

NAME

LOOK

Body:
Eyes:
Fashion:
Hair:
Weapon:

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

STR <input type="checkbox"/> Weak	DEX <input type="checkbox"/> Shaky	CON <input type="checkbox"/> Sick	INT <input type="checkbox"/> Stunned	WIS <input type="checkbox"/> Confused	CHA <input type="checkbox"/> Scarred
DAMAGE DIE	08	ARMOR		VITALITY 12 + CON	WOUNDS <input type="checkbox"/> <input type="checkbox"/>

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 1:

- 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 dangerous spot or spend 1-Credit; if using this move 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 2 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 1: 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 this move triggers a Drive, add +1 forward.

PAYOFF: If a move calls for you to spend 1-Credit, 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 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 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:

- 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 1 xp 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 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