

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>D6</b>	<b>ARMOR</b>		<b>VITALITY</b> 12 + CON	<b>WOUNDS</b> □□□

## DEFAULT MOVE – ISSUE ORDERS

0 0 0

You start each session with 3 Reserve. When you issue orders to those in your charge who can hear and see you, spend your Reserve to grant an ally +1 to any roll result. You cannot grant multiple bonuses to the same roll result. You may have no more than 3 Reserve at any time. When you Rest, regain 1 Reserve. When you try to regain Reserve at other times, once per scene, roll + INT. Complete Success: Regain 2 Reserve. Partial Success: Regain 1 Reserve. When a Milestone passes, you recover all spent Reserve (back to your maximum).

## DEFAULT MOVE – RESERVE BENEFIT

While you have Reserve remaining, you gain 1 of the following benefits. You may change the benefit when you make a move of any kind.

- Add +1 ongoing to your Damage
- Add +1 ongoing to Armor
- When you heal someone (by any means), you also regain 1d4 Vitality

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

### BY EXAMPLE

SITUATIONAL AWARENESS: When you are in the heat of a dire situation and everyone looks to you for answers, roll + INT. Complete Success: Ask the GM 3 questions from the list below or from the Analyze basic move. Partial Success: Ask the GM 1 question. You or an ally (your choice) adds +1 forward when acting on the information from these questions.

- What here can I afford to ignore and what deserves my full attention?
- What source of potential danger has my team failed to discover?
- Who here is hiding something from me or my team and what is it?

SUDDEN RECOVERY: When you encourage your ally to press on, despite their injuries, roll + CHA. Any Success: The ally recovers 1d8 Vitality or 1 Wound. Complete Success: Add your CHA to the Vitality recovered.

LEAD FROM THE FRONT: When you lead a charge into combat, you and your allies add +1 forward to their first combat-related move.

### STRATEGY

REQUISITION ORDER: When you demand something that usually costs 1-Credit, roll + INT. Complete Success: You get the item without spending the 1-Credit. Partial Success: You can get the item, but you must trade 1-Barter or perform a service (GM's choice).

SOUND APPROACH: When a new scene starts, and you enact a strategic plan for success, spend 1 Reserve and roll + INT. Any Success: one ally of your choice adds +1 ongoing to a specific move until they fail. Complete Success: The bonus lasts for the rest of the scene.

PLAN OF ACTION: You can Issue Orders to allies who are unable to see or hear you (due to distance or other factors). If issuing these orders triggers a Drive, you also add +1 forward to any move.

### SURVIVOR

PATCH 'EM UP: When you tend to someone's injuries, spend a Use of Medic Gear and roll + WIS. Complete Success: The target recovers 2d6 Vitality. Partial Success: The target recovers 1d6 Vitality and you must spend another Use of Medic Gear; if healing someone triggers a Relationship (yours or someone else's), do not mark the extra Use of Medic Gear.

STASHED AWAY: When you or an ally marks the last Use, Ammo, or Recharge on an item, roll + INT. Complete Success: You have something stashed away; recover the spent Use, Ammo, or Recharge. Partial Success: You can find it, but you must overcome an obstacle (the GM will tell you what).

DESPERATE TIMES: When your allies look to you for guidance in a desperate situation and you trigger a Drive, you may ask the GM one question, which must be answered truthfully.

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 LEADER

## DRIVES

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

- Discover new information about a group or culture.
- Give critical advice to help an ally succeed.
- Lead your allies to victory against a significant enemy.
- Negotiate a deal that critically benefits you and your allies.
- See a rational plan through to its successful end.
- Spend a critical resource getting an ally back into the fight.

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. Choose one human character with whom you have a standard Relationship. When you Aid them, their resulting move cannot be worse than a 7-9 result.
- Military: You were (or are) an officer in the military. When you trigger a Drive or Relationship by telling a story about your past, also add +1 forward to any move.
- Noble: You hail from a wealthy family or clan. When you spend Credit because of a move result, add +1 forward.

## RELATIONSHIPS

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

SR: I must show \_\_\_\_\_ the error in their thinking. Again.

Relationship: \_\_\_\_\_ must admire my magnetic personality.

Relationship: \_\_\_\_\_ must keep me safe and able to lead us.

Relationship: I must keep \_\_\_\_\_ ready and available for action.

Relationship: I need to get the very best out of \_\_\_\_\_'s abilities.

Relationship: \_\_\_\_\_ must help me find the way out.

Gain 1xp when you trigger any of these Relationships.

## EQUIPMENT

Your Load is (6 + STR):

You start with the following:

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

Choose 2 of the following options:

- +1 Credit
- Medic Gear (3 Uses, 1 Wt)
- Military Uniform (0 Wt, Worn)
- Space Rations (3 Uses, 1 Wt)

## 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 D8
- Increase one of your Ability Scores by 1 (maximum +3)\*
- Take a move from another starting Leader 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.
- ARTICLES OF SURRENDER: When you Negotiate with your enemies and they surrender, and this triggers a Drive, add +1 ongoing against them or their allies until the end of the session.
- BETTER MINIONS: Choose one improvement for your Minions - they increase to 6 members or add +1 to Combat or Morale (max +3).
- CHARGE INTO BATTLE: When you Lead from the Front, you and your allies add +1 Armor forward as well.
- EFFECTIVE RECOVERY: Whenever you enable someone to recover Vitality, add your INT to the amount recovered.
- LAST-DITCH EFFORT: When a move that causes Damage directs you to mark Ammo or Recharge, you may mark another to add an additional Damage die.
- THE LONGVIEW: Once per scene, when you Issue Orders, the recipient adds +1 ongoing to the same move for the rest of the scene.
- MAKE THE DEAL: When you enter into an agreement to perform services for Credit and you successfully complete the job, add +1 Credit to any payment you would have received.
- MEDICAL SPECIALIST: When you cause someone to recover Vitality, you can spend a Use of Medic Gear to add your INT to the amount recovered.
- MINIONS: You have a group of 4 Minions. Describe them and why they follow you. They have a Combat of +1 and a Morale of +0. If you lose your Minions, you may get new ones (the GM will tell you how).
- MOMENT OF CLARITY: When you recover Reserve for Issue Orders, you also recover 1d8 Vitality.
- MORE RESERVE: You may have up to 4 Reserve for a Leader move at any time. When you roll 12+ on any move that grants Reserve, gain 1 more Reserve.
- QUICK TRADER: When in a civilized settlement, a spaceport, or a capital ship, you may exchange any number of Barter for a like amount of Credit.
- REJUVENATING ORDERS: When you grant an ally a bonus from Issue Orders, they also recover 1d4 Vitality.
- SAFETY PLAN: When you grant an ally a bonus from Issue Orders, they also add +1 Armor forward and +1 forward to Defy Danger.
- SAVIOR: When you heal someone and trigger a Drive as a result, they also remove a Debility.
- SEAL THE DEAL: When you receive the extra Credit from Make the Deal, you may also ask one question regarding your patron or they will perform a minor task for you.

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