EMERGENCY STABILIZERS: When your Ship is forced into a Crash Landing, add +1 to that move.
- O FIRE WITH IMPUNITY: On a Partial Success on the Fire at Will move, the damage your Ship takes is halved.
- O IMPETUS GENERATOR: Add +1 to the Prevail by Force move. In addition, your Ship always takes half damage from this move.
- O IMPROVED PROBES: When you Deploy Probes, this acts like the Analyze move; you may ask the same questions as if you had used that move (with the same roll result).

- O INCREASED CAPACITY: Add +4 to your Ship's Capacity.
- O LITTLE BROTHER (req. Landing Bay): You have another Ship. This is a Personal Size vessel and has only the base abilities of a vessel of that size; you cannot otherwise modify or change it.
- O MADE A FEW MODIFICATIONS: Add another Crew position or space for 2 more Passengers.
- O NANITE ASSISTANTS (req. Engineering Room): When you use your Engineering Room to repair vessels, add +1d4 to the Hull recovered. Using the Engineering Room to recover Wounds (for robots) or Critical (for vessels) takes only one Scene, not two.
- O RECOGNIZABLE: Your Ship has a unique look and has built a reputation (for good or ill). Add +1 to moves meant to impress others with your Ship's design or capabilities. Unfortunately, your Ship also takes -1 to moves to remain inconspicuous.
- O SEPARATION (req. Large): In an emergency, your Ship can separate into two Small Ships. Each Ship has the same game mechanics as a Small vessel; any advances or other modifications you have added are applied to one of these Ships – except for this advance and Little Brother.
- O SHIELDS UP: On a Complete Success on Shield Mastery, everyone in a crew position also adds +1 forward to a Ship or vessel move.

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance

BASIC MOVES: All player characters have access.

AID: When you assist someone in a task, state how you are helping. If you have a Relationship with them, give them +1 forward to a roll to complete the task. If you have a Special Relationship with them, the bonus is +2 forward instead. If the subsequent roll is a Failure or Partial Success, you share in their fate. Using Aid to help a Non-Player Character is probably Defy Danger instead.

ANALYZE: When you assess a situation, person, or place, and look for opportunities, roll + WIS.
Complete Success: Ask the GM 3 questions from the list below.
Partial Success: Ask 1 question.
- If I do not act, what might happen?
- What happened here recently?
- What here is useful or valuable to me?
- What here is not what it appears to be?
- What should I be careful to avoid?
- Who's really in control here?

Add +1 forward when you act on the answer.
ENHANCED: On a 12+, your allies also add +1 forward when acting on the answers.

DEFEND: When you stand in defense of an item, person, place, or resource, roll + CON.
Complete Success: Gain 3 Reserve.
Partial Success: Gain 1 Reserve.
You may hold no more than 3 Reserve at any time. Spend your Reserve to:
- Deal half your maximum Damage (round down) to an attacker
- Grant an ally +1 forward against the attacker
- Halve the effect or damage of an attack
- Redirect an attack to you

In all cases, an "attack" refers to an attempt made to harm whatever you are defending and the "attacker" is the character doing it.
ENHANCED: On a 12+, gain 5 Reserve. You may hold up to 5 Reserve.

DEFY DANGER: When you move out of or avoid impending danger, tell the GM how. Then roll
+STR to apply physical force against it
+DEX to quickly avoid it
+CON to endure physical pain and punishment
+INT to assess your options and choose the best course
+WIS to resist mental influence or distractions
+CHA to talk your way out of it
Complete Success: You avoid the danger and come out on top.
Partial Success: The GM will offer you a choice: you are put in a different danger, you take damage, or you lose a resource.
ENHANCED: On a 12+, you avoid the danger and grant an ally +1 forward against the same danger.

FIGHT: When you attack an opponent with a close-combat weapon (it has the Close tag or something similar), roll + STR.
Complete Success: Deal your Damage to the opponent. You may choose to add +1d6 to this Damage and you expose yourself to their attack.
Partial Success: You deal your Damage, but expose yourself to their attack as well.
ENHANCED: On a 12+, add +1d6 to your Damage and you do not expose yourself to their attack.

INTERFERE: When you try to prevent someone's action from succeeding, state how you are stopping them. If you have a Relationship with them, give them a -1 forward to the roll they make. If you have a Special Relationship, the penalty is -2 forward instead. If the other character succeeds, the GM will offer you a choice: you draw unwanted attention, you are put in danger, or you must spend a resource. Using Interfere against a Non-Player Character is probably Defy Danger instead.

NEGOTIATE: When you pursue a risky bargain, state what you are offering (your leverage) and roll + CHA.
Any Success: Your negotiating partner will state what they want in return; you must agree to these terms or the deal is off.
Partial Success: There is a sticking point or complication; select one:
- They don't agree to one of your terms (resolve this or the deal is off).
- You are put in danger.
- A third party enters the situation.

Non-player characters are free to reject bargains that go against their essential natures or would cause them significant harm.
ENHANCED: On a 12+, you may use 1-credit as your leverage (essentially, you are buying their services).

SHOOT: When you attack an opponent with a ranged weapon (it has the Near, Far, or Thrown tags, or something similar), roll + DEX.
Any Success: Deal your Damage to the opponent.
Partial Success: Also select one of the following:
- Fire several shots; mark 1 Ammo or Recharge.
- Move to get the shot; put yourself in danger or attract unwanted attention.
- Take what you can get; subtract -1d6 from your Damage.

ENHANCED: On a 12+, roll twice for damage and use the better result.

UNDERSTAND: When you encounter a new people, place, or technology and seek to understand it, roll + INT.
Any Success: The GM must tell you something interesting about it.
Complete Success: This information must also be useful to your current situation.
ENHANCED: On a 12+, the information is also valuable -- the GM will tell you how you might take advantage of this.

BASIC VESSEL MOVES: All player characters in any vessels have access.

EVASIVE ACTION: When piloting a vessel and you quickly avoid danger, roll + SPD.
Complete Success: You evade the danger; add +1 forward against whatever caused it.
Partial Success: You avoid the danger, but the GM chooses 1:
- Your vessel takes its Damage.
- Your vessel draws unwanted attention.
- Your vessel is put in a different danger.

ENHANCED: On a 12+, avoid the danger and deal your Damage to it (where applicable).

FIRE AT WILL: When you attack using your vessel's weapons, roll + WPN.
Any Success: Deal your vessel's Damage to the target.
Complete Success: You may choose to add +1d6 to this Damage and you expose your vessel to their attack.
Partial Success: Your vessel is exposed to their attack as well. If your weapon has Ammo or Recharge tags, mark 1.
ENHANCED: On a 12+, roll twice for damage and use the better result.

RAISE SHIELDS: When you raise a vessel's shields, roll + POW.
Complete Success: Add +4 forward to the vessel's Shields.
Partial Success: Add +2 forward to the vessel's Shields.
ENHANCED: On a 12+, add +6 forward to your vessel's Shields.

PREVAIL BY FORCE: When your vessel uses momentum and its mass to defeat or punch through a physical obstacle (a large object, another vessel, etc), roll + POW.
Any Success: Deal your vessel's Damage to the obstacle; you can choose to have your vessel bypass the obstacle instead.
Partial Success: You also take the obstacle's Damage; if the obstacle doesn't inflict damage, your vessel is put in danger instead (if your vessel bypassed the obstacle, it is put in a different danger).
Complete Success: If your vessel dealt damage, you can choose to add another 1d6 Damage, but you expose your vessel to the obstacle's Damage or your vessel is put in danger.
ENHANCED: On a 12+, add +1d6 Damage and do not expose your vessel to harm or Damage.

SENSOR SCAN: When you scan something (a location, a ship, etc) using your vessel's sensors, roll + SEN.
Any Success: The GM must reveal something interesting about 1 item from the list below.
Complete Success: Choose 2 items from the list.
- Enemies there
- Its environment
- Its hazards
- Its secrets

ENHANCED: On a 12+, as Complete Success and add +1 forward to use any of the information gained.

SPECIAL MOVES: Only for certain situations. The GM will let you know when.

ADVANCE: When you have time to reflect on your recent adventures and have accumulated 9 or more Experience, select one Advance from your Playbook. Then, subtract 9 from your current total Experience. Unless otherwise stated, Advances may only be selected once.

BARTER: When you trade Barter for an item or service, say how much Barter you will use and roll + (half Barter used, max +3). The GM may rule that some items and services are not subject to Barter.
Complete Success: You receive the item or service at your asking price.
Partial Success: The exchange will require +1-Barter. The GM may state a minimum Barter required for a given item or service.
ENHANCED: On a 12+, you get the item or service for 1-Barter less (minimum 1-Barter).

CELEBRATE: When you hold a social occasion to celebrate a recent victory, spend at least 1-Credit and roll + (each Credit spent). The GM may also trigger this move. In that case, roll + CHA.
Complete Success: Choose 3 from the list below.
Partial Success: Choose 1.
Failure: Still choose 1, but the GM will add in a complication.
- You avoid an unpleasant entanglement
- You befriend a useful NPC
- You gain a new clue about your situation
- You learn of an opportunity

ENHANCED: On a 12+, choose 4 and add the following option - "You learn of an enemy's weakness".

CRASH LANDING: When the vessel you are piloting is reduced to 0 Hull, or otherwise directed to do so, roll with no modifiers. The Ship playbook only triggers this move when directed by the Critical move.
Complete Success: You are able to crash-land the vessel in a safe place; no one is injured and nothing is destroyed. The vessel may be repaired normally.
Partial Success: The vessel lands, but choose 1:
- Everyone aboard your vessel takes 1d8 Damage (ignores Armor).
- Something aboard your vessel is irrevocably harmed.
- Your vessel is beyond repair.

ENHANCED: On a 12+, as Complete Success and you crash-land the vessel in a place of your choosing.

CRITICAL: When you mark a Critical for your vessel, roll + POW.
Complete Success: Your vessel takes no further ill effect.
Partial Success: Your vessel either crashes (use the Crash Landing move) or takes a Debility of your choice.

END OF SESSION: At the end of a game session, the GM asks the group the following questions. If the players agree "yes" to these questions, each character marks 1 xp per question.
- Did everyone trigger at least one Drive?
- Did everyone trigger at least one Relationship?
- Did we survive despite incredible odds?
- Did any of us undergo a transformation – physical, mental, or spiritual?
- Did any of us make a new ally or turn an enemy into a friend?

Finally, for each Milestone that passed (for good or ill), each PC earns 1 xp.

SPECIAL MOVES, CONT

LOADED DOWN: When you are carrying more total Weight than your Load, you're encumbered and take -1 ongoing until you unload something. If the total Weight is more than 2 higher than your Load, you must drop something or fail at your next move.

KNOCKED OUT: When you are Knocked Out, you do not take actions. You are, however, provided with 3 Reserve. These represent bonuses of +1 forward that you can grant to your allies. They cannot be applied to rolls already made. Only one Reserve may be applied to any single roll. These Reserve must be used while you are Knocked Out or they are lost. If any roll modified by your Reserve results in a Complete Success, you are revived with 4 Vitality (and no longer Knocked Out). Any healing you receive will also revive you and you are no longer Knocked Out. While you are Knocked Out and the Scene ends or you are affected by any sort of harmful actions, mark a Wound.

OTHERNAV: When you plot a course to travel using the OtherNav, mark a use and roll + INT.
Complete Success: Your vessel arrives on time without issue. If someone is at your destination, you have the drop on them.
Partial Success: You arrive at your destination, but choose one:
* It takes twice as long as planned
* Someone at the destination has the drop on you
* The OtherNav or MAME must be repaired at the cost of 1-Credit or 1-Barter

REST: When you are in a safe place and have 8 or more hours of uninterrupted time, you may rest. If you meet the conditions, you may Advance. At the end of this period, recover 1 Wound and consume 1 Use of Space Rations. You may not use this move more than once per 24-hour cycle.

RESTOCK: When you are in a civilized settlement, a spaceport, a space station, or aboard a capital starship, you can recover all spent Uses of any item with that tag. You can also recover any marked Ammo or Recharge.

SUPPRESSIVE FIRE: When you are wielding a weapon with the Autofire tag and you fire shots to protect an ally, roll + DEX.
Any Success: Your chosen ally can move out of danger.
Complete Success: The ally also adds +1 forward against someone threatening them.
ENHANCED: On a 12+, you and the ally add +1 forward against the same target.

TAKE WATCH: When you are on watch and something unknown approaches, roll + WIS.
Complete Success: You are able to wake your allies and prepare a response.
Partial Success: Only you may react to this new danger.
ENHANCED: On a 12+, as Complete Success, but you and your allies add +1 forward against it.

TRAVEL DANGEROUS TERRITORIES: When you begin a long period of travel through dangerous and unknown territories, the GM will tell you how long it should take. One character scouts ahead, to find a safe way through. Up to two other characters may Aid. Roll + WIS.
Any Success: Your group makes it to the destination. Each character marks the appropriate number of Space Rations.
Partial Success: You choose 1 and the GM chooses 1:
* Each character marks 1 more Use of Space Rations.
* A character marks 1 Use of another resource – Ammo, Recharge, Specialized Tools, Utility Belt, etc. – as appropriate.
* Your group draws unwanted attention.

WOUNDED: When you mark a Wound, roll + CON. If you have marked your final Wound, move to the Void instead.
Complete Success: You take no further ill effect.
Partial Success: Choose to either be Knocked Out or take a Debility of your choice.
ENHANCED: On a 12+, you also recover 1 Wound.

THE VOID: When you move into the Void, your very life-force is draining from your body and you are on the verge of death. If you were Knocked Out, you are no longer in that condition. Roll with no modifiers.
Any Success: If you were directed to this move because you marked all of your Wounds, recover 1 Wound.
Complete Success: You are revived with 4 Vitality and one Debility of the GM's choice.
Partial Success: You are revived with 1 Vitality and 2 Debilities (you choose one and the GM chooses one).
Failure: You are dead -- though methods may exist to revive even a dead body...

CHARACTER EQUIPMENT

MULTI-USE ITEMS

ITEM	TAGS	PRICE	NOTES
Digital Encyclopedia	3 Uses, 1 Weight	2	Add +1 forward to Understand histories or societies.
JetPack	2 Uses, Volatile, Worn, 2 Weight	3	Fly a short distance or hover for a short period of time.
Metamorph Disguise System	3 Uses, Training, 0 Weight	4	Add +1 to impersonate someone or disguise your appearance.
Scanning Module	3 Uses, 1 Weight	1	Add +1 forward to Understand an environment.
Space Rations	3 Uses, 1 Weight	1	Food.
Specialized Tools (Demolition)	3 Uses, Volatile, 1 Weight	2	Required for certain moves.
Specialized Tools (Hacking)	3 Uses, 1 Weight	3	Required for certain moves.
Survival Gear	3 Uses, Worn, 2 Weight	1	Contains medium-sized, player-defined items.
Tallic Incense	3 Uses, 0 Weight	2	Add +1 forward to Build Reserve.
Utility Belt	3 Uses, Worn, 1 Weight	1	Contains small-sized, player defined items.

MEDICAL ITEMS

ITEM	TAGS	PRICE	NOTES
Accelerated Recovery Injections	2 Uses, 0 Weight	1	Target recovers 4 Vitality. Must be used out of combat.
Automated Medic	2 Uses, 2 Weight	3	Target recovers 4 Vitality.
Full-Spectrum Immunity Tablets	Consumable, 0 Weight	1	Instantly removes effects of disease.
Genetic Cycler	Consumable, 0 Weight	3	Restores 8 Vitality and removes a Debility.
Medic Gear	3 Uses, 1 Weight	1	Used in conjunction with certain healing moves.
Metabolic Tonic	Consumable, 0 Weight	2	Restores 8 Vitality.
Toxin Antibodies	Consumable, 0 Weight	2	Instantly removes effects of poison.

REPAIR ITEMS

ITEM	TAGS	PRICE	NOTES
Repair Module	Consumable, 1 Weight	2	Restores 4 Vitality or 1 Wound to a robot or 8 Hull or 1 Critical to a vessel.
Specialized Tools (Robot)	3 Uses, 1 Weight	2	Required for certain moves.
Specialized Tools (Starship)	3 Uses, 1 Weight	2	Required for certain moves.

MISCELLANEOUS ITEMS

ITEM	TAGS	PRICE	NOTES
Ammo Dispenser	+1 Ammo, Worn, 1 Weight	1	Increases Ammo for one weapon.
Beta-Wave Headband	Worn, 0 Weight	3	Add +1 to Defy Danger against mind-influencing effects (such as psionic powers).
Binocs	0 Weight	1	Magnifies images at great range.
CycloDisk	0 Weight	1	Record video, audio, or raw data. Can be used to transmit recordings up to 1 parsec away (requires receiver unit).
Extended Power Pack	+1 Recharge, Worn, 1 Weight	2	Increases Recharge for one weapon.
Galactic Communicator	Worn, 1 Weight	2	Communicate with anyone on the same interstellar frequency within 1-3 star systems.
Standard Communicator	0 Weight	1	Communicate with anyone on the same interstellar frequency within 1 parsec.
Portable Illuminator	0 Weight	1	Emits bright light out to Near distance.
Space Suit	Worn, 1 Weight	1	Allows wearer to operate in a vacuum.

ROBOT ITEMS

ITEM	TAGS	PRICE	NOTES
Array of Tools	3 Uses, Integral, 1 Weight	3	Works like a Utility Belt for robots.
Fire-Link	Integral, 0 Weight	1	Add +1 ongoing to Shoot with a specific Integral weapon; on a failure, this shorts out and must be repaired.
Illuminator	Integral, 0 Weight	1	Emits bright light out to Near distance.
Mini Tractor Beam	Integral, Near, 1 Weight	2	Pulls something towards you.
Motion Detector	Integral, 1 Weight	1	Add +1 ongoing to Analyze in darkness or cramped spaces.
Network Spike	Integral, 0 Weight	2	Add +1 ongoing to infiltrate a computer network.
Ultramagnetic Field Generator	3 Uses, Integral, 1 Weight	2	Add +1 forward to Defend.

SOCIAL ITEMS

ITEM	TAGS	PRICE	NOTES
Chantarii Smoke	Consumable, 0 Weight	1	Add +1 forward to Negotiate when shared between the two parties.
Cylinder of Chantarii Ale	Consumable, 4 Weight	2	Add +1 forward to Celebrate.
Falsified ID	0 Weight	2	Used for certain sneaky moves.
Fancy Clothing	Worn, 0 Weight	2	Used to impress people in a social scene.
Military Uniform	Worn, 0 Weight	2	Used to impress military people in a social scene.

AMMO WEAPONS

ITEM	TAGS	PRICE	NOTES
Chantarii Neutron Caster	3 Ammo, Far, Near, Two-Handed, 1 Weight	2	
Cluster Missile Rifle	3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight	2	
Flamethrower	3 Ammo, Area, Close, Near, Volatile, 2 Weight	3	Inflicts fire damage.
Grenade Launcher	Far, Near, 2 Weight	3	Effect as grenade used; ammo as grenade.
Heavy-Duty Flamethrower	3 Ammo, Area, Close, Military, Near, Two-Handed, Volatile, 3 Weight	4	Inflicts fire damage.
Heavy Matter Pistol	3 Ammo, +1 Damage, Military, Near, 1 Weight	2	
Heavy Matter Rifle	3 Ammo, +2 Damage, Far, Military, Near, Two-Handed, 2 Weight	3	
Matter Pistol	3 Ammo, Near, 1 Weight	2	
Matter Rifle	3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight	2	
Power Crossbow	3 Ammo, +1 Damage, Far, Near, Two-Handed, 3 Weight	1	

BEAM WEAPONS

ITEM	TAGS	PRICE	NOTES
Faze Disruptor	+2 Damage, Far, Near, Piercing (2), 3 Recharge, Two-Handed, 2 Weight	4	
Faze Pistol	+1 Damage, Near, Piercing (1), 2 Recharge, 1 Weight	3	
Ion Disruptor	Area, Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight	3	
Ion Pistol	Electrical, Near, 2 Recharge, 1 Weight	2	
Ion-Pulse Rifle	Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight	2	
Laser Pistol	+1 Damage, Near, 3 Recharge, 1 Weight	2	
Laser Repeater	Autofire, +2 Damage, Far, Military, Near, 3 Recharge, Two-Handed, 2 Weight	2	
Laser Rifle	+2 Damage, Far, Near, 3 Recharge, Two-Handed, 2 Weight	2	

GRENADES

ITEM	TAGS	PRICE	NOTES
Anti-Personnel Grenade	1 Ammo, Area, Piercing (1), Thrown, Volatile, 1 Weight	1	
BigBang Grenade	1 Ammo, Area, +1 Damage, Thrown, Volatile, 1 Weight	1	
Gyro Grenade	1 Ammo, Area, Thrown, Volatile, 1 Weight	1	Disorients those in area.
Ion Grenade	1 Ammo, Area, Electrical, Thrown, Volatile, 1 Weight	1	

HEAVY WEAPONS

ITEM	TAGS	PRICE	NOTES
Auto Grenade Launcher	Autofire, Far, Heavy, Military, Near, Two-Handed, 3 Weight	4	Effect as grenade used; ammo as grenade.
AV Proton Missile Launcher	3 Ammo, +2 Damage, Far, Heavy, Military, Near, Two-Handed, 4 Weight	5	Deals vessel-scale damage to vessels.
Heavy-Duty Rail Gun	3 Ammo, +2 Damage, Far, Heavy, Military, Near, Piercing (2), Two-Handed, 3 Weight	4	
Hellfire Plasma Ejector	2 Ammo, Area, Close, +1 Damage, Fire, Heavy, Military, Near, Two-Handed, Volatile, 3 Weight	5	
Rotary Mini-Missile Launcher	3 Ammo, Area, Far, Heavy, Military, Near, Two-Handed, 2 Weight	3	

MELEE WEAPONS

ITEM	TAGS	PRICE	NOTES
Dueling Sword	Close, Piercing (1), Precise, 1 Weight	2	
Electro-Dagger	Close, Consumable, Electrical, Precise, 1 Weight	2	Paralyzes a human-sized target.
Military Pole Axe	Close, +1 Damage, Military, Reach, Two-Handed, 2 Weight	2	
Military Power Sword	Close, +1 Damage, Military, 1 Weight	2	
Mindcrusher Rod	Close, 1 Weight	2	Add +1 Damage against targets with psionic abilities.
Power Spear	Close, +1 Damage, Reach, Two-Handed, 1 Weight	1	
Survival Knife	Close, 1 Weight	2	Add +1 to moves related to finding shelter or skinning beasts.

MISCELLANEOUS WEAPONS

ITEM	TAGS	PRICE	NOTES
Electro-Net	Consumable, Electrical, Thrown, 1 Weight	1	Paralyzes a human-sized target.
Psi Disabler	Consumable, 1 Weight	2	When applied, target cannot use Psionic abilities.
Robot Spike	Close, Consumable, 0 Weight	1	Disables a robot.

PSIONIC WEAPONS

ITEM	TAGS	PRICE	NOTES
Kreth Javelin	Close, +1 Damage, Piercing (1), Thrown, Training, 1 Weight	3	
Kreth Staff	Close, +1 Damage, Reach, Training, Two-Handed, 1 Weight	3	
Kreth Sword	Close, +1 Damage, Training, 1 Weight	3	

ROBOT WEAPONS

ITEM	TAGS	PRICE	NOTES
Bot Saw	Close, +1 Damage, Integral, Reach, 0 Weight	1	
Flamethrower	2 Ammo, Area, Close, Integral, Near, Volatile, 1 Weight	3	Inflicts fire damage.
Matter Gun	3 Ammo, +2 Damage, Far, Integral, Near, 0 Weight	2	
Repeating Fazer	Autofire, +1 Damage, Far, Integral, Near, Piercing (1), 2 Recharge, 1 Weight	3	
Shoulder-Mounted Missile Launcher	3 Ammo, Area, +2 Damage, Far, Integral, Near, 2 Weight	3	

PERSONAL ARMOR

ITEM	TAGS	PRICE	NOTES
Chrysalis Carapace	2 Armor, Worn, 1 Weight	3	Ignores the Piercing tag on beam weapons.
Explorer Armor	2 Armor, Worn, 1 Weight	2	Add +1 to wearer's Load.
Fireproofing Modification	0 Weight	2	Armor applies vs. fire damage.
Flexsteel Armor	2 Armor, Military, Worn, 2 Weight	2	
Flexsteel Robes	1 Armor, Worn, 1 Weight	2	
Flexsteel Vanguard	+1 Armor, Worn, 2 Weight	2	
Gas Mask	0 Weight	1	Ignores attacks affecting respiratory system.
Insulated Guards	0 Weight	2	Armor applies vs. electrical damage.
Juggernaut Powered Armor	3 Armor, Military, Worn, 3 Weight	5	Armor applies vs. vessel-scale damage.
Personal Shield Generator	+1 Armor, Worn, 1 Weight	2	
Spiked Armor	1 Weight	1	Add +1 Damage you inflict on someone grappling you.
SubtleTech Armor Plates	+1 Armor, 1 Weight	3	Add +1 ongoing to avoid someone detecting your armor. Cannot be used with Juggernaut Powered Armor.
Synthleather Hauberk	1 Armor, Worn, 1 Weight	2	
Synthleather Vest	1 Armor, Worn, 1 Weight	2	
Underwater Modification	0 Weight	2	Wearer can operate normally underwater.

ROBOT DEFENSES

ITEM	TAGS	PRICE	NOTES
Ray Shield Generator	+2 Armor (Beam Weapons Only), Integral, 1 Weight	2	
Reinforced Flexsteel Body	+1 Armor, 1 Weight	2	Robot only
Spiked Body	1 Weight	1	Robot only. Add +1 Damage you inflict on someone grappling you.
Underwater Modification	0 Weight	2	Robot can operate normally underwater.

VESSEL EQUIPMENT

GENERAL USE ITEMS

CONSUMABLE ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Ejection Seats	Consumable, 0 Weight	1		Only usable in atmosphere.
Improved Escape Pods	Consumable, Module, 1 Weight	2		You cannot get worse than a 7-9 result on Crash Landing.

ENGINE ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Backup Engine	Consumable, Module, 1 Weight	3		Use to ignore the effects of your engine being disabled. Lasts for the rest of the Scene.
Electronium Power Cells	0 Weight	3	+1	Medium and Large Vessels only. Add +1 ongoing to SPD related moves.
MAME Booster	0 Weight	4	+1	Add +1 to OtherNav related moves.
Supercharged Ions	0 Weight	3		Add +1 to repair the vessel's engine.

HULL/BODY MODIFICATIONS

ITEM	TAGS	PRICE	MR	NOTES
Crystal Matrix Hull	0 Weight	4		Add +4 to Hull.
Heavy Bulkhead	1 Weight	3	+1	Add +1 to Prevail by Force. Add +1 to resulting Damage to target. Vessel SPD cannot exceed 2.
Heavy Chassis	0 Weight	3		Add +4 to Capacity.
Hull Spikes	0 Weight	1		Add +1 to Damage inflicted with Prevail by Force.
Hybrid Armor	0 Weight	4		Ignore Piercing (1) on an attack.
Reflective Hull	+2 Shields, 0 Weight	3	+1	Only effective against beam weapons.
Streamlining	0 Weight	2		Add +1 ongoing to Evasive Action while in atmosphere.

MULTI-USE ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Cyber-Targeting System	2 Uses, Module, 1 Weight	2		Add +1 forward to WPN.
Ionic Boosters	2 Uses, Module, 1 Weight	2		Add +1 forward to SPD.
OtherNav + MAME	3 Uses, Module, 1 Weight	4		Your vessel can use the OtherNav move to travel to other star systems.
Stealth Field Generator	2 Uses, Module, 1 Weight	3	+1	Requires Personal or Small size. Your vessel is undetectable until you take hostile or sudden actions. If your vessel is being pursued, you can use Evasive Action to lose them (and add +1 to the roll).
Tracking Beacon Launcher	2 Uses, Module, Near, 1 Weight	2		Add +1 ongoing to find vessels you have hit with beacon.

MISCELLANEOUS ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Armory	3 Uses, Module, 1 Weight	2	+1	Requires Small vessel or larger. Use to add +1 Ammo and Recharge for all character and vessel weapons. Lasts until the end of the next scene.
Autopilot	1 Weight	4	+1	Takes up a Crew position. You can direct vessel to take simple actions on its own.
Crash-Resistant Seats	1 Weight	1		Crew and passengers take half damage from Crash Landing.
Emergency Life Support	Module, 1 Weight	2		Add +1 to Crash Landing.
Engineering Room	Module, 1 Weight	3	+1	Requires Small vessel or larger. Add +1 to repair or modify vessels or robots. Also, see below.
Expanded Cargo Bay	Module, 0 Weight	2		Add +4 to Capacity.
Galley	Module, 1 Weight	2	+1	While aboard your vessel, you do not need to mark rations.
Heavy Cargo Bay	Module, 0 Weight	3		Requires Large vessel. Add +8 to Capacity.
Improved Life Support	Module, 1 Weight	1		Requires Small vessel or larger. You can Rest inside your vessel.
Landing Bay	Module, 1 Weight	4		Requires Large vessel. Fits 1 Personal-sized vessel.
Local Navigator	Module, 1 Weight	1		Add +1 to navigate in a specific star system or find its places. You can change the star system it references when you use the Restock move.
Salvage Bay	Module, 1 Weight	2		Requires Small vessel or larger. Add +1 to moves related to salvaging usable items from vessels.
Sick Bay	Module, 1 Weight	3	+1	Requires Small vessel or larger. Add +1 to heal people on your vessel. Also, see below
Smokescreen	3 Ammo, Area, Module, 1 Weight	1		Add +1 forward to escape or evade pursuers. Atmospheric use only.
Tractor Beam	Module, Near, 1 Weight	2		Requires Medium or Large vessel. Draws targeted object towards your vessel. Does not affect vessels larger than yours.

SENSOR ITEMS

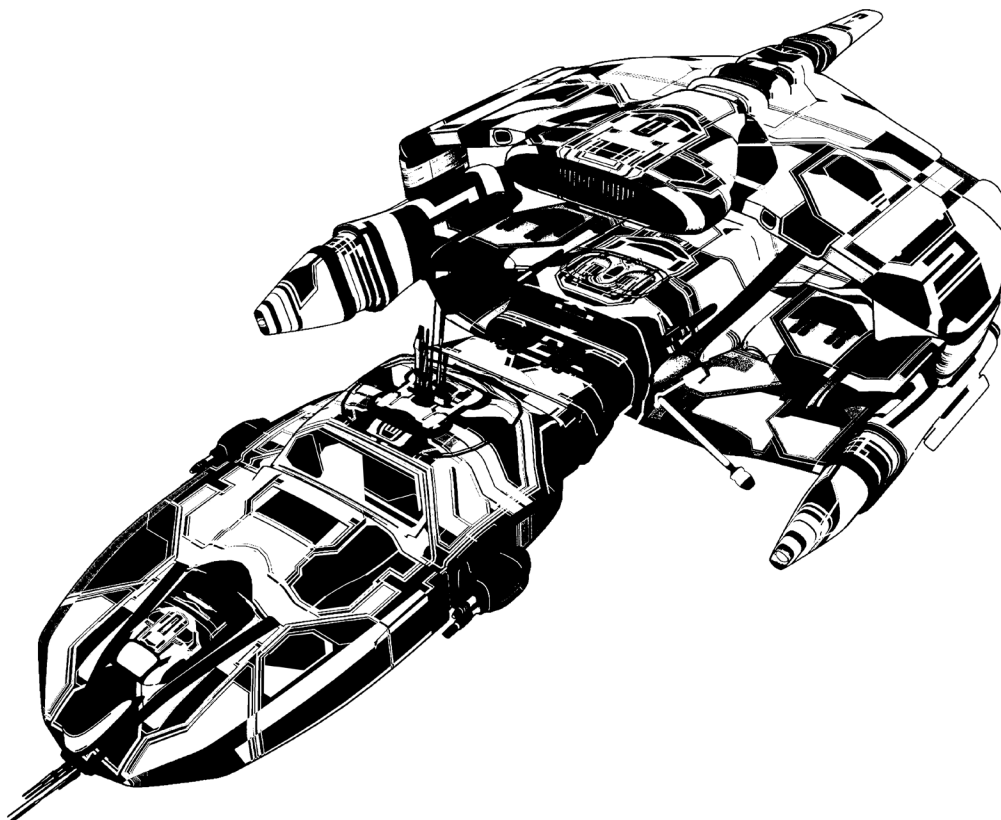| ITEM	TAGS	PRICE	MR	NOTES
Improved Sensor Array	Module, 1 Weight	2		Add +1 to Sensor Scan for planets and places.
Intrusive Sensor Array	Module, 1 Weight	1		Add +1 to Sensor Scan for vessels and artificial creations.
Stealth Detector	Module, 1 Weight	2		Your vessel may use Sensor Scan on a vessel known to be using a Stealth Field. In addition, using Sensor Scan in an area reveals the presence of any vessels currently using a Stealth Field.

SMUGGLING ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Anti-Tracker Alarm	Module, 0 Weight	2		Add +1 to detect tracking beacons on your vessel.
Concealed Weapons	0 Weight	2		0 and 1-Weight weapons are undetectable until you use them.
Falsified Transponder	Consumable, Module, 0 Weight	2		Add +1 ongoing to pose as another vessel or trick those following you. This lasts no longer than the current Scene.
Hidden Compartments	Module, 1 Weight	2		Add +1 to conceal people or items on your vessel.
Quick-Jettison Cargo Bay	Module, 0 Weight	2		Add +4 to Capacity.

SHIELDS ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Heavy Particle Shield	+2 Shields, 1 Weight	4	+1	Not effective against beam weapons.
Proto Shields	+1 Shields, Module, 1 Weight	2		
Shield Booster	3 Uses, Module, 0 Weight	2		Add +1 forward to POW when working with Shields.

WEAPONRY ITEMS

ITEM	TAGS	PRICE	MR	NOTES
Armor-Piercing Rockets	Consumable, 1 Weight	1		Add Piercing (1) tag to missiles and rockets. Consumed when ammo runs out.
Bomb Bay	Module, 1 Weight	1		Allows vessel to drop bombs in atmosphere.
Fazer Booster	+1 Damage (Fazer only), Module, 0 Weight	1		
Robot Weapon Pod	1 Weight	2		A Robot character adds +1 to WPN (max +3). Robot must have a Pod open.
Tracer Rounds	Consumable, 0 Weight	1		When you mark ammo for a Mass Thrower with the Autofire tag, add+1 forward to Fire at Will using the same weapon. Consumed when ammo runs out.
Trajectory Tracking System	2 Uses, Module, 0 Weight	1		Add +1 forward to WPN with missiles, rockets, and bombs.
Turret	1 Weight	3		Add +1 to WPN (max +3) for one weapon of 0 or 1-Weight.
Weapon Link	+1 Damage, 0 Weight	2		Designate 2 weapons to fire simultaneously. Mark either ammo when required to do so.

VESSEL WEAPONS

ATMOSPHERIC WEAPONS

ITEM	TAGS	PRICE	MR	NOTES
Road Spikes	2 Ammo, Area, Module, 1 Weight	1		Ground vessels pursuing you take 1d4 damage. Ground vessels only.
Vehicular Flamethrower	2 Ammo, Area, Module, 1 Weight	2		Inflicts fire damage. Atmospheric use only.

BEAM WEAPONS

ITEM	TAGS	PRICE	MR	NOTES
Blaster Pulse Cannon	+2 Damage, Module, Piercing (1), 3 Recharge, 2 Weight	3		Requires Medium or Large vessel.
Multi-Faze Spiral Disruptor	+1 Damage, Module, Piercing (1), 2 Recharge, 1 Weight	2		
Pulsar Laser Blaster	+2 Damage, Module, Piercing (2), 3 Recharge, 1 Weight	3		
Triple Fazer Cannons	+2 Damage, Module, 3 Recharge, 1 Weight	2		
Twin Laser Cannons	+2 Damage, Module, 3 Recharge, 1 Weight	2		
Ultralite Laser	+1 Damage, Module, 2 Recharge, 0 Weight	3		
Ultraviolet Laser Cannon	+1 Damage, Module, 2 Recharge, 1 Weight	2		Can be used underwater.

MASS THROWERS

ITEM	TAGS	PRICE	MR	NOTES
Heavy Machinegun	3 Ammo, Autofire, +1 Damage, Module, 1 Weight	2		
Starbreaker Gun	3 Ammo, +3 Damage, Module, Piercing (3), 2 Weight	5	+1	Requires Large vessel.
Volcano Gun	3 Ammo, Autofire, +2 Damage, Module, 2 Weight	3		

MISSILES, ROCKETS, AND BOMBS

ITEM	TAGS	PRICE	MR	NOTES
Antimatter Torpedo Launcher	3 Ammo, +1 Damage, Module, Piercing (2), 2 Weight	2		
NeuroGas Smartbomb	2 Ammo, Area, 1 Weight	2		Requires Bomb Bay. Incapacitates people in area.
Rotor Smartbomb	2 Ammo, Area, 1 Weight	3		Requires Bomb Bay.
VARI Fire Rocket Launcher	2 Ammo, Autofire, +2 Damage, Module, 2 Weight	3		
WAVE Multi-Missile Launcher	3 Ammo, Area, +1 Damage, Module, 1 Weight	2		

MINES

ITEM	TAGS	PRICE	MR	NOTES
Chaff Mine	2 Ammo, 1 Weight	2		Requires Mine Launcher. Take +1 forward to hide from pursuers.
Ion Mine	2 Ammo, 1 Weight	2		Requires Mine Launcher. Disables 1 Personal or Small vessel.
Mine Launcher	Module, Near, 1 Weight	2		Effect as mine used; ammo as mine.
Mini-Mines	2 Ammo, Area, 1 Weight	2		Requires Mine Launcher.