

THE ANALYST

Productive Academic Technocrat



Character Description/Portrait



SKILLS

► Productive (choose 1)

Born to world of industry and trade.

- Acumen:** When you first witness a situation, you may ask one of the following questions. The GM will answer honestly.
 - What here is profitably exploitable?
 - What here is in high demand?
 - Who is the biggest economic player?
- Vocation:** You've never had time for fun or leisure. Too busy studying. Increase your Expertise stat by +1

► Data Management (Choose 1)

Education

When you gain one or more Data Points (see Assessment move on the back of the sheet), each ally also gains a Data Point about the subject.

Upload

Expend a Data Point on the SectorNet to have those facts...

- be erased, hidden, classified.
- become common knowledge.
- be falsified, pivotally altered.

► Deduction

When you first witness a situation, you may ask one of the following questions. The GM will answer honestly.

- Who or what is most vulnerable in this situation?
- Who or what is most dangerous in this situation?
- Who or what caused this situation?

► Program

When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

ADVANCEMENT TRIGGER

All characters mark XP the first time...

...a subject is thoroughly analyzed (Academic career)

Faction <i>Faction keywords/description.</i>	DEBT	FAVOR
Nakamoto Horizons <i>Trade Consortium. Expansionist, Rapacious</i>		
Ironclad <i>Galactic Navy. Regimented, Authoritarian</i>		
Shards of Xa <i>Space Pirates. Smugglers, Freedom Fighters</i>		
Epoch Trust <i>Scientific Cabal. Advanced, Elitist</i>		

ASSETS – WORKSPACES – DATA POINTS

▷ Data Suit

Class 2 Simple Attire

Mechweave – +1 Armor, looks like normal clothing.

Connected – Plugs into systems, eyepiece HUD.

▷ Shock Cable

Class 1 Melee Weapon

Shock – Electrocutes, stuns, damages electronics.

Flexible – Lashes, long reach.

▷ DDoS Grenades

Class 1 Explosive

Haywire – Non-lethal. Disrupts electronic systems, scanners and advanced weaponry.

▷ Pistol

Class 0 Ranged Weapon - Pistol

▷ Professional Kit (choose 1)

Computer Kit

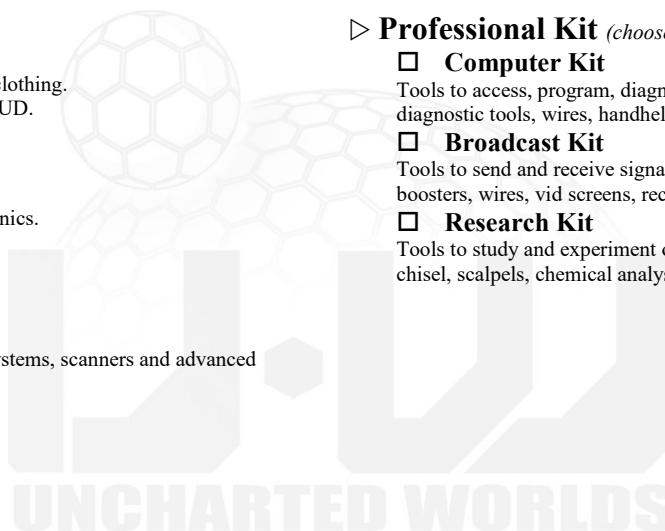
Tools to access, program, diagnose and repair computer systems. Laptops, diagnostic tools, wires, handheld power sources, portable data drives, etc.

Broadcast Kit

Tools to send and receive signals. Collapsible broadcast antennae, signal boosters, wires, vid screens, recording equipment (audio/visual), etc.

Research Kit

Tools to study and experiment out in the field. Specimen jars, hammer and chisel, scalpels, chemical analyser, data recorder, etc.



FACE ADVERSITY (+Stat)

When you overcome opposition or danger, **Roll+[Stat]**

On a 10+ you overcome the opposition or danger, just as you described.

On a 7-9, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

ASSESSMENT (+Stat)

When you collect critical information about an important, dangerous or mysterious subject **Roll+[Stat]**

On a 10+, you gain significant information about the subject, and earn a Data Point about it as well.

On a 7-9, the GM will reveal interesting, potentially useful information about the subject. Or they might ask you.

On a 6-, the GM will reveal facts about the subject you probably wish were not true

GET INVOLVED (+Stat)

When an ally makes a Move and you affect the result, **Roll+[Stat]**

On a 10+ Increase or decrease the level of success by one step.

On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

OPEN FIRE (+Mettle)

When you engage enemy forces in long ranged, cover-to-cover firefights, describe your tactics, primary targets and **Roll+Mettle**.

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffer a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in chaotic close-quarters combat, describe your tactics and primary targets, then **Roll+Physique**

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffer a lesser fate (GM chooses).

PATCH UP (+Expertise)

When using appropriate medical supplies/tools to repair harm to people or machinery, **Roll+Expertise**.

On a 10+, choose 1 from the list below.

On a 7-9, choose 1, but you've reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.

- Treat a single minor, major or severe injury/damage
- Treat a malfunction or minor debility
- Stabilize a major debility
- Perform a medical/technical procedure

COMMAND (+Influence)

When you issue a command to a group that is inclined to follow your orders, **Roll+Influence**.

On a 10+, they follow those orders to the best of their ability, though there may be costs in time, resources or personnel.

On a 7-9, as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you spend several minutes accessing a locked, protected system or network with the appropriate tools, **Roll+Interface**.

On a 10+, credentials verified, access granted. The system is now open to Interface-based Moves.

On a 7-9, as above, but your breach is detected. The owners of the system will likely retaliate soon, either electronically, legally or physically.

CAMPAIGN NOTES



INJURIES – DEBILITIES – SCARS

Minor – Major – Severe – Critical – Fatal



BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity. **Roll+Armor**

On a 13+, the severity is reduced by two levels.

On a 10-12, the severity is reduced by one level.

On a 7-9, you suffer an injury of that severity.

On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM's discretion.