

NAME

LOOK

Body:
Eyes:
Fashion:
Hair:
Weapon:

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

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

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 only earns xp for Milestones, but you and your allies may contribute xp to it. If you somehow lose your starship, you may acquire another; the GM and story will tell you how.

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 vessel ability. You may also reset the vessel's abilities to their starting values. Partial Success: The exchange is a 1:2 ratio (it costs 2 to increase another ability by 1). You can pool from multiple vessel abilities. A vessel ability may not be reduced below -1 or above +3 and this modification lasts no longer than the current scene.

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

IMPROVED SHIP

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

SHOWOFF

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

TECH

- ENGINEERING 101: When you repair a vessel, roll +INT. Complete Success: Restore 1d8 Hull or 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 Specialized 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 making these modifications triggers a Drive, the modification lasts for the rest of the session.
- RIGHT TOOL FOR THE JOB: When you mark relevant Specialized Tools to repair or modify a piece of technology, add +1 forward.

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

Gain 1xp 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 1xp 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 Ace package*
- Take a move from another playbook#
- Permanently enhance a Basic or Special move*
- Take on a Companion
- Unlock a 3rd Drive. When a Milestone is introduced, you may mark 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 gain the bonus from All for One, you may grant this +1 forward to everyone else in your vessel.
- AT THE HELM: When you use Evasive Action, you may roll with DEX instead of the vessel's SPD.
- EXPERIENCED SMUGGLER: When you Barter using cargo on your Ship, add +2 to the effective Barter for the purposes of the roll.
- KEEP IT TOGETHER, BABY: While you have a Special Relationship with your Ship, add +4 to its Hull.
- LOGICAL DEFENSE: When you use Raise Shields, you may roll with INT instead of the vessel's POW.
- PUSH THE ENVELOPE: When you increase your vessel's SPD using Need for Speed, 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