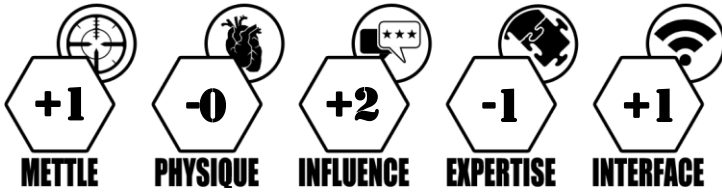
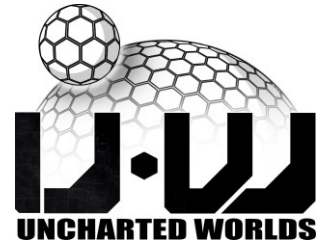


# THE PILOT

Galactic Starfarer Personality



Character Description/Portrait



## SKILLS

### ► Galactic (choose 1)

Born and raised among the stars.

- Weightless:** Ignore the Clumsy trait and movement restrictions from freefall, zero-g, flight, jetpacks, etc. A 10+ while in those situations creates a moment of exceptional acrobatic grace.
- Fine Tuning:** You're accustomed to perfectly adjusted artificial environments. Increase your Interface stat by +1.

### ► The Kestrel

The Kestrel is your personal, custom designed shuttle. See Assets, below.

### ► Leadership

You have the loyalty of a group of highly trained engineer NPCs with the following upgrades: Mechanics, Equipped (Engineering Kit), Rugged. See Assets, below.

### ► Calibrations (choose 1)

When you diligently calibrate your favorite console or vehicle, make a Get Involved using Interface and record the result. The next time anyone uses it, the result of the Get Involved applies.

## ADVANCEMENT TRIGGER

All characters mark XP the first time...  
...a body's limits are reached (Augmented career)

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

## ASSETS – WORKSPACES – DATA POINTS

### ▷ The Kestrel (Choose 2 additional upgrades)

Class 3 Shuttle – 6 seats

**Sealed** – Fully enclosed, own oxygen supply, can function in space.

- Plasma Cannon:** Heavy weapon (Plasma), fired by the pilot.
- Laser Turret:** Heavy weapon (Laser), fired by a passenger.
- Shielded:** +1 Armor, blocks remote access/hacking.
- Armored:** +2 Armor.
- Sensors:** Can make long-ranged Assessments.
- Stealthy:** Silent, doesn't show on sensors.

### ▷ Flight Suit

Class 2 Attire – Uniform

**Sealed** – Pressurized, spaceworthy.

**Jump Jets** – Can perform long jumps, slow fall, and fly in zero-G.

### ▷ Boarding Pistol

Class 1 Pistol – One-handed

**Stabilized** – No recoil, can be fired in ZeroG.

### ▷ Engineers

Class 3 Crew – Techs

**Mechanics** – Able to service machinery, assist in repairs/overhauls.

**Equipped** – Engineering Kit. The crew always has the tools from this Kit.

**Rugged** – Can work in harsh climates for extended periods of time

- Tyrol
- Torres
- Frye
- Hackwrench

### ▷ Full Dress Uniform

Class 1 Attire - Uniform

**Impressive** – Ostentatious, distinctive, hung with medals.

### ▷ Workout Clothes

Class 0 Simple Attire

UNCHARTED WORLDS

### 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.