

NAME

LOOK

Body:  
Eyes:  
Fashion:  
Hair:  
Weapon:

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

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<input type="checkbox"/> Weak	<input type="checkbox"/> Shaky	<input type="checkbox"/> Sick	<input type="checkbox"/> Stunned	<input type="checkbox"/> Confused	<input type="checkbox"/> Scarred
<b>DAMAGE DIE</b>	<b>D8</b>	<b>ARMOR</b>		<b>VITALITY</b> 12 + CON	<b>WOUNDS</b> □□□

### DEFAULT MOVE – YOUR SHIP

You have a starship! Follow the instructions on the Ship playbook. Fill this out as you would a character playbook. The Ship does not earn xp on its own, but you and your allies may contribute xp to it. The Ship earns xp for passing Milestones. If you somehow lose your starship, you may acquire another; the GM and story will tell you how.

### DEFAULT MOVE – RE-ROUTE SYSTEMS

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

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

#### IMPROVED SHIP

- LIMITED EDITION: Add another Package to your Ship playbook. This means that your Ship starts with 2 Packages instead of 1.
- UNCANNY RELATIONSHIP: You may have a Special Relationship with your Ship. When you do, add +2 ongoing when you repair or modify your Ship. When you trigger the Special Relationship with your Ship, mark xp as usual.

#### SHOWOFF

- NEED FOR SPEED: When you get the most from your vessel's engines, roll + DEX. Any Success: Increase your vessel's Speed by 1 for the duration of the scene. Complete Success: If this triggers a Drive or Relationship, the bonus lasts for the rest of the session.
- STUNT PILOT: When you pilot a vessel and perform tricky maneuvers, roll + DEX. Complete Success: Gain 3 Reserve. Partial Success: Gain 1 Reserve. Spend the Reserve to add +1 to the result of any vessel move. If using this move triggers a Drive, gain 1 more Reserve
- ALL FOR ONE: When you are the pilot of a vessel and score a 10+ on Evasive Action, add +1 forward.

#### TECH

- ENGINEERING 101: When you repair a vessel, roll +INT. Complete Success: Restore 1d8 Hull or 1 Critical to the vessel. Partial Success: Restore 1d4 Hull or 1 Critical to the vessel and choose one: spend 1-Credit, mark a Use of Specialize Tools, or double the time it takes.
- TINKER: When you modify a vessel, choose one of the following options: Increase Damage Die by 1 step, Increase Hull by 8, add a Critical checkbox, Increase POW by 1, or Increase SPD by 1. Then, roll + INT. Any Success: The modification succeeds and lasts until the end of the next scene. Partial Success: You must spend 1-Credit or 1-Barter for parts or mark a Use of Specialized Tools. If using this move triggers a Drive, the modification lasts for the rest of the session.
- RIGHT TOOL FOR THE JOB: When you mark relevant Specialized Tools to repair or modify a piece of technology, add +1 forward.

When you advance, you can acquire individual moves from the other packages.

### MARK EXPERIENCE

Mark when you trigger a Drive or Relationship, or when otherwise directed:

# THE ACE

## DRIVES

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

- Charm people with your gallant and daring stories.
- Destroy a powerful enemy.
- Earn a reward for finishing a job.
- Impress someone with your fine piloting skills.
- Modify a vessel to improve its performance.
- Pilot your ship through dangerous territory.

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

## ORIGIN

Select one of the following:

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

## RELATIONSHIPS

Choose a Relationship for each other character. You may make one of these a Special Relationship.

SR: I need \_\_\_\_\_ to get me somewhere in a hurry.

Relationship: I'll show \_\_\_\_\_ how speed kills.

Relationship: I must train \_\_\_\_\_ in their ship duties.

Relationship: I need to keep \_\_\_\_\_ in tip-top shape.

Relationship: \_\_\_\_\_ needs me to get them out of danger.

Relationship: \_\_\_\_\_ must push me to try new things.

Gain 1 xp when you trigger any of these Relationships.

## EQUIPMENT

Your Load is (6 + STR):

You start with the following:

Your Ship, a Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Wt), Utility Belt (3 Uses, 1 Wt, Worn), and 2-Credit.

Choose 2 of the following options:

- +1 Credit
- Another Laser Pistol
- Military Uniform (0 Weight)
- Repair Module (Consumable, 1 Wt)
- Scanning Module (3 Uses, 1 Wt)
- Space Rations (3 Uses, 1 Wt)
- Specialized Tools (Starship) (3 Uses, 1 Wt)
- Synthleather Vest (1 Armor, 1 Wt, Worn)

## ADVANCES

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

- Add +4 to your Vitality or add a Wounds checkbox\*
- Increase Damage Die to D10
- Increase one of your Ability Scores by 1 (maximum +3)\*
- Take a move from another starting Package\*
- Take a move from another playbook#
- Permanently enhance a Basic or Special move\*
- Take on a Companion
- Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- AGGRESSIVE ACTION: When you fire a vessel's weapons, use your Damage Die instead of the vessel's.
- AND ONE FOR ALL: When you take the bonus from All for One, you may grant this +1 forward to everyone else in your vessel.
- AT THE HELM: When you use Evasive Action, you may roll with DEX instead of the vessel's SPD.
- EXPERIENCED SMUGGLER: When you Barter using cargo on your Ship, add +2 to the effective Barter for the purposes of the roll.
- KEEP IT TOGETHER, BABY: While you have a Special Relationship with your Ship, add +4 to its Hull.
- LOGICAL DEFENSE: When you use Raise Shields, you may roll with INT instead of the vessel's POW.
- PUSH THE ENVELOPE: When you increase your vessel's SPD using Need for Speed, also add +1 forward to Shields and +1d4 Damage forward.
- RESOURCEFUL: Lower your Ship's Maintenance Requirement by 1 (minimum 1).
- SHIELDS SPECIALIST: When you modify a vessel using Tinker, also add +1 ongoing to Shields while your modification is in place.
- STOWED AWAY SOMEWHERE: Your Ship has 1-Barter or 1-Credit worth of cargo onboard. Automatically replenish this when you use the Restock move.
- TALK TOUGH: When you intimidate, using your ship's prowess as leverage, roll + CHA. Any Success: Other ships steer clear of you... for now. Partial Success: One ship defies you and attacks.
- TARGETEER: When you use Fire at Will, you may roll with DEX instead of the vessel's WPN.
- WARY PILOT: When you use Sensor Scan, you may roll with WIS instead of the vessel's SEN.

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