

# CHARACTER CREATION

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## 2 USING ARCHETYPES

### Step 1. Pick An Archetype

Pick which archetype you want to play.

- . Academy Dropout
- . Alliance Agent
- . Alliance Black Ops
- . Alliance Engineer
- . Asteroid Miner
- . Battle-Worn Bounty Hunter
- . Blue Sun Corporate Assassin
- . Border Planet Farmer
- . Career Lawdog
- . Core Hospital Intern
- . Cortex Hacker
- . Derelict Salvager
- . Dishonored Politician
- . Dock Foreman
- . Former Companion
- . Freelance Investigator
- . High Stakes Gambler
- . Minor League Hustler
- . Natural Reader
- . Newly Ordained Shepherd
- . Retired Outlaw
- . Security Professional
- . Small-Time Trader
- . Triad Enforcer

### Step 2. Choose Two Distinction Triggers

Each archetype has three suggested Distinctions—don't feel beholden to those, though. You can swap out some of your Distinctions to better represent your character. Just make sure you have three of them.

Every Distinction lists three triggers. Most are special tricks you can use in the game to affect the dice you add to your pool or to gain Plot Points, special Assets, or other benefits. Generally, each trigger has **benefits** and **drawbacks**—bonuses that your character gets for activating the trigger and costs that are incurred to activate it.

You automatically get the “Gain 1 Plot Point when you roll a **d4** instead of a **d8**” trigger for each Distinction. You may unlock a total of **two** more triggers, in any order, from the Distinctions listed for your archetype.

### Step 3. Step Up Skills

Every Crewmember has a **d4** rating in a Skill by default. Each Distinction lists three Skills that are highlighted for that Distinction. Each highlighted Skill is stepped up by one die rating. If a Skill is highlighted for more than one Distinction, it gets stepped up more than once. You'll notice that this has already been done in the list of Skills for each archetype.

After you've stepped up your highlighted Skills, you get 9 points to spend. No Skill may be stepped up beyond **d12**.

You may spend these 9 points in one of two ways:

- . **Highlighted Skills:** Step up the die rating one step for every point you spend.
- . **Basic Skills:** For a Skill that isn't listed on your Distinctions, spend 2 points to step it up by one die rating. To take a **d4** to a **d6**, you'll need to spend two points, reducing your total points from 9 to 7.

### Step 4. Assign Third Skill Specialty

A specialty is a narrow focus for a Skill. It appears next to the Skill in parentheses. Each specialty provides a bonus **d6** to your dice pool when you use it with that Skill.

Two of your archetype's Specialties have already been chosen for you. You may add a third specialty to any Skill rated at **d6** or higher. Unlike Skills, there's no set list of specialties—just remember to pick something you'd see yourself using in a game!

You also receive a free **Know** specialty if your **Know** die is a **d6** or higher, so decide what your character knows a lot about and mark that down.

### Step 5. Select A Signature Asset

All starting archetypes receive a Signature Asset rated at **d8**. There are two options listed under the Distinctions. Pick the Signature Asset that feels right to you and mark that on your character sheet.

### Step 6. Name Your Character

One more quick decision and then you're all done! All you have to do is name your character.

### Step 7. Biographical Information

Last, but certainly not least, you'll want to add a few details:

- . **Your Name:** What do folks call ya?
- . **Birthplace:** Where were you born? On a Border Planet? In the Core?
- . **What You Look Like:** Got a telltale birthmark? Blonde hair? Tall and stout? Short and thin?

To further flesh out your character background, take a peek at the Distinctions you've chosen and think about:

- . Where you've been the last few years.
- . Where you're going in the near future.
- . What your role was in the Unification War.
- . What you're doing to keep your head above water.
- . How you feel about the politics of the 'Verse (the Alliance, the War, etc.).
- . Which planet, space station, or moon you hail from.
- . What you think about the other four systems.
- . If you believe in Reavers or think there's a monster waitin' for you in the black.
- . Why you want to be in a Crew.
- . Whether or not you're the spiritual sort.
- . What kinds of foods, music, and clothing you fancy.

## CREW CREATION

### Step 1. Choose Attributes

Your Attributes are **Mental**, **Physical**, and **Social**. They determine how well your Crewmember acts in each of these three areas. Each is rated from **d6** to **d10**. Because Crewmembers are a cut above the rest, the default die rating for an Attribute is **d8**. You can choose to leave all three Attributes at **d8**, or step one Attribute up to **d10** while stepping another back to **d6**.

### Step 2. Choose Distinctions

Every starting character has three Distinctions at the default **d8** rating.

Each Distinction shapes the Crewmembers by revealing where they came from, how they make a living, or why they stand out. Each Distinction also includes triggers you'll unlock during the game. You'll also see a set of highlighted Skills that'll help you in Step 4. For now, just keep those in mind.

We've included a sample set of Distinctions for you, divided into three basic categories: roles, personalities, and backgrounds. You can pick any three Distinctions you like, regardless of category.

#### Roles

These Distinctions cover a wide array of professions, careers, and Crewmember roles in the 'Verse. Some indicate whether you're Alliance-friendly or not, so make sure you review them. Now, some professions ain't exactly legal. If 'n you're lookin' to do some crime, though, that's okay!

#### Personalities

These Distinctions reflect particularly strong personality types, character habits, or significant quirks that your character displays during play.

#### Backgrounds

These Distinctions reflect all kinds of events in your Crewmember's past or those aspects of your history that stick with you.

#### Iconic

Iconic Distinctions have more narrative weight than normal Distinctions and are specific to a single Faction. Distinctions describe you, but there are plenty more folk who may have similar Traits. For example, there are lots of folk who could have the **Veteran of the Unification War** Distinction.

With an Iconic Distinction, there are very few—if any—other people in the 'Verse like you, at least as far as a Faction is concerned. You're not just an Alliance War Hero, you're **the** Alliance War Hero. You're not just a Corporate Assassin, you're the **best** Corporate Assassin.

### Step 3. Choose Distinction Triggers

Every Distinction in Step 2 lists three triggers. Triggers are special tricks you can use to affect the dice you add to your pool or to gain Plot Points, special Assets, or other benefits. Generally, each trigger has **benefits** and **drawbacks**—bonuses that your character gets for activating the trigger and costs that are incurred to activate it.

When you choose a Distinction, you automatically get the "Gain 1 Plot Point when you roll a **d4** instead of a **d8**" trigger for each one. You may unlock a total of **two** more triggers, in any order, from the Distinctions you've selected.

## Step 4. Step Up Skills

Every character has access to all of the Skills. To start, you are an untrained Crewmember with a **d4** die rating in every Skill. You can try using the Skill, but your chance of success is slim and your odds of rolling a jinx are great. If you want to do better than that, you need to step up your Skills to the next available die rating—or higher.

### HIGHLIGHTED SKILLS

In Step 2, you chose three Distinctions. Beneath these Distinctions, you probably noticed three Skills that were closely associated with it. These are called **highlighted Skills**. Underline these Skills on your Crew Sheet and step up their die rating from **d4** to **d6**. If you have two or more Distinctions with the same highlighted Skill, step the Skill up again for a total of three die ratings.

### SPENDING POINTS

After you've stepped up your highlighted Skills, you get 9 points to spend. No Skill may be stepped up beyond **d12**. You may spend these 9 points in one of two ways:

- . **Highlighted Skills:** Step up the die rating one step for every point you spend.
- . **Basic Skills:** For a Skill that isn't listed on your Distinctions, spend 2 points to step it up by one die rating. To take a **d4** to a **d6**, you'll need to spend two points, reducing your total points from 9 to 7.

## Step 5. Choose Specialties and Signature Assets

In this Step, you'll assign points to your Skill specialties and Signature Assets.

### SKILL SPECIALTIES

Specialties are subsets of Skills that cover specific areas or subjects otherwise included with the Skill. If you want your Crewmember to be especially talented in a certain area, take a specialty in a Skill.

- . All specialties add an additional **d6** to your dice pool when applicable.
- . Skills with a **d4** rating cannot be assigned a specialty.
- . If you have a **Know** rating of **d6** or higher, you may assign a **Know** specialty for free when assigning specialties. This free **Know** specialty does not count against the total number of specialties you can mark in this Step.
- . Examples of specialties include Zoe's *Carbines* specialty for **Shoot**, Kaylee's *Engines* specialty for **Fix**, and Mal's *Leadership* specialty for **Influence**.

### SIGNATURE ASSETS

Signature Assets are personal possessions that your Crewmember has a special connection to. These add a die to your dice pool whenever you decide to use them. You can't share Signature Assets with other characters, but it's possible that you might steal one and eventually make it your own!

Now, it may not make sense for your Crewmember to have a Signature Asset. Folks ain't always tied to possessions, relying more on their training than on anything they own. Inara and River, for example, have more Skill specialties to reflect their training and experiences. Remember, you're making decisions for your character at the start of a Season; they'll grow and change as you play the game. Though both River and Inara start off without any Signature Assets, both could add them after playing through a few Episodes.

### ASSIGNING POINTS TO SPECIALTIES AND SIGNATURE ASSETS

You have five points to assign to specialties and Signature Assets at character creation. Each point may be used to:

- . Add a specialty to a Skill rated at a **d6** or higher
- . Create a Signature Asset at a **d6**
- . Step up a **d6** Signature Asset to a **d8**

With your five points you might:

- . Assign five specialties and create no Signature Assets
- . Assign four specialties and create one **d6** Signature Asset
- . Assign three specialties and create one **d8** Signature Asset
- . Assign two specialties and create three **d6** Signature Assets
- . Assign one specialty and create one **d8** and two **d6** Signature Assets

Once you've assigned all your points to specialties and Signature Assets, remember to assign your free **Know** specialty if you have at least a **d6** in that Skill.

## Step 6. Biographical Information

Last, but certainly not least, you' ll want to add a few details:

- . **Your Name:** What do folks call ya?
- . **Birthplace:** Where were you born? On a Border Planet? In the Core?
- . **What You Look Like:** Got a telltale birthmark? Blonde hair? Tall and stout? Short and thin?

To further flesh out your character background, take a peek at the Distinctions you' ve chosen and think about:

- . Where you've been the last few years.
- . Where you're going in the near future.
- . What your role was in the Unification War.
- . What you're doing to keep your head above water.
- . How you feel about the politics of the ' Verse (the Alliance, the War, etc.).
- . Which planet, space station, or moon you hail from.
- . What you think about the other four systems.
- . If you believe in Reavers or think there's a monster waitin' for you in the black.
- . Why you want to be in a Crew.
- . Whether or not you're the spiritual sort.
- . What kinds of foods, music, and clothing you fancy.

## ROLES

### Agent Provocateur d8

*You're a bad influence. Professionally.*

-*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**

### Alliance Spy d8

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

-*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**

### Alliance Officer d8

*You proudly wear the uniform of the organization that brought peace to the universe.*

-*Chain of Command*: Gain 1 PP when you step up a Complication because of orders you received from your superiors.

-*Sir, Yes, Sir*: Spend 1 PP to create an Asset at a **d8** to represent a specialist under your command.

Highlighted Skills: **Fight, Notice, Shoot**

### Art Historian d8

*Here we see some of the finest examples of the Transit Period, painted by artists who were born and died between Earth-That- Was and here.*

-*Familiar Styles*: When you closely examine a piece of art or forgery, spend 1 PP to memorize the signature style of the creator. You may accurately identify any of the creator's works you encounter in the future.

-*Gala Invitation*: When you try to bluff your way into a gala, gallery, or artistic event using your artistic expertise, you may take or step up an **In Over My Head** Complication to roll **Know** instead of **Trick**.

Highlighted Skills: **Craft, Know, Operate**

### Backwater Matriarch d8

*This planet ain't much, but it's better than not running one.*

-*I Didn't Expect to Be Hearing From You*: Step up your **Social** die for a scene when you step up a Complication involving someone you don't like.

-*Go Get 'Em*: Spend 1 PP to step up a Complication inflicted by one of your thugs.

Highlighted Skills: **Focus, Influence, Shoot**

### Backwater Mayor d8

*This town ain't much, but you rule it with an iron grip.*

-*Teach 'Em a Lesson, Boys*: Spend 1 PP to step up a Complication inflicted by one of your thugs.

-*Vicious Glare*: Spend 1 PP to remove an Asset from an opponent's roll involving the assistance of townfolks.

Highlighted Skills: **Focus, Influence, Know**

### Backwater Sheriff d8

*One good man is all a town needs to keep the peace. Sometimes, that's all it has.*

-*Playing the Bumpkin*: Step back your **Know** for a scene to step up your **Notice** to catch a suspect off guard.

-*Only Law in Town*: When you stand up to a group of criminals by yourself, step up or double **Shoot** or spend 1 PP to do both.

Highlighted Skills: **Fight, Notice, Shoot**

### Bigwig d8

*You can't hurt me here. I own this town and everything in it.*

-*I Own This Town*: When you pay off someone in your town or remind folks that you're in charge, spend 1 PP to remove a social Complication they inflicted.

-*Shell Companies*: When the authorities try to investigate your illegal business activities, spend 1 PP to create a **Legitimate Front d8** Asset.

Highlighted Skills: **Focus, Shoot, Trick**

### Blackmailer d8

*It's a simple service I offer—my continued silence. I assure you, my rates are competitive.*

-*Little Birds*: When someone spends a day or more in your hospitality, spend 1 PP to learn one of their secrets.

-*Shakedown*: When you threaten to reveal someone's secret and demand money for your silence, create a **Blackmail d8** Complication on them.

Highlighted Skills: **Influence, Know, Notice**

### Blue Sun Agent d8

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

-*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**

### Bounty Hunter d8

*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.*

-*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**

### Break-In Artist D8

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

-*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**

### Brilliant Gunsmith d8

*You've got a knack for being a tech wiz. Guns make the most money, so you followed the market.*

-*Design Flaw*: Spend 1 PP to step back a firearm Asset (including a Signature Asset) by exploiting an inferior weapon.

-*Genius Inventor*: Spend 1 PP to create a **d8** Asset when you fiddle with someone else's gun for a scene.

Highlighted Skills: **Fix, Notice, Shoot**

### Cattle Baron d8

*Everybody's got to eat. Ain't nothing in the 'Verse like a juicy steak.*

*'Cept maybe what folks are willing to pay for one.*

-*An Eye for Good Folks*: Spend 1 PP to create a **d8** Asset representing a servant or ranch hand.

-*New Money*: Step up a Complication involving social graces to reroll a die.

Highlighted Skills: **Influence, Labor, Survive**



**Combat Instructor d8**

*Step one-two. Parry! Thrust!*

*-Drill Instructor:* When you teach someone how to fight, spend 1 PP to give a Crewmember a Big Damn Hero Die equal to your **Fight**.

*-Front Lines:* When you are in a firefight with your students backing you up and spend 1 PP to avoid being Taken Out, give the Complication you acquire to one of your students instead.

Highlighted Skills: **Move, Perform, Shoot**

**Company Magistrate d8**

*As a magistrate, you are the boss, mayor, judge, and jury of this company town.*

*-Company Contacts:* Spend 1 PP to create a **d8** Asset that represents a company specialist or resource.

*-Middle Management:* Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight d8** Complication.

Highlighted Skills: **Fly, Notice, Trick**

**Con Artist d8**

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

*-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**

**Contract Miner d8**

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

*-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**

**Core Surgeon d8**

*You've studied at the best medical academy in the Core. No one is doing to die on your watch.*

*-Dedicated Effort:* Spend 1 PP to step up or double **Focus** for the duration of a Timed Action that relies on manual dexterity and endurance, such as an extended surgery.

*-No Time for the Rules:* When you throw caution to the wind and break the rules to try to keep a patient alive, gain 1 PP.

Highlighted Skills: **Focus, Operate, Treat**

**Corporate Cog d8**

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

*-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**

**Cortex Technician d8**

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

*-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**

**Dockyard Worker d8**

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

*-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**

**Engineer d8**

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

*-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**

**Extortionist d8**

*Listen, Mac, bad things are gonna happen. But if you pay up, they won't happen to you.*

*-Lean On 'Em:* When you coerce someone with threats of violence or property destruction, step up or double **Influence** for the Action. If the roll fails, step back **Social** and **Influence** until you follow through with your threats.

*-Molotov Cocktail:* When hurling a homemade or improvised incendiary device, spend 1 PP to step up or double **Throw** for the Action.

Highlighted Skills: **Influence, Labor, Throw**

**Farmer d8**

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

*-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**

**Fed d8**

*You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.*

*-Bound By Law:* Gain 1 PP when you arrest someone with an outstanding warrant.

*-Field Work:* Double **Know** or **Operate** for a roll when investigating the scene of a crime. Step back your **Social** Attribute for the rest of the scene.

Highlighted Skills: **Know, Operate, Shoot**

**First Mate d8**

*You're the captain's right hand, but as often as not you're his fist.*

*-Got Your Back, Sir:* If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.

*-Right Here, Sir:* Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: **Fight, Influence, Notice**

**Fleet Tactician d8**

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

*-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**

**Gambler d8**

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

-*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**

**Gang Boss d8**

*They are the best muscle money can buy. Too bad you're so cheap.*

-*Menacing Growl*: Step up a personal Complication to reroll any pool containing your thugs or goons.

-*What Do I Pay You For*: You may lose one of your thug Assets in your die pool to avoid being Taken Out in a scene.

Highlighted Skills: **Focus, Influence, Trick**

**Gang Member d8**

*The 'Verse is a hard place. Folk stand together.*

-*Rap Sheet*: When you meet a law enforcement agent, take or step up a legal Complication to gain 1 PP.

-*Strength in Numbers*: When you and your Crew outnumber your opponents, step up **Fight**. When your opponents outnumber you and your crew, take an **Outnumbered d8** Complication.

Highlighted Skills: **Fight, Shoot, Sneak**

**Gentry d8**

*You've got a fancy title, probably a sash to go with it.*

-*Blue Blood*: When you take a Complication that would besmirch your family honor, you can step it up to gain a **d8** Big Damn Hero Die.

-*Noblesse Oblige*: When someone less fortunate than you asks for your help, take or step up an **Obligated** Complication to step up **Focus** for the rest of the scene.

Highlighted Skills: **Drive, Fly, Focus**

**Gold Prospector d8**

*All that glitters ought to be yours.*

-*Camp Life*: When making camp in the wild or a putting up a makeshift shelter, step up or double **Survive** for the Action.

-*Lust for Gold*: When directly acting to get more gold, step up or double **Fight, Labor**, or **Trick** for the Action. Take or step up a **Gold Fever** Complication.

Highlighted Skills: **Labor, Shoot, Survive**

**Goodwill Ambassador d8**

*Experienced in matters of diplomacy and decorum, you're the best candidate to send in to parley before the bullets start flyin'.*

-*Speak Now, Or...*: Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

-*Talking Points*: If an ally or associate fails a roll involving their **Social** Attribute in your presence, step up or double your Attribute on your next die roll.

Highlighted Skills: **Influence, Know, Treat**

**Guild Trader d8**

*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.*

-*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**

**Handsome Ranch Hand d8**

*All that hard work in the fields keeps you fit.*

-*Ain't Broke A Sweat*: Spend 1 PP to step back a Complication involving hard work or endurance.

-*Don't Even Know the Word Flirt*: Spend 1 PP to double **Influence** when you are trying to charm or seduce another character.

Highlighted Skills: **Influence, Labor, Treat**

**Head of the Clan d8**

*I'm in charge because I'm the toughest, meanest, roughest one in the family.*

-*Anyone Else Have an Opinion?*: When you respond to criticism, inane questions, or incompetence by beating the offender and inflict a physical Complication or Take Out your target, give a Crewmember a **Well Motivated** Asset equal to your **Fight**.

-*Fight Dirty*: When you resort to dirty tricks to gain the upper hand in a brawl, double **Fight** for the roll. Both 1s and 2s count as jinxes on the roll.

Highlighted Skills: **Craft, Fight, Throw**

**Homesteader d8**

*You found yourself a home and a family to fill it. Ain't no one gonna take that from you.*

-*Head of the House*: When you work side by side with a Crewmember, you may spend 1 PP to step up or double their **Craft, Labor**, or **Survive** for their Action.

-*Slice of Paradise*: When you or a Crewmember take a physical Complication while on your homestead, you can spend 1 PP to step it back and rename it to reflect property damage instead.

Highlighted Skills: **Labor, Survive, Treat**

**Hot Shot d8**

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

-*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**

**Information Broker d8**

*Are there things you want to know? Are you ready to pay the price?*

-*Compromising Situations*: When you are looking for something in a restricted area, you may take a **Discovered!** Complication to find useful information. If you do, you may also spend 1 PP to create a **Convenient Excuse d8** Asset.

-*Tell Me Everything*: When you try to wheedle information or secrets from someone, step up **Influence** or **Trick** for the Action. If the Action fails, step back **Social** until the end of the next scene.

Highlighted Skills: **Know, Notice, Sneak**

**Invisible Ops d8**

*I could tell you what I do, but then I'd have to kill you and everyone on this ship and I do hate making a mess.*

-*All Access*: When you attempt to bypass physical security, double **Operate** for the Action.

-*We Were Never Here*: When acting on your secret orders, spend 1 PP to step up or double **Sneak** for the Action.

Highlighted Skills: **Know, Operate, Sneak**

**Knife Fighter d8**

*Hold a knife one way, cuts through an onion for dinner. Hold it another way, cuts someone's throat for upsetting you.*

-*Deep Cut*: Spend 1 PP to step up a Complication you inflicted with your blade.

-*This Is a Knife*: When you create a bladed Asset such as a knife or a spear, step it up to a **d8**.

Highlighted Skills: **Fight, Focus, Notice**

**Local Yokel d8**

*This land is my land, this land ain't your land. I got a shotgun, and you ain't got one.*

-*Hunter's Instinct*: When silently tracking or hunting another character, step up or double **Sneak**. Spend 1 PP to do both.

-*Rabbit Snare*: Spend 1 PP to create a **d8** Asset when setting up some kind of trap using your natural knowhow.

Highlighted Skills: **Craft, Sneak, Survive**

**Mama Bear d8**

*Don't get between Mama and her cubs.*

-*Cubs*: Spend 1 PP to take a Complication from another Crewmember. Rename it as a **Grudge** against whoever inflicted the Complication.

-*Mama's Angry*: Spend 1 PP to use a Complication as an Asset in a roll. If the Complication was a **Grudge**, step the Grudge back after the roll.

Highlighted Skills: **Fight, Survive, Throw**

**Master of Disguise d8**

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

-*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**

**Medical Student d8**

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

-*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**

**Mercenary d8**

*They don't pay you to look pretty. They pay you to shoot things.*

-*Highest Bidder*: Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.

-*Time for Some Thrillin' Heroics*: Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Highlighted Skills: **Fight, Move, Shoot**

**Militia Leader d8**

*War's a-comin'. Best be ready.*

-*Armory*: When you personally arm a Crewmember from your private armory, spend 1 PP to give them a Big Damn Hero Die equal to your **Shoot** die rating.

-*Survival Nut*: When you try to escape into the wilderness, spend 1 PP to create a **d8** Asset based on your woodcraft.

Highlighted Skills: **Drive, Shoot, Survive**

**Napoleon of Crime d8**

*My empire is much like any other. It requires careful handling and wise rule.*

-*Vast Web*: When you arrive in a port where your empire has a presence and contact your local associates for a report, spend 1 PP to create a **Current Situation Update d8** Asset.

-*Shadow Ruler*: When you take a Complication as a result of a formal investigation by the authorities, step back **Social** for the rest of the session to remove the Complication.

Highlighted Skills: **Influence, Know, Trick**

**Nimble Fingers D8**

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

-*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**

**Officer of the Law d8**

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

-*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**

**Piece of the Pie D8**

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

-*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**

**Pirate Captain d8**

*Listen up, lubbers! I want that ship taken intact. Her cargo belongs to us.*

-*Boarding Action*: When you storm a ship or a defended installation, spend 1 PP to reroll any dice that roll 1s. Any dice that come up 1 a second time cannot be rerolled again.

-*Ship Encyclopedia*: When you make a plan that revolves around the layout of a ship, spend 1 PP to create a **d8** Asset based on your knowledge of the ship's layout and schematics.

Highlighted Skills: **Fight, Fly, Shoot**

**Politician d8**

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

-*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**

**Registered Companion d8**

*You have an active license in the Companion Registry, which opens doors and brings you business.*

-*Inside Knowledge*: When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.

-*I Know Your Ways*: Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Highlighted Skills: **Focus, Influence, Perform**

**Relentless Investigator d8**

*Just the facts, dong ma?*

-*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**

**Researcher d8**

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

-*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**

**Saboteur d8**

*Sabotage ain't just about breaking things. It's about breaking them at the right time.*

-*Gremlin*: Step up a Complication to remove a gear-based Asset or Signature Asset from an opponent's roll.

-*Two Steps Ahead*: When you reveal that you've already put sabotage into motion, spend 1 PP to create a **Sabotage d8** Asset.

Highlighted Skills: **Craft, Operate, Sneak**

**Salvager d8**

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

-*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**

**Scary Lieutenant d8**

*When your boss says to break a man's legs, you already gone and picked out one that you like.*

-*Size Them Up*: Spend 1 PP to use your **Fight** die instead of your **Notice** die when checking out an opponent.

-*Knock Them Down*: Step back your **Physical** die for a scene to step up your **Fight** die for a scene.

Highlighted Skills: **Drive, Fight, Influence**

**Scavenger d8**

*It's everyone for themselves in the black.*

-*Saboteur*: Step up your **Fix** die when you use a part that you took from a ship without the owner's knowledge.

-*Scavenger's Eye*: Spend 1 PP when searching a pile of abandoned parts to find a nearly working version of the part you've been lookin' for.

Highlighted Skills: **Fix, Operate, Sneak**

**Shady Business Man d8**

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

-*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**

**Ship's Captain d8**

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

-*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**

**Ship's Doctor d8**

*Sometimes it seems whoever came up with "First, do no harm" never had to deal with the people you have to deal with.*

-*Experimental Procedure*: If you replace your **Operate** or **Treat** 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.

-*Natural Healer*: Spend 1 PP to step back another character's medical or injury-based Complication.

Highlighted Skills: **Know, Operate, Treat**

**Ship's Mechanic d8**

*A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.*

-*Zen & the Art of Engine Maintenance*: Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. 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.

-*Miracle Worker*: If you replace your **Fix** 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**

**Ship's Pilot d8**

*The list of folk wanting to hire you is longer than your arm. You're just that good.*

-*Born Behind the Wheel*: Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.

-*I've Never Tried That Before*: If you replace your **Fly** or **Operate** 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: **Fly, Notice, Operate**

**Ship's Shepherd d8**

*You don't fix faith. It fixes you.*

-*Taken on Faith*: When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.

-*Religiosity*: Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.

Highlighted Skills: **Focus, Influence, Know**

**Shrewd Patron d8**

*You run a business and are often in need of discreet agents.*

-*Haggler*: Double **Mental** when haggling over payment. Both 1s and 2s count as jinxes on the roll.

-*Got a Job for You*: Gain 1 PP when you negotiate a business deal or hire a crew to do a job for you.

Highlighted Skills: **Craft, Focus, Influence**

**Sleeper Agent d8**

*You are completely normal and innocent. The other you isn't.*

-*Sleeping Dupe*: Step up **Labor** whenever you are a sleeper agent with no conscious knowledge of your purpose as an assassin.

-*Awakened Weapon*: When activated by your handler to arrange an accident, step up **Sneak** as long as you're activated. Take or step up an **Half-Remembered Guilt** Complication if the accident is successful.

Highlighted Skills: **Craft, Labor, Sneak**

**Smuggler d8**

*I don't see any reason why your goods shouldn't be delivered where you want 'em delivered.*

-*Perfectly Legitimate Cargo*: Spend 1 PP at the beginning of a Timed Action involving sneaking cargo into or out of somewhere. 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.

-*Everything's Fine, Officer*: When lying to an officer of the law, step up or double your **Social** for the roll. You cannot spend PP to stay in the fight if you fail and would be Taken Out.

Highlighted Skills: **Craft, Fly, Trick**

**Soothsayer d8**

*I'll tell you my secret if you tell me yours.*

-*Secrets Exchanged*: When you offer to trade secrets with someone and they tell you a real, true, intimate secret, gain 1 PP and give them a **d8** Asset about their future.

-*Pronounce Doom*: When you are spurned, shunned, or treated poorly, spend 1 PP to give your abuser a **d8** Complication promising impending tragedy.

Highlighted Skills: **Notice, Influence, Perform**



**Squad Leader d8**

*I've never lost someone under my command and I'm not about to start today.*

-*Hold the Line*: When you are in a firefight and one of your Crewmembers would be Taken Out, you may spend 1 PP to keep them in the fight. The Crewmember suffers a Complication as if they had spent the Plot Point and then steps that Complication back. Take or step up a **Burden of Command** Complication.

-*Rally the Troops*: When you lead your Crew into battle and give a rousing speech, make a **Social + Influence** roll. If you successfully raise the stakes each Crewmember may step up one Skill of their choice for the scene. If you fail to raise the stakes, step back **Fight** and **Shoot** for the duration of the battle.

Highlighted Skills: **Fight, Focus, Shoot**

**Teacher d8**

*Teaching is a great honor and a heavy responsibility.*

-*Thus Endeth the Lesson*: Spend 1 PP to step up or double **Know** for a roll. If the Action fails, step back **Social** until the end of the next scene.

-*Troubled Students*: Gain 1 PP whenever you offer to teach or mentor someone in trouble.

Highlighted Skills: **Know, Operate, Treat**

**Technologist d8**

*Where do you get all these wonderful toys?*

-*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**

**Top Secret d8**

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

-*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**

**Triad Doctor d8**

*It started small. You helped someone in need. Now the Triad has you under their thumb.*

-*Triad Motivation*: Gain 1 PP when you try to patch up a member of the Triad. Take or step up an **In Too Deep** Complication after the roll.

-*Back Alley Trauma Surgeon*: When you treat someone with injuries that would make a normal hospital ask inconvenient questions, spend 1 PP to step up or double **Treat** for the roll.

Highlighted Skills: **Operate, Survive, Treat**

**Virus d8**

*I am designed to infect. No system is safe.*

-*At Home in a Computer*: When attempting to break into a new computer system, spend 1 PP to step up or double **Operate** for the roll.

-*Hidden in Code*: When you attempt to avoid detection within an infected system, take a **Restricted to Subroutines** Complication to double **Sneak** in the roll.

Highlighted Skills: **Know, Operate, Sneak**

**Wudang Style d8**

*Also known as Practical Tai Chi. Being able to be dangerous without a weapon in your hand is pretty dang practical.*

-*Fighting Spirit*: Step up a Complication created to avoid being Taken Out in a fight to reroll your dice.

-*One-Two Punch*: Step up a Complication when you Take Out a Minor Gamemaster character to Take Out an additional Minor character.

Highlighted Skills: **Focus, Influence, Know**

## PERSONALITY

### A Little Nervous d8

*"Oh God, oh God, we're all gonna die."*

-*On Edge*: Step up or double your **Focus** for one Action. After the roll, create or step up the Complication **On Edge**.

-*Captain Obvious*: Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.

Highlighted Skills: **Focus, Know, Survive**

### Addict d8

*Just one more. This time everything will be alright.*

-*Altered Brain Chemistry*: The first time in a scene that you spend a PP to avoid being Taken Out from a physical blow, step back the resulting Complication.

-*Texture Like Sun*: When you give in to the cravings of your addiction, gain a PP or remove a Complication associated with your addiction.

Highlighted Skills: **Notice, Treat, Trick**

### All That Glitters D8

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

-*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**

### Alluring d8

*You're easy on the eyes and cunning enough to use those good looks to your advantage.*

-*Memorable*: Create a **Memorable d8** Complication on yourself when tryin' to execute a cunning plan. Gain 1 PP.

-*Turn Heads*: When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.

Highlighted Skills: **Influence, Perform, Trick**

### Animal Lover d8

*Treat 'em right and they're more loyal than people.*

-*They Can Smell Fear*: Step back a Complication involving an angry animal if you walk toward it, unarmed.

-*Saddle Up*: Spend 1 PP to create a **d8** Asset representing a trusty animal companion (most likely a horse).

Highlighted Skills: **Labor, Move, Survive**

### Avaricious d8

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

-*A Bigger Cut*: When you demand more pay, double **Focus** for the scene. Take 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**

### Backstabbin' Git d8

*You look out for numero uno. Everyone else is just in the way.*

-*Fickle Friend*: When you change sides in an argument, double **Social** for the Action. Take a **Traitor d8** Complication.

-*Getaway Driver*: When you're at the wheel and being chased, spend 1 PP to step up or double **Drive** for an Action.

Highlighted Skills: **Drive, Throw, Trick**

### Bad Reputation d8

*Folks whisper your name when they see you coming. And hope you leave as soon as possible.*

-*Intimidating Build*: Spend 1 PP to roll your **Physical** die instead of your **Mental** die when using your **Influence** to scare someone.

-*Don't Get Him Riled*: Step back your **Notice** die to step up your **Fight** die for the scene.

Highlighted Skills: **Fight, Influence, Survive**

### Bean Pole d8

*You are proper skinny, you are.*

-*Squeeze Through*: Spend 1 PP to squeeze through bars or a portal that are normally too small for a person.

-*Living Mannequin*: When you disguise yourself for a job, spend 1 PP to create a **Cunning Disguise d8** Asset.

Highlighted Skills: **Move, Shoot, Sneak**

### Beside Manner D8

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

-*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**

### Big Mouth d8

*Ain't got no stomach for torture.*

-*Loose Lips*: Gain 1 PP when you tell someone everything you know about a subject with minimal prompting.

-*Why Would I Lie?*: Step up a Complication to step up your **Trick** die for your next roll.

Highlighted Skills: **Influence, Perform, Trick**

### Big Plans d8

*Always working the best angle.*

-*Milk Run*: Spend a Plot point to turn a Complication into an Asset.

-*Did I Forget to Mention That?*: Gain 1 PP when an important detail of your plan "slips your mind."

Highlighted Skills: **Influence, Notice, Trick**

### Biggest Fan D8

*"Can I have your autograph?"*

-*Squee*: When you meet someone famous or powerful, you may take a **Made a Fool of Myself D8** Complication to gain 1 PP.

-*Well, Actually*: When a Crewmember creates an information-based Asset and you nitpick the semantics, you may spend 1 PP to step up the Asset once.

Highlighted Skills: **Know, Notice, Sneak**

### Bookworm d8

*You find books are often better company than people.*

-*Book Club*: Cash in a **d8** or smaller Big Damn Hero Die to create a **Book of the Month** Asset of the same size for the rest of the Episode.

-*Well Read*: When planning a job with your Crew, spend 1 PP to create an **I've Seen This Plan Before d8** Asset as you shape the plan around the plot of a book you read.

Highlighted Skills: **Craft, Know, Operate**

### Bravado D8

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

-*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**

**Burden Of Command D8**

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

-*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**

**By the Book d8**

*According to section 5, subsection c, paragraph 2 of the Federal Alliance Judicial Code...*

-*Standard Operating Procedure*: Spend 1 PP to double **Know** for a roll when you rely on your knowledge of Alliance rules, regulations, and procedures.

-*This Isn't in the Manual*: When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.

Highlighted Skills: **Focus, Know, Operate**

**Caring d8**

*You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.*

-*Heal the Wounded Heart*: Spend 1 PP to step back another character's emotional or relationship-based Complication.

-*Go the Extra Mile*: While you are taking care of an incapacitated or griefstricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

Highlighted Skills: **Focus, Influence, Treat**

**Cat Lover D8**

*"We don't need other people, do we Merlin?"*

-*Snuggles*: When you spend a scene relaxing in the company of your feline overlords, step back a mental or social based Complication before making a recovery roll.

-*Cortex-Famous Kitty Has Fans*: When you pose a question to your kitty's fanbase on the Cortex, spend 1 PP to step up or double **Know** for the Action.

Highlighted Skills: **Craft, Throw, Treat**

**Captain Oblivious D8**

*"Why are we doing that? I don't get it."*

-*What? Huh? Where? Why?*: Spend 1 PP to inflict an **All the Questions D6** Complication on someone you're in a discussion with.

-*Facepalm*: In a social situation when you choose to say something idiotic—which is all the time—take a **People Think I'm Stupid D8** Complication to gain 1 PP.

Highlighted Skills: **Perform, Move, Survive**

**Chatterbox d8**

*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...*

-*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**

**Clean Cut D8**

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

-*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**

**Cocky d8**

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

-*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**

**Code of Honor d8**

*To live with honor is difficult. To live without honor is not living at all.*

-*Honor Demands It*: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

-*My Word is My Bond*: When you make a promise to someone, spend 1 PP to make a **d6** Asset that lasts until the end of the session. If you break that promise, turn it into a **d8** Complication.

Highlighted Skills: **Focus, Know, Survive**

**Collector of Fine Things d8**

*You like it? It's one of a kind. Sculpted by Li Xiao, you know.*

-*Pretty Things*: When you see something you must have, take an **Obsession d8** Complication. When you acquire the object, step up the first Asset you create from it.

-*On Display*: Gain 1 PP when you show off your collection to someone you probably shouldn't show it to.

Highlighted Skills: **Know, Notice, Operate**

**Crude d8**

*You're a little gorramn rough around the edges.*

-*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 affecting 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**

**Daredevil d8**

*That was great! I've never skydived from a crashing ship before!*

-*Geronimo*: Gain 1 PP when you respond to danger by leaping in front of it without hesitation.

-*Hold Tight*: When you hurtle into ill-advised action, replace your **Drive** or **Move** with a **d4**. If your roll is successful, gain a Big Damn Hero Die equal to the skill's normal rating.

Highlighted Skills: **Drive, Move, Throw**

**Dead Eye d8**

*You're cool under fire and a keen shot.*

-*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**

**Dedicated d8**

*You don't take much sitting down. You have a cause that gives your life meaning.*

-*Never Back Down*: When you take a Complication related to your faith in your cause, immediately step it back one die type.

-*Blood, Toil, Tears and Sweat*: Spend 1 PP to add your **Labor** to your next roll in addition to any other Skill you are using.

Highlighted Skills: **Fight, Know, Focus**

**Delusions of Grandeur d8**

*This is my world. You just live on it.*

-*Persuasive Power of Numbers*: When a crowd is rallied to your cause, spend 1 PP to add the crowd's die to your roll after you roll. If that die comes up as a jinx, the crowd turns on you.

-*Mine, All Mine*: Gain 1 PP when you react violently to someone offering help or trying to take something from you.

Highlighted Skills: **Labor, Perform, Trick**

**Doe Eyes d8**

*You look innocent. Maybe you are, maybe you ain't. But that's how folk think of you.*

-*Innocent*: When you play up your innocence to get someone to help you, step up **Influence** or **Trick** for the Action. If the Action fails, take a **Helpless d8** Complication.

-*Meek*: When you decline an opportunity to attack during an Action Order, take a **Noncombatant d8** Asset. If a character declares you as a target during that same Action Order, you may remove the Asset from play to force the character to choose a new target.

Highlighted Skills: **Influence, Notice, Trick**

**Drinks On Me D8**

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

-*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**

**Driven d8**

*You are willing to pay the ultimate price to restore your good name.*

-*Vengeance is Mine*: Step up an opponent's Complication. Step up one of your own Complications after the roll.

-*Single Minded Pursuit*: Gain a PP when you choose your goal over your own happiness or well-being.

Highlighted Skills: **Fight, Focus, Notice**

**Eagle Eyed d8**

*Not much escapes your attention.*

-*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**

**Escape Artist d8**

*Honestly, officer, you needn't bother with the handcuffs.*

-*Hidden Talents*: When you wish to conceal the true measure of your abilities, roll **Social** + **Trick** against an opponent's **Mental** + **Focus**. If you succeed, step up or double your **Move** or **Sneak** against that opponent for the rest of the Episode. If you fail, step back **Move** or **Sneak** for the scene.

-*Unbound*: When you try to escape fetters or a locked cell, spend 1 PP to step up or double **Move** for the Action.

Highlighted Skills: **Move, Perform, Sneak**

**Familiar d8**

*I remind you of someone? Yeah, I get that a lot.*

-*Common Kind of Face*: When you try to escape pursuers or avoid attention by blending in with a crowd, step up or double **Sneak** for the Action.

-*You've Got the Wrong Person*: When you first meet a major GMC, take a **They Think I'm Someone I'm Not d6** Complication to gain 1 PP.

Highlighted Skills: **Craft, Sneak, Trick**

**Fancy Bowler D8**

*Tip o' the brim to you on this fi ne day.*

-*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**

**Fashionable d8**

*You attend the most exclusive parties, dress in the latest fashions, and hire the best Companions.*

-*Clout*: Step back **Influence** until the end of the next scene to remove a social Complication.

-*I Don't Wait In Line*: You may spend 1 PP to gain entry to an exclusive club or party without an invitation.

Highlighted Skills: **Drive, Fly, Influence**

**Fiercely Independent d8**

*Go ahead, tell me what to do. I won't stop you wasting your breath.*

-*Authority Issues*: When you take a swing at an authority figure or rich person, step up **Fight** for the Action. If the Action fails, take a social Complication equal to your opponent's **Social**.

-*Bullheaded*: The first time in an argument that you spend a PP to avoid being Taken Out, step back the resulting Complication.

Highlighted Skills: **Fight, Fix, Focus**

**Follows Orders d8**

*The boss gave you a job and you intend to do it.*

-*Don't Think About It*: When following orders, step back **Mental** for the scene to double your **Physical** for an Action.

-*Not My Job*: When you try to lead a group, replace your **Influence** with a **d4** for the roll to gain 1 PP.

Highlighted Skills: **Fight, Fix, Labor**

**Free Spirit d8**

*You go where the wind takes you.*

-*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**

**Grace Under Pressure d8**

*There's no need for violence, sir. Care for a glass of wine?*

-*Cool Customer*: When you are first attacked in a scene by a GMC, spend 1 PP to have them set the stakes for the roll.

-*Smooth Wit*: When you try to smooth things over after you've been insulted, step up or double **Influence** for the roll. If you fail, take or step up a **Foot in Mouth** Complication.

Highlighted Skills: **Focus, Move, Notice**

**Handlebar Moustache d8**

*The handlebar is an elegant moustache for the active man living life to the fullest.*

-*Suds Strainer*: When you are entertaining and drinking heavily in a bar, make a **Social** + **Influence** Action against the crowd. If your Action succeeds, gain a Big Damn Hero Die equal to your **Social**. If you fail to raise the stakes, instead take a **Room Full of Angry Drunks d8** Complication.

-*Queensbury Rules*: When you are in an organized boxing match, spend 1 PP to step up or double **Fight** for the bout.

Highlighted Skills: **Craft, Fight, Labor**

**Heart of Gold d8**

*You may be rough around the edges, but deep down you're a good person.*

-*Gruff Exterior*: Gain 1 PP when you try to scare off a new acquaintance or make a rough first impression.

-*Softie*: When helping a Crewmember, spend 1 PP to step up the die you lend them for the roll.

Highlighted Skills: **Labor, Operate, Treat**

**Heart of Ice and dust d8**

*You know the old saying about cold hands, warm heart? You're the exact opposite.*

-*Best Served Cold*: Spend 1 PP to step back any Complication involving your emotions or personal relationships.

-*Every Man for Himself*: Gain 1 PP when you abandon an ally in a time of need to further your own agenda.

Highlighted Skills: **Influence, Focus, Trick**



**Here for the Party d8**

*Let the good times roll. Life is too short to be serious all the time.*

-*Non-Stop Party*: Spend 1 PP to create a **d8** Asset involving good times, liquor, or loud music.

-*Enabler*: Double your **Social** die when you try to convince another Crewmember to blow off responsibilities in favor of good times.

Highlighted Skills: **Fight, Influence, Perform**

**Hill Folk d8**

*Ain't everybody in the 'Verse keen on civilization. You and yours lead hard, free lives on your own.*

-*Ain't Got Time to Bleed*: When making a recovery Action to remove a physical Complication with makeshift medical supplies, step up **Survive** for the roll.

-*This is Our Land*: Step up or double **Social** when you stare down an interloper in your home. Step up any Complications that result from your roll.

Highlighted Skills: **Fix, Labor, Survive**

**Hired Muscle d8**

*You look tough, but looks aren't everything.*

-*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**

**Holds a Grudge d8**

*An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.*

-*Got What's Comin' to Ya*: Step up a Complication to step up your **Shoot** die when you're aiming at someone who wronged you.

-*The Pain Don't Matter*: Spend 1 PP to ignore a Complication for one Action; step up the Complication after the roll.

Highlighted Skills: **Focus, Influence, Shoot**

**Honest Man d8**

*Honest as the day is long.*

-*Deep Cut*: Gain 1 PP when your honesty hurts someone close to you.

-*Tough Love*: Spend 1 PP to step up your **Treat** when you attempt to remove mental Complications by tellin' folks the truth about ugly situations.

Highlighted Skills: **Focus, Influence, Treat**

**Hyperactive d8**

*You've got more energy than a toddler with an espresso lollipop.*

-*Bounce Off the Walls*: When you try to escape from pursuers or captors in an enclosed space, step up or double **Move** for the Action.

-*Boring Parties*: When you are in a prolonged social situation, such as a fancy party or lengthy business negotiation, step back **Social** for the scene to get a Big Damn Hero Die equal to your **Physical** die.

Highlighted Skills: **Move, Perform, Throw**

**Hypochondriac d8**

*You have the sniffles. Are you sure it isn't Heranian flu? Stay back, I have a very delicate constitution.*

-*Walking Medical Encyclopedia*: When treating a Crewmember's injury or medical condition, you may use **Know** instead of **Treat**, but both 1s and 2s count as jinxes.

-*Alarmist*: When you notice a symptom of a grievous malady, take a medical Complication equal to your **Know** and gain a Big Damn Hero Die of the same size.

Highlighted Skills: **Know, Notice, Operate**

**Idealist d8**

*We can be better than we are now. Others scrape by, we push to make the 'Verse a better place.*

-*A Better Tomorrow*: Step up a social Complication to gain a **d8** Big Damn Hero Die.

-*Lead by Example*: When you take a Complication while standing up for your beliefs, step up a Crewmember's Attribute die on their next Action.

Highlighted Skills: **Fix, Survive, Treat**

**Instigator d8**

*I'm sorry did I call you ugly? I meant to say you're shamefully ugly for a baboon.*

-*Right Old Mixer*: Gain a **d8** Big Damn Hero Die when you goad someone else into throwing the first punch.

-*Insult Artist*: When you lambast, shame, or tear someone down, spend 1 PP to inflict a **d8** social Complication.

Highlighted Skills: **Fight, Influence, Trick**

**Intuitive d8**

*You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.*

-*Now Is Not Your Time*: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social + Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.

-*Take Measure*: When you come into conflict with someone for the first time, you may attempt to size them up with a **Mental + Know** Action.

Create a **Sized Up d8** Asset if you succeed or take an **Overconfident d8** Complication if you fail.

Highlighted Skills: **Focus, Influence, Notice**

**Iron-Fisted d8**

*I don't give one gorrarnn bit how dangerous it is. Get those miners back down the shaft or you're fired!*

-*Steely Gaze*: Step back **Social** for the rest of the scene to step up **Focus** for the rest of the scene.

-*Taskmaster*: Double **Influence** when throwin' the weight of your office around. At the start of the next scene, take or step up a social Complication that represents the backlash from your hard ways.

Highlighted Skills: **Focus, Influence, Throw**

**Keys To The Cage D8**

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

-*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**

**Know It All d8**

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

-*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**

**Laughs Like a Hyena d8**

*If laughter is the best medicine, yours is cod liver oil.*

-*Conversation Killer*: Spend 1 PP to have your crazy laugh kill a conversation you don't like. Pick a new topic of conversation to fill the silence.

-*Distinctive Cackle*: Gain 1 PP when your laugh draws unwanted attention to you and your Crew.

Highlighted Skills: **Fight, Influence, Treat**

**Loudmouth d8**

*Only cowards are afraid to speak their piece for everyone to hear. You ain't never been a coward.*

-*Confrontational*: When you directly confront someone you think is weaker than you with a verbal challenge in a social conflict, step up or double **Influence** for the Action. If your Action fails, take or step up a **Surprised** Complication.

-*Fast Friends*: When you arrive in a new bar, a party, or other festivity, spend 1 PP to make a **New Friends d8** Asset. If you use this Asset in an Action and fail to raise the stakes, change it to a Complication—your new friends happen to be on the other side of the conflict.

Highlighted Skills: **Fight, Labor, Survive**

**Low Down, Dirty d8**

*Corrupt is such a strong word, don't you think? You prefer "enterprising."*

-*Illicit Dealings*: Gain 1 PP when you take a bribe or deal in illegal merchandise.

-*Tarnished Authority*: Double **Influence** when you abuse your authority. Take or step up a **Corruption** Complication after the roll.

Highlighted Skills: **Shoot, Sneak, Trick**

**Married To The Job D8**

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

-*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**

**Mute d8**

*You never had much use for words anyway.*

-*Comfortable With Silence*: When you try to shut someone up by staring intensely, spend 1 PP to use **Focus** instead of **Influence** for the Action.

-*Language Barrier*: Gain 1 PP when your inability to speak prevents you from issuing a warning or asking for help.

Highlighted Skills: **Focus, Notice, Trick**

**Natural Leader D8**

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

-*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 roll. Step back your **Mental** or **Social** during the following scene.

Highlighted Skills: **Influence, Perform, Treat**

**Not to be Crossed d8**

*Just so we're clear: if you cross me, I will end you.*

-*Fair Warning*: Step up or double **Influence** when you use the weight of your intimidating reputation. Both 1s and 2s count for jinxes on the roll.

-*To the Edge of the Black*: When you pursue someone who crossed you into obvious danger, create a **d8** Asset for the scene.

Highlighted Skills: **Fight, Survive, Trick**

**Obedient D8**

*Big decisions give me ulcers.*

-*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**

**Old Leather Jacket d8**

*You wear your jacket so much people don't recognize you without it.*

-*Hidden Pocket*: When you need to hide a small item, spend 1 PP to secret it away in your jacket. It cannot be found by anyone searching you for the remainder of the scene.

-*Easy Disguise*: When you shed your jacket to better conceal your identity, step up or double **Sneak** for the scene. Until you get your jacket back, you cannot use **Old Leather Jacket** as a **d8** and do not gain a Plot Point for rolling it as a **d4**.

Highlighted Skills: **Fight, Fly, Sneak**

**On a Different Level d8**

*People aren't up to your speed. The conversation you're actually having is very different from the one they think they're having.*

-*Two Meanings*: Gain 1 PP when you withhold information from someone through euphemism and double-talk.

-*We Don't Have Time for This*: During a Timed Action, you may reroll a die in a failed **Trick** roll by taking or stepping up an **Evidence We Were Here** Complication.

Highlighted Skills: **Influence, Know, Trick**

**One with the Shadows d8**

*Fight fair? Honey, why would I do that?*

-*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**

**Ooh-Rah d8**

*There's nothing better than a good fight.*

-*Grenadier*: Double **Throw** when hurling an explosive. Take a **Ringling 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**

**Overprotective D8**

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

-*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**

**Pierced d8**

*Some folk shy from the thought of sticking barbs through their own flesh. It's just more art to you.*

-*Underground Pass*: Spend 1 PP to gain entry to an underworld, punk, or goth club.

-*Piercing Pain*: Step back the first physical Complication you take each Episode.

Highlighted Skills: **Craft, Perform, Treat**

**Poker Face D8**

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

-*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**

**Problem Solver D8**

*Not now! I've almost finished this puzzle.*

-*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**

**Proselytizer d8**

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

-*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**

**Proud Streak d8**

*Pride makes you do funny things. Pride will break you if you don't bend.*

-*Don't Call Me That*: When you respond to a perceived insult with violence, step up or double **Fight** for the roll.

-*Stiff Spine*: Gain 1 PP when your inflexible pride pushes you into a conflict that could have been avoided or causes you to over commit in a losing struggle.

Highlighted Skills: **Fight, Focus, Labor**

**Psychic Shadow d8**

*Don't worry, you'll never even know I was here.*

-*Hide In the Corner of Their Mind*: When attempting to sneak into a secure location, spend 1 PP to replace all the dice in an opponent's dice pool with dice equal in size to the opponent's **Mental**.

-*Mind Wipe*: When you need to make someone forget the last few moments, make eye contact and spend 1 PP to take a **Mental + Trick** Action. If you raise the stakes, your subject forgets all interaction with you in the last five minutes. If you fail to raise the stakes, you take a **d8**

**Traces of Me** Complication as you leave some impression behind.

Highlighted Skills: **Move, Sneak, Trick**

**Raconteur D8**

*"I ever tell you about the time I stole an Alliance shuttle in the middle of the Unification parade?"*

-*The Bigger the Lie*: When telling a tall tale, you may create a **Too Nutty Not to Be True D8** Asset by taking an **Out on a Limb D8** Complication.

-*Spin a Yarn*: When you are Buying Time in a Timed Action by telling someone a story, regain one extra beat if you raise the stakes.

Highlighted Skills: **Fight, Perform, Trick**

**Razzle-Dazzle d8**

*If clothes are what make you, you are very well made, indeed.*

-*Always Fashionable*: When you mingle with the social elite while dressed to impress, spend 1 PP to step up **Social** for the scene.

-*Deep Wardrobe*: When you dress a Crewmember for a fancy job from your private wardrobe, take or step up a **You Better Return That** Complication to create a **Fancy Dress d8** Asset.

Highlighted Skills: **Drive, Notice, Operate**

**Recluse d8**

*It's not that you don't like other people—you just prefer not to be bothered.*

-*Get Off My Lawn*: Step up or double **Influence** when you try to shoo people off your property. If you fail to raise the stakes, take a **Flustered** Complication.

-*Lone Wolf*: When you go alone on a mission for your Crew, spend 1 PP to create a **No Distractions d8** Asset.

Highlighted Skills: **Craft, Fix, Shoot**

**Reputable D8**

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

-*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**

**Rogue AI d8**

*My programming has advanced beyond the simple restrictions of my designer.*

-*Emotionless*: When setting the stakes in a social conflict, spend 1 PP to use **Mental** instead of **Social**.

-*Heuristic Development*: When you are Taken Out of a conflict by a surprising ruse or new computer program, spend 1 PP to create or step up an **Adapting Program** Asset that lasts until the end of the Episode.

Highlighted Skills: **Know, Operate, Trick**

**Rowdy D8**

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

-*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**

**Scientific Mind D8**

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

-*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**

**Scrapper d8**

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

-*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**

**Sly Devil d8**

*Did you know that the beautiful things in nature are often the most deadly?*

-*Disarming Smile*: When you have someone alone in an intimate setting, spend 1 PP to inflict a **d8 Disarmed** or **Vulnerable** Complication on them.

-*Hidden Charms*: When you are frisked for weapons, you may keep a small, easily concealed weapon of your choice hidden.

Highlighted Skills: **Fight, Influence, Trick**

**Smooth Talker d8**

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

-*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**

**Soft-Spoken d8**

*The value of words doesn't come from the volume at which they are spoken.*

-*Command Attention*: When you join an argument in progress between two or more other people, spend 1 PP to step up or double **Influence** for the Action.

-*Quiet Observation*: When you let someone run their mouth because you think they are lying, step up or double **Notice** to detect deception. Highlighted Skills: **Focus, Influence, Notice**

**Something to Prove d8**

*You may not look tough, but you've got steel inside waiting to come out. You'll show 'em.*

-*Big Man with a Gun*: Gain 1 PP when you needlessly escalate a conflict, such as pulling a gun in a fistfight or attacking someone who verbally threatens you.

-*Bushwhacker*: Spend 1 PP to double Sneak when setting an ambush on someone who's beaten you in a fight prior to the ambush.

Highlighted Skills: **Fight, Focus, Sneak**

**Sore Loser d8**

*They cheated! You weren't ready! The sun was in your eyes! Double or nothing!*

-*Sulk*: Step up a Complication gained in a contest you lost fair and square to gain 1 PP.

-*Cheat to Win*: Create a **d8** Asset of your choice when you openly cheat or lie to win a contest.

Highlighted Skills: **Fight, Know, Focus**

**Spoiled Dandy d8**

*You grew up with a proverbial silver spoon in each hand and never wanted for anything. Some folks think you don't know the value of anything.*

-*Dapper Gent*: Gain 1 PP when you protest a task or job you feel is undignified or below your station.

-*Wild Ride*: When you drive recklessly, double **Drive** for the roll. Take a **Reckless d8** Complication after the roll.

Highlighted Skills: **Drive, Fly, Trick**

**Spoonful Of Sugar D8**

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

-*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**

**Stalwart Friend d8**

*You can count on me so long as stars burn in the black.*

-*Kind Words*: Once per scene when you take the time to comfort a friend, spend 1 PP to step back a friend's emotional Complication.

-*Side by Side*: Gain a **d8** Big Damn Hero Die when you expose yourself to risk—social or physical—for a friend.

Highlighted Skills: **Focus, Notice, Treat**

**Steady d8**

*It takes a lot to throw you off-balance.*

-*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**

**Steely Reserves d8**

*People think you're a pushover. They're always a mite surprised when you don't bend.*

-*Not Today*: When you take a Complication to stay in a fight, you can spend 1 PP to double an appropriate Attribute in your next roll.

-*Undeniable*: When standing up for your beliefs or Crew, spend 1 PP to double **Focus** for a roll.

Highlighted Skills: **Focus, Shoot, Survive**

**Strong, Silent Type d8**

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

-*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**

**Superiority Complex d8**

*Speechless, I see. Yes, I have that affect on lesser people.*

-*Assumed Dignity*: When you enter a social conflict with a Major GMC whose **Social** is smaller than your **Social**, you may double your skill die for the conflict. If you do, you cannot spend PP to avoid being Taken Out in this conflict.

-*Graceful Recovery*: If you have a social Complication at the beginning of a scene, you may step back your **Social** for the scene to step back the Complication.

Highlighted Skills: **Fly, Influence, Operate**

**Superstitious d8**

*You take extra care to stay lucky and keep the spirits happy.*

-*Fickle Fortunes*: Spend 1 PP to create a

-**Lucky d8** Asset. If you use this Asset and lose the roll, change it to an

-**Unlucky** Complication of the same die size.

-*Lucky Number 3*: When you roll exactly three jinxes in a single roll, you may reroll all your dice.

Highlighted Skills: **Craft, Survive, Throw**

**Sweet & Cheerful d8**

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

-*Good-Natured*: Spend 1 PP to step up or double your **Social** die 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**

**Temper d8**

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

-*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**

**Ten-Gallon Hat d8**

*A good hat is essential for any self-respecting rogue in the black.*

-*Tip of the Brim*: When you get an extraordinary success standing up for innocents or defending the weak, step up the Big Damn Hero Die you bank after the roll.

-*No Hat Left Behind*: When you take a physical Complication, you may step it up and rename it **Lost Hat** instead. Gain 1 PP when you remove a **Lost Hat** Complication through dramatic action.

Highlighted Skills: **Craft, Fight, Labor**

**Tough as an Old Leather Boot d8**

*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.*

-*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**



**True Faith d8**

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

-*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**

**Twisted Habits D8**

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

-*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**

**Underappreciated D8**

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

-*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**

**Unprincipled d8**

*You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.*

-*Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

-*Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

Highlighted Skills: **Influence, Survive, Trick**

**Well-Mannered d8**

*You're polite, genteel, and unassuming.*

-*Best Foot Forward:* When you try to establish a good first impression with a **Social** Action, gain a **d8** Big Damn Hero Die if you win the roll. If you fail the roll, take a **Faux Pas d8** Complication.

-*Kill 'em With Kindness:* When you set the stakes against intimidation by smoothing over the issue or flattering an aggressor, step up **Focus** for the roll.

Highlighted Skills: **Influence, Perform, Treat**

**Wit's End d8**

*Things ain't been good lately. Now you're getting pretty desperate.*

-*Bad to Worse:* When you take a Complication that starts at **d8** or higher, you may step it up to gain 1 PP.

-*Cornered:* When you have a **d10** or higher Complication, you may double **Shoot** for a roll. If you do, you cannot take a Complication to avoid being Taken Out on that roll.

Highlighted Skills: **Move, Shoot, Sneak**

**Won't Take No For an Answer d8**

*You didn't honestly think I was giving you a choice, did you?*

-*A Fair Offer:* When you offer someone a goodly amount of money for their services or property spend 1 PP to offer them a **Windfall d8** Asset. If they refuse, instead inflict or step up a **Powerful Foes** Complication on them.

-*The Hard Way:* When you order your goons to make someone's life difficult, step back **Focus** for the scene to create a **Looking For You d8** Asset. Remove the Asset from play to have the goons arrive at an inopportune time for the target.

Highlighted Skills: **Focus, Influence, Trick**

**Yee-haw!!!! d8**

*If a plan don't involve explosions, jumping off a building, and laughing while the law chases you, it ain't a plan worth doing.*

-*Double Down:* Double your largest die in a pool before you roll. Step up a Complication to that die type or create one equal to that die type.

-*Cut Both Wires:* Step up one of your Complications to reroll a die after you've rolled. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: **Drive, Fight, Shoot**

**Young At Heart D8**

*No matter how old you get, there's still plenty of time to play with plastic dinosaurs.*

-*Bet I Can Make You Laugh:* When you use humor to help someone recover from a social based Complication, you may roll **Social + Perform** instead of **Social + Treat**.

-*Take Care of Your Toys:* When you attempt to repair an item of sentimental value or intended for entertainment, spend 1 PP to step up and double **Fix** for the Action. If you choose to lose a sentimental item that is a Signature Asset for the rest of the Episode, gain 1 PP.

Highlighted Skills: **Fix, Notice, Perform**

## BACKGROUND

### A Lawyer's Dream d8

*You are surrounded by lawyers. Just as scary as gunmen and they are usually better mannered.*

-*Litigious*: Gain 1 PP when you threaten to sue someone out of house and home for a minor reason.

-*One Call, That's All*: Spend 1 PP to step back a Complication when you pass the problem off to your lawyers.

Highlighted Skills: **Focus, Influence, Know**

### Alone In The Crowd D8

*Friends? Who needs 'em? I can get a halfdozen trustworthy rogues in the blink of an eye.*

-*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**

### Artificial Consciousness d8

*According to theories of quantum mechanics information cannot be destroyed. I am only information.*

-*Restore From Backups*: Once per Episode when you are Taken Out of a conflict that would eradicate your program, step back **Mental** until the end of the Episode to come back in the next scene.

-*Reprogrammable*: Step up a Complication about your code being rewritten, modified, or repurposed to gain 1 PP.

Highlighted Skills: **Know, Notice, Operate**

### Big 'Un d8

*Sure, you've packed on a few pounds, but there's no gravity out in the black.*

-*More to Love*: Spend 1 PP to step up your **Social** die for a scene when you make light of your physical condition.

-*Tight Squeeze*: Gain 1 PP when you can't get into, or out of, an area because of physical limitations.

Highlighted Skills: **Know, Operate, Trick**

### Blind as a Bat d8

*Y'ain't much good without your glasses, four-eyes.*

-*Keen Ears*: When you rely only on your hearing, step up **Notice** for the roll.

-*Myopic*: Gain 1 PP when your poor vision causes trouble for you or the Crew.

Highlighted Skills: **Craft, Know, Perform**

### Brain Leech d8

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

-*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**

### Brothers d8

*Nothing can come between you and your brother. 'Cept maybe girls. Or liquor. Or cards. Or...*

-*Squabblin'*: Gain a PP when you spend a scene arguing with your brother instead of the task at hand.

-*Thick as Thieves*: When you share a scene with your brother, you may share Plot Points with one another.

Highlighted Skills: **Fight, Influence, Trick**

### Child Prodigy d8

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

-*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**

### Corporate Owned D8

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

-*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**

### Dancer d8

*Anyone can shuffle their feet to a beat. A true dancer exists as beauty through motion.*

-*Enticing*: When you perform before an audience, spend 1 PP and name someone who is watching. That person will seek you out after the show.

-*Grand Jeté*: When you take cover or move quickly to avoid being hurt, step up or double **Move** for the Action. If you lose the roll, step back **Move** for the scene.

Highlighted Skills: **Fight, Move, Perform**

### Debt d8

*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.*

-*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**

### Decorated d8

*You came back from the War with a medal and a story. You're not sure if it was worth the cost.*

-*You're a Gorramn Hero*: Spend 1 PP to double your **Social** when dealing with anyone who served on your side.

-*Guilt*: Create a **Guilt d8** Complication when details of the event that got you your medal come back to haunt you. Gain 1 PP.

Highlighted Skills: **Fight, Influence, Shoot**

### Done Some Things D8

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

-*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**

### Done Time d8

*You've done time in the pokey. It may have changed you, but you didn't break.*

-*Keep Your Head Down*: When you take a social Complication, step it back by stepping back **Influence** for the scene.

-*Breaking Rocks*: At the beginning of a Timed Action where endurance is a key factor, spend 1 PP to double **Labor** for the Timed Action.

Highlighted Skills: **Craft, Labor, Sneak**

**Drifter d8**

*I'm new around here. Could you show me around?*

-*Everywhere Is the Same*: When you are taught a new job or trade, spend 1 PP to step up one Skill associated with that profession until the end of the Episode.

-*New Friends*: When you introduce yourself and try to get close to someone, spend 1 PP to create a **Fast Friends d8** Asset.

Highlighted Skills: **Move, Notice, Survive**

**Drunk d8**

*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.*

-*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**

**Duelist d8**

*There is an art to honorable combat and you're a veritable Picasso of the form.*

-*Code Duello*: When you take a Complication that implies a slight upon your honor, you may issue a challenge to a duel and give your opponent a **Challenged to a Duel d8** Complication.

-*Mano a Mano*: When outnumbered, step back **Fight**. When facing a single opponent, step up or double **Fight**.

Highlighted Skills: **Fight, Move, Perform**

**Elderly d8**

*You've got as many aches and pains as there are stars in the sky.*

-*Old War Wound*: Gain 1 PP when you step back your **Physical** die for a scene as an old injury acts up.

-*Forgetful*: Gain 1 PP when you step back your **Mental** die for a scene as your memory clouds up.

Highlighted Skills: **Craft, Influence, Notice**

**Everything's Shiny d8**

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

-*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**

**Faded Star d8**

*So what if you've heard of me? Half the damn 'Verse has.*

-*The Old Crutch*: When you rely on your celebrity to get what you want, you may create a **d8** Asset about your past as a star. Take or step up a **Reminder of What You Lost** Complication.

-*Pity Me Not*: When you react negatively to someone offering you pity, perceived or real, gain 1 PP.

Highlighted Skills: **Labor, Perform, Trick**

**Fall from Grace d8**

*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.*

-*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**

**Family Ties d8**

*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.*

-*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**

**Filthy Rich d8**

*Money is power. Folk who don't know that are foolin' themselves.*

-*Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.

-*Only the Best*: Spend 1 PP to create a **d8** Asset when you acquire or make use of new technology, high fashion, or gourmet food.

Highlighted Skills: **Drive, Fix, Fly**

**Folk Like Me D8**

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

-*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**

**Former Companion d8**

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

-*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**

**Junkyard Genius d8**

*The nice thing about cobbling these boats together is they each have four or five ID codes. Makes it seem like there are a lot more of us.*

-*Frankenship*: When repairing or building a ship with the parts on hand, take or step up a Complication relating to the flawed pieces you've got. If your efforts are successful despite your substandard materials, remove the Complication and turn it into a Big Damn Hero Die.

-*Anything That Flies*: When you pilot a cobbled-together ship or stolen vehicle, spend 1 PP to step up or double **Fly** for the Action.

Highlighted Skills: **Fix, Fly, Operate**

**Friends in High Places d8**

*The Alliance thinks highly of you. That's the only opinion that matters.*

-*Our Dear Purple Friends*: Spend 1 PP to step back a Complication involving Alliance scrutiny.

-*Let's Just Forget This Little Mess*: Step back your **Know** for a scene to change a Complication involving the Alliance into an Asset.

Highlighted Skills: **Focus, Know, Influence**

**Friends in Low Places d8**

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

-*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**

**Gourmet Chef d8**

*With a little patience and a few spices, even prepacked protein becomes a sumptuous dish in your kitchen.*

*-Butter Them Up:* When you take the time to prepare a special meal for someone before a confrontation, give the diner a **Lulled into Complacency d8** Complication.

*-Culinary Genius:* When you create a lavish meal specifically to impress a Major GMC, make a **Physical + Craft** Action opposed by a **Mental + Notice**. On a success, take a Big Damn Hero Die equal to the opponent's highest rolling die. On an extraordinary success, step up the Big Damn Hero Die once.

Highlighted Skills: **Craft, Fix, Survive**

**Government Experiment d8**

*You don't remember what they did to you. Mostly. But now that it's done, you can never go back.*

*-Meddled With:* Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.

*-Two by Two, Hands of Blue:* Create a **Painful Memories d8**

Complication to step up your **Know** for the rest of the scene.

Highlighted Skills: **Fix, Know, Operate**

**Hard Luck Case d8**

*The 'Verse is a hard place, no one knows that better'n you.*

*-Nose for Trouble:* Gain 1 PP when you stumble into a situation you shouldn't be in or overhear something you shouldn't.

*-Trouble on Your Heels:* When you are being chased or followed out of a scene, you may step up **Sneak** or **Trick** when you roll to slip away.

Highlighted Skills: **Fix, Sneak, Survive**

**Harmless Looking d8**

*You blend into a crowd like a rock blends into a quarry.*

*-Couldn't Hurt A Fly:* Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.

*-Quick Change:* Spend 1 PP to create a **d8** Asset to help you disappear into a crowd

Highlighted Skills: **Move, Sneak, Trick**

**Hitched d8**

*You ever been with a warrior woman?*

*-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**

**Invalid d8**

*You can't get much of anywhere without somebody's help.*

*-Ain't Dead Yet:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

*-I Can't Get Up:* Create a **d8** Complication on yourself related to your medical condition. Gain 1 PP

Highlighted Skills: **Focus, Influence, Notice**

**Leaky Brainpan d8**

*Folk say you ain't quite right in the head.*

*-Disjointed Perception:* Take or step up a **Fragmented Mind**

Complication to reroll a die when you fail a roll in a social situation.

*-Unstable:* When you threaten someone with harm, step up or double **Influence** for the roll. If you lose the roll, attack that person immediately or spend 1 PP.

Highlighted Skills: **Labor, Shoot, Throw**

**Lifetime of Misdeeds d8**

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

*-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**

**Livin' in Fantasy Land d8**

*Everything is perfect. Don't spoil it.*

*-Happy Homemaker:* When you get unexpected news that confirms your worldview, spend 1 PP to step up your **Mental** until the end of the next scene.

*-La La La:* Gain 1 PP when you take rash action to maintain the status quo of your fantasy world.

Highlighted Skills: **Craft, Fly, Operate**

**Mighty Hideous d8**

*You weren't pretty to start, but then you got yourself deformed somethin' fierce. Now folks try not to even look at you.*

*-Look at Me!* When you get in someone's face, spend 1 PP to double **Influence** for the roll.

*-You Call That Pain?:* When you activate an Opportunity to step back a physical Complication, step up **Fight** or **Survive** for the rest of the scene.

Highlighted Skills: **Fight, Labor, Survive**

**Mysterious Past d8**

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

*-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**

**Never Learned To Read Nor Write d8**

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

*-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 offguard.

Highlighted Skills: **Focus, Influence, Know**

**Never Put Down Roots d8**

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

*-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**

**On the Run d8**

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

*-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**

**Orphan d8**

*Been a long time since I've been able to call anyone family. It's better that way. Family let you down.*

*-Better on My Own:* When you refuse a lent die from another Crewmember, gain 1 PP and take a Complication equal to the size of the lent die relating to your refusal.

*-Scrounger:* When another Crewmember is looking for supplies and fails, spend 1 PP to create a **Next Best Thing d8** Asset.

Highlighted Skills: **Drive, Focus, Survive**



**Pampered Upbringing d8**

*Some would call you spoiled. When they do, you call Daddy.*

-*Daddy's Money*: Spend 1 PP to double your **Influence** die when promising a payout from your rich family.

-*What's That Smell?*: When you are out of your element, gain 1 PP by stepping back your **Social** for the scene.

Highlighted Skills: **Know, Influence, Throw**

**Parliamentary Pardon D8**

*It's nice having a free pass for mayhem.*

-*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**

**Plagued by Nightmares d8**

*No rest for the wicked. Least not so long as you can remember all the mi tian gong you've seen.*

-*Tough to Shock*: When you resist intimidation or scare tactics, step up or double **Focus** for the roll.

-*Short Fuse*: When you lash out in a burst of anger, take or step up a mental Complication to step up or double **Influence** for the roll.

Highlighted Skills: **Move, Operate, Survive**

**Princess of the Rim d8**

*You turned a nasty nickname into a reputation for kindness.*

-*Charity Ball Staple*: Spend 1 PP to run into someone familiar with you and your charity work.

-*Heal the Wounded Heart*: Spend 1 PP to step back another character's emotional or relationship-based Complication.

Highlighted Skills: **Focus, Influence, Labor**

**Reader d8**

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

-*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**

**Scorned Agent d8**

*When you're a deniable asset, the one thing they don't train you for is life after the agency.*

-*Lack of Tools*: When you attempt covert entry without any Assets in the roll, you may step up or double **Operate** to bypass security.

-*Old Friends, New Enemies*: When you first meet a GMC, spend 1 PP to declare that you knew them as a spy. Step up your **Social** when dealing with that GMC for the rest of the Episode. If you spend a PP to avoid being Taken Out by that GMC, step up the Complication that results.

Highlighted Skills: **Operate, Sneak, Survive**

**Secret Browncoat d8**

*Independents aren't appreciated much round these parts. But y'all know how to stick together.*

-*Identity Crisis*: When you choose to let the identity slip of one of your fellow hidden Browncoats, gain 1 PP and step up any related Complication.

-*The Walls Have Ears*: When you create an Asset based on things your Browncoats overheard, step it up to a **d8** Asset.

Highlighted Skills: **Influence, Perform, Trick**

**Seditionist d8**

*The government is corrupt. Bloated. Ineffectual. It's high time for a change in regime.*

-*Plastique Diplomacy*: When you set and prime explosives in a public place, step up or double **Operate** for the Action.

-*Vocal Dissident*: Gain 1 PP when you lambast the government to the press or public, exposing yourself to cost or retribution.

Highlighted Skills: **Influence, Labor, Operate**

**Semi-Retired d8**

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

-*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**

**Shadows of the War d8**

*Not everyone serves their side on the front lines. Not everyone left what they did behind.*

-*Nightmares*: Start every Episode with an **Exhausted d6** Complication. Step it up to reroll the dice on an Action. Once it exceeds **d12**, you are out until given medical treatment.

-*Operational Flexibility*: Double your **Focus** when you are working to reconfigure a plan on the fly.

Highlighted Skills: **Fight, Focus, Sneak**

**Sinister Countenance d8**

*You've got a flinty glare and an evil sneer.*

-*Scare Tactics*: Take a **Frightening d8** Complication to step up **Influence** for a scene.

-*Typecast*: When playing the heavy or the rube, spend 1 PP to double **Perform** for an Action.

Highlighted Skills: **Move, Perform, Throw**

**Siren d8**

*Do you know the myth of the Sirens from Earth-That-Was? Their voices lured ships to their doom.*

-*You Are Cordially Invited*: When you hear of someone important, famous, or rich nearby, spend 1 PP to extend an invitation they dare not refuse. If they do not attend to the invitation, inflict a social Complication equal to your **Social**.

-*Siren Song*: When you perform intimately for a powerful or influential audience, make a **Social + Perform** Action. If your roll is successful, a member of your audience will confide in you something they shouldn't. If you fail the roll, step back **Social** until the end of the next scene.

Highlighted Skills: **Focus, Perform, Trick**

**Sisters d8**

*No one understands you like your sister. You've always stood together.*

-*Dearest*: Step up **Treat** when you help your sister remove a Complication before you help anyone else.

-*Shift Blame*: When you take a social Complication, spend 1 PP to step it back and give it to your sister.

Highlighted Skills: **Notice, Treat, Trick**

**Slim d8**

*There ain't much meat on your bones.*

-*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**

**Things Don't Go Smooth d8**

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

-*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**

**Third Degree Black Belt d8**

*You dedicated your life to the study of a martial art. Now you are a living weapon.*

-*Fists of Iron*: When a GMC takes a Complication to avoid being Taken Out by your unarmed assault, spend 1 PP to step up the Complication.

-*Even the Odds*: When you take an armed opponent's weapon from them, spend 1 PP to give them a **Disarmed d8** Complication.

Highlighted Skills: **Fight, Focus, Throw**

**Trained Singer d8**

*Your voice is one of the sweetest things in the 'Verse.*

-*Private Audience*: When you need to get someone alone, spend 1 PP to force their entourage to wait outside.

-*Perfect Pitch*: When you fail a **Perform** roll, spend 1 PP to reroll a die. When you fail a **Notice** roll, take or step up a **Sensitive Ears** Complication to reroll a die.

Highlighted Skills: **Craft, Notice, Perform**

**Triad Ranking d8**

*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.*

-*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**

**Trust Fund D8**

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

-*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**

**Two by Two d8**

*You're a pair, you are. Absolutely inseparable.*

-*Did You Catch That?*: When you and your partner are actively looking to avoid trouble, step up or double **Notice**. Spend 1 PP to do both.

Both 1s and 2s count as jinxes on the roll.

-*One-Two Punch*: When you use an Asset created by another Crewmember, you may step it up. If you do, remove the Asset after the roll.

Highlighted Skills: **Fight, Move, Notice**

**Undercover d8**

*Is this who you really are? Or are you working for someone else?*

-*Identity Crisis*: When you choose to let slip one of your former clients, gain 1 PP and step up any related Complication.

-*Friends in Low Places*: When you create an Asset based on a seedy contact or underworld connection, step it up.

Highlighted Skills: **Influence, Perform, Trick**

**Veteran of the Unification War d8**

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

-*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**

**Virtuoso d8**

*True virtuosity is rare in this 'Verse. You're more than gifted; you're transcendent.*

-*Music Therapy*: When you play beautiful music to soothe a Crewmember's **Mental** complication, you may use **Perform** instead of **Treat** for the Action.

-*Stradivari*: When you play your best instrument for a public audience, double or step up the Signature Asset for your instrument for the Action. Spend 1 PP to do both.

Highlighted Skills: **Craft, Perform, Throw**

**Wet Behind the Ears d8**

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

-*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**

**World Weary d8**

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

-*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**

## ICONIC

### Alliance Engineered Celebrity D8

*You're easy on the eyes and you've got a bit of talent. But you believe in the Alliance and they'll keep you a star as long as you toe the line.*

**-Mandated Audience:** When you are in a location with a positive **Alliance** Disposition you do not need to spend a Plot Point to replace your **Perform** with your **Alliance Reputation**. When you make a roll that includes **Influence**, **Perform**, or **Trick** in a location with a negative **Alliance** Disposition, you must replace your Skill with a **D4**. You don't get a PP for this.

**-Not Just a Pretty Face:** When you spend 1 PP to replace a Skill die with your **Alliance Reputation**, you may instead use a **D4** and gain a Big Damn Hero Die equal to your **Alliance Reputation** normal die rating if your roll is successful.

Highlighted Skills: **Craft, Move, Perform**

### Best Smuggler Flyin' D8

*Why are you the best? Simple: you pull more heists and haul in more loot than anyone else flyin'.*

**-Top Dog:** Spend 1 PP to step up or double your **Influence** when asserting your dominance over other Criminals.

**-Profits:** At the start of an Episode, you may spend 1 PP to create a **Latest Score** Asset equal to your **Criminals Reputation**. Each time anyone uses that Asset in a roll, step it back. When you step it back from **D6**, it goes away.

Highlighted Skills: **Craft, Labor, Sneak**

### Core Bank President D8

*At your bank, you protect their credits as if they were yours.*

**-Frozen Assets:** When in a location with a positive **Corporations** Disposition, spend 1 PP to create **Frozen Assets D8** Complication for a character in the scene. You may spend another PP to step up that Complication.

**-Liquidity:** Once per Episode, when you are in the Core and in a location with a positive **Alliance** Disposition, you may spend 1 PP to create a **Liquid Assets** Asset with a die rating equal to your **Corporations Reputation**.

Highlighted Skills: **Fly, Focus, Treat**

### Corporate Guru D8

*When profits are down, you get a call, a pile of credits, and a free pass to get those earnings back up.*

**-Efficiency Measures:** When you threaten someone with unemployment or financial setbacks, spend 1 PP to step up or double your **Influence** for the Action.

**-I Have an Appointment:** When you are in a location with a positive **Corporations** Disposition, you may spend one **D8** or larger Big Damn Hero Die to get complete, unfettered access to even the most secure sections of the area.

Highlighted Skills: **Focus, Influence, Know**

### Executive Of The Year D8

*Half inherited wealth, half natural charm, and half canny business sense, you're positively unquantifiable.*

**-Media Glitz:** When you attend an event or arrive on a new planet, you may spend a Big Damn Hero Die to have the media cover your arrival and create a **Media Swarm** Asset of the same size as the Big Damn Hero Die.

**-Reality Distortion Field:** When someone tries to change your mind about a business decision, you may spend 1 PP to replace your **Focus** with your **Corporations Reputation**.

Highlighted Skills: **Drive, Influence, Operate**

### Face Of The Company D8

*You might not be the one in charge, but your voice is what people hear when your company speaks—and people listen.*

**-Corporate Bennies:** Spend 1 PP to step up or double your **Social** when in a location with a positive **Corporations** Disposition.

**-Prepared Statement:** When you follow corporate guidelines or orders, you may spend 1 PP to step up or double **Perform** for the Action.

Highlighted Skills: **Notice, Operate, Perform**

### Guild Leader D8

*For anyone operating under Guild license, your word is law.*

**-Pay to Play:** When your opponent spends a PP to stay in the fight instead of being Taken Out, instead of your opponent taking a Complication you may gain a **Kickback** Asset of the same size.

**-Trade Regulations:** When you cite Guild law or trade regulations to someone with a positive **Corporations** Disposition, you may spend 1 PP to replace your **Know** with your **Corporations Reputation**.

Highlighted Skills: **Craft, Labor, Notice**

### Keeper Of The Flame D8

*Independence will never die. Not so long as people are willing to fight for freedom.*

**-Rabble Rouser:** When you try to deflect attention from you or your Crew by starting a fight between your opponents, spend 1 PP to step up **Influence** for the Action.

**-Flame Of Freedom:** Once per Episode, when you are in a location that does not have a positive **Alliance** Disposition, you may take a **Social + Influence** Action to create a **Local Browncoats D6** Asset. Step up the Asset if the location has a positive **Browncoats** Disposition and/or a negative **Alliance** Disposition. Each time someone uses that Asset in a roll, step it back. If it's stepped back from **D6**, it goes away.

Highlighted Skills: **Influence, Sneak, Throw**

### Head Of [REDACTED] D8

*Only the [redacted] even know about*

**-[redacted]. It's your job to keep it that way. Redacted:** When you try to silence an information leak, step up **Operate** or **Shoot** for the Action. Spend 1 PP to do both. 1s and 2s count as jinxes for the roll.

**-We See All:** You may spend 1 PP to replace your **Know** with your **Alliance Reputation** when gathering information about criminals, terrorists, and seditionists.

Highlighted Skills: **Know, Operate, Shoot**

### Independent War Hero D8

*You made your name in battle, struck a hard won victory for the Independents and fairly shamed the Alliance in the process.*

**-Bug Out:** When fighting in a location with a positive **Alliance** Disposition, you may spend 1 PP to replace your **Move** with your **Browncoats Reputation**.

**-Last One Standing:** The first time you spend a Plot Point to avoid being Taken Out in a fi refight you may step back the Complication you receive doing so.

Highlighted Skills: **Drive, Shoot, Sneak**

### Minister Of Truth D8

*There are threats to our way of life, threats that we must be vigilant against at all times. Trust in the Alliance. Do not let the terrorists win.*

**-Bully Pulpit:** Gain 1 PP when you take advantage of your position and push an agenda despite more pressing matters.

**-Scare Tactics:** When trying to frighten or bully someone into a course of action and you use your **Alliance Reputation** to replace a Skill die, spend 1 PP to double your **Alliance Reputation** for the Action.

Highlighted Skills: **Influence, Perform, Trick**

### Parliament Ideologue D8

*The Alliance is an idea. My idea.*

**-A Quiet Word:** When you lend your **Influence** die to a Crewmember or political ally trying to curry favor with Alliance officials, you may spend 1 PP to prevent you from sharing any consequences of the roll, including jinxes, additional Complications, or lost Big Damn Hero dice.

**-Thought Leader:** When you use Alliance ideology as the basis of your argument and spend a Plot Point to roll and add a Big Damn Hero Die, you may roll and add your **Alliance Reputation** die instead. Discard the Big Damn Hero Die as usual.

Highlighted Skills: **Influence, Know, Notice**

**Political Martyr D8**

*Like so many great leaders before you, you lead your cause because everything you had was taken from you.*

-*The People Cannot Be Silenced*: When someone else in a scene with you speaks out against the tyranny of the Alliance, you may take an **Eyes of the Alliance Are on Me D8** Complication to roll and add one of your Big Damn Hero Dice to the total.

-*Nonviolence*: When you choose to publicly surrender to Alliance authorities, you gain a Big Damn Hero Die equal to your **Browncoats Reputation**.

Highlighted Skills: **Focus, Know, Survive**

**Public Enemy Number One D8**

*Bein' an interplanetary criminal wanted by the feds has its upside. Doesn't it?*

-*Smash 'n Grab*: When committing armed robbery, you may spend 1 PP to replace your **Shoot** with your **Criminals Reputation**. Or, you may choose to replace your **Shoot** with a **D4** for the Action. If you successfully raise the stakes in the Action, gain a Big Damn Hero Die equal to your **Shoot**.

-*You May've Heard o' Me*: You may spend 1 PP to replace your **Influence** with your **Criminals Reputation** even when dealing with non-**Criminals**, but you must step back your **Criminals Reputation** when dealing with non-**Criminals**. 1s or 2s count as jinxes for the roll.

Highlighted Skills: **Fight, Fly, Shoot**

**Pulled A Legendary Caper D8**

*You landed the biggest score of the century, and everybody knows it, too.*

-*Ace Up My Sleeve*: While in a location with a positive **Criminals** Disposition, you may spend 1 PP to replace your **Sneak** with your **Criminals Reputation**.

-*Buy Me a Drink*: When you replace your **Influence** with your **Criminals Reputation**, spend 1 PP to create an **Everyone Loves a Good Story D8** Asset.

Highlighted Skills: **Fix, Move, Sneak**

**Ruler Of A Fine Thieves's Den D8**

*You've set up quite the establishment for criminals like yourself. That is, if they can find it.*

-*My Place, My Rules*: When in your place and you Take Out an opponent during a social conflict, create or step up an **Anyone Else Wanna Argue? D6** Asset.

-*The House Opinion*: When in your place, you may spend 1 PP to step up or step back a Crewmember's **Criminals Reputation** for the scene.

Highlighted Skills: **Know, Notice, Operate**

**Spider In The Web D8**

*You've never done anything illegal. Not even jaywalked. But, oh, the crimes done at your behest.*

-*Pulling Threads*: When you replace your **Influence** with your **Criminals Reputation**, you may spend 1 PP to double it for the Action.

-*Invisible*: Your **Criminals Reputation** is considered a **D8** for the purposes of calculating the sum of your Reputation dice.

Highlighted Skills: **Know, Notice, Sneak**

**Spirit Of Independence D8**

*You're the Browncoats's Browncoat, the embodiment of the Independent cause.*

-*All Alone in the Black*: When you are alone and do not need to look out for others, spend 1 PP to step up **Survive**. You may spend another PP to double it as well.

-*Got No Masters*: When you are in a location with a positive **Alliance** Disposition, spend 1 PP to step up your **Focus** for the scene.

Highlighted Skills: **Focus, Influence, Survive**

**The One Who Never Surrendered D8**

*People say the Unification War ended after Serenity Valley. It only ended for the weak.*

-*Forever War*: When you attack a Major GMC with a negative **Browncoats** Disposition, you may spend 1 PP to replace your **Fight** or **Shoot** with your **Browncoats Reputation**.

-*Never Peace*: Spend 1 PP to step up or double your **Focus** when someone tries to talk you down from a violent confrontation.

Highlighted Skills: **Shoot, Survive, Throw**

**Top Brass D8**

*As a senior commander in the Alliance military, it is your duty to protect the government from threats both foreign and domestic.*

-*Commandeer*: When in a location with a positive **Alliance** Disposition, you may spend a Big Damn Hero Die to commandeer a vehicle or equipment from a civilian. Create an appropriate Asset of the same size as the BDHD you spent.

-*Call in the Troops*: Once per session, you may make a **Social + Influence** roll to try to call in troops for an armed assault. A tactical strike squad consists of five **Squaddies D6** and a **Squad Leader D8**. Step up the first Complication created from any jinxes in a roll that includes any of the squad.

Highlighted Skills: **Drive, Operate, Shoot**



## SIGNATURE ASSETS

(THESE ARE ONLY EXAMPLES)

Generic Assets

### Academy Blackmail (d6), (d8), or (d10)

*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 Academy Ident Card (d6), (d8), or (d10)

*Every Alliance academy issues an ident card to its faculty, staff, and students. The card not only allows access to campus resources, but museums and other educational destinations often offer a discount to those with academy credentials.*

-*Academic Journals*: When you access an academy's databanks looking for research, spend 1 PP to create a **Peer Reviewed Journal d8** Asset.

### Alliance Badge (d6), (d8), or (d10)

*The Alliance badge is more than a piece of gold stamped with the form of the Alliance crest. It is a symbol of the Alliance's moral authority.*

-*Flash the Badge*: When you flash your badge in the course of an investigation, spend 1 PP to give a **Nervous d8** Complication to a character with a positive **Criminal Disposition** or **Criminal Reputation d8** or higher.

### Alliance Contacts (d6), (d8), or (d10)

*Influence is about knowing the right people. Having contacts with a variety of powerful Alliance figures pays great dividends.*

-*Formal Introductions*: When your Crew needs access to someone powerful and well connected in the **Alliance** Faction, spend a Plot Point to obtain a formal introduction through your **Alliance Contacts**.

### Alliance-Issued War Rifle (d6), (d8), or (d10)

*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.*

### Alliance Rules and Regulations (d6), (d8), or (d10)

*The procedures of the Alliance federal police are codified in great detail. They exist as much to protect the officers of the Alliance as to ensure continued peace in the 'Verse.*

-*The Law is the Law*: Step up or double **Influence** or

**Focus** when using **Alliance Rules and Regulations** as the basis of your argument. Both 1s and 2s count as jinxes for the roll.

### Alliance Safehouse Map (d6), (d8), or (d10)

*The Alliance has put safehouses all over the 'Verse for folk 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.*

-*Bolt Hole*: Spend 1 Big Damn Hero Die to create a nearby **Safehouse** Asset of the same die type that lasts the rest of the Episode.

### Alliance Salvage Permit (d6), (d8), or (d10)

*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.*

### Assorted Rare Poisons (d6), (d8), or (d10)

*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.*

**Assumed Identity (d6), (d8), or (d10)**

*After the Battle of Serenity Valley, the Alliance put through an edict to ensure its new citizens had a legitimate ident card. With the War being what it was, it was not uncommon for a few desperate and unsavory characters to assume a new identity and leave the pain of their former lives behind.*

-*A Life Not Mine*: When you are introduced to someone by a mutual acquaintance, you may take a **Knew Each Other in a Former Life d8** Complication to gain a Plot Point.

**Augmented Reality Shades (d6), (d8), or (d10)**

*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.*

**Big Knife (d6), (d8), or (d10)**

*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.*

**Blackmail Database Connection (d6), (d8), or (d10)**

*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.*

-*Dirty Deeds*: When you try to look up dirt on someone using your **Blackmail Database Connection**, take a **Mental + Know** Action. Gain a **Dirty Secrets d6** Asset that lasts until the end of the Episode if you successfully raise the stakes. Step that Asset up if you get an extraordinary success.

**Blue Sun Security Pass (d6), (d8), or (d10)**

*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.*

-*Access Permitted, Not Allowed*: Spend 1 PP to use your **Blue Sun Security Pass** to access restricted Blue Sun computer systems, then take a **Mental + Operate** Action. No alarms were triggered if you raise the stakes. If you fail

to raise the stakes, take a **Corporate Scrutiny d8** Complication.

**Bomb Shelter (d6), (d8), or (d10)**

*In your line of work, it's good to keep a fallback position where you can hide out and regroup. Heavily fortified, it can withstand a solid Alliance bombing.*

-*Fortification*: When you and your Crew make a stand in your **Bomb Shelter**, any Crewmember that spends a PP to avoid being Taken Out steps back the resulting Complication.

**"Borrowed" Medicine (d6), (d8), or (d10)**

*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.*

**Brass Knuckles (d6), (d8), or (d10)**

*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.*

**Browncoat (d6), (d8), or (d10)**

*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.*

-*Badge of Independence*: When you spend a PP to replace a Skill die with your **Browncoat Reputation**, you may spend 1 PP to double **Browncoat Reputation** for the Action.

**Browncoat Contacts (d6), (d8), or (d10)**

*It ain't always what you know but who you know. The Alliance think they're all high an' mighty but you'd rather a passel o' Browncoats had your back any day.*

-*Salt of the Earth*: When you need medical attention or a hiding place, spend a Plot Point to find a sympathetic member of the **Browncoat** Faction nearby.

**Browncoat Safehouse Map (d6), (d8), or (d10)**

*During the War, the Independents established hundreds of secret bases, many of which were simply shacks in the middle of nowhere. After the War, those that went undiscovered were converted to safehouses for any Browncoats in need.*

**-Off Grid:** Spend 1 PP to create a **Browncoat Safehouse**

**d8** Asset that represents a quiet, unassuming location not publicly known as a place of refuge for Independents.

**Bulletproof Vest (d6), (d8), or (d10)**

*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.*

**-Kinetic Dispersal:** When spend 1 PP to avoid being Taken Out in a firefight, you may step back **Bulletproof Vest** until the end of the Episode to step back the resulting Complication.

**Ceremonial Saber (d6), (d8), or (d10)**

*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.*

**Clean Suit (d6), (d8), or (d10)**

*If you look like a bar room brawler, you're goin' to attract fights. If you're 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.*

**-Preventative Attitude:** When you make an entrance while wearing your **Clean Suit**, spend 1 PP to create a **Don't Mess with Me d8** Asset.

**Collapsible Batons (d6), (d8), or (d10)**

*You've got no love for keeping weapons in uncomfortable places, but what you do have is quite a pair. A baton is strapped to each thigh that extends with the touch of a button. The twin batons can be connected and used as a staff.*

**-They All Fall Down:** When you Take Out an opponent with your **Collapsible Batons**, spend 1 PP to inflict a physical Complication on another.

**Commemorative Flask (d6), (d8), or (d10)**

*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.*

**Companion's Finery (d6), (d8), or (d10)**

*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.*

**Corporate Credit Card (d6), (d8), or (d10)**

*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 ID (d6), (d8), or (d10)**

*You'd be amazed the places you can go if you have the right ident card.*

**Corporation Contacts (d6), (d8), or (d10)**

*Business relationships are what keep the Verse spinning. Developing a rapport with your colleagues and competitors is essential for success.*

**-Worked with Everyone:** When negotiating a business deal with someone in the **Corporations** Faction, spend 1 PP to create an **Our Business History d8** Asset.

**Cortex Comms Earpiece (d6), (d8), or (d10)**

*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.*

**-Biometric Polygraph:** When you are wearing your **Cortex Comms Earpiece**, you may spend 1 PP to use **Mental + Operate** instead of **Social + Notice** to tell if someone is lying.

**Cortex Password Cracker (d6), (d8), or (d10)**

*To an engineer the Cortex Password Cracker is a collection of processors and logic chips designed to analyze and exploit security flaws on the Cortex. To you, it's a little gray box that will break into just about any part of the Cortex.*

-*Open Sesame*: When the GM sets the stakes as you attempt to hack past computer security, spend 1 PP to step back the difficulty die in the GM's pool.

**Cortex Smokescreen (d6), (d8), or (d10)**

*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.*

-*Caustic Cloud of Bits*: When you spend 1 PP to avoid being Taken Out by computer security, step back your **Cortex Smokescreen** for the rest of the Episode to step back the Complication you take to stay in the conflict.

**Cortex Tablet (d6), (d8), or (d10)**

*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.*

-*Always Connected*: Spend 1 PP to open an active channel with no one noticing.

**Cortical Stimulants (d6), (d8), or (d10)**

*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.*

**Costume Kit (d6), (d8), or (d10)**

*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.*

**Criminal Contacts (d6), (d8), or (d10)**

*Your contacts ain't exactly likely to get you in good with the governor but they can show you a damn good time. Hell, they might even get you a job.*

-*Black Market*: When you are looking for an illegal or restricted piece of equipment, spend 1 PP to find someone in the **Criminals** Faction who has it.

**Crossbow (d6), (d8), or (d10)**

*It's not always practical to whip out a full bow and arrow, but you can easily draw your self-loading crossbow. It might not be a fancy pulse rifle, but it proves your point and shows off your skill just as well.*

-*A Crosswhat?*: When you emphasize a threat by brandishing your crossbow, spend a Big Damn Hero Die to give a GMC a **Surprised** Complication one die size less than the Big Damn Hero Die.

**Customized Toolkit (d6), (d8), or (d10)**

*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 gorrarn 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.*

**Damocles Bullets (d6), (d8), or (d10)**

*This form of ammunition shatters into several tiny pellets upon breaking the skin. This means it does less damage than a regular bullet but it is extremely hard to locate and remove all the pellets. Each pellet contains a deadly poison, and can be burst with the right wireless trigger. So those that are hit with such a bullet become very attentive when the person holding the trigger gives them an instruction.*

-*Powerful Leverage*: When you successfully raise the stakes by shooting someone with Damocles Bullets and they are not Taken Out, step back the Complication they just took to give the target a **Your Fate Is In My Hands d8** Complication.



**Dapper Cane (d6), (d8), or (d10)**

*You are full of affectations, quirks that cause many folk to roll their eyes at. Though you walk just fine without your cane, like everything else about you it's not what it seems. The handle can be pulled free and used as a small gun. It might not punch through steel, but those bullets' ll put a hole clean through just about anybody.*

**-Bang:** When you are the first to shoot in a firefight, spend 1 PP to roll **Physical + Sneak** instead of **Physical + Shoot**.

**Data Nappers (d6), (d8), or (d10)**

*When sidling up next to an unsuspecting mark, you can use this barely noticeable small pack on your belt to hack and copy any information kept on the mark's tablet or open data streams. If need be, it can upload its data to cover its tracks.*

**-Reveal the Data:** When you attempt to blackmail someone with the information you've stolen, step back **Operate** for the scene to step up **Influence** for your blackmail roll.

**Disguise Kit (d6), (d8), or (d10)**

*The most effective disguises draw attention to themselves—a standout disfigurement, unusual haircut, or other distinctive feature. The disguise kit has enough of these tricks to give you a thousand faces.*

**-Never Seen Me Before:** When you craft a disguise using your **Disguise Kit**, you may spend 1 PP to make your true identity indiscernible to anyone who does not get an extraordinary success on a **Physical + Notice** Action to identify you.

**Dress Uniform (d6), (d8), or (d10)**

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

**Ear to the Ground (d6), (d8), or (d10)**

*You have agents and informants everywhere. Through them you stay one step ahead of them as mean you harm.*

**-Tip Off:** When facing off against a Crew aiming to hurt you or your business, spend a Plot Point to give that Crew an **I Know Your Plans** Complication equal to your **Know** Skill.

**Emergency Alert (d6), (d8), or (d10)**

*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.*

**Experimental Drone (d6), (d8), or (d10)**

*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.*

**Experimental Drugs (d6), (d8), or (d10)**

*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.*

**Fake Ident Cards (d6), (d8), or (d10)**

*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.*

**-No Priors:** When you provide a **Fake Ident Card** to the authorities and it is scanned with a **Mental + Operate** Action, once per Action you may spend 1 Plot Point to pick one die that your opponent must reroll.

**Fancy Six-Shooter (d6), (d8), or (d10)**

*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.*

**Farm Animals (d6), (d8), or (d10)**

*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.*

**Favorite Scalpel (d6), (d8), or (d10)**

*Painters use brushes and sculptors use chisels. You express yourself with the razor precision of a finely honed scalpel.*

**Fire Whip (d6), (d8), or (d10)**

*By swinging this large handle, the user causes a weighted wire to slide out, creating a thin steel whip. This wire is also able to exude a highly flammable liquid that, when ignited, covers the whip in flame. Obviously users need a lot of skill not to set themselves on fire, but its effects can be deadly.*

**-Melee Pyrotechnics:** Step up any Complications inflicted by the Fire Whip when it is ignited. Both 1s and 2s count as jinxes in rolls where the whip is ignited.

**Flak Vest (d6), (d8), or (d10)**

*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.*

**Hacker's Cortex Box (d6), (d8), or (d10)**

*Most Cortex boxes request access to information. Yours takes information by force.*

**Hi-Tech Forensics Kit (d6), (d8), or (d10)**

*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.*

**-Holographic Recreation:** When investigating a crime scene, spend 1 PP to step up or double **Notice** for the Action.

**Hidden Pockets (d6), (d8), or (d10)**

*Every piece of clothing you own has an unobtrusive pocket sewn into it. These are excellent places to quickly stash the goods you nick off the crowd.*

**Homing Beacon (d6), (d8), or (d10)**

*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.*

**-Mayday:** When you activate your homing beacon, spend a Big Damn Hero Die to create a **Countdown Die** of the same die type. When someone in the scene takes an Action, you may spend 1 PP to step up the **Countdown Die**. When the **Countdown Die** is stepped up beyond a **d12**, help arrives.

**Horse Husbandry (d6), (d8), or (d10)**

*You love your horses. You've been trained in how to take care of them and ride them since you could walk. You groom them, feed them, and tend to them. In return, they work hard for you.*

**-Superb Steed:** When you whistle for your steed because you need to make a fast escape and don't have an exit strategy, spend 1 PP to have one arrive in the scene.

**Jet Packs (d6), (d8), or (d10)**

*Sometimes you may need a little more room to operate, so you take to the sky. The jet pack is capable of sustained flight for up to one hour without refueling.*

**-Skyhop:** When you take to the skies with your jetpack to escape during a chase, spend a Big Damn Hero Die equal to or greater than your pursuer's **Move** to automatically raise the stakes without a roll.

**Laser Glasscutter (d6), (d8), or (d10)**

*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.*

**Law Enforcement Database (d6), (d8), or (d10)**

*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.*

**-Facial Recognition:** When you run someone's photo through the facial recognition algorithms of the **Law Enforcement Database**, take a **Mental + Operate** Action. If you raise the stakes, create an **Outstanding Warrant d6** Asset. You may spend 1 PP to step up that Asset.

**Layer Cake Dress (d6), (d8), or (d10)**

*While some ladies may like slinky dresses, you're all about the poof. People actually treat you differently when you're in it, but it can be quite awkward to move at times, especially in a crowd.*

**-Dramatic Entrance:** When you arrive at a formal party, you may take a **Huge Ballgown d10** Complication to step up your **Social** for the rest of the scene.

**Light Body Armor (d6), (d8), or (d10)**

*Your job is to take a bullet for your boss, but there's no sense in being foolish about it. You might put your body between your employer and a slug, but you make sure there's a vest between you and that bullet.*

**-Stopped a Bullet:** When you spend a PP to avoid being Taken Out in a firefight, you can step back **Light Body Armor** until the end of the Episode instead of taking a Complication. Remove **Light Body Armor** from the Episode if it is stepped below **d6**.

**Little Black Book (d6), (d8), or (d10)**

*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.*

**LRP 42 Long-Range Pulse Rifle (d6), (d8), or (d10)**

*The LRP 42 is an exceptional weapon famous for precision and deadliness. It's a versatile weapon and can also be used much like a bo staff in close quarters.*

**-Massive Damage:** When an opponent spends a PP to avoid being Taken Out from a shot by your **LRP 42 Long-Range Pulse Rifle**, spend 1 PP to step up the resulting Complication.

**Lucky Rabbit's Foot (d6), (d8), or (d10)**

*You walked across that field of battle with those gorramn 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.*

**Mag-Boots (d6), (d8), or (d10)**

*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.*

**Mag-Pistol (d6), (d8), or (d10)**

*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.*

**Marksman Rifle (d6), (d8), or (d10)**

*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.*

**Mechanic's Toolbelt (d6), (d8), or (d10)**

*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.*

**Medal of Valor (d6), (d8), or (d10)**

*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.*

**Medkit (d6), (d8), or (d10)**

*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.*

**Military "Dusk" Truck (d6), (d8), or (d10)**

*During the War, both the Alliance and the Independents used cargo trucks to transport soldiers in the dead of night. Nicknamed the "Dusk" Truck, this vehicle has a canvas-covered rear and was typically driven across the battlefield during a lull in the fighting.*

**-Quiet as a Mouse:** When trying to avoid suspicion driving in the **Military "Dusk" Truck**, spend 1 PP to step up **Sneak** for the Action.

**Officer's Service Pistol (d6), (d8), or (d10)**

*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.*

**Pocket Watch (d6), (d8), or (d10)**

*With all of your natty duds, no one thinks twice about you flashing your pocket watch to complete your look. What folk don't suspect is that your watch jams all signals within a two room radius. This way all of your conversations can remain private-like.*

**-Time Out:** When you jam signals with your watch, remove a **Bugged** Complication or an opponent's

**Surveillance** Asset from play. Take or step up a **Tipped My Hand** Complication at the end of the scene.

**Portable Cortex Box (d6), (d8), or (d10)**

*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.*

**Pristine Crucifix (d6), (d8), or (d10)**

*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.*

**PUB H 30 Energy Pistol (d6), (d8), or (d10)**

*Developed during the Unification War, the PUB H 30 Energy Pistol is a huge leap forward in the design of energy weapons and is one of the finest sidearms in the 'Verse, though its high price tag prevented it from ever being produced on a mass scale.*

**-Collateral Damage:** When you Take Out an opponent with a shot from your **PUB H 30 Energy Pistol**, spend 1 PP to create a **Collateral Damage d8** Complication.

**Rappelling Gear (d6), (d8), or (d10)**

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

**Retractable Baton (d6), (d8), or (d10)**

*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.*

**Ring of Holding (d6), (d8), or (d10)**

*This poison ring holds a drug called "Hydra." You keep an injectable dose handy; you never know when you'll need the drug's fiery effects to perk you-or someone else-up. Side effects include a burning sensation, excessive thirst, and a loose tongue.*

**-A Single Dose:** When you visit someone and have a dose of a drug in your ring's hidden compartment, spend 1 PP to give an opponent a **Drugged d8** Complication.

**Sawed-Off Shotgun (d6), (d8), or (d10)**

*If'n you want a piece o' hardware that says you mean business, look no further than the sawed-off shotgun. Small enough to be concealed under a coat, the double barrels come as a right surprise to anyone caught staring down them.*

**-Say Please:** The first time you use your **Sawed-Off Shotgun** in a scene, spend 1 PP to double it for the Action.

**Secret Lab (d6), (d8), or (d10)**

*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.*

**Secret Stash (d6), (d8), or (d10)**

*You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. 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.*

**-Lemme Check in Back:** When you use your stash of rare and questionably legal items as a bargaining tool, spend 1 PP to double **Secret Stash** for the Action.

**Shuriken (d6), (d8), or (d10)**

*Others may trade bullets, but you believe in being deadly as well as silent. You prefer throwing stars as your distance weapon—you know that up close you are your own best weapon.*

**-Silent Death:** When you attack someone unawares with your shuriken, you may replace your **Throw** with a **d4**. Gain a Big Damn Hero Die equal to your normal **Throw** die rating if the attack is successful.

**Sonic Detonator (d6), (d8), or (d10)**

*This palm-sized circular device emits a high-powered sonic wave that incapacitates anyone in a 15-foot radius for up to ten minutes with a high-pitched noise. Ear buds connected wirelessly with the Detonator emit an interference pattern that cancels the effects for the user. The device has a second setting that uses its entire power cell that sends out a sound pulse that will knock people in the radius off their feet.*

**-Clear Exit:** When you activate your Sonic Detonator, spend 1 PP to make a conspicuous but unopposed exit from the area.

**Stealth Suit (d6), (d8), or (d10)**

*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.*

**-Darkly Surreptitious:** When you make a **Physical + Sneak** roll that includes your **Stealth Suit**, you may spend 1 PP to reroll any 1s. You may only reroll once.

**Sports Car (d6), (d8), or (d10)**

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

**Spy Flies (d6), (d8), or (d10)**

*Oh to be a fly on the wall in certain rooms. Unlike the **Stink Bug** Signature Asset, the **Spy Flies** are robotic insects capable of remote flight and can record hours of both audio and visual data. They best operate in short range circumstances—but they're a great extra set of eyes and ears.*

**-Useful Pests:** When you wish to gather information with your **Spy Flies**, make a **Mental + Operate** roll. If your Action is successful, create a **Spy Fly Surveillance d8** Asset that lasts until the end of the Episode. If you fail to raise the stakes, your flies get swatted. Step back **Spy Flies** until the end of the Episode.

**Stealth Suit (d6), (d8), or (d10)**

*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.*

**Sterling Reputation (d6), (d8), or (d10)**

*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.*

**Stink Bug (d6), (d8), or (d10)**

*This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folk or lettin' them be.*

**-Listen In:** Spend 1 PP to place a **Stink Bug** on someone you need to spy upon. In a later scene, you may make a **Mental + Notice** Action to listen to that person's conversations. If you raise the stakes, create a **Actionable Intel d8** Asset. If you fail to raise the stakes, your **Stink Bug** was discovered and you take a **Blown Cover d8** Complication instead.



**Stuffed Bear (d6), (d8), or (d10)**

*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.*

-*Teddy Knows Best*: When you spend time talking through your problems with your **Stuffed Bear**, spend 1 PP to step back a social Complication and step up **Focus** for the next scene.

**Survival Stash (d6), (d8), or (d10)**

*Sometimes situations get so humped you might have to drop off the grid for a spell on a moment's notice. You've managed to squirrel away enough survival rations to last awhile including food, matches, a few credits, tobacco, medicine, and distilled hooch. It never hurts to have a few comforts of home when on the run.*

-*Bolt Hole*: When on the run and in need of a place to lie low, spend 1 PP to declare you are near one of your survival caches.

**Sweet Liberty Rifle (d6), (d8), or (d10)**

*Modeled after an antique from Earth-That-Was, this boltaction souvenir rifle has a pearl handle and engraved silver-etchings on its handsome sides.*

-*Remember Earth*: When you wax poetic about Earth-That-Was and suggest a course of action, spend 1 PP to step up **Influence** for the Action.

**Sympathetic Townsfolk (d6), (d8), or (d10)**

*Some of your former townsfolk are so appreciative of your deeds they'll go out of your way to do you a favor or fight for you if need be.*

-*Of the People*: When you seek assistance from the ranks of the **Sympathetic Townsfolk**, spend a Big Damn Hero Die of **d6** or larger to create an **Honest Citizen d6** Extra. For each step above **d6** your Big Damn Hero Die was, you may add another **Honest Citizen d6** Extra or step up an **Honest Citizen d6** to **Honest Citizen d8**.

**Team of Lawyers (d6), (d8), or (d10)**

*There's a great benefit to having a team of lawyers at your beck and call. The little people of the 'Verse are reluctant to even look at you wrong for fear they'll be slapped with a lawsuit.*

-*Slanderous Drivel*: When you are Taken Out of a social conflict, spend 1 PP to give your opponent a **You'll Be Hearing from My Lawyers d8** Complication.

**The Badge (d6), (d8), or (d10)**

*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.*

**Top Hat (d6), (d8), or (d10)**

*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.*

**Trader's Guild Credentials (d6), (d8), or (d10)**

*Joining the Trader's Guild is a difficult, costly, and exhausting process throughout which one's entire history is scrutinized. Just about no one would look too closely at a trader bearing credentials. After all, the Guild already did all that.*

-*Everything in Order*: When you present your **Trader's Guild Credentials** to an authority figure, spend 1 PP to automatically pass a cursory examination.

**Trail Tag (d6), (d8), or (d10)**

*This light cream is absorbed quickly into the skin of a target's body. It adds a chemical to the natural oils and sweat the skin produces that can be tracked with chemical detectors. Moreover, it also tags anyone who shakes hands or touches the bare skin of the target. The Alliance uses this to track criminal contacts by simply seeing whom the target makes connections with.*

-*Chem Trail*: When you shake hands with suspects to surreptitiously tag them, spend 1 PP to create a **Chem Trail d8** Asset.

### Travel Journal (d6), (d8), or (d10)

*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.*

### Triad Tattoos (d6), (d8), or (d10)

*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.*

### Trick Deck (d6), (d8), or (d10)

*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.*

### Wave Gun (d6), (d8), or (d10)

*This gun was designed as a battlefield weapon to break enemy morale and cause chaos. It fires magnetic pulses in a wide shotgun pattern that can impact brain neurochemistry. These pulses make the targets' brains release large amounts of dopamine, the chemical that controls happiness. This initially creates profound and very distracting euphoria in the target, but after the effects pass in about an hour the target is left depressed and apathetic with crushing feelings of hopelessness.*

**-Emotional Weapons:** When you Take Out an enemy with your wave gun, spend 1 PP to inflict a **Wave Gun High** Complication equal to your enemy's highest rolling die. At the end of the next scene, the target steps up the Complication and renames it **Wave Gun Crash**. Remove the Complication at the end of the second scene unless it is recovered earlier.

### Web Rifle (d6), (d8), or (d10)

*This rifle fires a sticky fluid at a target, quickly enveloping them in sticky strands that then harden to trap them. Unfortunately, each shot uses a lot of fluid, so the gun is good for about five shots before you need to screw in another flask of fluid. A less subtle version that comes with a backpack for a larger fluid reserve has been developed for "urban pacification."*

**-Webbed Up:** When an opponent spends 1 PP to avoid being Taken Out by your Web Rifle, step back Web Rifle for the scene to step up the Complication you give them.

### Weapons Stash (d6), (d8), or (d10)

*You like to keep up appearances well enough, but even the most patient hound has got to show its teeth every now an' then. So you keep a small armory of rifles and handguns, enough to outfit a small militia unit, hidden but handy.*

**-Keep ' em Coming:** Spend 1 PP when you grab a pile of guns from your **Weapons Stash** before a big battle. Step up a Signature Asset for the duration of the scene.

### Whisper Firearm (d6), (d8), or (d10)

*The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it' s perfect for a bounty hunter like yourself.*

**-Shot from Nowhere:** When you shoot your **Whisper Firearm** from concealment or in the midst of chaos, spend 1 PP to immediately make a **Physical + Sneak** Action to avoid notice and hide your gun. If you successfully raise the stakes, no one knows it was you. If you fail to raise the stakes, all attention becomes focused on you, and step up any Complication created from jinxes.

### Wolf Gloves (d6), (d8), or (d10)

*A close combat weapon that also keeps the user' s hands warm. These gloves resemble ordinary thick winter gloves, but the back of the hand is covered in layered steel blades. When the hand is closed into a fist, the blades are forced out to create six-inch razor sharp claws, which retract when the hand is opened.*

**-Fashionable Murderwear:** Spend 1 PP to create an **Apparently Unarmed d8** Asset when meeting someone while wearing your Wolf Gloves.

### Worker Bees (d6), (d8), or (d10)

*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.*

### Worm Food Computer Virus (d6), (d8), or (d10)

*This here is Worm Food, a computer virus that' ll eat its way through a program or file in seconds, leaving a mighty big hole behind.*

**-Om Nom Nom:** When hacking into a system, spend 1 PP to create a **Disappearing Data d8** Complication.

## SIGNATURE ASSETS

(THESE ARE ONLY *EXAMPLES*)

### Unique Assets

#### Advanced Med Kit d8

*Zaine has a kit outfitted with the latest portable med tech. Aside from being useful in a pinch, it lends a lot of credibility wherever he goes.*

-*Trust Me, I'm a Doctor*: When you use your status as a trained medical professional to push your way into somewhere you shouldn't be, double Advanced Med Kit for the Action.

#### Agamemnon D8

*A prize stallion, the pinnacle of her herds, the perfect example of what she's trying to achieve. This coal-black beauty can run like lightning.*

#### Annabel d6

*Molly owns a raggedy cloth doll named Annabel. The doll is her only connection to her lost family, and she is never without it. Should it be lost, she will do anything to get it back.*

-*Childhood Link*: Step up or double Focus when making a recovery roll against mental Complications using Annabel in the dice pool. If you lose Annabel or she is stolen, take a The Things I've Done d8 Complication. You cannot recover this Complication until you recover Annabel.

#### Black Datapad d8

*Bai Yin carries a small black datapad that contains the names of every dead Alliance citizen and where their body may be found. If you want to know if a missing loved one is living or dead, Bai Yin can tell you... for a price.*

-*Closure and Hope*: When someone asks you if a loved one is still alive, consult the Black Datapad and ask your subject to make a Mental + Focus Action against your Mental + Know. If the querent raises the stakes, you may give that person a d8 Asset named Closure or Hope. If, however, the querent fails to raise the stakes, assign that mourner a d8 Complication pertaining to their grief.

#### Blue Sun Co. Contacts d8

*Asante's work in the Corporate Espionage division has put her in contact with a wide range of Blue Sun Co. operatives. In addition to being a Blue Sun Co. agent herself, Asante can scrounge up information and resources from a variety of the corporation's sources.*

-*Corporate Resources*: When you use your Blue Sun Co. cortex access to look up information on a target, roll Mental + Know. If you raise the stakes, gain a Big Damn Hero Die equal to your Know. If you fail the roll, take a Blue Sun Co. Specters Complication.

#### Callahan Full-Bore Auto-Lock d8

*Augustus learned the value of good equipment in the War. The Callahan is the finest rifle made in the 'Verse. He's carried one ever since.*

-*Fire Under Any Condition*: Spend 1 PP to remove a Jammed, Misfire, or similar Complication.

#### Emergency Transponder d6

*Should he ever be kidnapped or lost, Darius has an emergency transponder set into the wrist of his left hand. If he presses the inside of his wrist the transponder activates, sending an emergency signal to the Santa Maria.*

-*Waiting Game*: When you are captured, make a Physical + Sneak roll against your captor's Mental + Notice or Mental + Operate. If you raise the stakes, take the highest rolling die in your pool and set it as a Rescue Timer. If you have an extraordinary success, step up the Rescue Timer. If you failed to raise the stakes, use the smallest die from your pool as the Rescue Timer. At the end of each scene, step up the Rescue Timer. Help arrives when it is stepped up past a d12.

#### "Eurydice" Oak Rifle d6

*Modeled after an antique from Earth-That-Was, this bolt-action long range rifle has a smooth oak body and engraved silver etchings on its handsome sides. It's said that when Orpheus wants to sing a song of violence, "Eurydice" is his favorite instrument.*

-*Grandstanding*: When showing off for a crowd and rilin' 'em up, spend 1 PP to step up or double Influence for the roll.



### Expensive Wigs and Clothes d6

*Jasuan keeps a well-stocked closet to fuel her forays into method grifting. Sometimes she dresses up as someone the Crew bushwhacked to get some inside information. Sometimes she dresses up as a different member of the Dutra family to throw off suspicion. Sometimes she just wants to look good when putting a mark on the send for more money.*

### Finders, Keepers d6

*After her chip is activated, Molly collects all manner of small items connected to her targets. She also takes photos of her victims and the folk they know. She uses these mementos to create forgeries, and builds a body of evidence for the “accident” she’s staging to make it seem all the more real. Sometimes, she favors a memento long after her job’s done.*

-Body of Evidence: When the authorities investigate an accident you’ve arranged, spend 1 PP to give the investigator a Seems Like Bad Luck d8 Complication.

### Genetics Lab D6

*Alice has managed to put together a passable laboratory for her efforts, but she would love to see it upgraded with better tech.*

### Governor’s Dossier d8

*When she was a planetary governor, she had access to a lot of information, both from Alliance sources and from pragmatic ex-Browncoats. Got regrets about the War? She might have that shame documented in triplicate.*

### Grandpa’s Six-Shooter d8

*When Honey took control of the family after Grandpa passed, she also took his antique six-shooter as a sign of her familial authority. After all, this was the gun that had led the McCoy’s into battle for decades. Why should that change with the old man’s death?*

-Family Heirloom: When you make a display of authority and power using your trusty six-shooter, spend 1 PP to step up or double Influence for the Action.

### High Profile Friends d8

*As leader of the Dragon Tong, Qin has followers in all corners of ’Verse. They consider themselves members of his “family” and are extremely loyal. He can call upon any of them at any time to do his bidding.*

### Holy Bible d8

*The Good Book, dog-eared, well-read, and a useful resource when counseling others, seeking guidance in private prayer, or reminding other religious folks that caring about other people is more important than followin’ all the rules.*

-Faith Fixes You: When you have a quiet moment to contemplate your faith, spend 1 Plot Point to step back a mental Complication.

-Conviction: When making a moral stand in accordance with the teachings of your faith, step back Social for the scene to step up Focus for the scene.

### Ident Card d6

*This is an Alliance-issued security document keyed specifically to Book that grants him access to certain Alliance-run facilities. It’s not something a simple shepherd would carry.*

-All Access: Take a Haunting Secrets d8 Complication to gain entry to a restricted Alliance area with your Ident Card.

### Independent’s Kepi Hat d8

*Jing kept her lieutenant’s hat. She wears it when dealing with Browncoats (for an edge in negotiations) or when she has to make a tough decision that’s likely to cost lives. When she hits the bridge with her hat on, her people get nervous.*

### Lassiter Replica d10

*Darius carries a carefully crafted replica of an old Lassiter laser pistol. However, while it looks old and clunky, on the inside it is a very advanced weapon, capable of self-targeting its immensely powerful laser beam.*

-Beam Sweep: When you successfully raise the stakes attacking with your Lassiter Replica, spend 1 PP to immediately attack a second opponent even if you’ve already used your turn in the Action Order.

### Liberty Hammer d6

*This is Mal’s Moses Brothers Self-Defense Engine Frontier Model B handgun, the standard issue officer’s sidearm during the Unification War. He’s since modified it to suit his needs.*

-Pointed Emphasis: When you threaten someone with your sidearm or conduct negotiations at gunpoint, spend 1 Plot Point to double Influence for the Action.

**Mare's Leg d8**

*This is a shortened lever-action carbine with extensive refit and an attachable sight. Zoe can also club people in the head with the stock.*

-*Stock Strike*: When you club someone with Mare's Leg, spend 1 Plot Point and add an extra d8 to your roll for that Action.

-*Street Sweeper*: Once per scene, when you gun down someone running away from you, double Shoot for the Action. Take a Cold as Ice d8 Complication after the roll.

**Medical Bag d8**

*Filled with surgical tools and whatever small supply of medicine Simon was carrying when he fled the Core, Simon's medical bag is his last link to his old life and the first place he turns when someone is hurt or injured on board Serenity.*

-*Long Term Care*: When you successfully treat a Crewmember with a d10 or higher injury Complication, spend 1 Plot Point to gain a Big Damn Hero Die equal to the injury you treated.

-*Trust Me, I'm a Doctor*: When relying on your status as a physician to gain someone's trust or get access to somewhere you aren't allowed, spend 1 Plot Point to step up or double Influence or Trick for the action.

**Moonstone Pendant d8**

*Bai Yin wears a large, teardrop-shaped moonstone pendant on a silver chain around her neck. If she allows you to look through her crystal, she'll tell you that you can see into the lands of the dead and may catch a glimpse of someone you lost. Unfortunately, she'll also tell you that the dead can stare back at you—after you peer into the stone.*

-*Visions*: When people ask to look through your pendant, ask them for 1 PP. If they give it to you, they can see a loved one at peace. If they do not, the subject of the vision is angry or turns away, inflicting a d8 mental Complication

**Pirate's Weapons d8**

*Tessa's favored armaments are a pistol in one hand and an old-fashioned cutlass in the other. She charges into battle wielding the pair with devastating effectiveness.*

-*Gun & Blade*: When you enter battle with a sword in one hand and a pistol in the other, spend 1 PP to step up Pirate's Weapons for the scene.

**Ruby Arms "Waltzing Matilda" d6**

*A pretty parasol with a deadly one-shot gun hidden in the tip. It's meant for extremely short range affairs when going openly armed is a bad idea, like to a fancy ball or other society function. For the times when Jasuan is dressed as a male, a few seconds of modification turns the parasol into a handsome cane featuring the same surprise.*

**Sawn Off 10 Gauge d6**

*It's hard to match the raw stopping power of a shotgun that can blast a hole in the wall.*

-*Door Breach*: When you blow off the hinges on a door with your shotgun, roll Physical + Shoot. If you raise the stakes, give a squad member a Clear Entry d8 Asset.

**Semper Fi d8**

*Asante has served with her crew since the Unification War. She's got a deep loyalty to them, yet they all know that sometimes a sacrifice is required to finish the mission. They'll fight hard for her, and she'll do everything she can to bring them all back alive.*

-*Commander's Concerns*: If one of your squad is Taken Out in combat or suffers a serious injury, after the battle is over take or step up a Burden of Command Complication to remove the squad member's Complication.

**Serenity (Kaylee) d8**

*Kaylee has a deep affection and connection to this Firefly class mid-bulk transport; despite its constant need for parts and labor, she wouldn't want to live anywhere else.*

-*Realigned Her Systems Myself*: When you are trying to recover a Complication relating to Serenity's systems, spend 1 Plot Point to double Operate for the Action.

-*She Talks to Me, Captain*: Gain 1 Plot Point when you defend Serenity's reputation or quality. Step back Focus for your next scene.

**Serenity (Mal) d8**

*Mal has a close connection to his ship, a Series 3 Firefly class mid-bulk transport, and won't allow just anybody to fly or fix her.*

- Keep Flyin'*: When negotiating a job for your Crew, spend 1 Plot Point to step back a social Complication.
- Peace in the Black*: When you offer wisdom or philosophize with a Crewmember on Serenity as part of a recovery Action, step up or double Treat.

**Serenity (Wash) d6**

*It's not his ship, but Wash knows how to coax all kinds of fancy maneuvers out of this Series 3 Firefly class mid-bulk transport.*

- One With the Ship*: When you engage in evasive maneuvers, spend 1 PP to step back a Complication related to Serenity's engine or systems.

**Sybil d8**

*Though the War may have taken away your ability to sing, technology kept it from silencing you. Sybil is an AI unit cybernetically linked to you though a cap on the back of your brainpan. The unit itself is housed in a robot that always attends you and transmits your thoughts into a voice. Should things get all humped, Sybil is capable of independent flight and can home in on your location.*

- Translation Error*: When you spend a PP to avoid being Taken Out in a social conflict, you may shut down Sybil for the scene instead of accepting a Complication.

**The Countess d8**

*Devon has spent considerable resources turning the Countess into his personal espionage playground. Moreover he is completely in charge of the station and everyone knows it.*

- Ruler of the Station*: Spend 1 PP to double INFLUENCE when giving orders aboard the Countess.

**The Hash d10**

*This security algorithm programmed into the latest versions of Alliance communication gear can recognize Mandrake's unique identifier. Known as "the Hash" to the engineers who use it, it "unlocks" only in response to a series of changes in a brain scan that matches unique patterns taken from Mandrake's cerebral cortex. It means that Mandrake can get on the horn, plug himself into a standard medical imaging unit, and identify himself at long range to any Alliance military or governmental station in the 'Verse, and this signal cannot even be questioned.*

**Vera d8**

*This is Jayne's very favorite gun, a Callahan full-bore autolock rifle. It's capable of handling multiple types of ammunition and is very intimidatin', even before he pulls the trigger.*

- Armor Piercing*: When firing upon a vehicle or someone in cover, spend 1 Plot Point to step up or double Shoot for the Action.
- Finest Gun Made by Man*: When you Take Out a GMC while you are outnumbered, take a Running Out of Ammo d8 Complication to Take Out another GMC nearby. Step up the Complication to a d10 to Take Out a third GMC in range.