

ACADEMY DROPOUT

"I opened my eyes and now I'm paying the price."

Born into a wealthy family, you grew up in a lavish home on Ariel. Your socialite parents expected you'd go far because of your aptitude for learning, and by all accounts you should have. You've gone to the best schools, had top-notch teachers, and filled your time learning everything you could about Earth-That-Was.

Your parents enrolled you into an Academy the first chance they got. You were well on your way to becoming an expert on terraforming when the unthinkable happened—the more you learned about the consequences of terraforming equipment and how the Unification War brought other planets to heel, the more your faith in the Alliance began to shake. This world of yours, the only one you and your parents knew, it started to feel just plain *wrong*. To wrap your mind around the truth, you started asking questions. A few weeks later, your personal data files were investigated and you were put on academic probation.

Soon, you found yourself faced with a terrible choice—drop out of school and disappear, or pretend the Alliance is the best thing that ever happened.

You chose to follow your conscience, dropped out of the Academy, and left Ariel behind. Now you're on a mission to tell the truth about the Alliance and to help those that need helpin'. Anything else would be uncivilized.

ATTRIBUTES

MENTAL **10**

PHYSICAL **6**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **8** *History*

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **6**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **6**

NOTICE **6**

TREAT **4**

FLY **4**

OPERATE **6**

TRICK **4**

FOCUS **8** *Study*

PERFORM **4**

INFLUENCE **6**

SHOOT **4**

DISTINCTIONS

CHILD PRODIGY **8**

Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Eidetic Memory:** Spend 1 PP to roll your **Know** and add it to your total once per scene.
- ☐ **Exceptional Talent:** Step up an existing Complication to step up or double a Skill in a non-combat situation.

HIGHLIGHTED SKILLS: **FIX, KNOW, OPERATE**

EVERYTHING'S SHINY **8**

Don't worry. Everything's going to come out shiny in the end.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Lightweight:** Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.
- ☐ **Lighthearted:** Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

HIGHLIGHTED SKILLS: **FOCUS, KNOW, SURVIVE**

FALL FROM GRACE **8**

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Coping Mechanism:** If you have a Complication at a **D10** or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ **Out of Your Element:** Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

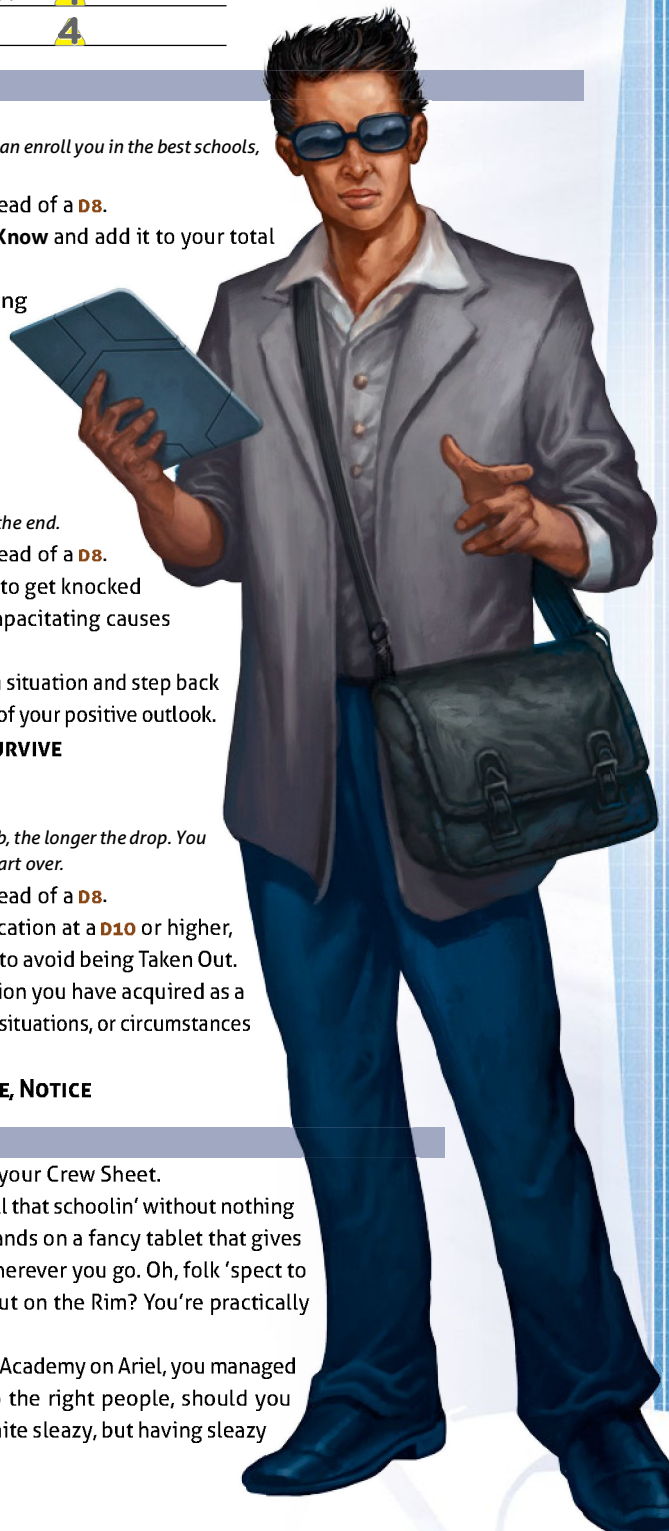
HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, NOTICE**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Cortex Tablet **D8:** You don't believe in having all that schoolin' without nothing to show for it. You managed to get your hands on a fancy tablet that gives you uninterrupted access to the Cortex wherever you go. Oh, folk 'spect to see you holdin' a tablet in the Core, but out on the Rim? You're practically a celebrity.

Academy Blackmail **D8:** On your way out of the Academy on Ariel, you managed to snag evidence that you can deploy to the right people, should you have need to protect yourself. Sure it's a mite sleazy, but having sleazy insurance is better than not havin' any.



ALLIANCE AGENT

"Forget trying to bribe me. Don't you know who I work for?"

You had a family once, but you've left them far behind. Hell, nobody back home on Persephone would recognize you now, not after the War and all you've done. Most folk would be mighty 'fraid of you if they knew you signed up to be an Independent just so you could sabotage their operations. Thanks to you, a few battles tipped in the Alliance's favor and you're mighty proud of it. You were doin' great until a Browncoat general caught you and tattooed your face all nice and pretty like.

After you escaped, you went back to the Alliance a big damn hero. Not only did they remove your tattoo, the government gave you a brand new identity and reconstructed your face so you'd blend in more. They trained you up, promoted you, and gave you full authority to bring the Law down on those who need it—provided you don't ask questions. 'Course, you're in so deep with the Alliance that if you did manage to turn on them, you'd wake up with a gun pointed at your head.

Doesn't matter if you're out on the Rim arresting illegal salvagers or back in the Core infiltrating a resistance group—you go where the Alliance tells you to go. The Alliance is your father, your mother, and your ever-lovin' spouse rolled up into one. For better or for worse, they're the only family you got. In exchange for your loyalty, you'll keep earnin' them medals and promotions.

Sure, a raise would be nice, but you get what you need to do your job. And that's plenty.

ATTRIBUTES

MENTAL

8

PHYSICAL

8

SOCIAL

8

SKILLS

CRAFT

4

DRIVE

4

FIGHT

4

FIX

4

FLY

4

FOCUS

4

INFLUENCE

6

KNOW

4

LABOR

4

MOVE

6

NOTICE

6

Search

OPERATE

4

PERFORM

6

SHOOT

6

Pistols

SNEAK

6

SURVIVE

6

THROW

4

TREAT

4

TRICK

8

DISTINCTIONS

ALLIANCE SPY 8

You've got your orders. What you do with them now is up to you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ **Alliance Agenda:** When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.
- ☐ **Espionage:** Step back an Asset related to surveillance, investigation, or intelligence gathering in order to reroll your dice in appropriate situations.

HIGHLIGHTED SKILLS: **SHOOT, SNEAK, TRICK**

THINGS DON'T GO SMOOTH 8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ **Tough as Nails:** When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
- ☐ **Trouble Magnet:** Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

HIGHLIGHTED SKILLS: **MOVE, NOTICE, SURVIVE**

MASTER OF DISGUISE 8

You're more comfortable in someone else's skin.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ **Evil Twin:** Gain 1 PP when someone you are disguised as shows up to ruin your illusion.
- ☐ **Mockingbird:** Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

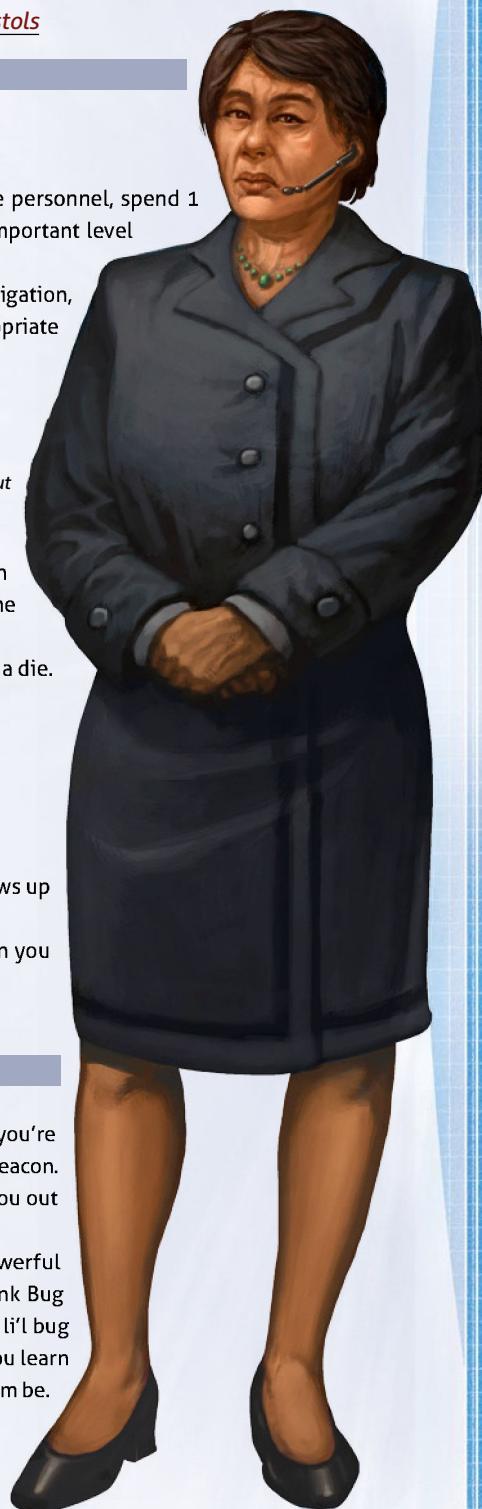
HIGHLIGHTED SKILLS: **INFLUENCE, PERFORM, TRICK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Homing Beacon D8: It don't matter where you are or what trouble you're in, once you press that red button you'll activate your homing beacon. Not long afterward, the Alliance will come a-runnin' to help you out in the fastest way they know how.

Stink Bug D8: All that spyin' and gatherin' intel requires a powerful concentration and a mighty fine listening device. Drop a Stink Bug on any nearby target and pick up on their conversations. This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folks or lettin' them be.



ALLIANCE BLACK OPS

"The price of freedom is eternal vigilance."

Beaumonde was a strange planet to grow up on. Too civilized for the border folk but too backwater for the rest of the White Sun dandies, its inhabitants are split between powerful corporations and simple factory workers. Something about growing up between two worlds made you a natural fit for the covert branch of the Alliance military. You're just as comfortable mixing with politicians and their deep-pocketed patrons as you are with Browncoats and mercenaries. Feels just like back home to you. Though you weren't a front line fighter in the War, you know your service was just as important. That's why you're still working for the Alliance military even in peacetime.

While the Unification War may be over, there are still hundreds of threats to the peace and stability of the Alliance that must be dealt with. These threats need dedicated agents, using a maximum of efficiency and a minimum of noise. You're the first line of defense against things that would cause the Alliance to shatter; if you fail, more bright young men and women will die because of it.

You may have a different cover story for each place you visit. You may prefer to blend in quietly, looking no different from any one of a dozen unwashed refugees looking for a fresh start on a new planet. Your companions will never know you're on assignment. You'll have to lie to them, hide your true intentions; should the truth ever come out, the broken trust will harm you in ways bullets cannot. It's a fate that you hope desperately won't come true, but you've been out in the cold so long you know that it's all but certain.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **4**

SNEAK **6** *Infiltration*

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **6**

MOVE **4**

THROW **6**

FIX **4**

NOTICE **4**

TREAT **4**

FLY **6**

OPERATE **6**

TRICK **6**

FOCUS **4**

PERFORM **6**

INFLUENCE **6** *Bribery*

SHOOT **6**

DISTINCTIONS

AGENT PROVOCATEUR **8**

You're a bad influence. Professionally.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Cover Story**: When you lie about where you've been or what you were doing, spend 1 PP to create a **D8** Asset that confirms your cover story.
- ☐ **Devil on the Shoulder**: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.

HIGHLIGHTED SKILLS: INFLUENCE, SNEAK, TRICK

OOH-RAH **8**

There's nothing better than a good fight.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Grenadier**: Double **Throw** when hurling an explosive. Take a **Ringed Ears D8** Complication after the roll.
- ☐ **Hail of Bullets**: When you Take Out a GMC with a **Shoot** Action, take or step up a Complication to automatically Take Out another from the scene.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, THROW

TOP SECRET **8**

Officially, you don't exist. Your job doesn't exist. Your boss doesn't exist. Where's that leave you?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Covert Entry**: When bypassing security on a mission, take or step up an **On a Timetable** Complication to double **Operate** for the roll.
- ☐ **Flown Just About Everything**: Spend 1 PP to create a **Fly** specialty for the remainder of the session.

HIGHLIGHTED SKILLS: FLY, OPERATE, PERFORM

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Stealth Suit D8: Any fool can end a life, but the Alliance pays you to do it without leaving a trace. The suit they gave you makes sure you get the job done right. Cameras can't catch it, it doesn't give off heat, and it blends into shadows.

Alliance Safehouse Map D8: The Alliance has put safehouses all over the 'Verse for folks just like you. You've got the most up-to-date map of the current safehouse configuration in case you need to go to ground fast. It even has passcodes to weapon stocks and food stores at each location.



ALLIANCE CONTRACTOR

"I've got your boxes right here—you're ready to sign for them, right?"

Ever since you were a kid you've enjoyed moving, and you moved around a lot. Your parents were always on the job, transporting wares from place to place. You followed in their footsteps and picked up where they left off, taking a job as a contractor for the Alliance when the time came for you to start workin'. You love your job. There aren't many people who can say it, but you're one of 'em.

Transporting goods is your expertise and you know the ins and outs of your ship, and many like it, just like the back of your hand. You know the ways of shipping logs and datasheets like other people know the names of family. It serves you well in your job, and serves even better in the light of what you do on the side. As much as you love what you do, it don't pay well, and more money can often be made under the table, as it were.

You've taken a chance and started using some of the nooks and crannies of your ship to smuggle goods from place to place. Sometimes it's for good, and sometimes the gigs are a little trickier. You do your best to keep your nose clean, but once or twice someone's caught wind of what you were doing. You're so good at your job, though, that the military and Parliament make people turn their gorramn heads from the deals you've made and just give you a slap on the wrist and send you on your way.

Your ship is your life, and you treat it well. Without it, you wouldn't have any of what you have now—and you intend to make sure you keep it. If that means a few deals and a couple of secret compartments get filled, then so be it.

ATTRIBUTES

MENTAL **8** PHYSICAL **6** SOCIAL **10**

SKILLS

CRAFT 4	KNOW 6 <i>Business Insider</i>	SHOOT 4
DRIVE 4	LABOR 4	SNEAK 6
FIGHT 4	MOVE 6	SURVIVE 4
FIX 4	NOTICE 4	THROW 4
FLY 4	OPERATE 4	TREAT 6
FOCUS 6	PERFORM 6	TRICK 6 <i>Bluff</i>
INFLUENCE 8 <i>Negotiation</i>		

DISTINCTIONS

REPUTABLE **8**

I deal plain, ask any of my associates. There'll be a hard bargain driven but, in the end, everyone will be happy.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Art of Negotiation:* While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.
- ☐ *Perspicacious:* When you size someone up with a **Notice** Action, spend 1 PP to roll and add your **Know** to the action.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

PARLIAMENTARY PARDON **8**

It's nice having a free pass for mayhem.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Shift the Blame:* Spend a Big Damn Hero Die that's **D8** or larger to shift one of your social or legal Complications to another Crewmember or GMC.
- ☐ *Slide on By:* When you try to bluff or bully your way in somewhere by mentioning your powerful connections, take a **Won't Forget Your Face D8** Complication to step up **Trick** for the Action.

HIGHLIGHTED SKILLS: MOVE, SNEAK, TRICK

CLEAN CUT **8**

If you want respect, dress as if respect is your due.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Power Tie:* Spend 1 PP to create an **Aura of Authority D8** Asset when you dress to assert your dominance.
- ☐ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

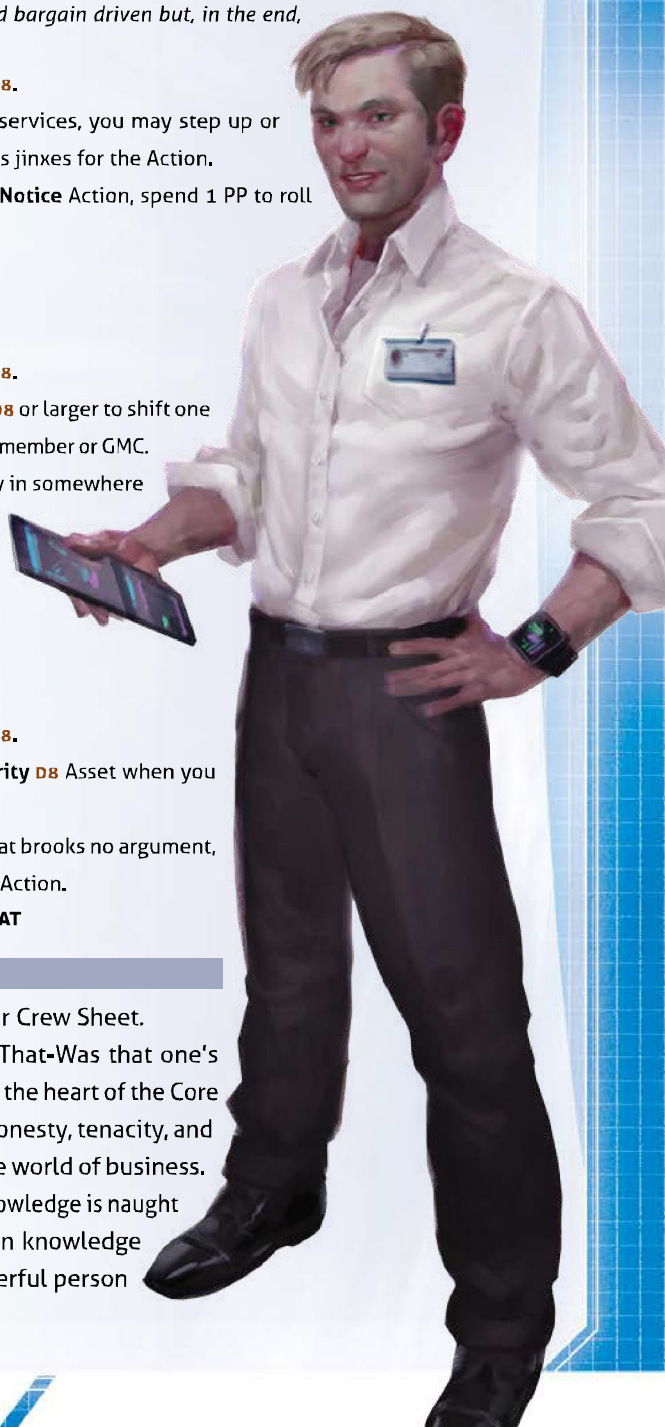
HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TREAT

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Sterling Reputation D8: The saying from Earth-That-Was that one's reputation is all that matters holds true even in the heart of the Core Worlds. A carefully cultivated reputation for honesty, tenacity, and trustworthiness makes all the difference in the world of business.

Portable Cortex Box D8: Knowledge is power and knowledge is naught but information. With the sum total of human knowledge at your fingertips you could be the most powerful person in the 'Verse.



ALLIANCE DOGFIGHTER

"I'm in, all or nothin'."

When it comes to the air, you rule. You are raw power and finesse, an expert at the art of flight. Some might even say you're the best there is—including you. You came into the game early, and you have a natural gift.

Ever since you was small, you dreamed of taking to the skies. You came from a quiet background, where you didn't have much and such ideas were destined to stay dreams. You practiced as much as you could, but it was hard to do without a ship of your own. But then you got lucky. Someone took notice of you and took you under his wing. He saw the potential in you—the talent.

Didn't take much long after that for you to find your place in the fleet. You still had a lot to learn but it wasn't like you couldn't take flight the minute you had wings. With every success story comes some failure, though, and you were in the thick of it. You had never been good at respectin' authority, but, for a while, your mentor had changed that. Eventually, though, even that didn't stick. You found yourself pinin' for days of freedom long gone in the wake of following Alliance orders. Failure to follow orders, it turns out, still counts as failure. You done got yourself into trouble one of those nights when you went out to a poker game instead of falling in like you should've.

But you bucked up. You got it together. Now you're the best in the fleet. You might not always listen when you're told what to do, but you do all right since you found another outlet for your rebelliousness: illicit business. When everyone's back is turned, you take a spin around in that ship of yours to drop off pocket-sized goods—and the small ones are always the most expensive. Funny enough, your partners in crime are more often good guys than not. Now what's that say?

ATTRIBUTES

MENTAL **6**

PHYSICAL **10**

SOCIAL **8**

SKILLS

CRAFT **4**

INFLUENCE **4**

SHOOT **6**

DRIVE **4**

KNOW **4**

SNEAK **4**

FIGHT **6**

LABOR **4**

SURVIVE **4**

FIX **4**

MOVE **4**

THROW **6**

FLY **6** *Fighters, Stunts*

NOTICE **4**

TREAT **4**

FOCUS **6**

OPERATE **6**

TRICK **6**

DISTINCTIONS

ROWDY **8**

Lemme tell you, never get into a drinkin' contest with a pirate crew. Sore losers, they are.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Good Old-Fashioned Scrap:* When you start a fight by throwing the first punch, step up your **Fight** for the scene. Take a **D8** social Complication once the fight is over.
- ☐ *Just One Drink:* Spend 1 PP to double your **Social** when asking someone to join you for a drink.

HIGHLIGHTED SKILLS: FIGHT, PERFORM, THROW

POKER FACE **8**

People seem to think you could stare down a wall and not blink.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Written on Their Faces:* When you spend a scene talking with a Major or Minor GMC, spend 1 Big Damn Hero Die at the end of the scene to learn the GMC's true loyalties or plan of action.
- ☐ *Wait It Out:* When someone asks you a question and you stonewall them, spend 1 PP to step up or double **Focus** for the action.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, TRICK

HOT SHOT **8**

I can shoot a penny off a table at four hundred meters. "Good" doesn't even begin to describe me.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Bull's-Eye:* When you spend a Plot Point to roll and add a Big Damn Hero Die during a **Shoot** Action, you may reroll the BDHD for free, if it comes up a jinx.
- ☐ *Ace:* When you achieve an Extraordinary Success on a **Fly** or **Shoot** Action, you may spend 1 PP to bank a Big Damn Hero Die equal to your **Fly** or **Shoot** instead of your opponent's highest rolling die.

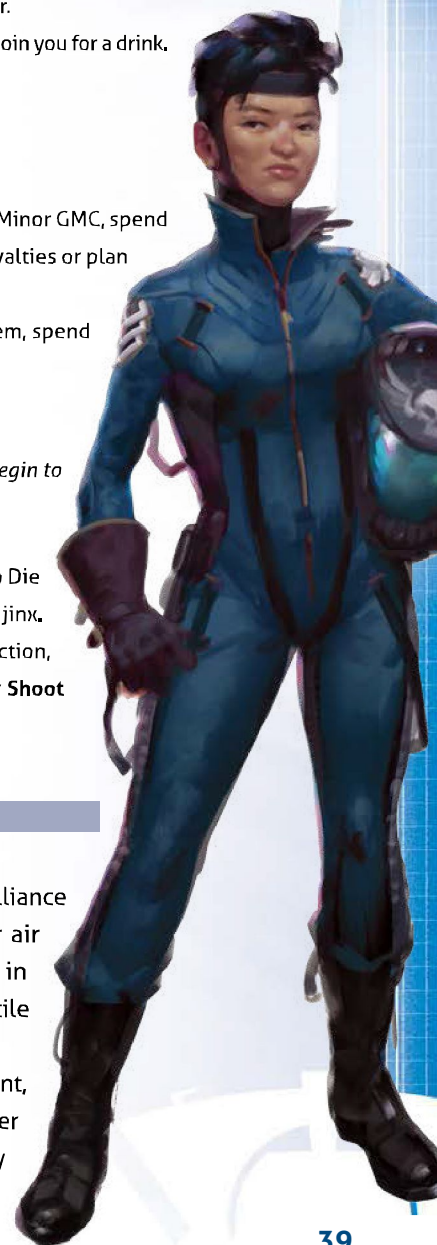
HIGHLIGHTED SKILLS: FLY, OPERATE, SHOOT

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Alliance Interceptor **D8:** Small, maneuverable, and heavily armed, Alliance fighters are most often used to engage enemy craft and for air superiority during planetary assault. Designed for operation in atmo and in the black, fighter craft are some of the most versatile and deadly military craft flying.

Officer's Service Pistol **D8:** Upon receiving a commission as lieutenant, each Alliance officer is issued a service pistol. The Jiang Hu .45 caliber semi-automatic has been the Alliance service pistol for nearly twenty years due to its reputation for stopping power and reliability.



ALLIANCE ENGINEER

"I didn't know they still made parts for these! They don't? Well, that explains your problem."

You were born on Colchester, a moon orbiting Londinium, to a large, middle-class family filled with doctors, traders, lawyers, and magistrates. You never felt like you fit in, though, and were always itchin' to make a name for yourself. Thanks to a recruitment officer willing to take a "registration expediency fee," you signed on a year early to an Alliance military vessel and never looked back. The dark, cramped bowels of an Alliance cruiser weren't as luxurious as the house you grew up in, but the other engineers became your brothers and the crew of the vessel your new family. You saw plenty of action during the Unification War, making sure your ship kept those Browncoats on the run.

Unfortunately, the creative paperwork that began your career ended up as your undoing. You were discharged for submitting a false identity, a status that occasionally causes you trouble when you submit your ident card for something. Most legitimate shipping concerns won't touch you with a three meter pole. Luckily, there are plenty of small time traders and unregistered smugglers who need a good engineer more than they need a shiny occupational history.

You keep your engine room tidy. It's the one part of the ship you insist on holding up to your old standards. You're still adjusting to how ships in the black function without proper parts and maintenance. Bending the rules isn't your style, but you've come to understand a certain amount of operational flexibility while keeping a ship like this in the air. You make sure your engine runs on the right parts and you turn a blind eye when those parts show up after a job, no questions asked.

ATTRIBUTES

MENTAL **10**

PHYSICAL **8**

SOCIAL **6**

SKILLS

CRAFT **8**

KNOW **4**

SHOOT **4**

DRIVE **6**

LABOR **4**

SNEAK **4**

FIGHT **4**

MOVE **4**

SURVIVE **4**

FIX **8** *Engines*

NOTICE **4**

THROW **6**

FLY **8**

OPERATE **6** *Shipboard Computers*

TREAT **4**

FOCUS **4**

PERFORM **4**

TRICK **4**

INFLUENCE **4**

DISTINCTIONS

ENGINEER **8**

There are a lot of laws you follow. Newton's second, for example.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Applied Physics:** When you have the time to calculate the trajectory of your throw, spend 1 PP to double **Throw** for a roll.
- ☐ **Rush Job:** During a Timed Action that requires repairs or construction, you may take or step up a **Shoddy Workmanship** Complication to add an extra beat.

HIGHLIGHTED SKILLS: **CRAFT, FIX, THROW**

RESEARCHER **8**

The scientific method isn't just for the lab. It's a way of life.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Eureka:** When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.
- ☐ **Hypothesize:** Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a **D10** maximum. If any Action with the Asset fails, remove it from play.

HIGHLIGHTED SKILLS: **CRAFT, FIX, FLY**

TECHNOLOGIST **8**

Where do you get all these wonderful toys?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Early Adopter:** When you encounter a new technological marvel, step back **Focus** for the scene and create a representative **D8** Asset.
- ☐ **Familiar Controls:** Step up **Operate** the first time you use a piece of tech that is similar to one of your Signature Assets.

HIGHLIGHTED SKILLS: **DRIVE, FLY, OPERATE**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Experimental Drone **D8:** Workin' for the Alliance meant playin' with all the best toys, and sometimes improving 'em. That's where your robotic friend came from. It ain't perfect, not by a long-shot, but it's good enough to help you in your work, especially with all the tinkering you've done on it.

Customized Toolkit **D8:** You learned early on in your service that you're only as good as your toolkit, and you've made sure your customized kit is a gorramn bag of magic tricks. Sure, you've got all the standard miscellany, but you've also got all the tools you've invented on your own, the ones unique to you. With that kit, you can work miracles.



ALLIANCE GENERAL

"Listen up! We're going to go in fighting and come out winning! Buck up!"

You've spent years earnin' the reputation you have now. Hard work and nothin' else but a steady hand and a steely gaze have led you to this moment of authority. You've got experience no one else could have, since you've been here since before the War was a blink in your past superiors' eyes. You rose quickly to the task once it was set before you: win the War. And win it you did—now you have a number of stars under your collar and the image of clean and clear, good ole Alliance heroism.

Too bad that ain't the truth. Now, you might have gone and done all of those things. You definitely were instrumental in winning the War. But you aren't so clean, and your waters of loyalty are a mite murky. You've done heroic deeds in the name of the Alliance, but when their heads are turned, you've done more than enough to dirty up any slate. You started smugglin' to make good money when you were in the lower ranks—just little things that wouldn't get noticed. But now, you're in control of a fleet, and it's pretty obvious to you how useful that can be.

It don't take much these days to make a dollar if you aren't getting it honest, so you've been doin' fine for yourself. You've got fancy suits and your family wants for nothing, and everyone is willing to pass it off as the luxuries of being an Alliance general. Most people don't ask questions, and those that do sometimes find themselves looking into the deep black when they're sent on an assignment from which they ain't meant to come back.

Power has its perks. You know it truer than true, and you don't intend to lose it any time soon.

ATTRIBUTES

MENTAL

8

PHYSICAL

8

SOCIAL

8

SKILLS

CRAFT

4

DRIVE

4

FIGHT

4

FIX

4

FLY

6

Command
Ships

FOCUS

4

INFLUENCE

8

Command

KNOW

4

LABOR

4

MOVE

4

NOTICE

6

OPERATE

6

PERFORM

6

SHOOT

6

SNEAK

4

SURVIVE

6

THROW

4

TREAT

6

TRICK

4

DISTINCTIONS

BURDEN OF COMMAND 8

There's nothing glamorous about power, about holding lives in your hand. It's the world on your shoulders.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Hunker Down:** When you take cover against a barrage of gunfire, spend 1 PP to roll **Survive** and add it to your total after you roll.
- ☐ **Necessary Casualties:** When a Crewmember follows your order to attack, give them a **Marching Orders** Asset equal to your Influence die. Step up the next Complication they receive.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, SURVIVE

NATURAL LEADER 8

A bright smile, firm handshake, and an easy charm put you in charge.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Cult of Personality:** When you try to inspire others through tales of your own accomplishments, spend 1 PP to step up **Social** for the Action.
- ☐ **Share the Woe:** Crewmembers who seek your counsel to resolve social or emotional Complications may add a **Calming Presence D8** to the Recovery Action. Step back your **Mental** or **Social** during the following scene.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TREAT

FLEET TACTICIAN 8

Sun Tzu was brilliant. After three thousand years we brought his doctrine to the stars.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Bombard:** When you give the order to fire upon an enemy ship, Crewmembers may spend 1 PP to step up their **Shoot** on their next Action.
- ☐ **Attack Pattern Delta:** When you lend your **Fly** Skill die to an Action when a pilot is following your battle plan, you can spend a Big Damn Hero Die to avoid any consequences of that Action, like being Taken Out or jinxes.

HIGHLIGHTED SKILLS: FLY, OPERATE, SHOOT

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Dress Uniform D8: Worn on formal occasions, the dress uniform is a striking grey-and-black uniform that gives officers an air of martial authority.

Ceremonial Saber D8: The tradition of commanders carrying sabers into battle dates back to Earth-That-Was. While rarely used in modern combat, Alliance regulations stipulate that each saber issued to command officers be battle ready.



"I'm gonna crack this rock like a hard-boiled egg."

Some folks don't care about politics or bein' famous and the like, and you'd be one of them. Sure you fought in the War. You were a soldier for the Alliance and you did your duty. If you had the choice, though, you would have left the Alliance and the Independents far behind. War complicates things and you've seen one too many atrocities committed by soldiers on both sides. That's why, when it was over, you signed up for honest work—mining the asteroids located in the Halo 'round the Core.

You could've stuck to the Border Planets or staked a claim somewhere in the Rim, but you didn't. Settling down don't interest you. Friends? You had them. They died. Not to mention, you're fully aware that the terraforming technology is a mite twitchy. You may like to stand on solid ground, but you don't like them rare diseases none, either. That's why you've chosen to work out in the black mining asteroids for the Blue Sun Corporation. Hell, at least you've got medical.

Truth be told, life is simpler this way and a heck of a lot quieter. All you need to survive is some oxygen, a spacesuit, a decent ship, and a steady supply of them colored protein bars. And you'll keep getting' what you need, too, providin' you check in from time to time and meet your quota.

Still, that don't mean you're not up for a little adventure.

MENTAL 8

PHYSICAL 10

SOCIAL 6

CRAFT 4

KNOW 4

SNEAK 4

DRIVE 4

LABOR 6 Mining

SURVIVE 8 Zero-G

FIGHT 8

MOVE 4

THROW 6

FIX 4

NOTICE 4

TREAT 4

FLY 4

OPERATE 6

TRICK 4

FOCUS 6

PERFORM 4

INFLUENCE 4

SHOOT 6

Pulling ore out of the ground—or out of floating rocks—ain't a vocation for the weak. Every rutting day is a battle against the elements.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blood, Sweat, and Tears:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.
- ☐ *Company Ties:* Gain 1 PP when your contract or agreement with the mining company forces you to make an unfavorable or unwanted choice.

HIGHLIGHTED SKILLS: LABOR, OPERATE, SURVIVE

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your Shoot or Fight when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, SURVIVE

Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.

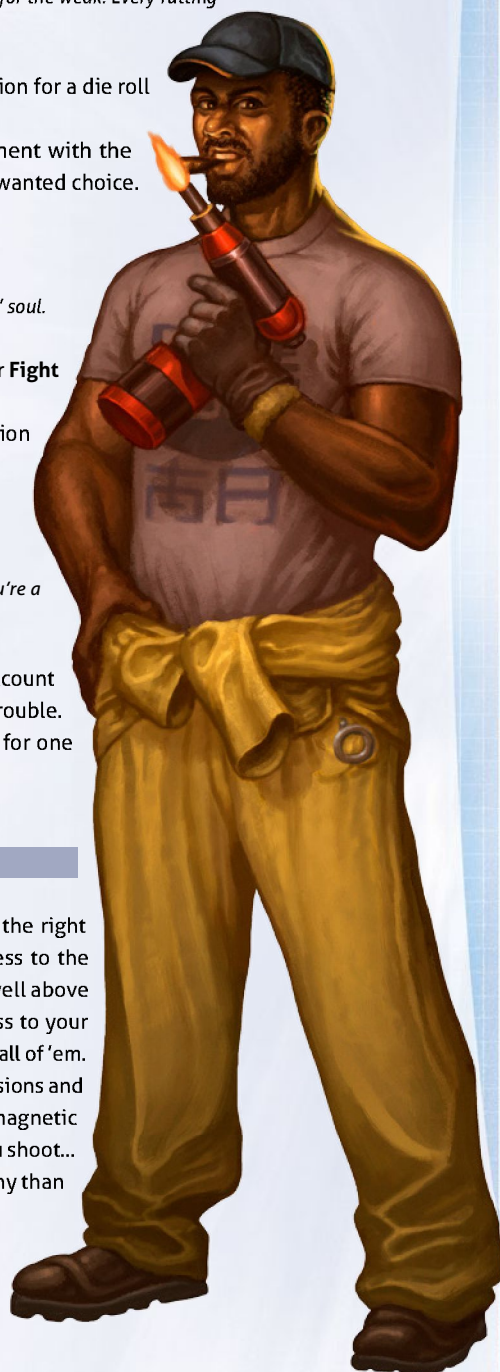
- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Anger Issues:* Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.
- ☐ *Seein' Red:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, THROW

Pick one Signature Asset D8 and note that on your Crew Sheet.

Blue Sun Security Pass D8: You've finally managed to impress the right people. You have a Security Clearance that gives you access to the upper-level floors of any Blue Sun Corporation building—well above your boss's pay scale. 'Course, just because you have access to your employer's innermost secrets don't mean you need to uncover all of 'em.

Mag-Pistol D8: To meet your quota, you gotta make the hard decisions and get your hands dirty. Out in space, that means you have a magnetic pistol that can fire in low oxygen conditions. What or who you shoot... well, that's on you. Still, a mag-pistol is a lot more trustworthy than a handgun on an asteroid.



BATTLE-WORN BOUNTY HUNTER

"Cry all you want. I ain't got the heart to listen."

You're not innocent and you never claimed to be. Even as a child, you had a talent for killing things and you've got a lot of blood on your hands to prove it. First your pet fish, then your schoolteacher. You've always had a way about you. You chalk it up to your superior intelligence, 'cause you know the truth—you're not human. You're better than. You operate outside the law and you're so good at what you do, you've managed to keep finding the kind of work you like.

Sure, you have to lie from time to time just to fit in and talk your way out of trouble, but that's part of the job. You've always been the lone wolf type with no family to speak of and no love to call your own. You were sad when your fish died and still get broken up about it from time to time, but that's not a secret you'll ever let slip.

It was only natural you'd become a bounty hunter. You killed men, women, and children on both sides of the War. Don't matter who won. Folks say you aren't right in the head, but they're wrong. You're still alive, and they're not. There ain't nobody better equipped to capture prey than you and you'll keep at it while you still draw breath. Well, provided you get paid. Otherwise, them that's too weak to do their own dirty work will find themselves in an uncomfortable position—with a gun to the back of their pretty, little heads.

ATTRIBUTES

MENTAL **8**

PHYSICAL **10**

SOCIAL **6**

SKILLS

CRAFT **4**

KNOW **6**

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **6**

FIGHT **8** *Grappling*

MOVE **4**

THROW **4**

FIX **4**

NOTICE **6**

TREAT **4**

FLY **6** *Shuttles*

OPERATE **4**

TRICK **6**

FOCUS **4**

PERFORM **4**

INFLUENCE **6**

SHOOT **6**

DISTINCTIONS

BOUNTY HUNTER **8**

There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Tracker**: Spend 1 PP to create a **Quarry Asset** at **D6**. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry Asset** at a time.
- ☐ **Cortex Sniffer**: Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

HIGHLIGHTED SKILLS: **FIGHT, FLY, NOTICE**

VETERAN OF THE UNIFICATION WAR **8**

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Fightin' Type**: Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ **War Stories**: When you create an Asset or take a Complication related to a wartime flashback, step it up.

HIGHLIGHTED SKILLS: **FIGHT, SHOOT, SURVIVE**

SMOOTH TALKER **8**

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Gift of Gab**: Spend 1 PP to double your **Influence** die for your next roll.
- ☐ **Start Fresh**: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, TRICK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Mag-Boots D8: Hunting your prey out in the black requires a certain kind of finesse. It's hard gauging how far to jump or what kind of cables to bring with you. That's why you always wear your mag-boots. They may not look like much, but your magnetic boots have saved your life more times than you can count.

Whisper Firearm D8: You know a well-placed bullet to the head will always attract attention—no matter who you're shootin' at. That's why you pack a quiet gun. The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.



BLUE SUN CORPORATE ASSASSIN

"Let's just say I work in Human Resources."

You hail from a Blue Sun Corporation space station that orbits high above Osiris's atmosphere. The space station provides everything for its inhabitants and, in return, you all work for Blue Sun from your birth until you pass on. All children are vigorously tested for the optimum career path, and your skill set was determined to be very unique. You were put on one of the few paths that led out of the station and into the 'Verse. It's highly unlikely you'll ever see home again, but it don't matter much to ya. The corporation's strenuous training program and psychological conditioning pushed out your feelings of nostalgia long ago.

The company don't have a job description for what you do. In one report you're a "deniable asset" and in another an "unsanctioned field operative." You understand why the company does this—they have public relations to think about. You know what you are: an assassin. If somebody's causing the company trouble, they get a visit from you. Sometimes your target gets a chance to change their ways. Other times, they do not. Your trainin' has taught you to make a target disappear without a trace or provide them with a very public demise to send a message to the company's rivals. Outside of being on call for Blue Sun, you spend your downtime as you wish. Who's gonna stop ya?

Even though you get weeks to months of downtime between assignments, what you really want, is total freedom. Folks struggle to make a meager livin', but they have something that you can't quite grasp. You've never known anythin' but the Blue Sun Corporation. Is all that time in between contracts just an illusion? If you're as good as you think you are, couldn't you just disappear into the black and never answer their summons again?

ATTRIBUTES

MENTAL **8**

PHYSICAL **10**

SOCIAL **6**

SKILLS

CRAFT **4**

DRIVE **4**

FIGHT **6**

FIX **4**

FLY **4**

FOCUS **4**

INFLUENCE **4**

KNOW **6** *Blue Sun Protocol*

LABOR **4**

MOVE **6** *Evasion*

NOTICE **4**

OPERATE **4**

PERFORM **4**

SHOOT **8**

SNEAK **10** *Vanish*

SURVIVE **4**

THROW **4**

TREAT **4**

TRICK **6**

DISTINCTIONS

BLUE SUN AGENT **8**

They pay you well. But they want concrete results, or they will pull the plug. Your plug, specifically.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Corporate Payoff:** Step up a Complication to create a **D8** Asset for another character when that character agrees to help you complete your mission.
- ☐ **Failure Is Not an Option:** Step up a Complication to step up one of your Skill dice for one roll when completing a vital part of your mission.

HIGHLIGHTED SKILLS: **SHOOT, SNEAK, TRICK**

MYSTERIOUS PAST **8**

You weren't born to the life you're livin' now.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Cortex Specter:** Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.
- ☐ **Ghosts of Yesterday:** Create a **D8** Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

HIGHLIGHTED SKILLS: **FIGHT, KNOW, SNEAK**

ONE WITH THE SHADOWS **8**

Fight fair? Honey, why would I do that?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Get in Position:** If you replace your **Sneak** with a **D4** for your next roll, gain a Big Damn Hero Die equal to your **Sneak** rating if your roll is successful.
- ☐ **Sniper:** Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest D8** Asset.

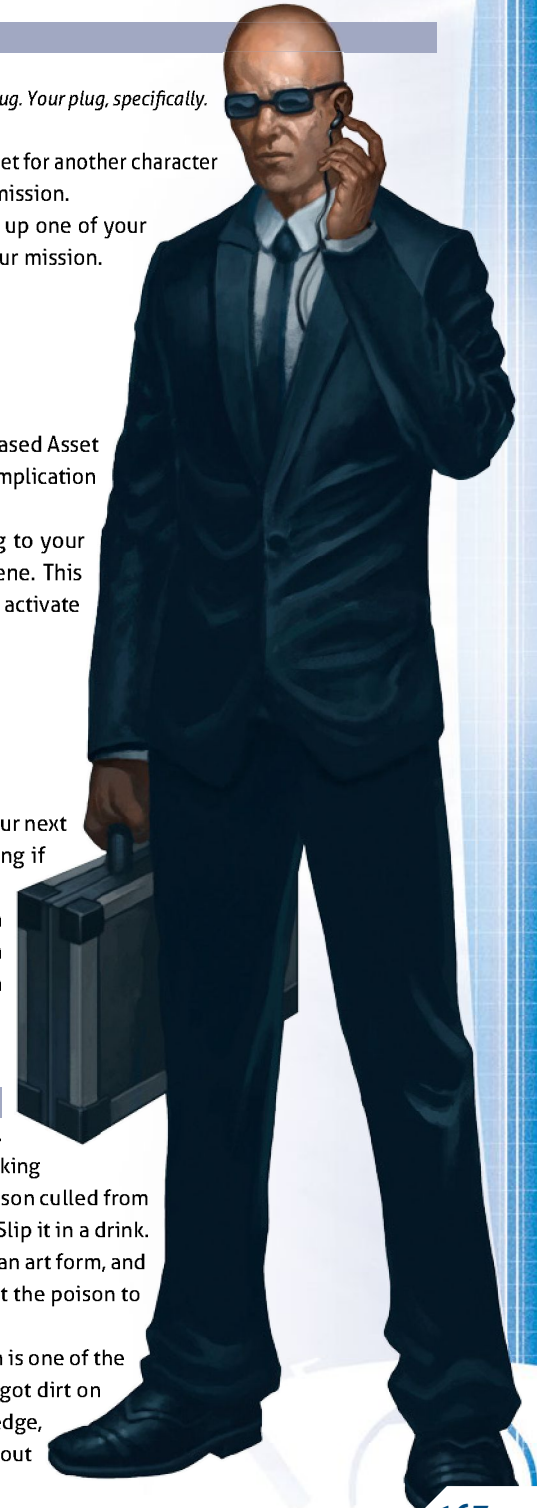
HIGHLIGHTED SKILLS: **MOVE, SHOOT, SNEAK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Assorted Rare Poisons D8: Each assassin has a special way of taking care of particularly tricky targets. Yours happens to be poison culled from exotic plants and flowers found on the planet Greenleaf. Slip it in a drink. Coat a blade with it. Put a drop on a tiny needle. Poison is an art form, and you're an artist. Painters fit the paint to the canvas; you fit the poison to the target.

Blackmail Database Connection D8: The Blue Sun Corporation is one of the greatest powers in the 'Verse, primarily because they've got dirt on everyone. You've got access to that pool of secret knowledge, and you're not afraid to lean on people with information about their past misdeeds.



BORDER PLANET FARMER

"You can have your wars and intrigue. Farming's practical. You got the credits, I got what you need."

You're the third generation in a proud line of family farmers. War came and went, and where were you? On Persephone, workin' alongside your sisters, brothers, and dozens of employees to manage your 100-acre farm. You provided care and feedin' to those who needed it on both sides, and got paid handsomely for it.

After the War, you expanded some on a new planet; now you've got sheep, pigs, and cows a-plenty, along with a nice little orchard out back on Boros. What's more, you've just built that pretty yellow house with a white picket fence. You should be mighty happy, but you ain't. You do the job that needs doin' and that's earned you a reputation as bein' a shrewd individual. Your neighbors don't like you much, but that's on account of the deals you made to keep your family farm afloat. There's been a few complaints, but none that you can't handle. You've done things to protect you and yours, secrets you will take to the grave, and you've paid to keep more than a few mouths shut.

Still, you have to wonder what and who else is out there. You've only left Persephone once and have yet to take another trip flyin' through those bright, cheery skies. What backwater moons are waitin' to be explored? What's life really like in the Rim? The black? If the opportunity were to present itself, you'd think long and hard about leavin' your farm and family behind. Well, maybe not that long.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **6**

KNOW **4**

SNEAK **6**

DRIVE **4**

LABOR **6** *Farming*

SURVIVE **6**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **4**

NOTICE **6**

TREAT **6**

FLY **4**

OPERATE **4**

TRICK **6**

FOCUS **6** *Patience*

PERFORM **4**

INFLUENCE **6**

SHOOT **4**

DISTINCTIONS

FARMER **8**

Terraforming made plenty of work for you, but it's a rough life, whether it's cows, corn, or chemically-altered protein product.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Lay of the Land:* Spend 1 PP to reveal a fact about the natural world you're standing on—environmental conditions, weather, or animal life—as a **D8** Asset.
- ☐ *Rugged:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

HIGHLIGHTED SKILLS: **CRAFT, LABOR, SURVIVE**

HITCHED **8**

You ever been with a warrior woman?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *In Sickness and In Health:* When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- ☐ *For Richer or Poorer:* When you share a scene with your spouse, you may share Plot Points with one another.

HIGHLIGHTED SKILLS: **INFLUENCE, TREAT, TRICK**

STEADY **8**

It takes a lot to throw you off-balance.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Got It In One:* Spend 1 PP to roll your **Focus** and add it to your total.
- ☐ *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

HIGHLIGHTED SKILLS: **FOCUS, NOTICE, SNEAK**

SIGNATURE ASSETS

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Alliance-Issued War Rifle **D8:** There ain't nothing you'd rather have by your side when you're out inspecting your property than your War rifle. Sure it's not one of them shiny new guns, but your trusty rifle has got plenty of character and that's enough for you.

Farm Animals **D8:** Other folks may be hunting down protein bars or stealin' loot from derelicts, but you've got a valuable resource all to your lonesome. Them farm animals you keep are great for trading and selling to all manner of folk clear 'cross the 'Verse. Think of them as a walking pile of credits—'cause that's exactly what they are.



CAREER LAWDOG

"Now, we can settle this all peaceable like. I can guarantee you ain't gonna enjoy my second proposal."

Way back when, the planet Shadow was a peaceful, quiet place where you could raise a family. Now, you can barely remember the town you served as sheriff before the Alliance cruisers blackened your sky and burned your land. You survived and made it off the planet's surface, but it cost more than your homestead. Too many young men and women ran to join the fight because of what the Alliance did to your home. Your two sons are among those never coming back.

You threw yourself into your work to deal with your grief. Becoming a Federal Marshal was out of the question, but plenty of places needed someone like you with a cool head and a dead eye. You've been the sheriff of over a dozen towns across the Border Planets. You usually move on after a year or so, once you've got a local trained up right. You prefer a kind word to a weapon and have a knack for defusing tense situations with a parental demeanor that puts folks at ease.

You're not sure if you can ever truly settle down again. Your family's been dead for years. You shy away from any entanglements as sheriff, just in case someone decides they want to get some leverage on you. It's been a lonely life, but you're not sure how much longer you can talk people out of stupid mistakes. You're a good shot, but you know the day is coming when you won't be fast enough to stay ahead of the outlaw's gun.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **4**

SNEAK **6**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **8**

THROW **4**

FIX **4**

NOTICE **8** *Small Clues*

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **4**

FOCUS **6**

PERFORM **4**

INFLUENCE **6** *Interrogation*

SHOOT **8**

DISTINCTIONS

DEAD EYE **8**

You're cool under fire and a keen shot.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Quick Draw:** The first time you set the stakes in a firefight, spend 1 PP to double **Shoot**. If your opponent raises the stakes, step back **Shoot** for the rest of the scene.
- ☐ **Take Aim:** Step back **Move** until the end of the scene to create an **In My Crosshairs D8 Asset**.

HIGHLIGHTED SKILLS: **MOVE, NOTICE, SHOOT**

OFFICER OF THE LAW **8**

You're charged with protecting the people and given the authority to do just that.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Public Figure:** Spend 1 PP to create a **Respected D8 Asset** when dealing with the people in your jurisdiction.
- ☐ **Talk 'em Down:** When you try to defuse a charged situation, step up or double **Influence**. Take or step up a Complication to do both.

HIGHLIGHTED SKILLS: **INFLUENCE, MOVE, SHOOT**

STEADY **8**

It takes a lot to throw you off-balance.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Got It in One:** Spend 1 PP to roll your **Focus** and add it to your total.
- ☐ **Sea of Calm:** Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

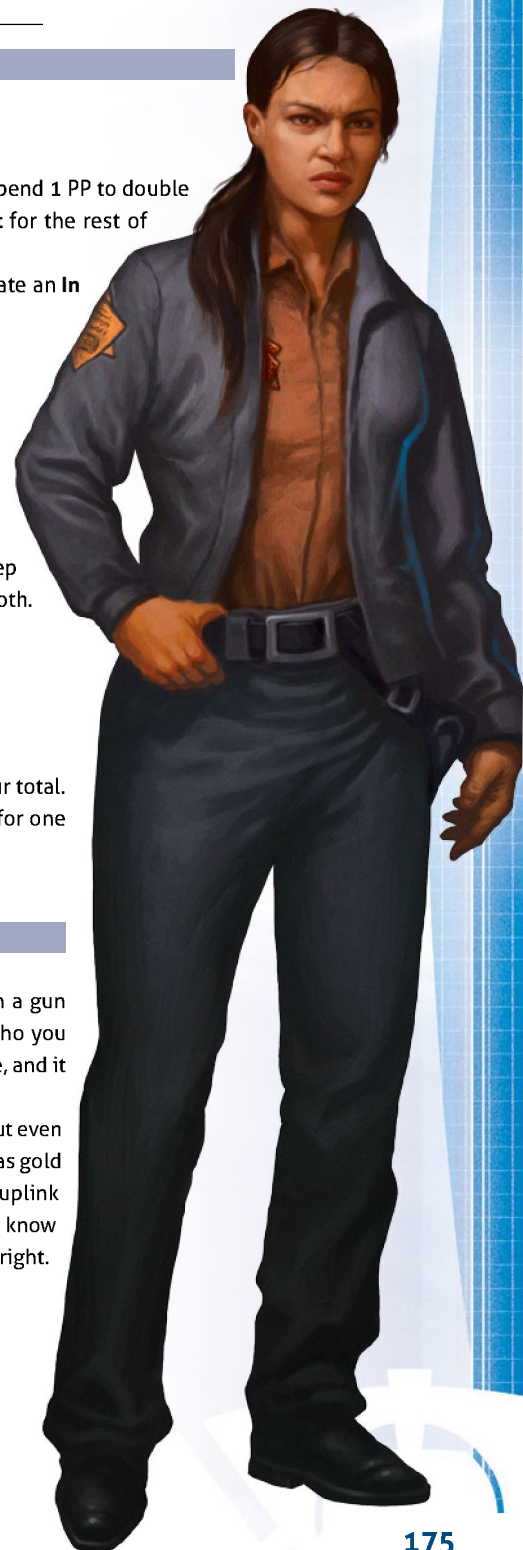
HIGHLIGHTED SKILLS: **FOCUS, NOTICE, SNEAK**

SIGNATURE ASSETS

Pick one Signature Asset **D8** and note that on your Crew Sheet.

The Badge D8: What's an upholder of the Law but a citizen with a gun and a purpose, 'lest you've got a badge? The silver star is who you are, and it screams that truth out in the black. Show the badge, and it gets you authority, respect, and attention.

Law Enforcement Database D8: Folk think a gun keeps the peace, but even out on the Border Planets that ain't so. Information's as good as gold in fightin' lawlessness, and that's why you've got your Cortex uplink to the Alliance's law enforcement databases. It's a weapon you know how to wield, provided them overhead satellites are workin' right.



CORE HOSPITAL INTERN

"A 'fully stocked medkit' ain't a bottle of homemade whiskey and an old hunting knife!"

You've always wanted to help people. You gave money to beggars on the streets of Ariel even though your parents scolded you every time. You stayed up all night studying with friends to make sure they passed their tests. You went into medicine because it seemed like the noblest of professions. When you spoke of studying to be a doctor, your parents beamed with pride and your friends slapped you on the back.

You were excited to accept an internship at Saint Lucy's Hospital since it meant you could stay close to your family while you finished up your medical degree. Not that you had much time to visit thanks to the grueling 60-hour weeks you were expected to keep at the hospital. That's when you started to see the abuses. Doctors strung out on medications meant for their patients. Federal marshals paid to look the other way as syndicate men stole vital equipment to sell on the black market. You filed reports and cornered administrators. All that got you were terrible shifts in the worst parts of the hospital. After a few weeks, you cleaned out your bank account, found an outbound transport, and disappeared into the black.

Your current conditions aren't ideal. You work on animals about as often as you do humans. You're often paid in goods and services rather than cash, if at all. But you can see you're making a difference in every grateful face and every hug from a parent whose child has a fighting chance to survive. Now if you can just summon up the courage to send a wave to your parents and tell them you quit, you'll finally feel like you can call yourself a doctor.

ATTRIBUTES

MENTAL **10**

PHYSICAL **6**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **10** *Core Politics*

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **8** *Medical Tech*

NOTICE **4**

TREAT **8** *First Aid*

FLY **4**

OPERATE **8**

TRICK **4**

FOCUS **4**

PERFORM **4**

INFLUENCE **4**

SHOOT **4**

DISTINCTIONS

CHILD PRODIGY **8**

Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Eidetic Memory:* Spend 1 PP to roll your **Know** Skill and add it to your total once per scene.
- ☐ *Exceptional Talent:* Step up an existing Complication to step up or double a Skill in a non-combat situation.

HIGHLIGHTED SKILLS: **FIX, KNOW, OPERATE**

KNOW IT ALL **8**

Look, smarty pants, if we wanted schoolin', we'd have gone to school.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Book Learnin':* Double your **Know** when you have access to informational resources (the Cortex, an encyclopedia, etc.) and the time to use them.
- ☐ *Pedantic:* Gain 1 PP when you correct someone at an inappropriate juncture or tell the crew a fact about a problem that is interesting but not useful.

HIGHLIGHTED SKILLS: **FIX, KNOW, TREAT**

MEDICAL STUDENT **8**

'Ain't a doctor yet, but you're the next best thing.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Competitive Academic:* When you fail a roll with **Know**, step up **Mental** for your next Action.
- ☐ *Still Practicing:* When you try an operation or medical procedure for the first time, step back **Treat** to gain 1 PP.

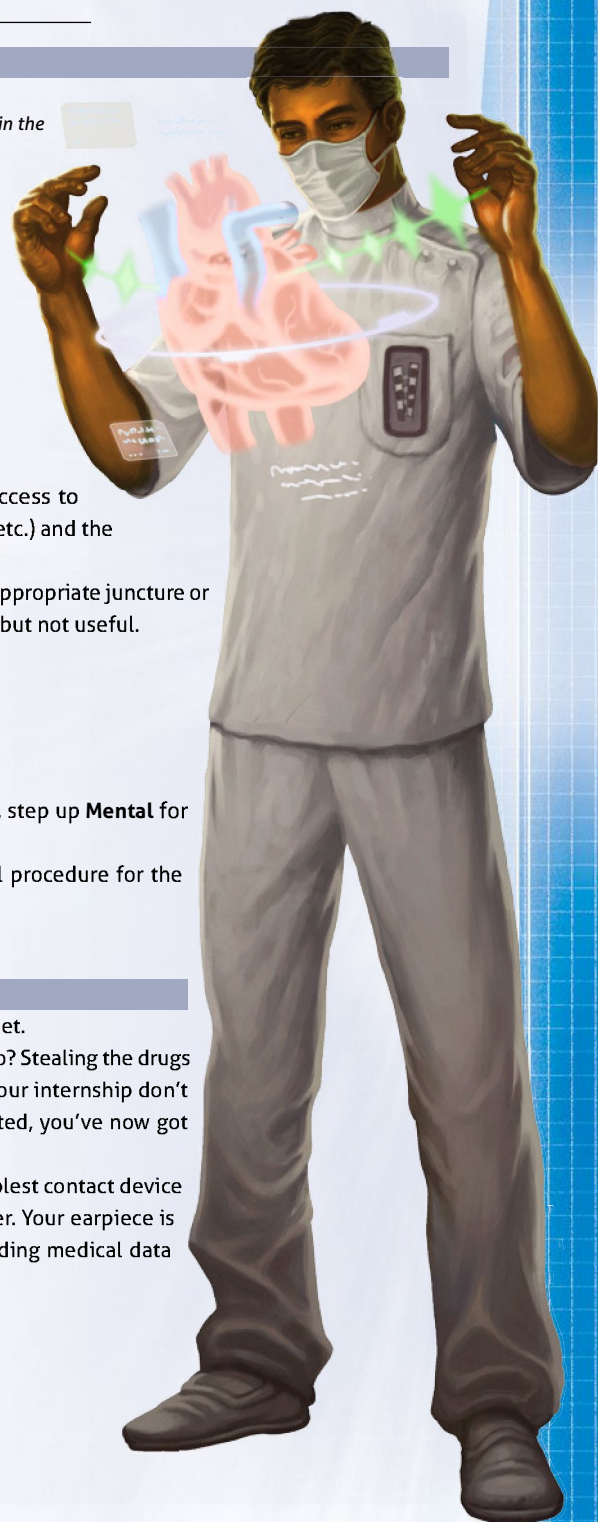
HIGHLIGHTED SKILLS: **KNOW, OPERATE, TREAT**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

"Borrowed" Medicine D8: What else were you supposed to do? Stealing the drugs was just about the only option you had, on account of your internship don't pay all that much. And with the stash you've accumulated, you've now got plenty to use—or sell, should the need arise.

Cortex Comms Earpiece D8: Most of the interns get the simplest contact device the hospital can afford, but you earned something better. Your earpiece is jacked into the Cortex at all times, constantly downloading medical data that's useful before you even have to request it.



CORPORATE BROKER

"Let's make a deal."

Daddy always said that the best thing in the world is a handful of platinum and a glassful of whisky. You liked his style and upgraded to scotch. Ever since you was little, you wanted to be the best at something, and it turns out that you're really great at making deals. Not just any deals, though. Big deals. The ones that make the rich richer and the poor wish they was just as lucky. You know how to turn a phrase and convince anyone to compromise quicker'n they'd know how to say no.

Your deals are solid. You've found a good place working for corporations like Blue Sun brokering business for them and for anyone else with a good corporate name and identity. You like the security of the corporate world, and you like how shiny their money is, and how much of it they have, even better. The corporate world ain't always emotionally satisfying, though, because big, shiny dollars only shine the eyes, they don't fill 'em with warmth and joy. You're happy, but happier when you can turn a deal just the right way—the way that takes care of someone, the way that does some good.

Best thing is, you've learned how to make 'em so that it's not just the big corps taking in that cash. You make enough deals that occasionally you can slide a little off the top of your bonus and squirrel it away for someone in need. Those in need might not be on the side of the corps, but you trust that they'll be good just like they promise—and if they don't, it's likely they'll find themselves on the wrong end of a deal.

ATTRIBUTES

MENTAL **10** PHYSICAL **6** SOCIAL **8**

SKILLS

CRAFT 4	KNOW 6 <i>Bank Operations</i>	SHOOT 4
DRIVE 6 <i>Cars</i>	LABOR 6	SNEAK 6
FIGHT 4	MOVE 6	SURVIVE 4
FIX 4	NOTICE 6	THROW 4
FLY 4	OPERATE 6 <i>Corporate Systems</i>	TREAT 4
FOCUS 6	PERFORM 6	TRICK 4
INFLUENCE 4		

DISTINCTIONS

CORPORATE COG **8**

You're a cog in the machine, keeping it working and perfectly placed to break it all apart.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Desk Jockey:* Spend 1 PP to create a **Corporate Workings D8** Asset to represent your knowledge of the inner workings of bureaucracy.
- ☐ *Security Access:* When you try to break into a company's encrypted network, step up or double **Operate** for the Action. If you fail, take an **ID Traced** Complication equal to your **Operate**.

HIGHLIGHTED SKILLS: KNOW, LABOR, OPERATE

MARRIED TO THE JOB **8**

Romance? Flowers? Ain't got time for that.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Always Working:* When you forgo a social gathering or downtime and instead doggedly go to work, take a **Strained Relationships D8** Complication to step up **Focus** for a scene.
- ☐ *Think Better Alone:* When you have no other Crewmembers in the scene with you, spend 1 PP to step up **Mental** for the scene.

HIGHLIGHTED SKILLS: FOCUS, MOVE, NOTICE

TRUST FUND **8**

I hate being on an allowance! I'll have to save up for three months to buy a new hotrod.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Disposable Income:* Spend 1 PP to create a **D8** Asset when you buy something the Crew needs.
- ☐ *Markers Around Town:* You may keep three dice for your total when you roll **Trust Fund D8** instead of **Trust Fund D4**. Take an **IOU D8** Complication or step up an existing **IOU** Complication after the Action.

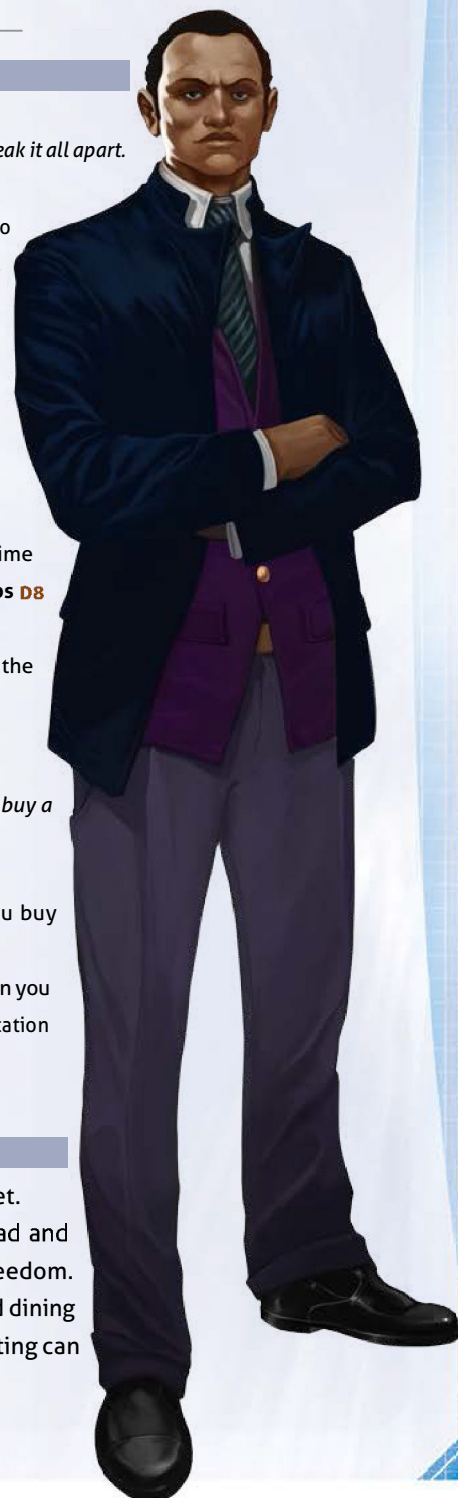
HIGHLIGHTED SKILLS: DRIVE, PERFORM, SNEAK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Sports Car D8: Sometimes you just want to hit the open road and feel the wind in your hair. Hop into 700 horsepower of freedom.

Corporate Credit Card D8: You don't pay for your own travel and dining expenses while on business trips. A bit of creative accounting can net you some other perks, as well.



CORPORATE LACKEY

"Anything needs done, I'll do it. You're paying, right?"

There are bosses and employees and many cogs in the working wheels of business, but none so important as the lackey. When something needs doin', you are there to do it. You take tasks that no one else will do and finish 'em with style.

You grew up in the comfort of corporate luxury. Your parents had good money—not great money, but good enough—and it kept you out of trouble, for the most part. You lived life to the fullest, in fact, sometimes a little too full, and it overflowed. Early on you made a mistake that took you off a path of success and glory and instead put you on the road to doing what you could, and what you could do was follow orders. Your parents disowned you for your mistake, so you was on your own and had to get yourself together and make what you could out of a bad situation.

Lucky for you, when money is what you need, corps are there to provide, and they'll look past a bad record or two if you can do what you're supposed to do right. You liked the idea of money, and you had learned your lessons, so you took up right quick on doing work for the corporations—Blue Sun and many others. Unfortunately for you, sometimes a contract is more complicated than you understand, and right now you're stuck under thumb of some big corporations, owing 'em your time and even a little bit of cash.

It's made you a mite desperate, so you've taken a route less traveled and picked up a few odd jobs on the side—still in the hands of the corps, but maybe doing something more unsavory than people would necessarily expect. For you, it's all about getting the job done.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**
 DRIVE **4**
 FIGHT **4**
 FIX **8**
 FLY **4**
 FOCUS **6**
 INFLUENCE **4**

KNOW **6** *Business Secrets*
 LABOR **6**
 MOVE **4**
 NOTICE **4**
 OPERATE **8**
 PERFORM **4**

SHOOT **4**
 SNEAK **6** *Hide*
 SURVIVE **4**
 THROW **4**
 TREAT **4**
 TRICK **6** *Blend In*

DISTINCTIONS

OBEDIENT **8**

Big decisions give me ulcers.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Not the Decision Maker:* When someone tries to coerce you into action and you defer to your superior, spend 1 PP to step up or double **Focus** for the Action.
- ☐ *Point the Way:* When you follow orders and use an Asset created by another Crewmember in your dice pool, step back your **Mental** for the rest of the scene to step up that Asset for the roll.

HIGHLIGHTED SKILLS: FIX, LABOR, OPERATE

AVARICIOUS **8**

Folk say you're greedy. They don't understand that your retirement plans involve a big, floaty island to call your own.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *A Bigger Cut:* When you demand more pay, double **Influence** for the scene. Take a **D8** social Complication, or step up a social Complication resulting from your demands.
- ☐ *I'll Take That:* Gain 1 PP when you keep something you promised to someone else.

HIGHLIGHTED SKILLS: FIX, FOCUS, TRICK

CORPORATE OWNED **8**

They own everything about me—my name, my history, even my DNA. But they don't own ME.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Big Brother Watches:* When the GM creates a new Complication after you roll a jinx when taking a **Sneak** or **Operate** Action, you may step up that Complication to rename it to **Location Compromised** and gain a PP.
- ☐ *Digital Phantoms:* When you try to forge identities, spend 1 PP to step up or double **Operate** for the Action.

HIGHLIGHTED SKILLS: KNOW, OPERATE, SNEAK

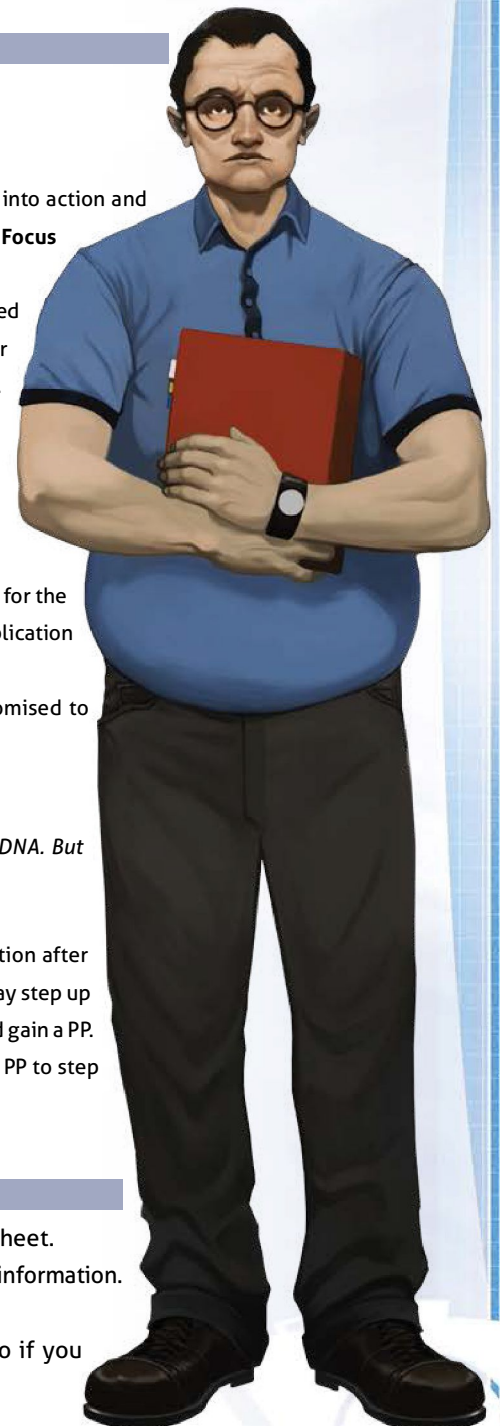
SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Hacker's Cortex Box D8: Most Cortex boxes request access to information.

Yours takes information by force.

Corporate ID D8: You'd be amazed the places you can go if you have the right ident card.



CORPORATE RESEARCHER

"Let's see what's inside..."

The scientific method is your siren song. Hypotheses must be tested. Experiments must be done.

You know that the best way to a person's heart is by cracking open the chest and reaching in with both hands. It's been your entire life to find the secrets of science, and you ain't about to stop now. Nothing should prevent you from findin' the truth. You've dedicated your life to exploring the mysteries of the mind and universe.

You started out in a world where innovation was king—new things, new technology, new discoveries. You want more than that. You want to find out the secrets that are old, and secrets that have passed other people by. What makes the ears burn when someone talks about you miles away? Does the nose itch when someone is comin'? Old wives tales, or psychic energy? What lies unlocked in the core of the brain, untouched by experts and unexplored by even the most enterprisin' young scientists?

Your expertise is undeniable and unmatched when it comes to scientific experimentation—and you get results unlike anyone else. You're willing to push the envelope and never crack under the pressure of corporate expectations. You've got a cool, calm mind and you're rational sometimes to a fault. Human nature and human relations ain't your deal, but give you fifteen minutes in a lab and you'll be right on point.

Your results speak for themselves and your corp shows a blind eye to any sort of dealin' you do that they might otherwise take issue with. Beneath your pristine exterior, you sometimes deal dirty to get access to things that others don't have—unusual tech, unusual corpses...really, if it's unusual, you want to give it a looksee and find out what makes it just so gorramn weird.

ATTRIBUTES

MENTAL	10	PHYSICAL	8	SOCIAL	6
--------	----	----------	---	--------	---

SKILLS

CRAFT	6	KNOW	8	Anatomys	SNEAK	4
DRIVE	4	LABOR	4		SURVIVE	4
FIGHT	6	MOVE	4		THROW	4
FIX	6	NOTICE	4		TREAT	6
FLY	4	OPERATE	6		Experimental Procedure	
FOCUS	4	PERFORM	4		TRICK	6
INFLUENCE	6	SHOOT	4			

DISTINCTIONS

TWISTED HABITS 8

Just hold still, this is all in the name of science.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *This Is for Posterity So Be Honest:* When you are using a "scientific" device that you designed to interrogate...er..."study" someone, you may use your **Craft Skill** instead of **Influence**.
- ☐ *How Do You Feel? Interesting:* Spend 1 PP to create a **D8** Asset related to previous research you have done. If that research is related to one of your **Know** Specialties, create a **D10** Asset instead.

HIGHLIGHTED SKILLS: CRAFT, KNOW, TREAT

KEYS TO THE CAGE 8

Do as I say and you will be rewarded. Defy me and I will destroy you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Dominance Games:* When you try intimidating and coercing someone with an **Influence** Action, spend 1 PP to add your **Fight Skill** to the dice pool.
- ☐ *Under Thumb:* When you add an opponent's social Complication to your roll, you may step it up if you raise the stakes. If your opponent wins the roll, step the Complication back.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

SCIENTIFIC MIND 8

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Fight or Flight:* When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.
- ☐ *Mystery Solved:* If you replace your **Know Skill** with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

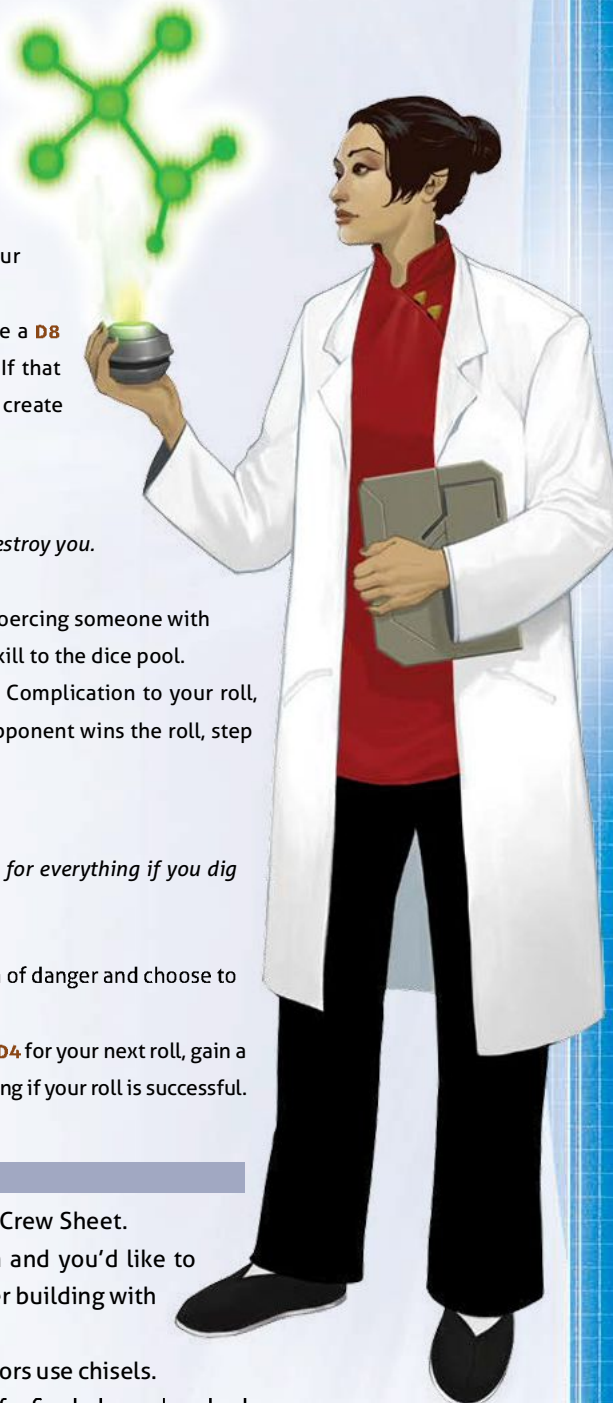
HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Secret Lab D8: Your research isn't publicly known and you'd like to keep it that way. This lab is hidden within a larger building with a concealed entry that only you know of.

Favorite Scalpel D8: Painters use brushes and sculptors use chisels. You express yourself with the razor precision of a finely honed scalpel.



CORTEX HACKER

"Of course I can get you access without an ident card. How much were you payin' me again?"

You've got what you like to call a "special connection" to the Cortex. There ain't a program you can't figure out, a system you can't hack, or an ident card you can't mimic. It's not that you had any real trainin', you just picked up bits and pieces here and there on your travels. Your ability to tap and fix them wires that need fixin' is what gets you from place to place.

Thing is, you weren't always as skilled as you are now. When you were experimenting, you did something bad. It was back on Bellerophon. Oh, it's been a few years now, but you were poking your nose into the governor's personal data files and found evidence of his crimes and the affairs he was havin'. If you were from a normal family, you would have been tossed into an Alliance jail cell and forgotten. But you aren't. Your momma's a powerful judge on the wealthiest planet in the Core and she warned you the minute she knew the Law was comin' for you. Before she could convince you otherwise, you decided to run away, takin' those secrets with you.

First chance you got, you hitched a ride aboard a transport. Now, you're taking what jobs you can, selling your services to those who can afford 'em, and flyin' as far away from the Core as you possibly can. You don't care what system you hack or who it affects. There's no way you're going home until that gorramn governor is dead or your momma tells you the coast is clear.

ATTRIBUTES

MENTAL **10**

PHYSICAL **8**

SOCIAL **6**

SKILLS

CRAFT **4**

KNOW **6**

SNEAK **6**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **6**

THROW **4**

FIX **6** *Network*

NOTICE **6**

TREAT **4**

FLY **4**

OPERATE **6** *Cortex*

TRICK **4**

FOCUS **6**

PERFORM **6**

INFLUENCE **6**

SHOOT **4**

DISTINCTIONS

COCKY **8**

You're a smug, self-assured sommbitch and you're not afraid to say it.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Pride Goeth Before a Fall*: Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.
- ☐ *Confidence*: Step up a social Complication to step up or double your **Social** Attribute for your next roll.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, PERFORM**

CORTEX TECHNICIAN **8**

Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I'm Working Here*: Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- ☐ *In the Loop*: You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

HIGHLIGHTED SKILLS: **FIX, KNOW, OPERATE**

ON THE RUN **8**

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hide in Plain Sight*: Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association*: Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

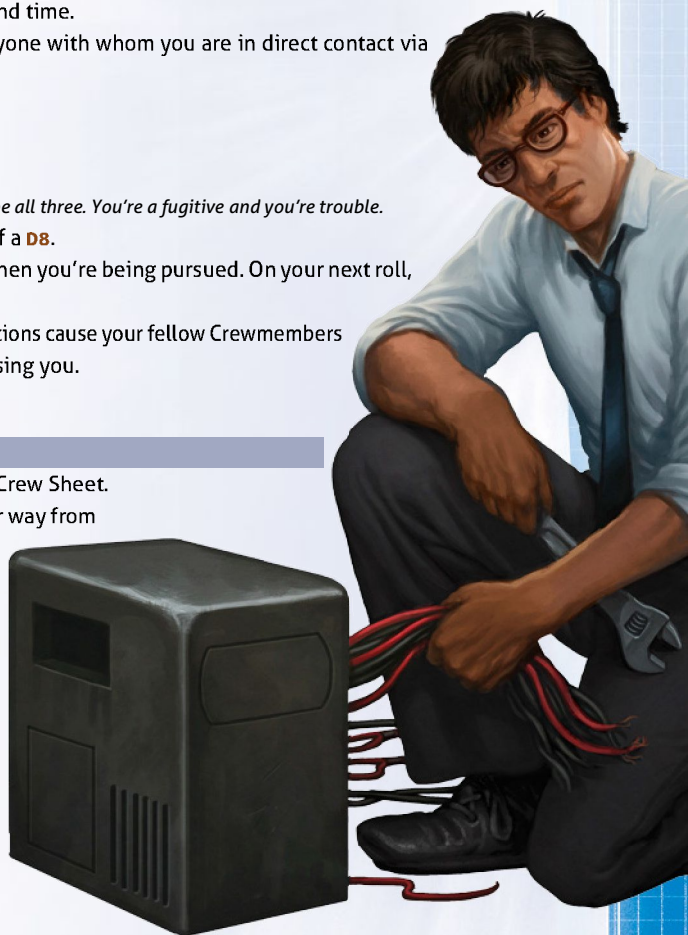
HIGHLIGHTED SKILLS: **MOVE, NOTICE, SNEAK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Cortex Smokescreen D8: If you're going to hack your way from the Core to one of them backwater moons, you need a way to cover your digital tracks. Luckily, that's what your Cortex smokescreen program is for. It works pretty good, too. Well, most of the time.

Worm Food Computer Virus D8: A computer virus comes in mighty handy in your line of work—especially when there's information that needs to be chewed up and spit out. That's why you've developed Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.



DERELICT SALVAGER

"Permit or no permit. There's some good cargo to be had out in the black. I'd be a fool not to take it."

Hard to find decent work once you get past the Border Planets. Not a lot of choices for someone like you. Sure you could settle down on some backwater moon or take a job on a cruise ship, but that don't pay much and it's boring work. You could play some petty mayor's game or join a terraforming outfit, but truth be told, salvagin' ships is a lot more fun. Never know what you're going to find on an abandoned passenger ship or one of them battle-weary warships. You've found weapons a-plenty, but also protein bars, old ident cards, medkits, and more than your fair share of useless parts and sentimental junk.

You hail from a town of mudders on Higgins' Moon. Would've been stuck there, too, only you managed to stash your skinny hide on board some rickety old ship. By the time you were caught, you were halfway to the other side of the system. Intead of takin' you back, the crew put you to work, until the captain went and got herself pinched by the Alliance on account of a bad haul. You never were one to look back, so you fell in with another crew 'cause they paid well and weren't as stupid.

You'll travel to them fancy antique dealers in the Core, get a gorramn Alliance permit, or deal with them backwater traders when you have to, but you *will* get paid. Salvagin' is hard work!

ATTRIBUTES

MENTAL **6**

PHYSICAL **10**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **6**

SNEAK **4**

DRIVE **4**

LABOR **6**

SURVIVE **4**

FIGHT **6**

MOVE **8**

THROW **4**

FIX **6** *Dismantling*

NOTICE **4**

TREAT **4**

FLY **4**

OPERATE **6**

TRICK **4**

FOCUS **6**

PERFORM **4**

INFLUENCE **6** *Barter*

SHOOT **4**

DISTINCTIONS

CRUDE **8**

You're a little gorramn rough around the edges.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication on another Crewmember.
- ☐ *Obnoxious:* Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

HIGHLIGHTED SKILLS: **FIGHT, LABOR, MOVE**

NEVER LEARNED TO READ NOR WRITE **8**

They never got around to building a schoolhouse where you're from.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Barely Literate:* Gain 1 PP when pretending that you've read and understood something gets you in trouble.
- ☐ *Underestimated:* Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, KNOW**

SALVAGER **8**

Folk leave all manner of valuable hulks and crates floatin' around waitin' for you to just swoop in and liberate them. Finder's keepers.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Spare Parts:* Spend 1 PP to turn a gear or equipment-based Asset into two new Assets. Step back the die rating of the original Asset to determine the die rating of the new Assets.
- ☐ *This Is Why We Can't Have Nice Things:* Turn one of your Assets into a Complication of the same die rating to gain 1 PP.

HIGHLIGHTED SKILLS: **FIX, MOVE, OPERATE**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Fancy Six-Shooter D8: Derelicts floatin' aimlessly in the black should be easy game, but, on account of the Alliance and rival crews, they're not. Don't matter none 'cause your six-shooter never leaves your side. You're well prepared for trouble wherever it may be.

Alliance Salvage Permit D8: Alliance don't bother you, but just in case they do? You've sold plenty to get an Alliance salvage permit. If the Law comes a-knockin' on your door up there in the black, you've got a mighty fine (and legal) permit to show 'em.



DISHONORED POLITICIAN

"There's no way I can save face now."

You hail from Ariel. The War was just a blip on your radar. Still, you worked for the Alliance and knew what they're capable of. You were, matter of fact, hand-picked from one of the finest families from Ariel's capital city to run a small, little town clear 'cross the other side of the 'Verse.

Sure, being moved from the Core to a backwater, no-name Border Planet moon like Godforsaken was a little worrisome, but you had every assurance it was for the best. You got a pile of credits for your trouble, your own personal Companion, and a small mansion, too. Your job was simple: keep the townspeople quiet and don't ask questions.

When you couldn't stand the Alliance's silence anymore, you told your family you wanted to come home. So, your father pulled some strings and you did—stripped of title, lands, credits, everything.

You never did find out what was going on back there, what all that silence was covering up. You're dyin' to know, but you have a feeling that if you do, somebody's going to get hurt. Maybe it'll be dear old dad or maybe it'll be you. Are you the kind of person to find out the truth? You could try, but forgetting might be a lot easier. After all, your career is over.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

CRAFT **4**

KNOW **4**

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **6**

THROW **4**

FIX **4**

NOTICE **8**

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **6**

FOCUS **6**

PERFORM **6**

INFLUENCE **10** *Politics*

SHOOT **4**

Cover-Up

DISTINCTIONS

DRUNK **8**

The demon in the bottle drags you in every time. You like to refer to it as having an expertise in beverages; others like to refer to it as a serious problem. One of you is right.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Functional Alcoholic:** Start every Episode with a **Drunk D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, you are out until given medical treatment.
- ☐ **Gaps in Memory:** Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

HIGHLIGHTED SKILLS: **INFLUENCE, MOVE, PERFORM**

FALL FROM GRACE **8**

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Coping Mechanism:** If you have a Complication at a **D10** or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ **Out of Your Element:** Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, NOTICE**

POLITICIAN **8**

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Pulling the Strings:** When you create an Asset based on political or corporate connections, step it up to a **D8**.
- ☐ **Promises, Promises:** Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

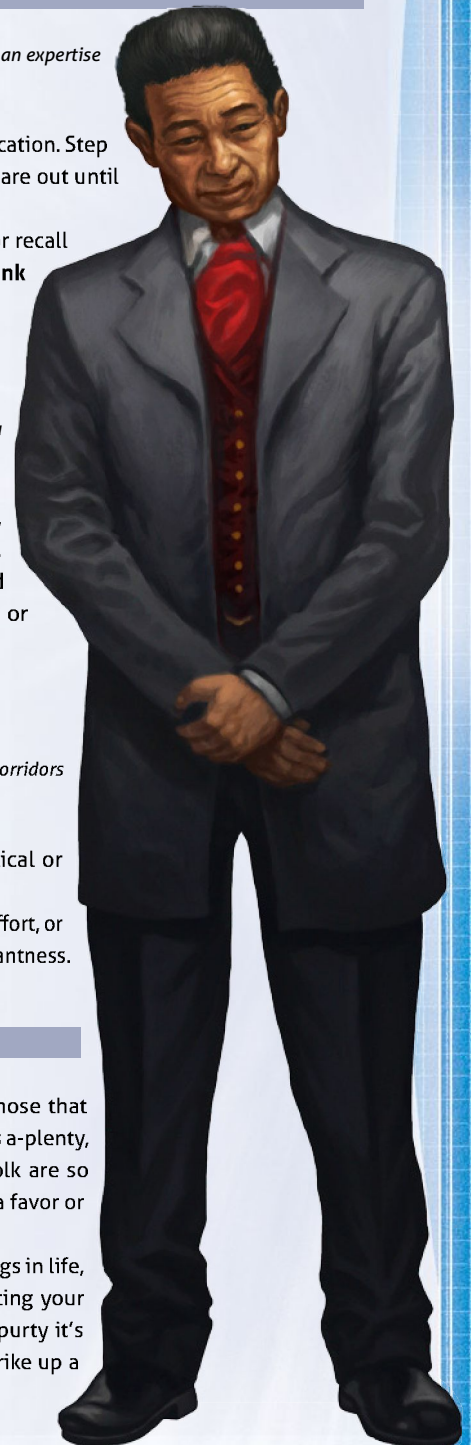
HIGHLIGHTED SKILLS: **INFLUENCE, NOTICE, TRICK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Sympathetic Townsfolk D8: You may be disgraced, but there are those that remember all the mighty fine deeds you done. You brought traders a-plenty, Companions, and socialites, too. Some of your former townsfolk are so appreciative of those deeds they'll go out of your way to do you a favor or fight for you if need be.

Commemorative Flask D8: You've always had a taste for the finer things in life, so it's no surprise you've got your very own flask commemorating your stint as mayor of that fine little town. What's more, it's so darn purty it's become something of a conversation piece—a perfect way to strike up a conversation with those that need a-talkin' (or a-drinkin') to.



DOCK FOREMAN

"Can't figure out the problem? Point me and my crew to it. That's what I'm here for."

You remember when your family migrated to the Eavesdown Docks on Persephone. You were just a wee bit too young to go to War, and that was a good thing. While others were off fightin', you worked the docks with your family and eventually got promoted to foreman. You'd like to think it's because you've earned that position, but you suspect it's more on account of your family being well connected. Oh, they're regular folk all right, without any aims to be social climbers, but they know who's coming and going. That's their specialty: information. Putting you in the position of foreman makes a whole lot of sense—more for them than for you.

But you're not above getting your hands dirty down on the docks. When there are crates to lift and machinery to operate, you're happy to throw your weight into getting the job done. You're likable that way, and most stay clear of ya. You've got an apprentice or two under your watch and you stick to the laborin'. 'Course, you don't mind having charges. In fact, you've gotten used to bossin' folks around. This particular section of Docks is like havin' your own little kingdom. Shiny!

ATTRIBUTES

MENTAL **6**

PHYSICAL **10**

SOCIAL **8**

SKILLS

CRAFT **4**

DRIVE **4**

FIGHT **4**

FIX **4**

FLY **4**

FOCUS **6**

INFLUENCE **8**

KNOW **8** *Docks*

LABOR **6** *Heavy Lifting*

MOVE **4**

NOTICE **4**

OPERATE **6**

PERFORM **6**

SHOOT **4**

SNEAK **4**

SURVIVE **4**

THROW **4**

TREAT **4**

TRICK **6**

DISTINCTIONS

DOCKYARD WORKER **8**

So many folk come and go at a spacedock, it's like a daily class in other cultures. It's also gorrarnn drudgery and pays almost nothing, so why not keep an ear open?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Cosmopolitan*: Spend 1 PP to add a specialty in a different culture to your Crew Sheet for a scene.
- ☐ *Unsavory Element*: When you create an Asset or take a Complication that relates your less-than-cultured social group of workers, smugglers, and inspectors, step it up.

HIGHLIGHTED SKILLS: **KNOW, LABOR, OPERATE**

FAMILY TIES **8**

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Family Gifts*: When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water*: Spend 1 PP and invoke a family member's name to reroll your dice.

HIGHLIGHTED SKILLS: **INFLUENCE, PERFORM, TRICK**

TOUGH AS AN OLD LEATHER BOOT **8**

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hard Bargain*: Spend 1 PP to step back a Complication during a negotiation.
- ☐ *Singin' the Blues*: Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, KNOW**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Mechanic's Toolbelt **D8**: You're a natural at fixin' ship parts and the like, but you can't do a darn thing without your trusty toolbelt. You've got gizmos and gadgets a-plenty hidin' in them pockets on your belt, ready and waitin' for you to tinker when you need 'em.

Worker Bees **D8**: You've got work to do and loyal folks to do it. Supervisin' them dock workers has its perks, and having access to a heap of folks is definitely one of them. Why, your li'l worker bees are so happy with you runnin' the show, they'll gladly stick their necks out for ya if you need a hand.



FOLK HERO

"After I shot down the last man, I raised the flag high, and waved it in the face of the gorrarn Alliance!"

Raised on the finest milk that an empty pocket could buy, you were heart and soul Independent before the War even begun. You grew up somewhere hard, and cold, and there weren't much there for you and yours to have when the Alliance came to take it away. You might've once ended up a farmer, a doctor, or somethin' else fairly normal, but it turns out that when war comes, you gotta make a choice.

You made one hell of a choice. Without that choice, lots of people might not have made it back from the field.

You weren't just a soldier. You were dedicated, and you trained as hard as you could to do the best—the very best. More than anything, you cared about your fellow soldiers like they were family. Comrades-in-arms became dear friends and sometimes something even closer. So when the time came to make an even harder choice, you didn't think twice. You risked your life for others, and did some heroics worth singin' about. A lot of people owe you their lives, and it's sat with them. They spread the word when the War was over.

Speaking of the War being over, it doesn't seem like you've got much to do with your life now that it's been done. You spend a lot of time trying to find a place, doing odd jobs—some odder'n others—and have sometimes lent your soldierin' skills out when someone tough was needed, but most of your time is spent at the bar singing along with songs that praise your name.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **6**
 DRIVE **4**
 FIGHT **8** *Fisticuffs*
 FIX **4**
 FLY **4**
 FOCUS **6**
 INFLUENCE **6** *Stare Down*

KNOW **4**
 LABOR **6**
 MOVE **6**
 NOTICE **4**
 OPERATE **4**
 PERFORM **4**
 SHOOT **4**

SNEAK **4**
 SURVIVE **6**
 THROW **4**
 TREAT **4**
 TRICK **6**

DISTINCTIONS

DONE SOME THINGS **8**

Was it that long ago already? There's some truth to what people say about me.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *My Reputation Precedes Me:* When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here D8 Asset**.
- ☐ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds D8 Complication**.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, SURVIVE

FOLK LIKE ME **8**

These are your people: they work with their own two hands and make an honest living.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Good People:* When you ask the common folk for help when doing so will attract unwanted attention, step up **Influence** for the Action.
- ☐ *Helping Hand:* When you take the time to help out with hard labor and don't ask for recompense, gain a Big Damn Hero Die equal to your **Labor**.

HIGHLIGHTED SKILLS: CRAFT, FOCUS, LABOR

BRAVADO **8**

And I'm telling you, that fish was THIS big, my hand to God.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Blowing Hot Air:* When you succeed at a **Trick** Action, you may spend a Big Damn Hero Die to give a character a **Wrong Idea** Complication of the same size.
- ☐ *Raconteur:* When you embellish a tale for dramatic emphasis, you may roll **Trick** instead of **Perform** for the Action. If you fail to raise the stakes, take an **Embarrassed D6** Complication.

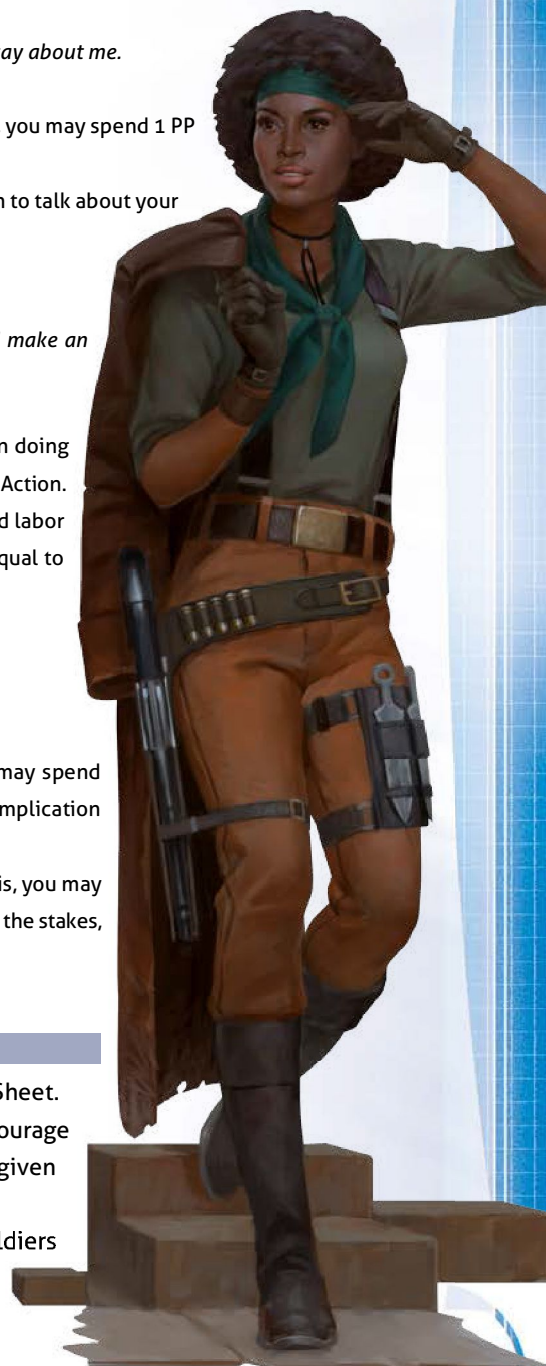
HIGHLIGHTED SKILLS: FIGHT, MOVE, TRICK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Medal of Valor D8: Decorated for extraordinary valor and courage in the line of duty. This medal was the highest honor given out by the Independents during the War.

Browncoat D8: The wool jackets worn by Independent soldiers became the symbol of their cause. These rugged coats are calf-length, with a multitude of pockets, and can be worn comfortably in a variety of climates.



FORMER COMPANION

"What is it Lucifer said, Shepherd? Better to reign in hell than serve in heaven?"

You were born on the moon Xiaojie with the planet Sihnon hanging in the sky like a doting mother. As a child, you said goodbye to your mother every night after she turned out the light. You still remember the moment you discovered the Companion's Guild and how your heart beat so fast when you found out they lived on that beautiful jewel of a world. You were the best and brightest in your studies, and it seemed nothing could tarnish your dreams.

The details of how you came to exile are still too fresh to think about. What matters is that you cannot return to Sihnon or Xiaojie. Any of the other Core Planets make you uncomfortable, too. There are too many memories, clients, and questions for you to deal with. You were cast out of your House and are now forced to wander from planet to planet, full of long lonely nights staring out your window thinking about what you've done. Was it truly your fault? Can you ever fix things to return home?

You call it a sabbatical. As long as nobody confirms it with a wave back home, you can still ply your trade in a subtle way. Even if your official standing is revoked, you still have the skills and abilities of a Companion. They can't undo what you spent all your life training to be because of a single mistake. The 'Verse is a cold, hard place and everyone—not just the rich and privileged—deserve someone who can offer comfort and joy for a few fleeting moments. Even out here in the black, you can still look to Sihnon and feel her light on your face.

ATTRIBUTES

MENTAL **6**

PHYSICAL **8**

SOCIAL **10**

SKILLS

CRAFT **6**

KNOW **4**

SNEAK **4**

DRIVE **6**

LABOR **6**

SURVIVE **4**

FIGHT **4**

MOVE **6**

THROW **6**

FIX **4**

NOTICE **6** *Motives*

TREAT **4**

FLY **6**

OPERATE **4**

TRICK **4**

FOCUS **4**

PERFORM **6** *Parties*

INFLUENCE **6**

SHOOT **4**

DISTINCTIONS

FORMER COMPANION **8**

You trained as a Companion, but left that life behind to follow your own path.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Old Habits Die Hard:* Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.
- ☐ *Fiercely Independent:* Gain 1 PP when you reject someone else's plans to strike out on your own.

HIGHLIGHTED SKILLS: **NOTICE**, **INFLUENCE**, **PERFORM**

FREE SPIRIT **8**

You go where the wind takes you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *New Horizons:* Step up or double **Drive** or **Fly** when you first take a vehicle somewhere new.
- ☐ *Unbound:* Spend 1 PP to double **Physical** when attempting to escape from bonds or a cell.

HIGHLIGHTED SKILLS: **DRIVE**, **FLY**, **MOVE**

FRIENDS IN LOW PLACES **8**

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I Know a Guy:* Spend 1 PP to create a **D8** Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill:* When you try to get information from your contacts, make a **Social + Know** roll. If successful, create a **D6** Asset about the information. Take a **Half the Story D8** Complication to step up the new Asset.

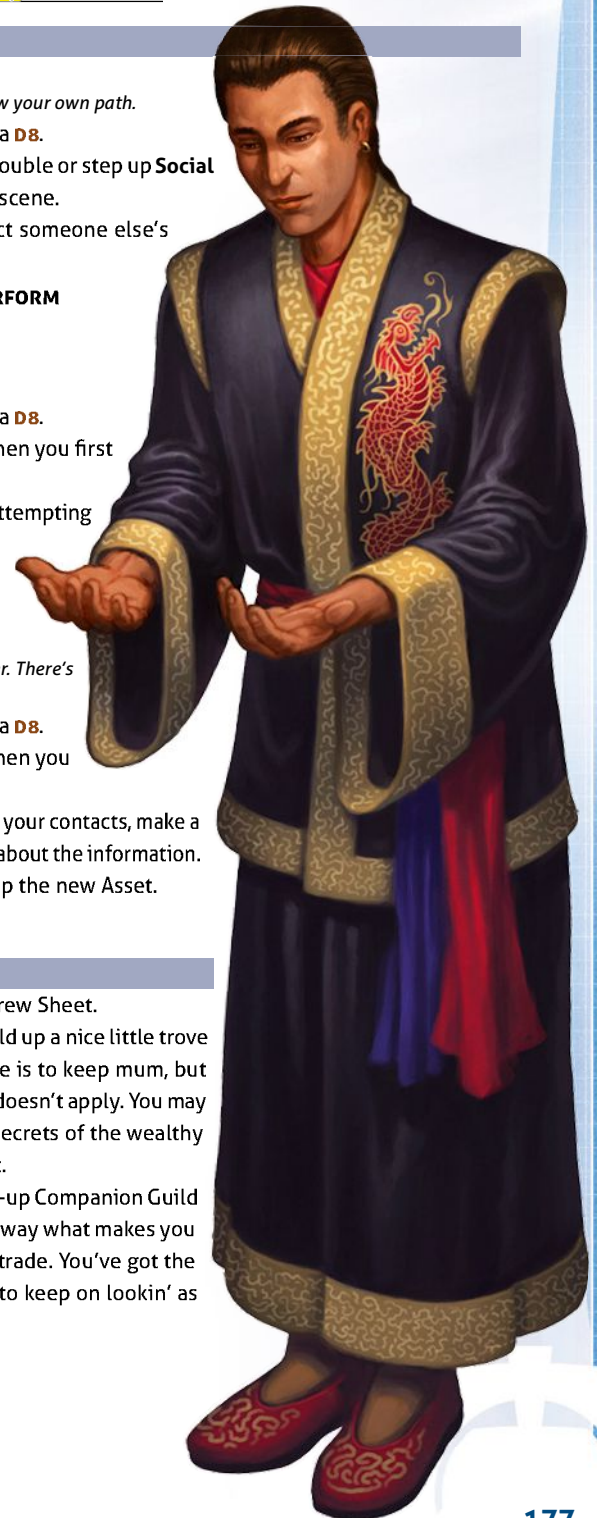
HIGHLIGHTED SKILLS: **CRAFT**, **LABOR**, **THROW**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Little Black Book D8: Work as a Companion, you'll build up a nice little trove of secrets and embarrassments. Companion code is to keep mum, but when you're not a Companion anymore, the code doesn't apply. You may not tell everybody 'bout your little book full of secrets of the wealthy and powerful, but you're sure not afraid to use it.

Companion's Finery D8: Doesn't matter if those stuck-up Companion Guild stoolies took away your license. They can't take away what makes you a Companion, and that includes the tools of the trade. You've got the wardrobe, fancy accessories, and tools required to keep on lookin' as regal as a Companion should.



FREEDOM FIGHTER

"The War isn't over—don't let those 'uns tell you any different. They're still hunting us down."

Independence is your soul. When the Alliance picked a fight and finished it, you were on the forefront of the battle, hand on your gun and heart on the line. It was a hard fight, and you never gave up, even when your superiors had to take your gun to stop you from shootin' when it was obvious to everyone else that the War was over.

The War is never over.

You watched as the Alliance took over and became, to you, something monstrous. They called it a "quality of life improvement," but to you it felt more like a stranglehold on rights and liberties. You watch 'em closely now, even after all these years, waiting for 'em to slip up, to make one mistake—for the opportunity to pull out your pistol and go guns blazing into the front lines all over again.

You have pockets of contacts all around the system who hold onto independence with their hearts, as well, and when the time comes, you call on 'em, and sometimes you've managed to make life a better living for people when you did. Weren't much of a chance of you finding friends, but fellow soldiers? You won't turn your back on 'em.

It's been a long time since you've trusted anyone truly and you are a bit standoffish when it comes right down to it, but you still need a place to be, and in a ship with a crew or on a field of battle with a unit, either way it's good enough. People don't rely on you too hard but you can always pull out the stops when your ideals are at risk.

You're still a soldier and a fighter, and freedom is your whole life. It don't matter whether the Alliance thinks they won—you know that there's still something worth fightin' for.

ATTRIBUTES

MENTAL	6	PHYSICAL	10	SOCIAL	8
--------	---	----------	----	--------	---

SKILLS

CRAFT	4	KNOW	4	SNEAK	4
DRIVE	6	LABOR	4	SURVIVE	6
FIGHT	6	MOVE	8	THROW	4
FIX	4	NOTICE	4	TREAT	6
FLY	4	OPERATE	4	TRICK	4
FOCUS	6	PERFORM	4		
INFLUENCE	6	SHOOT	6		

DISTINCTIONS

OVERPROTECTIVE 8

You've lost so much you can't bear to lose any more.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hardass*: When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.
- ☐ *Respect Is Earned*: When a Crewmember earns a D8 or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a D8 Big Damn Hero Die.

HIGHLIGHTED SKILLS: FOCUS, MOVE, SURVIVE

DRINKS ON ME 8

Sounds like you could use a beer. I'm buying.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Drown Your Sorrows*: When you listen to a Crewmember's woes over a stiff drink or seven, spend 1 PP to step back a Crewmember's emotional Complication.
- ☐ *One Too Many*: When you overindulge in alcohol, take a **Drunk as a Skunk** Complication and choose a die rating. Gain 1 PP for each step above D4 that reflects how **Drunk You Are**. If this Complication is recovered before it's used in a dice pool, the GM gets Plot Points for the bank equal to the number you gained.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TREAT

THRILLIN' HEROICS 8

All I gotta do is base jump down to the moving train, defuse the bomb, and stop it before it crashes into the depot? Five minutes? No sweat.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ready! Set! Action!:* If you replace your **Shoot** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.
- ☐ *Special Effects*: When your shot would Take Out an opponent and they spend a PP to stay in the fight, you may spend a Big Damn Hero Die. If you do, you take the Plot Point and your opponent must spend a second Plot Point to stay in the fight.

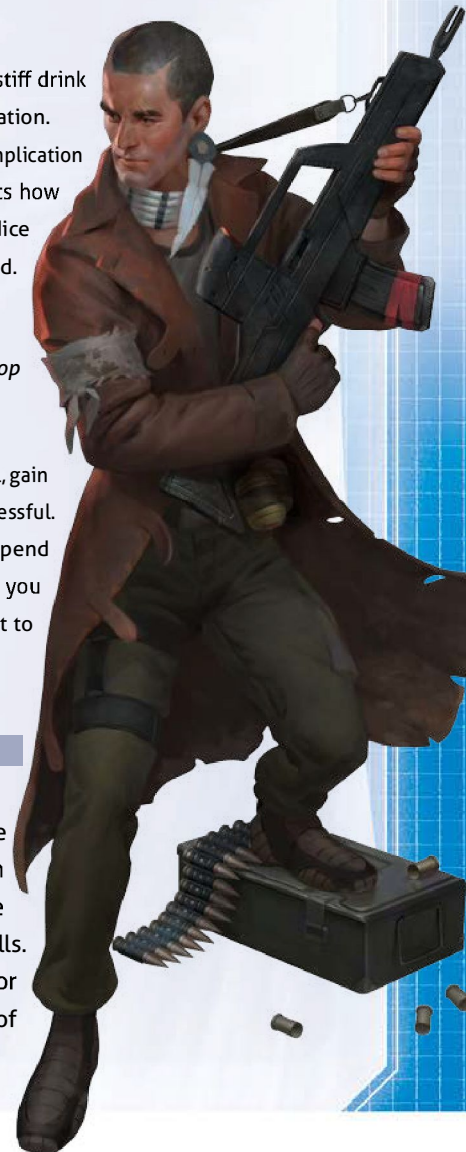
HIGHLIGHTED SKILLS: DRIVE, MOVE, SHOOT

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Marksman Rifle D8: Somewhat larger and heavier than a standard issue carbine, the marksman rifle benefits from higher caliber ammunition and a longer range with greater stopping power. These rifles are only issued to soldiers who demonstrate superior marksmanship skills.

Flak Vest D8: The flak vest is the most common form of infantry armor in the 'Verse. It's lightweight protection that has saved the lives of countless soldiers on both sides of the Unification War.



FREELANCE INVESTIGATOR

"My Uncle Po always used to tell me 'Shu dao husun san.'"

Is it better to be the tree or the monkeys?" After your parents died during a failed terraforming process, you went to live with your Uncle Po on Verbena. Though he lived a simple life, Po was a well-respected man in his settlement. There was no formal law there, but whenever there was an issue between two townspeople, they would come to Po and present their arguments. He would nod as they talked or argued and come up with a solution that left both parties satisfied. You grew up in the kitchen where he made these decisions, and he taught you his secret. Po could tell who was lying through careful observation.

When your uncle passed away, you decided to put the techniques you learned to the test. The 'Verse is a hard place to get justice. The Alliance doesn't care about anything that ain't directly standing in its way. Most local law dogs are some combination of corrupt, incompetent, and lazy. Often, the law comes down to who has the most leverage against the other, and that gets under your skin. The satisfaction you feel when you unravel someone's carefully constructed alibi borders on the sublime. There's always one small detail overlooked, one piece of the story that can't be kept straight. Every case is a puzzle begging to be solved.

You offer your services to those who can afford it, and, sometimes, to those who can't. You have a demeanor that disarms people into thinking you're harmless, so they open themselves up around you. Willing to pursue leads and suspects across systems, you make sure each case ends with some kind of resolution. It doesn't matter if the victim is the town drunk and the culprit is an officer in the Alliance. When the truth comes out, people want justice.

ATTRIBUTES

MENTAL **10**

PHYSICAL **6**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **6** *Forensics*

SNEAK **6**

DRIVE **4**

LABOR **4**

Eavesdropping

FIGHT **4**

MOVE **4**

SURVIVE **4**

FIX **6**

NOTICE **8** *Crime Scenes*

THROW **6**

FLY **4**

OPERATE **4**

TREAT **4**

FOCUS **6**

PERFORM **4**

TRICK **4**

INFLUENCE **6**

SHOOT **6**

DISTINCTIONS

EAGLE EYED **8**

Not much escapes your attention.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Trained Observer:* When a **Notice** Action gives you an Asset, step it up.
- ☐ *20/10:* Spend 1 PP to double **Notice** for a roll when you peer into the distance.

HIGHLIGHTED SKILLS: **FIX, NOTICE, THROW**

RELENTLESS INVESTIGATOR **8**

Just the facts, dong ma?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Bloodhound:* Step up a Complication involving higher authorities in your jurisdiction to step up your **Notice** Skill for a scene.
- ☐ *I've Got Backup:* When you create an Asset based on calling in official resources and support, step it up to a **D8**.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, SHOOT**

WORLD WEARY **8**

You've seen a lot of things during your time in the black and little is left to surprise you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Been There:* Create a **D8** Asset when you ask for help from an old contact. If you use this Asset in a roll and fail, your contact turns against you. The Gamemaster will reveal why they set you up for a fall.
- ☐ *Done That:* When you tell a Crewmember about a situation from your past similar to the one you face now, gain a new specialty for the rest of the scene. Take or step up a social Complication reflecting your past.

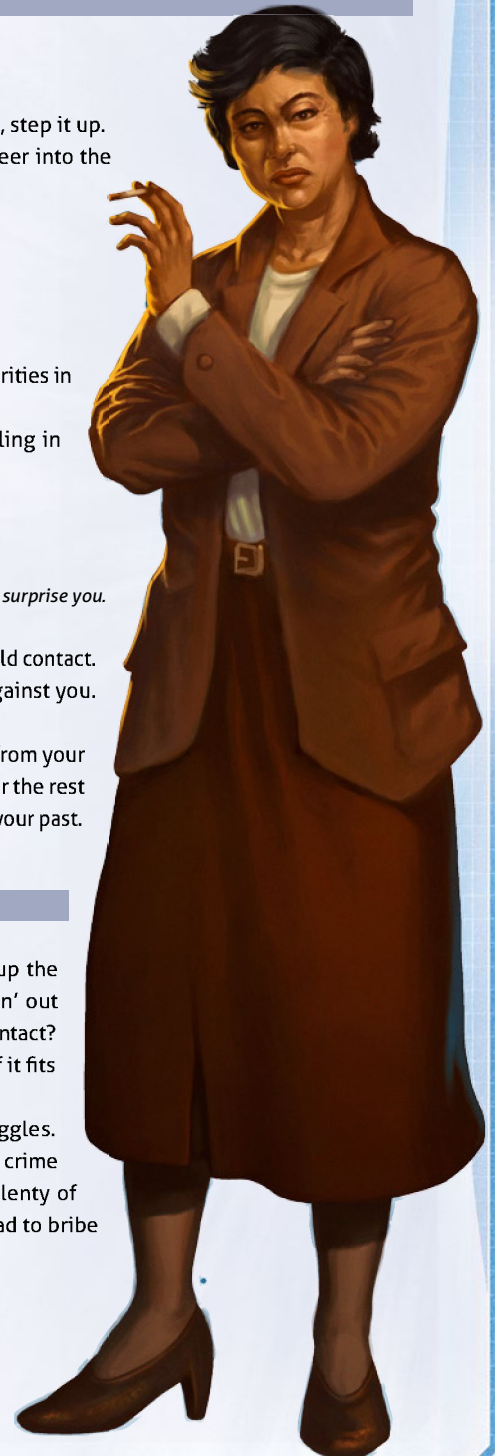
HIGHLIGHTED SKILLS: **FOCUS, NOTICE, SNEAK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Bulletproof Vest D8: In this gig, sometimes it's about digging up the truth. Other times, it's about exchanging bullets and comin' out alive. Anyone can fire a gun, but if you want to come through intact? You're going to need protection from bullets. Doesn't hurt if it fits your style, either.

Hi-Tech Forensics Kit D8: Finger print scanner. Ultraviolet goggles. Ballistic trajectory programs. All the tools you need to read a crime scene like a book. Portable, reusable, rare. It's given you plenty of information on more than one occasion, even though you had to bribe an Alliance officer to get this model.



FRIENDLY FACE

"Haven't we met? How unfortunate!"

You blend into the crowd. Ever since you were a kid, you could find your place in any circle you've wanted. Whether it was the cool kids at school or the bank guards hanging out at the local bar, with your charm and grace you were welcomed in like a dear friend. Sure, you tried to use it for good, tidy purposes, but it turns out that it's much more lucrative to put your talents to more nefarious works. Early on it was simple thievery and sleight of hand, but it grew into harder business pretty fast.

Now you're an expert. With the curl of your smile, you draw people into traps like a spider. Which works quite well for you, since you've got plenty of webs to crawl around in. No one really knows your name, or where you came from, but you've been able to build a network of contacts and contracts that guarantee your safety and your pocketbook.

When it comes to fancy gatherings you often find yourself suited up and ready to roll with the first invitation you can get your hands on, and you've got identities lined up from every planet to keep you rolling under the radar. If a pocket watch or two goes missin', it's unlikely anyone will target you as the villain—if'n they even remember you at all.

You work in secrets and lies, but at least you're up front about it when it's time for business, and you always are the first to sweeten the deal. You know how to read people and how to tell what they want. It's always served you well and it ain't likely to change anytime soon. From Companions to senators, you know the path to their wallet and exactly who to tell.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

CRAFT **4**
DRIVE **4**
FIGHT **4**
FIX **4**
FLY **4**
FOCUS **4**
INFLUENCE **6** *Cajole*

KNOW **4**
LABOR **6**
MOVE **6**
NOTICE **6**
OPERATE **6**
PERFORM **4**
SHOOT **4**

SNEAK **4**
SURVIVE **6**
THROW **4**
TREAT **6**
TRICK **8** *Con*

DISTINCTIONS

NEVER PUT DOWN ROOTS **8**

I'm not opposed to a nice home, just don't see the point yet. There are so many places to go!

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Make Yourself at Home:* Gain 1 PP when you obviously take advantage of someone's hospitality or strain the boundaries of your host's patience.
- ☐ *New Friends:* When you first meet a Major or Minor GMC, step up **Social** for the scene. Step back **Social** for Actions with that GMC in subsequent scenes in this Episode.

HIGHLIGHTED SKILLS: LABOR, OPERATE, SURVIVE

SWEET & CHEERFUL **8**

It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Good-Natured:* Spend 1 PP to step up or double your **Social** Attribute when you're using your friendly manner to resolve a tense situation.
- ☐ *Straight-Shooter:* Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.

HIGHLIGHTED SKILLS: INFLUENCE, TREAT, TRICK

NIMBLE FINGERS **8**

I'm the finest dip in the 'Verse. The lightest touch this side of Boros. Ollie Twist ain't got nothing on me.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Oh, This?:* Spend 1 PP to take one innocuous item from a character in the scene with you or spend 1 Big Damn Hero Die to appropriate one significant item from a character in the scene instead, and create a **D8** Asset based on that item.
- ☐ *Size Up a Mark:* When you size up someone, take a **Mental + Notice** Action. If you raise the stakes without rolling any jinxes, the GM will tell you where they're from, what they're carrying, and what they've been up to recently. If you raise the stakes but roll a jinx, choose just one item from that list instead.

HIGHLIGHTED SKILLS: MOVE, NOTICE, TRICK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Hidden Pockets D8: Every piece of clothing you own has an unobtrusive pocket sewn into it. These are excellent places to quickly stash the goods you knick off the crowd.

Secret Stash D8: There's a place only you know about. It holds your most precious items and keeps them safe.



HIGH STAKES GAMBLER

"Deal out the cards. They can take me to jail when I'm good and ready."

You've got an itch that can't be scratched. You tempt the gods often, on account of your insatiable hunger. There ain't a game you won't play—or bet on. You like cards, dice, cockfights, wrestling, races...heck, you've even bet on a game of *Chinese Checkers* once or twice. You gamble to win and when you don't, you keep on bettin' and playin' until you're forced to stop. That's when things get a little ugly, for you ain't afraid of losin'. You're invincible.

You were in that damnable War right on the front lines at the Battle of Du-Khang. Just a soldier, an Independent, who took a chance on the underdog. You bet high and threw everythin' into your duties, figurin' that you and your fellow Browncoats would take down those *jian huo*. Instead you experienced somethin' you could never forget. You were fightin' alongside your best friend, and what happened? She died. Walking right onto the field of battle—bullets and laser blasts zippin' right past—you shot the *ben dan* who murdered your friend. When you got you got back to your bunker, you didn't have a scratch on you.

Truth be told, that's when you started gambling. Ever since that day, you've never been able to resist tryin' your luck. You don't keep track of your wins and losses. All you've got is the game, 'cause that's the only thing that makes sense.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

CRAFT **4**

KNOW **6**

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **4**

NOTICE **8**

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **8**

FOCUS **8**

PERFORM **4**

Sleight of Hand

INFLUENCE **8** *Gambling*

SHOOT **4**

DISTINCTIONS

GAMBLER **8**

The greater the risk, the greater the thrill. You're addicted to the luck of the draw.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Risky Business**: If you replace your Skill die in a roll with a **D4**, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.
- ☐ **All or Nothing**: When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

HIGHLIGHTED SKILLS: **FOCUS, NOTICE, TRICK**

SMOOTH TALKER **8**

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Gift of Gab**: Spend 1 PP to double your **Influence** die for your next roll.
- ☐ **Start Fresh**: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications by one.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, TRICK**

READER **8**

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Secrets, Secrets**: When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental + Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ **Psychic Flashes**: Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurring out a secret or negative fate.

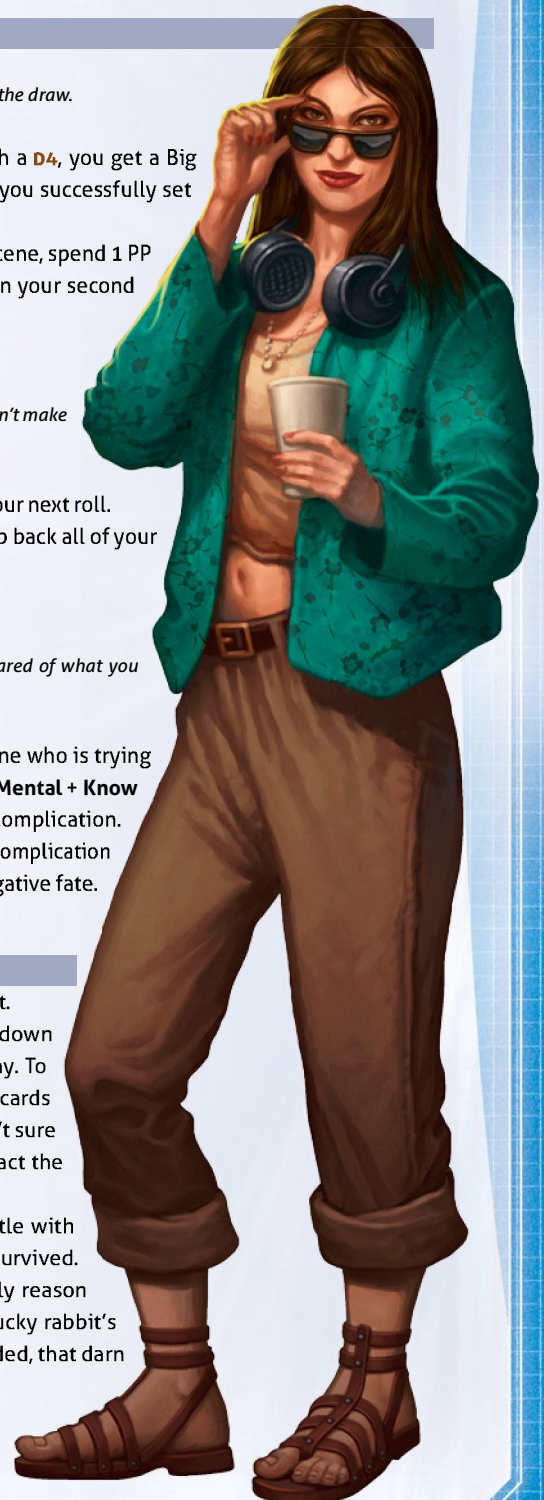
HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, NOTICE**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Fake Ident Cards D8: You've got a terrible habit and deep down inside you know your reputation is spreadin' in a bad way. To set your mind at ease, you've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.

Lucky Rabbit's Foot D8: You walked across that field of battle with those gorrarn laser blasts whizzing past your ear and survived. Was it skill? Your charming demeanor? Hell, no. The only reason why you're still alive and kickin' is because you carry a lucky rabbit's foot. Never mind how you've been farin' after the War ended, that darn foot is helpin' you keep it together.



LONE HOOD

"So I found this thing...it mightn't belong to anyone...maybe it's best if you give it a home."

You started out maybe as a common thief, lootin' and stealin', back in the days when you had to take to have enough money to eat. But you were good at it—damn good. So you kept it up, even when you mightn't have to, and lived on the richness. Life was good for a while, but you felt something awful when you traveled the world, and it sat badly with you. People were hurting. People like you once was, stuck in a 'Verse that didn't quite treat them right and under the thumb of people who didn't take care of them.

You decided to put your skills to better use, then. Every time you got the chance, you found a way to take what you got dishonest and set it to do somethin' honest, like getting medical supplies to far off moons where they didn't have much, or food for kids what didn't have a home or family to feed them. It was good work, even though some might have seen the work you did to get the money or goods as badly done.

Once, you got caught. You spent some time in the clink, breaking rocks or something similar, as they do. You struggled with that, since once a mark is on your life it's hard to wipe it out. It gave you a rough time when you were trying to do some good in a cold, hard world. You met some people there, and, for a while, you had a crew and got a ship of your own. That ship has stayed with you, but your crew changes almost day by day as you find more people who need a place, just for a while.

It's just like that, some days, when you go out to do some crime. You find more than you were looking for.

ATTRIBUTES

MENTAL **8**

PHYSICAL **10**

SOCIAL **6**

SKILLS

CRAFT **4**

DRIVE **4**

FIGHT **4**

FIX **6**

FLY **4**

FOCUS **4**

INFLUENCE **6**

KNOW **4**

LABOR **4**

MOVE **6** *Losing Pursuit*

NOTICE **6**

OPERATE **6**

PERFORM **6**

SHOOT **4**

SNEAK **10** *Breaking and Entering*

SURVIVE **4**

THROW **4**

TREAT **4**

TRICK **4**

DISTINCTIONS

BREAK-IN ARTIST **8**

A locked door gives a nice illusion of security, doesn't it?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *B & E*: When you try to get into a secured building, spend 1 PP to step up or double **Sneak** for the Action.
- ☐ *Weak Point*: When you try to break an object, you may roll **Fix** instead of **Labor** or **Fight**.

HIGHLIGHTED SKILLS: FIX, MOVE, SNEAK

ALONE IN THE CROWD **8**

Friends? Who needs 'em? I can get a half-dozen trustworthy rogues in the blink of an eye.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I Know Everyone*: When the Crew needs an illegal or unconventional service, spend 1 PP to create a **D8** Asset that represents a contact who'll do the job cheaply.
- ☐ *No Honor Among Thieves*: When you pull in independent operators for a job, create an **Independent Operators** Asset equal to your **Influence**. Step back the Asset after each time it is used. If it is stepped back below **D6**, or if the GM spends 1 PP from the bank, turn it into an **Independent Contractors** **D8** Complication.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, SNEAK

ALL THAT GLITTERS **8**

Diamonds are a thief's best friend. You can always use a few more friends, right?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Ooh, Shiny!*: When you scope out an object you plan on stealing, spend 1 PP to create a **Heist** **D8** Asset.
- ☐ *The Thrill Is in the Chase*: When you fence an item you've stolen that is represented by an Asset, remove that Asset to gain a **D8** Big Damn Hero Die.

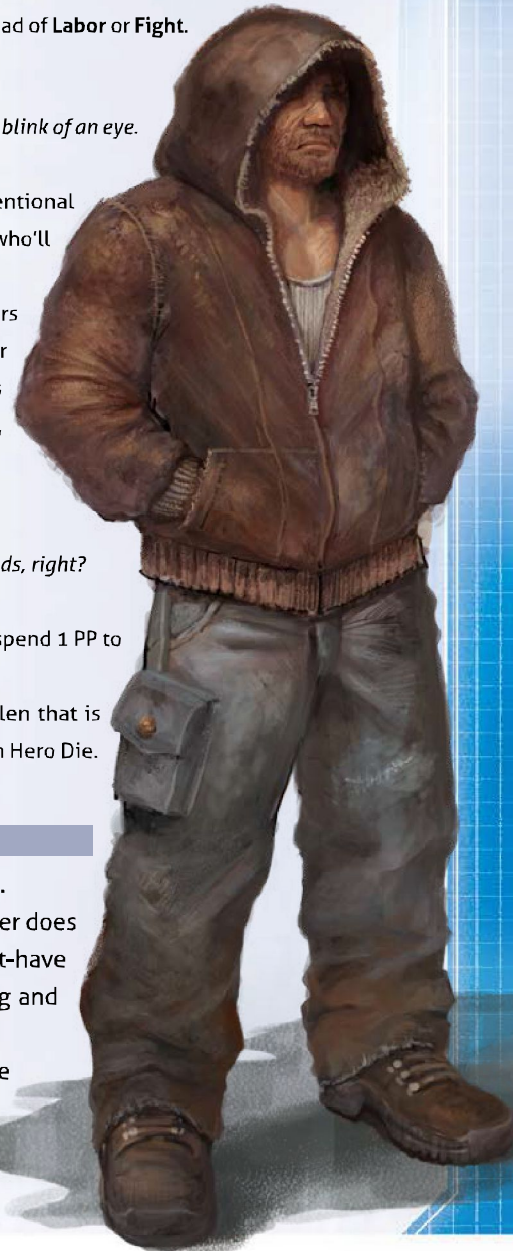
HIGHLIGHTED SKILLS: NOTICE, OPERATE, SNEAK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Laser Glasscutter **D8**: While not exactly subtle, a laser glasscutter does have the benefit of being very, very efficient. It is the must-have accessory for anyone interested in the fine art of breaking and entering.

Rappelling Gear **D8**: A good harness and descent kit is imperative when working in the Core. It makes top story entries so much easier.



MINOR LEAGUE HUSTLER

"I don't need to tell someone like you that what I'm proposing is the deal of a lifetime."

The Cortex datafiles showin' all that Londinum has to offer mention the Clocktower, Parliament House, and the Interplanetary War Memorial, but they never speak of its ills. For every city worthy of tourists and the Alliance, there are dozens of dingy, dirty towns like Arbor Felix where people like you tried to survive however you could. These streets were your home. You quickly learned that anyone hoping to pull themselves out of such humble beginnings needed a weapon. Some used their fists. Others used guns. You used your smile and your natural ability to play to the vices that make the 'Verse what it is.

They say you can't cheat an honest man, and they're right. The best cons involve the hint of illegal activity that adds a forbidden thrill for the mark and makes it more difficult for them to fetch the authorities once the con is over. Lucky for you, honest men and women in the black are about as rare as cheap Companions. Everyone has their price. Every mark has their vice. There's a reason those two words rhyme.

Sure, you may have some people looking for you. You're not quite living the life of expensive clothes and cheap thrills you promised yourself when you were growin' up on Londinium. But you're not dead, you're not behind bars, and every new planet is full of suckers looking to get something for nothing. If the mark isn't smart enough to resist the apple you offer, they deserve to be taken. It's the only way they'll learn how the 'Verse keeps spinning.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

CRAFT **8** *Forgery*

KNOW **4**

SNEAK **4**

DRIVE **6**

LABOR **6**

SURVIVE **4**

FIGHT **4**

MOVE **6**

THROW **6**

FIX **4**

NOTICE **4**

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **8** *Fast Talk*

FOCUS **4**

PERFORM **8**

INFLUENCE **4**

SHOOT **4**

DISTINCTIONS

CON ARTIST **8**

There's a sucker born every minute. You just gotta put your line in the water.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Instant Expert:* When you try to pass yourself off as an expert, take or step up a **Web of Lies** Complication to double **Trick** for the roll.
- ☐ *The Stall:* When you act as a distraction for another Crewmember's Action, spend 1 PP to step up or double the die you lend to them.

HIGHLIGHTED SKILLS: **CRAFT, PERFORM, TRICK**

FRIENDS IN LOW PLACES **8**

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *I Know a Guy:* Spend 1 PP to create a **D8** Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill:* When you try to get information from your contacts, make a **Social + Know** roll. If successful, create a **D6** Asset about the information. Take a **Half the Story D8** Complication to step up the new Asset.

HIGHLIGHTED SKILLS: **CRAFT, LABOR, THROW**

SLIM **8**

There ain't much meat on your bones.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Hard Target:* Spend 1 PP to double **Move** when navigating through a crowd or diving for cover.
- ☐ *Wiggle Room:* When you hide in a tiny space, you may use **Move** instead of **Sneak** to avoid detection.

HIGHLIGHTED SKILLS: **DRIVE, MOVE, PERFORM**

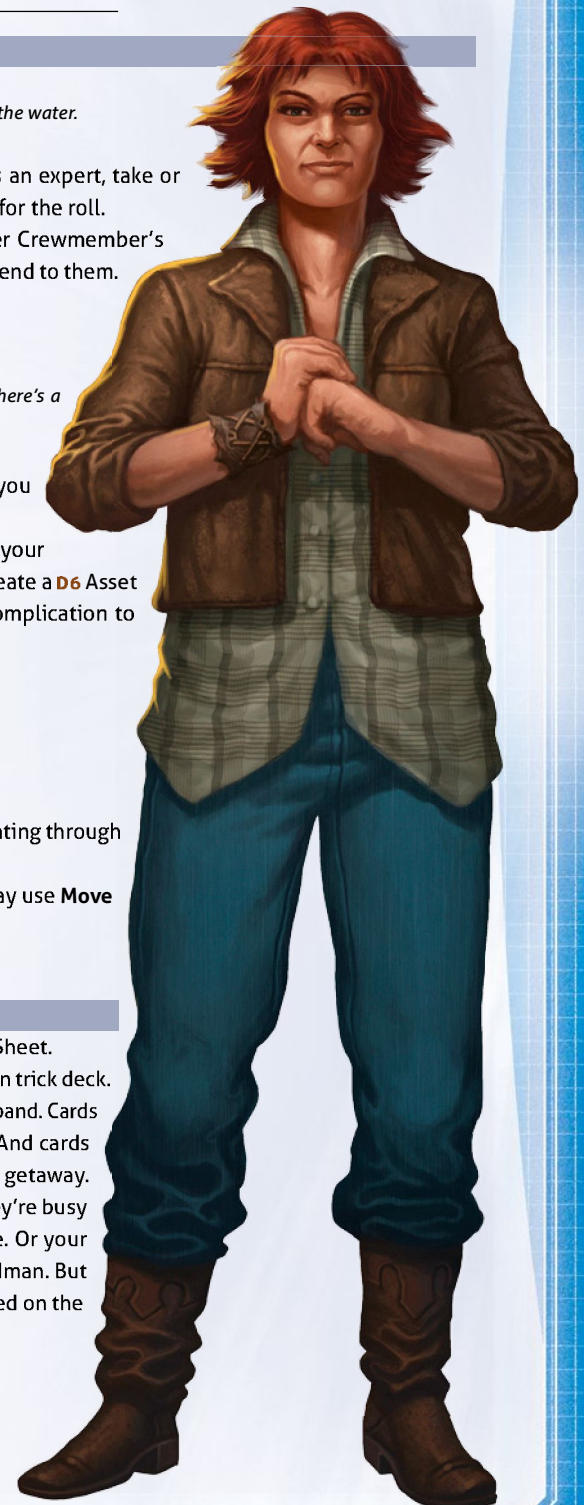
SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Trick Deck D8: Any good cardsharp in the 'Verse has her own trick deck.

Cards that change suit when flashed by a magnetic wristband. Cards of different weights, to pick 'em out while shuffling. And cards to crumple up and turn into smoke bombs for a quick getaway.

Costume Kit D8: People won't notice your words when they're busy starin' at your mustache. Or that scar across your eye. Or your hair that looks like it was done by an addlepatented madman. But they won't see who you are when your face is plastered on the wanted posters, neither.



NATURAL READER

"Of course you're in love with her. I have a sense about these things."

Growing up on Greenleaf was a unique experience. Most of the terraformed planets are wide plains or harsh deserts. Not Greenleaf. The lush vegetation in the tropical zone filled your young lungs with the heavy, thick air of the rainforests. Your parents worked as cultivators for the pharma companies that used the plants to make medicines for the new illnesses caused by the terraforming process. They lived off the land as much as they could. Natural foods from a private garden and handmade clothes gave you a simple upbringing, but your parents never seemed to complain. They spoke of their time on the Core Worlds with a sadness that was infectious.

You started readin' people a few years ago as a teenager. You were always a sensitive child but your empathy grew by leaps and bounds during those first teenage years. Reading is a sensation that's hard to explain—it comes in flashes of pictures, turns of phrase, smells triggering vivid memories that are not your own. You could rarely make sense of it at first, but your parents encouraged you to develop your abilities. You still get random flashes, but sometimes you can grab onto something important and pull it out, like a book from a bookshelf.

When folks start gettin' suspicious of you, you pack up your belongings and move to the next town. That's why you left Greenleaf in the first place. Your parents were being watched and you knew it was because of you. Life out in the black is hard, but you're using your abilities to help people. One day, you hope to draw those shadowy forces watching you out into the light so you can return home.

ATTRIBUTES

MENTAL **10**

PHYSICAL **6**

SOCIAL **8**

SKILLS

CRAFT **6**

KNOW **4**

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **4**

NOTICE **8** *Emotions*

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **6**

FOCUS **8**

PERFORM **6**

INFLUENCE **8** *Fast Talk*

SHOOT **4**

DISTINCTIONS

BRAIN LEECH **8**

There's a wealth of information all around you. It's in the heads of the people you know.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Big Help:** When a Crewmember gives you a die to help you for a roll, you can replace it with a **D4**. If your roll is successful, gain a **D8** Big Damn Hero Die.
- ☐ **Two Heads Are Better Than One:** Once per scene, you may spend 1 PP to use the Skill of a Crewmember in the scene instead of your own. After the roll, take or step up a Complication to reflect their memories getting mixed up with your own.

HIGHLIGHTED SKILLS: **CRAFT, FOCUS, NOTICE**

CHATTERBOX **8**

A lot of folk are afraid of a little conversation but not you, you've got the gift of gab, see, and if people want to leave it up to you to carry the conversation, then that's just fine by you, 'cuz...

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Blather:** Step up or double **Trick** for an Action when you just keep talking. Take or step up an **Annoying** Complication after the roll.
- ☐ **Friendly Banter:** Step up **Social** for a scene. The next time the GM buys a Complication after you've rolled a jinx, step the Complication up.

HIGHLIGHTED SKILLS: **INFLUENCE, PERFORM, TRICK**

READER **8**

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Secrets, Secrets:** When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental + Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ **Psychic Flashes:** Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurting out a secret or negative fate.

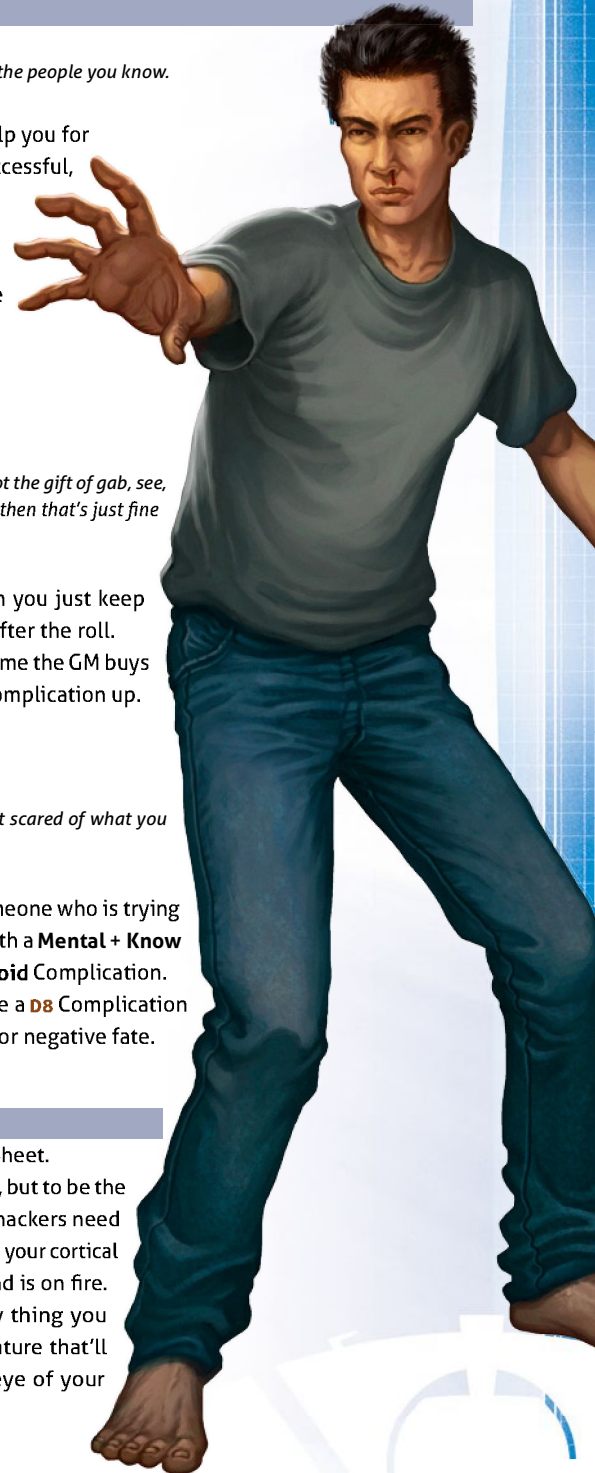
HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, NOTICE**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Cortical Stimulants D8: Natural gifts are great in the 'Verse, but to be the best? You need a boost. Snipers need scopes, Cortex hackers need fast uplinks, and to Read fast and accurate-like, you need your cortical stimulants. Slip 'em in a vein and in no time, your mind is on fire.

Stuffed Bear D8: Your favorite stuffed bear is the only thing you couldn't Read as a kid. To this day, it's the only creature that'll give you a moment's peace. This here bear is the eye of your personal little storm.



NEWLY ORDAINED SHEPHERD

"Faith is the quiet stream on the riverbed, working slowly to make great change."

Though the planet was named for the Roman goddess, many men and women found faith on Hera during the Battle of Serenity Valley. You were born there, and grew up watching political arguments tear your family apart. Your father fought for the Alliance. Your mother fought for the Independents. Neither of them made it home alive. The uncle you stayed with crawled into a bottle and never even noticed when you stowed away on a ship bound for Persephone. Life there was rough, but you learned to survive. At least you were truly living, rather than waiting for ghosts that would never come.

You broke into Southdown Abbey looking for something you could sell for food. You were caught by one of the shepherds red-handed. Rather than turn you over to the authorities, they took you in. You didn't make it easy with a few escape attempts and at least one broken nose amongst the shepherds. Their simple faith wore you down and you soon found yourself taking your prayers alongside them and studying the good books they kept. The day you took up the collar was the first day you felt truly happy since the War.

However, faith untested is faith unearned. It wasn't your decision to leave shortly after you became a shepherd; the Abbots and Abbesses voted and you were sent out into the 'Verse to atone for your sins and spread the Good Word. You wonder if it was luck or Providence that brought you to Angel. Only by giving compassion and peace to those who need it, can you truly decide if you are worthy of your new title.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**

DRIVE **6**

FIGHT **4**

FIX **6**

FLY **4**

FOCUS **6**

INFLUENCE **8** *Preaching*

KNOW **6** *Scripture*

LABOR **4**

MOVE **4**

NOTICE **4**

OPERATE **4**

PERFORM **4**

SHOOT **4**

SNEAK **4**

SURVIVE **4**

THROW **4**

TREAT **8** *Listening*

TRICK **6**

DISTINCTIONS

PROSELYTIZER **8**

I tell you, good people, that the Lord awaits in heaven for the righteous!

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Sermonize:** Step up **Influence** for an Action when you preach. Take or step up an **Unbelievers** Complication if the Action fails.
- ☐ **The Lord Provides:** When tending to someone who is spiritually lost or hurt, spend 1 PP to step up **Treat** for a scene.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, TREAT**

TRUE FAITH **8**

Shepherds aren't the only people in the 'Verse who believe in a higher power.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Lost in Prayer:** Step down your **Social** die for a scene to step up your **Mental** die.
- ☐ **Test of Faith:** Step up a Complication to step up your **Focus** die for your next roll.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, TRICK**

WET BEHIND THE EARS **8**

Folks say you're naïve. It ain't that. You just grew up a mite sheltered, is all.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Easy Mark:** Gain 1 PP when you are tricked by more worldly folk or whenever someone takes advantage of your naiveté.
- ☐ **Optimist:** Spend 1 PP to double **Treat** when helping a Crewmember recover from a mental Complication.

HIGHLIGHTED SKILLS: **DRIVE, FIX, TREAT**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Pristine Crucifix **D8:** A symbol o' pride, sure, but after all you've done to get here, don't you think you've earned it? It's better than a rank insignia or an ID card for lettin' folks know what you're about, and it looks mighty fine, too. Just hope it don't get stole.

Travel Journal **D8:** You've got a long journey ahead of you, one that might amount to a real story with a little care. You've vowed to write down everything that happens to you, which might just help you remember a crucial detail at the right moment or offer peace when things get complicated.



RETIRED OUTLAW

"No question about it, sooner or later we all got it coming."

Deadwood was an apt name for your birthplace, a world where men and women won and lost fortunes at the end of a gun. You learned that trade quickly and you learned it well, working no other occupation in your life. Deadwood may still be like that to this day, but you can't ever go back. Even after all these years, you have a rap sheet long enough they could hang you with it. Then they could wrap your body with the rest of it for burial in an unmarked grave.

You'd like to say you got out for noble reasons like true love or atonement, but the truth is all the scars, aches, and pains just started adding up. Whooping your way through the main street of a town is for the young. You look back on all the money that you blew on drink, bad companions, and worse ideas—even a tenth of it still in your grasp would have meant a floating home on Bellerophon. Instead, you ended up back out on the Rim, a quiet member of a community that would hang you if they knew just how many people you put in the ground.

Quiet, however, is not content. Your best years may be behind you, but there are still plenty of good ones left. There's a part of you that's tired of keeping your head down. There's a part of you that wonders if dying in the middle of a train robbery is better than passing away in your sleep on your small farm. Your guns may seem heavier this time, but you damn sure haven't forgotten how to use them.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **6**

KNOW **4**

SNEAK **6**

DRIVE **8** *Horses*

LABOR **6**

SURVIVE **4**

FIGHT **4**

MOVE **4**

THROW **6**

FIX **4**

NOTICE **4**

TREAT **4**

FLY **6**

OPERATE **6**

TRICK **6** *Con Jobs*

FOCUS **4**

PERFORM **4**

INFLUENCE **4**

SHOOT **4**

DISTINCTIONS

FRIENDS IN LOW PLACES **8**

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I Know a Guy*: Spend 1 PP to create a **D8** Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill*: When you try to get information from your contacts, make a **Social + Know** roll. If successful, create a **D6** Asset about the information. Take a **Half the Story D8** Complication to step up the new Asset.

HIGHLIGHTED SKILLS: CRAFT, LABOR, THROW

LIFETIME OF MISDEEDS **8**

This sort of life has a tendency to catch up with you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Jack of All Trades*: Take or step up a **Sins Of My Past** Complication to step up **Shoot** or **Trick** for the rest of the scene.
- ☐ *Trick of the Trade*: Spend 1 PP to create an **Operate** or **Sneak** specialty for the rest of the session.

HIGHLIGHTED SKILLS: DRIVE, OPERATE, SNEAK

SEMI-RETIRED **8**

Despite your best efforts to get out, they keep pulling you back in.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I Don't Do That Anymore*: Gain 1 PP when you refuse to do a favor for an old acquaintance.
- ☐ *Too Old for This*: Spend 1 PP to give someone a **Wanted by the Law D8** Complication when you call in law enforcement with evidence of their criminal activities.

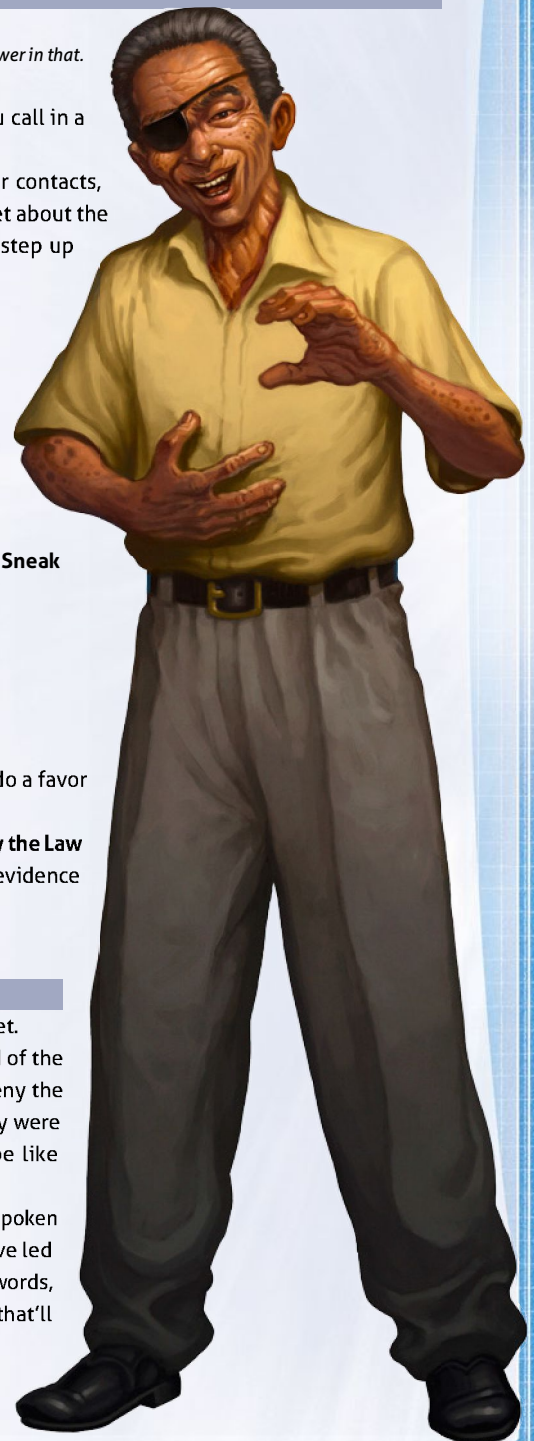
HIGHLIGHTED SKILLS: DRIVE, FLY, TRICK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Brass Knuckles D8: Keeping them doesn't mean you're proud of the things you did. It just means you know better than to deny the past. These brass knuckles—you used them so often they were almost part of your hand. Throwing them out would be like chopping off your fingers.

Triad Tattoos D8: There are more languages out there than just spoken words, and you're wearin' some on your skin. Those who've led hard enough lives, they'll recognize the patterns, see the words, and know you for what you are. With the right audience, that'll open doors, or shut mouths.



ROVING MEDIC

"Let me take care of you."

You were a fine student. Top of your class in school, with a knack for healin'. You barely had a minute to be a bona fide doctor before the War started and you found your way as a combat medic for the Independents. The days spent on the field were rough. You spent too much time closing the eyes of the dead and too little time signin' off soldiers to go home safe. You built up a deep hatred for the sight of Alliance cruisers in the sky, and losing the War left you sore deep inside, in a way that no medicine could heal.

When the War was over, you went to walk the world for a while. You traveled off the beaten path, where the Alliance wasn't or where they were less. You tried your hardest to keep under the radar, but your work was noticed. You have a reputation for being a protector, and more than once your good deeds have caught the eye of the Alliance. The Alliance don't like that which don't benefit them, so more than once you've been detained for reasons undefined. This has left you with a bit of a desire to do something more.

Lately you've been seein' evidence of people even more without, and so you've been making a few deals and shaking a few hands. This has meant that a lot more people are doing better and living longer, but it also means that when the time comes, you'll be the one who's gonna take the heat. That don't mean much to you. Life matters to you, and the Alliance seems to be against certain kinds of livin'. You're going to make sure they don't win this time.

ATTRIBUTES

MENTAL

8

PHYSICAL

8

SOCIAL

8

SKILLS

CRAFT

6

*Improvised
Medical Tools*

INFLUENCE

6

KNOW

6

*Military
History*

PERFORM

4

SHOOT

4

SNEAK

4

SURVIVE

6

THROW

4

TREAT

8

Triage

FLY

4

NOTICE

4

OPERATE

6

TRICK

4

DISTINCTIONS

BEDSIDE MANNER 8

A little compassion goes a long way with the sick and injured.



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



A Little TLC: Before you attempt to heal someone with a **Physical + Treat** Action, spend 1 PP to step back one of their physical Complications.



Lasting Gratitude: When you successfully remove a character's emotional Complication with a **Treat** Action, gain a **Gratitude D8** Asset.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TREAT

PROBLEM SOLVER 8

Not now! I've almost finished this puzzle.



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



Dogged: When you find a problem that vexes you, declare it and spend 1 PP. Step up your **Mental** for any Action directly related to solving that problem.



Indistractable: If you replace your **Focus** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: FIX, FOCUS, OPERATE

UNDERAPPRECIATED 8

Hey, guys! Did you see that? Mom? Captain?



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



Never the Hero: When you get an extraordinary success, you may choose to forgo the Big Damn Hero Die and instead gain two Plot Points.



Utility Hitter: Once per session when the GM rolls one or more Opportunities, you may spend Plot Points to give a GMC a Complication as if you were the GM buying jinxes.

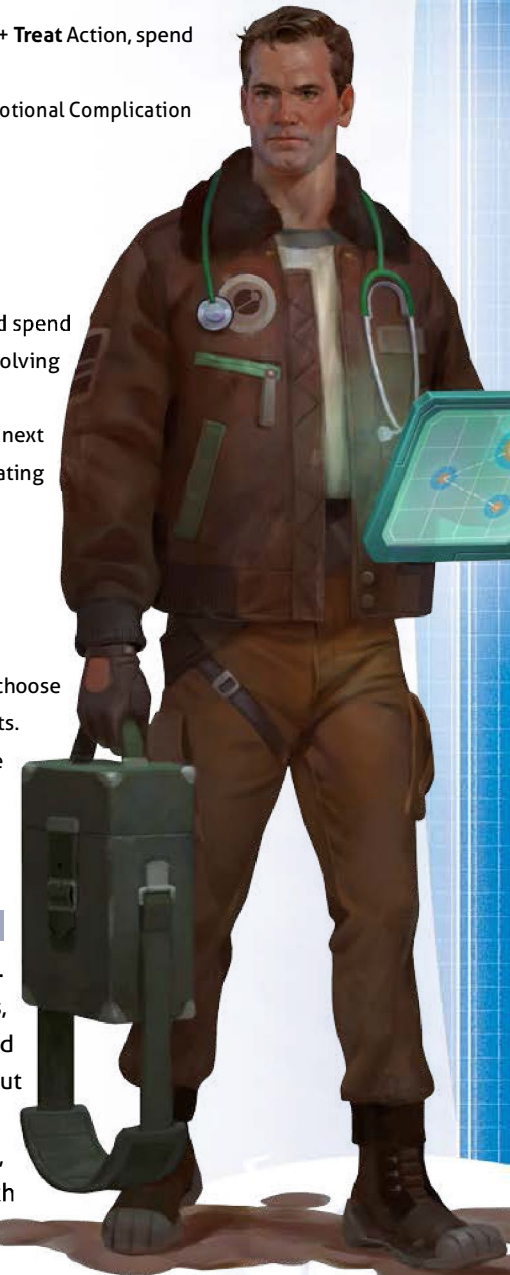
HIGHLIGHTED SKILLS: CRAFT, SURVIVE, TREAT

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Medkit D8: A basic medkit is a collection of painkillers, antiseptics, bandages, and antibiotics. It lacks the more specialized instruments and variety of drugs found in a doctor's bag, but provides a solid, basic selection of medical tools.

Big Knife D8: Knives are excellent weapons: silent, versatile, and require no ammo. Yours is custom forged with a 9-inch blade, full tang, steel guard, and leather wrapped handle.



SECURITY PROFESSIONAL

"To me, it really does matter if you are worth the bullet."

Maybe you were born with the cold of St. Albans already in your heart. You grew up as heir to a failed mine that was difficult to manage in the ice and snow. With your prospect played out, you offered your strong arm and quick gun to anyone willing to pay you to protect their claim. You made more money in a year than your family did in ten. When you realized the potential life you could live away from that frozen rock, you hopped aboard an outbound mining freighter to make your fortune by protecting others.

You didn't fight in the Unification War but you've seen plenty of battles caused by it. Five years on, there's still a lot of old wounds and hard feelings on both sides. Politics don't concern you, but the money folks are willing to spend on it does. You won't take every job, but you will at least consider it. You shoot straight and explain to people why you accept or deny a contract. Some people appreciate the honesty. Some try to draw down on you. You can easily handle both outcomes.

You've branched out into long-term contracts with your most recent assignment. You figure this gig is easy money while the ship is in motion, and your years of experience will carry you past any local trouble. If you get bored, you can find a side job or two to hold your attention. If you stick around long enough to grow attachments, that might be some unexplored territory, but you'll cross that bridge when you come to it.

ATTRIBUTES

MENTAL **8**

PHYSICAL **10**

SOCIAL **6**

SKILLS

CRAFT **4**

INFLUENCE **4**

SHOOT **6**

DRIVE **4**

KNOW **4**

SNEAK **4**

FIGHT **10** *Close Quarters*

LABOR **8**

SURVIVE **4**

FIX **4**

MOVE **6**

THROW **4**

FLY **4**

NOTICE **8** *Surveillance*

TREAT **4**

FOCUS **4**

OPERATE **4**

TRICK **4**

DISTINCTIONS

HIRED MUSCLE **8**

You look tough, but looks aren't everything.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Blunt Instrument:** When you fight dirty or use brute force to solve a problem, step up your **Labor** or **Fight** until the end of the current scene. Step back **Social** until the end of the next scene.
- ☐ **Looming Shadow:** When you rely on your imposing size to intimidate someone, use **Physical** instead of **Social**. Both 1s and 2s count as jinxes on the roll.

HIGHLIGHTED SKILLS: **FIGHT, LABOR, NOTICE**

SCRAPPER **8**

You've been in more tussles than you can count. Won most of 'em, too.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Sucker Punch:** Double **Fight** for the first round of an Action Order. Take or step up a social Complication after the roll.
- ☐ **Victorious:** When you Take Out a Major GMC, spend 1 PP to step back a physical Complication twice.

HIGHLIGHTED SKILLS: **FIGHT, LABOR, MOVE**

STRONG, SILENT TYPE **8**

You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Silent Protector:** Gain 1 PP when you do what's best for your charge, not your master.
- ☐ **Get Behind Me:** Step up a Complication involving your charge to step up an Asset from a **D6** to a **D8**.

HIGHLIGHTED SKILLS: **FIGHT, NOTICE, SHOOT**

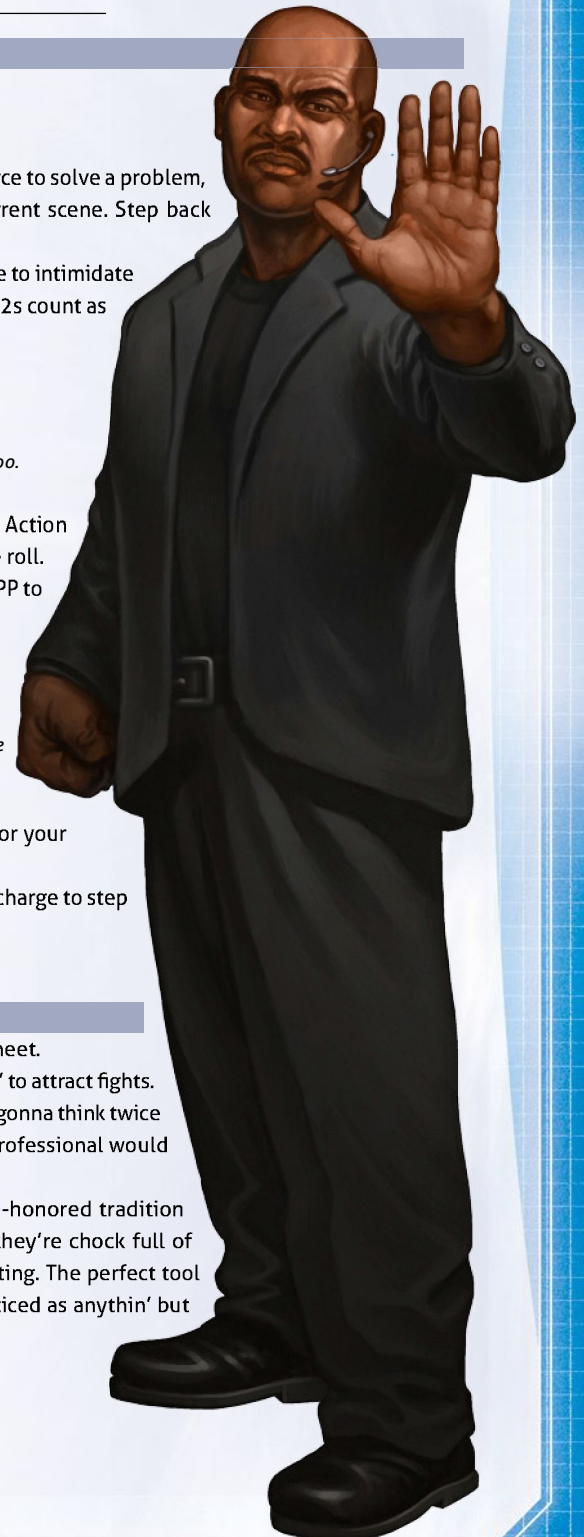
SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Clean Suit D8: If you look like a barroom brawler, you're goin' to attract fights.

If you wearin' a clean, pressed suit, even the junkies are gonna think twice before throwing a punch. No self-respectin' security professional would ever wear anythin' else.

Augmented Reality Shades D8: Wearin' shades is a time-honored tradition of security professionals, and it's even better when they're chock full of miniaturized tech. Biometrics, facial scans, even targeting. The perfect tool for a security professional who doesn't want to be noticed as anythin' but shade-wearin' folk.



SHADY ENTREPRENEUR

"One for you, one for you, and one for me. Shiny."

You are a master of middle management. When it comes right down to it, you are the best at what you do: brokering deals and making sure that you get a little something from each one. You've been making arrangements for people since you were a kid in the schoolyard. And each time, you always got something out of it. Money, time, goods—you name it.

You started out small, but you were an enterprisin' figure. You may have had a chance at a different sort of life, but you like the life you've got, even if it ain't filled with glitter and gold. You were poor once, and now you're not quite well-to-do, but you can at least be kinda-alright-to-do when your deals go good. And more often than not, they go north rather than south.

On top of your smooth talkin' ways, you also have quite a few contacts 'round the 'Verse, on many moons and planets, from corporations to Alliance, criminals to Browncoats. When someone needs something to be done, they know you're the one to go through, so long as they're willing to give you a little to grease your palm and make the whole thing come off slick.

You've got a flashy style that gets you noticed, but mostly in ways that are good rather than the kind that get you wrapped up in trouble and tomfoolery. Your ways of dealing find a better road when you wear your fancy hat. Best of all, you've managed to stay out of a load of trouble because you're a silver-tongued fox with your own best interests at heart. Ever since you got into the business you've had to be a little more careful, but no one seems to think twice when you promise them the sun and stars, because your words are nothin' but the sweetest sound to a desperate person's ears.

ATTRIBUTES

MENTAL **6**

PHYSICAL **10**

SOCIAL **8**

SKILLS

CRAFT **6**
DRIVE **4**
FIGHT **4**
FIX **4**
FLY **4**
FOCUS **4**
INFLUENCE **6**

KNOW **6** *Black Market*
LABOR **4**
MOVE **6**
NOTICE **6** *Criminals*
OPERATE **4**
PERFORM **6**

SHOOT **4**
SNEAK **4**
SURVIVE **4**
THROW **4**
TREAT **6**
TRICK **8** *Swindle*

DISTINCTIONS

FANCY BOWLER **8**

Tip o' the brim to you on this fine day.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hat in Hand:* When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident D8** Asset.
- ☐ *Tap Routine:* When you stall for time or act as a distraction by performing an old dance routine, Spend 1 PP to step up or double **Perform** for the roll.

HIGHLIGHTED SKILLS: CRAFT, MOVE, PERFORM

PIECE OF THE PIE **8**

I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Broker:* When you arrange for two parties to meet and discuss business, spend 1 PP to create a **Nominal Fee D8** Asset.
- ☐ *Where's My Cut?:* Gain 1 PP when you demand your cut of a job at an inopportune or inappropriate time.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TRICK

SPOONFUL OF SUGAR **8**

Look on the bright side—you could have been onboard when the bomb went off.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Break It Easy:* When trying to cheer someone up by talking about how it could be worse, spend 1 PP to step up **Treat** for the Action.
- ☐ *Word in Edgewise:* When you babble to distract yourself because you're nervous, step back your **Social** Attribute for the rest of the scene to create a **Just Keep Talking D8** Asset.

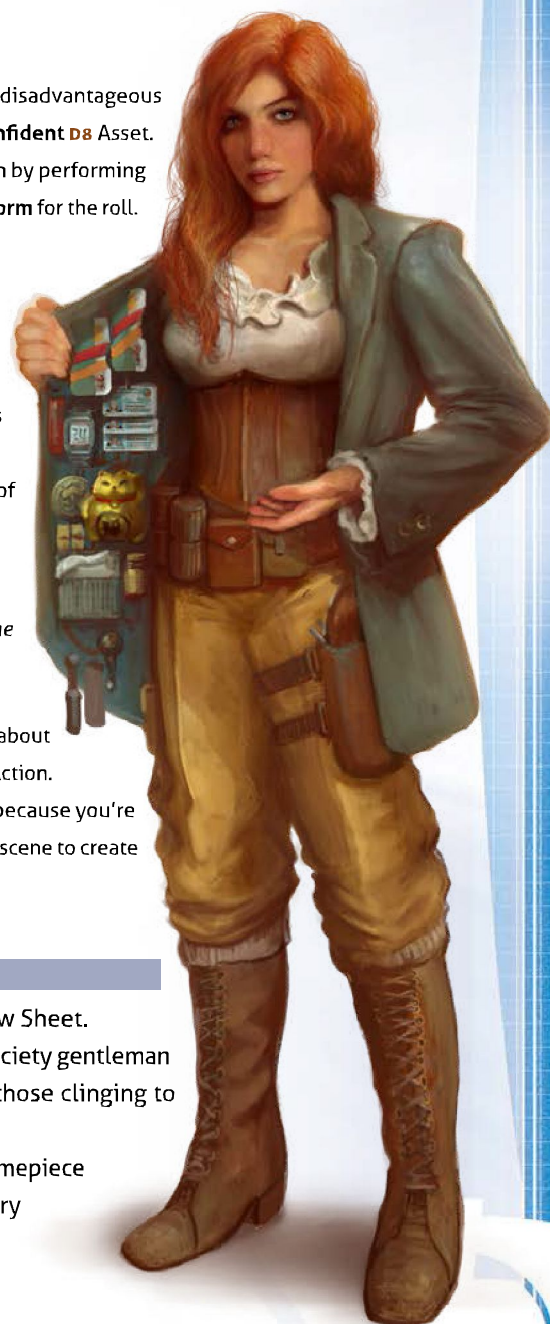
HIGHLIGHTED SKILLS: NOTICE, TREAT, TRICK

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Top Hat D8: The top hat was once the mark of the high society gentleman on Earth-That-Was. Today it's most often worn by those clinging to a scrap of respectability.

Pocket Watch D8: A proper fob watch is a more elegant timepiece than one worn on the wrist. It is an excellent accessory for anyone with a sense of style and antiquity.



SMALL-TIME TRADER

"I'm no lao qian. You deal with me and I'll make sure you get a fair bargain."

Your parents are Alliance supporters who begged you to enlist in the War. To avoid disappointing them, you borrowed some money and a boat and left your home on Osiris over eight years ago. You always liked the travelin' life, but couldn't stomach a life of crime or poverty. You thought you found a way to make it work, by setting up shop as a small-time trader flyin' from place to place.

Thing was, when you started you didn't know the first thing about Guild permits, what goods folks wanted, or how badly you needed a mechanic and the like, so you got in deep. Though you know who to get more credits from, you're in debt up to your eyeballs. You've got a crew to pay, places to roam, and loot to sell.

But you're not worried. You've always managed to come out on top even after that bloody War was done and over with. Now, you run a small shop out of the back of your boat. You trade fair and the Border folk know it, too. Eventually, your ledger will go from red to black, right after you get that fancy new boat and give everybody a raise. 'Course you've always wanted to hire a Companion of your very own. Maybe you'll buy your folks a vacation, too...

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **8** *Trade Guild*

SNEAK **4**

DRIVE **6**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **4**

THROW **4**

FIX **4**

NOTICE **6**

TREAT **4**

FLY **8** *Transports*

OPERATE **4**

TRICK **6**

FOCUS **6**

PERFORM **4**

INFLUENCE **6**

SHOOT **4**

DISTINCTIONS

DEBT **8**

You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Something Borrowed:* When you create an Asset by spending money to purchase goods or services, step it up.
- ☐ *Pay It Forward:* When you use your financial resources on behalf of another, spend 1 PP to create an appropriate **D8** Asset.

HIGHLIGHTED SKILLS: KNOW, NOTICE, TRICK

GUILD TRADER **8**

Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you but they'll ask you to do something for them later.
- ☐ *Shadow of the Guild:* Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

HIGHLIGHTED SKILLS: DRIVE, FLY, KNOW

SHIP'S CAPTAIN **8**

A natural leader, you're responsible for the Crew and the ship you all fly in.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- ☐ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your Influence die rating.

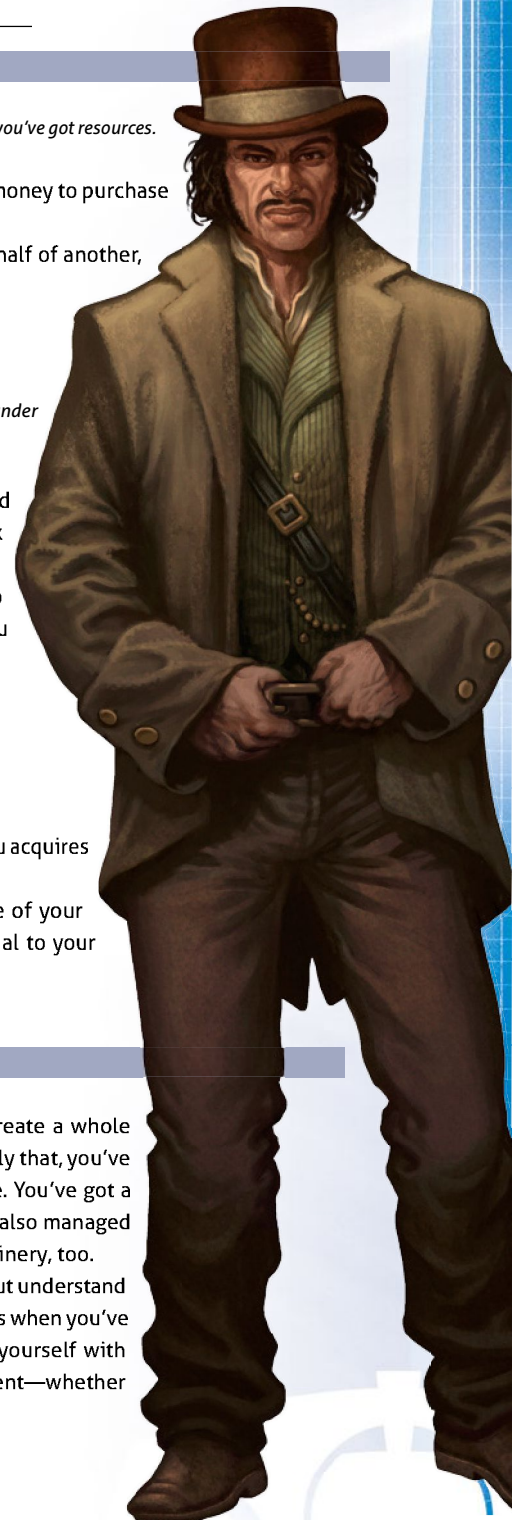
HIGHLIGHTED SKILLS: FLY, FOCUS, INFLUENCE

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Secret Stash D8: You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. Not only that, you've pinched a few items from your own customers here and there. You've got a few foodstuffs like tobacco, rice wine, and the like, but you've also managed to squirrel away a few important medicines, gems, and other finery, too.

Emergency Alert D8: You like to keep on the good side of the Law, but understand full well that not every deal goes down just right. For those times when you've got suspicious characters eyeing up your wares, you protect yourself with an emergency alert that sends out a call to local law enforcement—whether you're flyin' or not.



TRIAD ENFORCER

"Zhua jin, I do not know what you're talking about. I help people, dong ma?"

You're an enforcer for the Triad, an elite criminal organization with roots in the Earth-That-Was. Most folks think you're head of security for a pharmaceutical company on Ariel that manufactures drugs like Byphodine. According to your official Cortex datafiles, you travel the 'Verse bringin' the local Law medicine that's sorely needed. What you really do is enforce the comings and goings of a highly illegal organ smuggling operation—right under the Alliance's very nose.

After the War, you had a hard time finding a legitimate job. You used your charm and wound up running errands just to stay alive, not knowing who you were really working for. The Triad took you in off the streets, trained you up, and promised food and shelter. You worked your way up the ranks, and now you travel the black as one of the Triad's most trusted agents. So far, they've lived up to their end of the bargain and will continue to do so—provided you do yours.

Now, you're in so deep with the Triad that you couldn't leave even if you wanted to. You've seen what happens when people grow a conscience in your line of work. Sure, the Triad ain't exactly a group of shepherds, but they did give you everythin' you have. To sleep at night, you've convinced yourself that the Triad is a necessary evil. You'd be foolish to leave now, right?

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **4**

KNOW **6**

SNEAK **4**

DRIVE **4**

LABOR **4**

SURVIVE **4**

FIGHT **6** *Kung Fu*

MOVE **4**

THROW **4**

FIX **4**

NOTICE **6**

TREAT **4**

FLY **4**

OPERATE **4**

TRICK **8**

FOCUS **6**

PERFORM **4**

INFLUENCE **10** *Triads*

SHOOT **4**

DISTINCTIONS

SHADY BUSINESS MAN **8**

You keep tellin' folks you are legitimate. Someday, they might believe you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Fell Off a Truck:** Step up a Complication involving the authorities to create a **D8** Asset that was acquired from less than reputable sources.
- ☐ **Loan Shark:** Spend a PP to pass off a social Complication onto another character who owes you something.

HIGHLIGHTED SKILLS: **INFLUENCE, NOTICE, TRICK**

TOUGH AS AN OLD LEATHER BOOT **8**

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Hard Bargain:** Spend 1 PP to step back a Complication during a negotiation.
- ☐ **Singin' the Blues:** Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, KNOW**

TRIAD RANKING **8**

You fought, swindled, and bargained your way to a position of minor leadership in the Triad. Only problem is what to do now that you're here.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ **Brutal:** Step up one of your own Complications to step up a Complication you caused another character to acquire this scene.
- ☐ **Gang Warfare:** Gain 1 PP when your criminal background and deadly connections lead to violence against you or your allies.

HIGHLIGHTED SKILLS: **FIGHT, INFLUENCE, TRICK**

SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

Experimental Drugs **D8:** Being a member of a clandestine organization has its perks. Your cover identity at a pharmaceutical company gives you access to all the latest experimental drugs—both legal and not. You're not sure what these powders, pills, and liquids do, mind you, just that there's those that would kill to get their hands on 'em.

Retractable Baton **D8:** In your line of work, you have to be prepared to use force when necessary. That's why you carry a retractable baton around with you. It's cheaper than bullets and mighty effective in a fight to bring an opponent screaming to their knees.

