THE ANALYST

Productive Academic Technocrat

U·W
UNCHARTED WORLDS

Name

DESCRIPTION
(Choose one from each line)
Slight, Curious, Faded, Greying, Detached, Introverted.
Thin, Pallid, Elderly, Kind-hearted, Aloof, Distracted.
Nearsighted, Lanky, Underfed, Smug, Awkward, Intense.

+0	-1	+1	+1	+2
METTLE	**PHYSIQUE**	**INFLUENCE**	**EXPERTISE**	**INTERFACE**

SKILLS

PRODUCTIVE (Choose one)
Born to a world of industry, education and social responsibility
☐ **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. Your Expertise stat increases by +1 (becoming +2).

DATA (Choose one)
☐ **EDUCATION:** When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.
☐ **UPLOAD**: Expend a Data point on the SectorNet to have the facts about the subject…
• 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?
• is most dangerous in this situation?
• 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.

ASSETS

Data Suit – Simple Attire: Meshweave, Connected
+1 Armor, looks like clothing, plugs into systems, eyepiece HUD

Shock Cable – Melee Weapon: Shock, Flexible
Electrocutes, lashes, long reach, stuns

Pistol – Firearm
Standard one-handed firearm

"BSoD" – Grenade: Haywire
Thrown, timed detonation, scrambles electronics and signals

Kit (Choose one)
☐ **Broadcast Kit**
  Send/receive signals, communications
☐ **Computer Kit**
  Access, program, diagnose and repair computer systems
☐ **Research Kit**
  Study and experiment out in the field
☐ **Infiltration Kit**
  Gain access to forbidden places

+1
ARMOR

DATA POINTS

Spend a Data Point relevant to the current Move: gain +1 to the Roll

Each session, all characters mark xp the first time… *(Choose one)*

☐ *...a vital lesson is imparted.*

☐ *...a subject is thoroughly analyzed.*

ADVANCEMENT

Now these points of data make a beautiful line...

COMMON MOVES

FACE ADVERSITY (+Stat)
When you overcome opposition or danger, Roll + the appropriate 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 + the appropriate Stat.
On a 10+, you gain significant information and earn a Data Point.
On a 7-9, the GM will reveal interesting, information about the subject.
On a 6-, the GM will reveal facts you probably wish were not true.

GET INVOLVED (+Stat)
When you involve yourself in an ally's Move, Roll + the appropriate Stat.
On a 10+ Choose 1
• Turn a failure(6-) into a partial success (7-9)
• Turn a partial success(7-9) into a complete success (10+)
• Turn a complete success(10+) into a partial success(7-9)
• Turn a partial success(7-9) into a failure(6-)
On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

BRACE FOR IMPACT (+Armor)
When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.
On a 13+, the severity is reduced by two.
On a 10-12, the severity is reduced by one.
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.

OPEN FIRE (+Mettle)
When you engage enemy forces in long-ranged firefights, Roll+Mettle.
On a 10+, you win this engagement, describe the shot-by-shot of the fight.
On a 7-9, as above, but the GM will choose 1 or more 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 suffered a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)
When you engage enemy forces in close quarters combat, Roll+Physique.
On a 10+, you win this battle, describe the blow-by-blow of the fight.
On a 7-9, as above, but the GM will choose 1 or more 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 suffered a lesser fate (GM chooses).

PATCH UP (+Expertise)
When you perform first aid or repairs, 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/breakage
• Treat a minor debility/malfunction
• Stabilize a major debility/malfunction
• Perform a medical/technical procedure

COMMAND (+Influence)
When you command to a group of NPCs, Roll+Influence.
On a 10+, they follow those orders to the best of their ability.
On a 7-9, as above, but they have been significantly impacted, and will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)
When you access a locked, protected system or network, 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

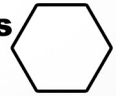# FACTIONS

Distribute 3 Debt between 1, 2 or 3 Factions

Shards of Xa
Space Pirates
Smugglers, Criminals

Nakamoto Horizons
Trade Consortium
Expansionist, Rapacious

Ironclad
Galactic Navy
Regimented, Authoritarian

Epoch Trust
Scientific Cabal
Advanced, Elitist

Call in a favor: Earn 1 Debt, cancel financial/social/legal consequences
Refuse to repay a Debt when requested: Earn 1 additional Debt
Perform a task for a faction: Repay 1 Debt

INJURIES

Minor / Major / Severe / Critical / Fatal