

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 – GATHER INFORMATION

You have access to information resources no one else has. When you check with your contacts regarding a specific person or organization, choose one:

- Details of an ongoing scheme
- Their behavior or inner workings
- The truth behind a closely-guarded secret

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

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

ESPIONAGE

INFILTRATION: When you carefully infiltrate a place or organization, state what you are trying to accomplish. The GM will tell you what is required (in terms of time, possible bribes, etc.). Then, roll + INT. Any Success: You get in. Partial Success: The GM chooses two from the following: it costs 1-Credit or 1-Barter, it takes a lot longer than you expected, or you draw unwanted attention.

Infiltration does not include extracting yourself from the situation. For that, you are on your own.

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

METAMORPH: You are trained in the use of the Metamorph Disguise System.

PISTOLEER

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

WARNING SHOT: When you have the drop on someone and are armed with a pistol, you can choose to deal your Damage or roll + DEX. Any Success: Choose 1 effect from the following. Complete Success: Also, deal your Damage.

- Disarmed: They drop whatever they are holding.
- Intimidated: They run from you.
- Stunned: For the moment, they stop whatever they were doing.

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

SCOUNDREL

FEINT: When you mislead someone for your own benefit, roll + CHA. Complete Success: Gain 3 Reserve. Partial Success: Gain 1 Reserve. Spend your Reserve on the following:

- Cause them to reveal a secret (the GM will tell you what it is).
- Someone in danger swaps places with your target.
- They stand in the way of an attack meant for you; add +1 Armor forward.

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

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

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:

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THE JACK

DRIVES

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

- Beguile your way into a social circle or institution.
- Defeat someone by taking advantage of them.
- Explore a seedy and dangerous place.
- Find critical information no one else can.
- Get someone else out of danger using skill and guile.
- Steal an item critical to the mission at hand.

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:

- Alien: You are not human. Name and describe your alien race. When you are exclusively among your own kind, add +1 to Gather Information.
- Criminal: You were (or are) involved in illegal operations. When you Gather Information from underworld contacts, you may pay 1-Credit to get a 10+ result.
- Spy: You have worked undercover as a spy for a government or corp. You start with the Cover advance.

RELATIONSHIPS

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

SR: I'll get _____ to tell me secrets.

Relationship: _____ advises me when it comes to money.

Relationship: _____ will risk themselves to protect me.

Relationship: I'll get _____ to abandon their strict morals.

Relationship: I use _____ as a distraction while I do my thing.

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

Gain 1xp when you trigger any of these Relationships.

EQUIPMENT

Your Load is (8 + STR):

You start with the following:

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

Choose 2 of the following options:

- +1 Credit or 1-Barter
- Another Laser Pistol
- Metamorph Disguise System (3 Uses, Training, 1 Wt)
- Space Rations (3 Uses, 1 Wt)
- Synthleather Vest (1 Armor, 1 Wt, Worn)

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 Jack 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.
- ASSASSIN: When you have the drop on someone and deal damage to them, roll 2 dice and take the better result.
- BLACKMAIL: When you consult your underworld contacts to get dirt on someone, roll + CHA. Complete Success: You have ongoing leverage on them and +1 forward to Negotiate. Partial Success: You learn something interesting, but it is up to you to use it against them.
- COVER: You have spent some effort developing a second identity and have a Cover. If your Cover is blown, you can create a new one, with time (the GM will tell you how).
- DISARM: Add "You take their weapon" as an option under the Feint move.
- THE DROP: When you pursue someone, intending to ambush them, roll + DEX. Any Success: You surprise or ambush them. Complete Success: Also add +1 forward.
- ELUDE SECURITY: When you elude physical security measures, roll + DEX. Any Success: You get through. Partial Success: Choose to draw unwanted attention or be put in danger.
- GAMBLER: When you cheat at gambling, spend 1-Credit and roll + INT. Complete Success: Get 2-Credit back. Partial Success: Retain your Credit, but you draw unwanted attention.
- HACK: When you hack security or computer systems, mark 1 Use of Specialized Tools (Hacking) and roll + INT. Any Success: You bypass or enter the system. Add +1 ongoing to Analyze or Understand while in this system. Partial Success: Choose to draw unwanted attention or mark another use of your Specialized Tools.
- I KNOW A GUY: When you use the Restock move, you may acquire a Falsified ID at no cost.
- I.D. CHECK: When you use a Falsified ID to get past security, roll + CHA. Any Success: You get through. Partial Success: Choose to either draw unwanted attention or pay 1-Credit.
- MASTER PISTOLEER (req. Dual Pistols): Add +1d4 to Damage when wielding a pair of pistols.
- METAMORPH MASTER: When you use the Metamorph Disguise System, add +1 ongoing to pose as a specific person.
- MONEY TALKS: When a move directs you to spend 1 or more Credit, and this triggers a Drive, add +1 ongoing for the rest of the scene.
- SECOND CHANCES: When your Cover is in danger of being blown, you can trade 1-Barter to get out of the situation (the GM will tell you how).

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