

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	D10	ARMOR		VITALITY 16 + CON	WOUNDS <input type="checkbox"/> <input type="checkbox"/>

DEFAULT MOVE – COMBAT TRAINING

Your military training has given you a number of benefits in combat situations. First, you are trained to use armor and weapons with the Military tag without penalty. Second, add +1 to your Damage when using Military weapons. Finally, when using Fire at Will, you may roll with your DEX instead of the vessel's score.

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

MEDIC

You start with Medic Gear (3 Uses, 1 Weight).

- COMBAT MEDIC:** When you care for an ally's injuries in the heat of battle, roll + WIS. Any Success: They regain 1d8 Vitality or 1 Wound. Complete Success: Add your WIS to the Vitality recovered. Partial Success: Mark a use of Medic Gear.
- TRIAGE:** When you treat your allies' injuries during Rest, roll + WIS. Any Success: They recover an additional Wound. Complete Success: One of them removes a Debility.
- RECOVERY SPECIALIST:** Add +4 to the Vitality regained when you spend a use of your Medic Gear (voluntarily or otherwise).

MUNITIONS

- DEMOLITION:** When you use explosives to destroy an object, mark a use of Specialized Tools (Demolition) and roll + INT. Complete Success: The object is destroyed and there are no unintended casualties. Partial Success: Choose 2:
 - The object is badly damaged, but remains
 - You or an ally is injured
 - You draw unwanted attention
- FIRE IN THE HOLE:** Effects modifying the Shoot move also affect this move. When you attack a group using a weapon with the Area tag, roll + DEX. Any Success: Deal your Damage and apply it equally to 3 (or less) characters of your choice. Partial Success: The GM chooses an additional character to affect with this Damage; if the weapon also has the Volatile tag, the GM may choose you as a target.
- LOCK 'N LOAD:** You may use weapons with the Heavy tag without penalty. In addition, once per scene, when you are directed to mark Ammo or Recharge, you can choose not to do so.

TACTICS

- FACTS ON THE GROUND:** When you survey the battlefield, looking for opportunities for success, roll + WIS. Complete Success: Ask up to 3 questions from the list below. Partial Success: Ask 1 question. Add +1 forward when acting on the answers.
 - Is there an escape route from this situation?
 - What obstacle most threatens a successful outcome?
 - What resources here could I use to my team's advantage?
 - Which hazards should I be careful to avoid?
 - Which of my enemies is in a vulnerable position?
- REPOSITION:** When you bark commands to move your allies into better positions, roll + WIS. Complete Success: Gain 3 Reserve. Partial Success: Gain 2 Reserve. You may spend this Reserve to immediately reposition an ally out of danger.
- COVER FIRE:** When you use Suppressive Fire, you may grant an ally +1 ongoing to Armor. This lasts until you use a different move.

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 SOLDIER

DRIVES

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

- Destroy something important in a spectacular way.
- Discover critical intel about an enemy or obstacle you face.
- Explore a dangerous area where combat is likely.
- Heal someone who is dangerously close to death.
- Impress someone with a war story.
- Intimidate someone with a show of force.

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 Understand during combat, you may roll using either INT or WIS.
- Legacy:** Your family has a history of military service. When you first meet someone who knows of your family and its traditions, add +1 forward against them.
- War Veteran:** You've been through hell and lived to tell about it. When you Defy Danger using CON to endure stress, fatigue, or environmental dangers, add +1.

RELATIONSHIPS

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

SR: I need _____ to show me some respect when it matters most.

Relationship: During a crisis, I must watch over _____.

Relationship: I must train _____ to make better choices in combat.

Relationship: _____ must take me to a dangerous place.

Relationship: _____ needs to keep me healed and ready to fight.

Relationship: _____ and I must destroy something together.

Gain 1 xp when you trigger any of these Relationships.

EQUIPMENT

Your Load is (10 + STR):

You start with the following:

Flexsteel Armor (2 Armor, Mil, 2 Wt, Worn), a Laser Repeater (Autofire, +2 Damage, Far, Mil, Near, 3 Recharge, 2H, 2 Wt), Space Rations (3 Uses, 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn), and 1-Credit.

Choose 3 of the following options:

- Ion-Pulse Rifle (Far, Mil, Near, 2 Recharge, 2H, 1 Wt)
- Medic Gear (3 Uses, 1 Wt)
- Metabolic Tonic (Consumable, 0 Wt)
- Military Power-Sword (Close, +1 Damage, Mil, 1 Wt)
- More Space Rations (3 Uses, 1 Wt)
- Rotary Mini-Missile Launcher (3 Ammo, Area, +2 Damage, Far, Hvy, Mil, Near, 2H, 2 Wt)
- Specialized Tools (Demolition) (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 by 1 step (to a maximum of D12)
- 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.
- ARMED TO THE TEETH:** When you wield two weapons, add +1 to your Damage.
- BIGGER EXPLOSIONS:** When you use Demolition, you can choose to destroy more than one object. All of the objects to be destroyed must be adjacent to each other.
- BURST FIRE:** You may disable the Autofire tag on your weapon to add +1 Damage forward. The Autofire tag returns on your next move.
- FIELD SURGEON:** On Any Success using Combat Medic, add another 1d4 to the Vitality recovered and remove a Debility.
- GET ME THE SARGE:** When you spend Reserve on the Reposition move, you also add +1 forward.
- HEAVIER WEAPONS** (req. Lock 'N Load): Add +1 to your Damage when using a weapon with the Heavy tag.
- MEDICAL EFFICIENCY:** When you enable someone to recover Vitality, and you mark a use of Medic Gear, also grant them +1 forward.
- MILITARY EXOSKELETON:** You have a military exoskeleton (+1 Armor, Mil, Worn, 1 Wt). It gives you a Pod, which can mount an item with the Integral tag. It also counts as a "hand" for weapons with the 2H tag.
- ROBOT BUSTER:** When you attack a robot or computer using an Ion weapon, add +1d4 to your Damage.
- SHARPSHOOTER:** Effects that modify Shoot also affect this move. When you attack with a ranged weapon, roll + DEX. **Any Success:** Deal your Damage. **Partial Success:** Choose to either mark 1 Ammo or Recharge or draw unwanted attention. **Complete Success:** Add +1d6 Damage.
- SPRAY FIRE:** The Autofire tag on your weapon gives you another Damage Die; apply this (unmodified) to any targets adjacent to your current target.
- SUPERIOR TACTICIAN:** When you ask questions from Facts on the Ground and trigger a Drive, your entire team adds +1 forward when acting on the answers.
- TRAUMA SPECIALIST:** When you trigger a Drive using Combat Medic, add another 1d8 to the Vitality recovered.

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