

THE PILOT

Galactic Starfarer Personality



Name _____

ASSETS



Flight Suit – Uniform Attire: Sealed, Jump Jets
Pressurized, spaceworthy, can jump, slow fall, fly in zeroG

Full Dress Uniform – Formal Attire, Impressive
Finely cut, embellished with medals, gold braid

Fatigues – Simple Attire

Boarding Stubber – Pistol: Stabilized
No recoil, can be fired in zeroG

Prized Medal (Choose one: You are a member of that Faction; you start with 3 Debt and 1 Favor with them.)

- Ironclad Order of Merit** (Earned during the Hathan Riots)
- Nakamoto Silver Rose** (20 years of diligent service)
- Prayers of Xa** (A piece of stone, said to be a fragment of true Xa)
- Epoch Award** (Commemorating the first successful V81 test)

DESCRIPTION

(Choose one from each line)

Sharp, Guarded, Frigid, Isolated, Energetic, Graceful,
Bony, Quick, Tall, Sunny, Restless, Tolerant.
Stunning, Sexy, Chiselled, Placid, Soft, Haughty.

+1
METTLE

+0
PHYSIQUE

+2
INFLUENCE

-1
EXPERTISE

+1
INTERFACE



SKILLS

GALACTIC (Choose one)

Born and raised among the stars.

WEIGHTLESS: Ignore the Clumsy trait and/or movement restrictions inflicted by micro-gravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

FINE TUNING: You're accustomed to perfectly adjusted artificial climates. Your Interface stat increases by +1 (becoming +2).

THE KESTREL (Custom Flyer - Choose one)

The Kestrel is your custom designed small ship. Choose its form:

- Fighter** - Speeder: Sealed, Agile, Armed
Spacefaring, maneuverable, Laser Cannon (Heavy Weapon: Laser)
- Transport** - Shuttle: Sealed, Transport, Armored
Spacefaring, +2 Armor, can ferry Cargo or 12 passengers

LEADERSHIP

You have the loyalty of a group of highly trained engineer NPCs; Tyrol, Frye, Torres and Hackwrench. They maintain and service the Kestrel

Engineering Crew (Techs)

- Mechanics - Fix, maintain, service machinery
- Kit (Engineering) - Always equipped with engineering tools
- Rugged - Able to perform duties in harsh conditions

CALIBRATIONS

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

+0
ARMOR

DATA POINTS



Spending 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 piloting maneuver causes a reversal.
- ...a system is pushed to the limit.

ADVANCEMENT



Watch how I soar...



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, Eilitist



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