

GAME START

1 CHOOSE YOUR PLAYBOOKS

Every player should choose a different one; play what can seem cool and interesting, not what's "the best choice" or whatever.

2 FILL OUT YOUR PLAYBOOKS

Follow the "Making an *M*" section on each playbook. Leave chains blank for now, and don't add in the dedicated rooms just yet.

3 INTRODUCE YOURSELVES

Talk about your look, general vibes, first impressions, that sort of thing. Get a feel for each other. Talk a little in-character, if you want.

4 ADD YOUR DEDICATED ROOMS

Mark off whichever options correlate with each character's dedicated rooms; sometimes one playbook will call for more than one option to be marked off, so be thorough.

5 CHOOSE OPTIONS FOR YOUR SHIP

This includes rooms, the ship's look, and the personalities for each room. Remember that you decide the personality of the dedicated room you added or modified.

6 DRAW YOUR SHIP

Once again, if you were the one to add a dedicated room to your ship, you are the one that draws that room. Draw all of those rooms first, then add extra rooms, then connect them all.

7 FILL IN YOUR CHAINS

You should use the lists of chain questions to the right. Remember that for every two slack chains you create as a group, you should create a choking chain.

8 ELECT A CAPTAIN

This should be unanimous among the crew; make deals and bargains if you have to. The Captain then picks up their Captain benefits on their playbook.

9 BEGIN PLAY

Figure out where you're starting (probably somebody's hometown), and then the Captain should likely roll to **get a job**.

CHAIN QUESTIONS

Each of these questions applies to two crew members. The numbers in parentheses indicate the two heats of the chain; decide between the two crewmembers who has which heat. Remember that while the chain between two crewmembers is the same, the two heats of the chain (from one crewmember to the other) can and will be different.

For every two slack chains you create, create a choking chain. Go around until crewmember has a chain with every other crewmember. You can decide which questions to ask and can ask them in any order, but remember high heat can be both good and bad.

Slack questions give slack chains; choking questions give choking chains. No chains start as taut.

SLACK QUESTIONS:

- Which two of you really are just indifferent about each other? (0, 0)
- Which one of you got someone else out of a small jam? What was the jam? (1, 0)
- Which two of you like to share a flask of jet juice during quiet times? Where do you share it? (1, 1)
- Which two of you have flown together for a while now? Where and when did you start? (1, 1)
- Which one of you has a crush on someone else? For how long? (2, 0)
- Which two of you were (or are) student and teacher? What is taught? (2, 1)
- Which one of you looks up to someone else? Why? (2, 1)
- Which one of you got someone else out of a big jam? What was the jam? (2, 1)
- Which two of you always have each others' backs? Why? (2, 2)
- Which two of you know each other's secrets? What's one of those secrets? (2, 2)

CHOKING QUESTIONS:

- Which two of you are constantly trying to one-up each other? How did it start? (1, 1)
- Which two of you bicker constantly? What set it off? (1, 1)
- Which one of you resents someone else? For what? (2, 0)
- Which one of you steals from someone else? What is stolen? (2, 1)
- Which two of you cannot trust each other, no matter what? Why? (2, 2)

THE BASIC MOVES

ANALYZE SOMETHING

When you **analyze something for information**, roll+brain. On a 10+, hold 3; on a 7-9, hold 2. Now or later, spend your hold to ask questions and get answers; when you act on an answer, take +1 forward. If you want, you can give that +1 forward to a crewmember instead.

- *What's something unusual or abnormal?*
- *What's a hidden feature?*
- *How much is it worth to the right person?*
- *Who touched or operated it most recently?*
- *Where did it come from, who made it originally?*

On a miss, hold 1 anyway, but it breaks, and must be repaired.

REPAIR SOMETHING

When you **repair something with your own two hands**, roll+brain. On a 10+, you spend a while and get it fixed. On a 7-9, you'll get it working, but the MC imposes one of the following:

- *It'll hold for now, but will break again soon*
- *It'll take resources you don't want to spend*

On a miss, you break it even worse than it already was, and the MC will impose one of the above at minimum on top of whatever you get if you try to repair it again.

FAST-TALK

When you **fast-talk—bluff, swindle, coerce, mislead, cajole, stall, or straight-up lie to someone**—roll+face. When it's an NPC, on a 10+, they buy it, whatever it is you're selling them on. On a 7-9, they'll buy it, but the MC adds one more thing first:

- *They need some concrete proof of what you're saying*
- *They want something extra on top of what you've already got*
- *They're uncertain, not ready to go one way or the other*

When it's a crewmember, on a 7-9, choose 1; on a 10+, choose both:

- *If they do what you want, they mark experience*
- *If they don't do what you want, they tighten your chain*

On a miss, either way, they see through your shit, and aren't happy.

THREATEN SOMEONE

When you **threaten someone to get them to do what you want**, roll+face. On a 10+, they either have to do what you want, or suck up whatever you're threatening them with. On a 7-9, the target chooses one:

- *They'll do what you want, but with some conditions*
- *They'll do what you want, but fight and kick and scream*
- *They run and protect themselves from your threat*

On a miss, they fight back, and will probably have the upper hand.

If you threaten a fellow crewmember, they can choose to tighten your shared chain regardless of outcome.

SCRAPE A HULK

When you **scrape a hulk for valuables**, roll+junk. On a 10+, you find useful or valuable or both. On a 7-9, you get something, but it's broken or incomplete or has strings attached. On a miss, you find nothing good, and very likely something bad.

GET IN A FIGHT

When **shit hits the fan and you get in a fight** with something:

...if it's a person, roll+spine:

- *On a 10+, you inflict harm on them*
- *On a 7-9, you inflict harm on each other*
- *On a miss, they inflict harm on you*

...if it's a ship, pick a room to target, then roll+spine:

- *On a 10+, you inflict harm on the room*
- *On a 7-9, you inflict harm on each other, but: you get to pick the room you target or the room they target, but not both; whichever you don't choose is the MC's call*
- *On a miss, they inflict harm on a room of the MC's choice*

Enemy ships respond with the same category of gun (light or heavy) you use on them.

HOLD FIRM

When you **hold firm to withstand pressure or react without flinching**, roll+spine. On a 10+, you hold, it's fine for now. On a 7-9, you hold, but the MC chooses 1 of the following:

- *You suffer harm from the force you're withstanding*
- *Something you're using breaks, and must be repaired*
- *You must face tough choice, a hard bargain, or an ugly outcome*

On a miss, you crack, and things go bad.

ACT FAST

When you **act fast to avoid danger or rush to a goal**, roll+gut. On a 10+, you pull it off just fine. On a 7-9, you make it work, but the MC imposes one of the following:

- *You suffer harm in the rush to make it in time*
- *Something you're using breaks, and must be repaired*
- *You face a tough choice, a hard bargain, or an ugly outcome*

On a miss, you don't make it, and things go bad.

GET A READ

When you **get a read during a moment of tension or strain**, roll+gut. On a 10+, hold 2; on a 7-9, hold 1. Throughout this moment, you can spend your hold, 1 for 1, to ask the MC the following questions, to which they answer truthfully. If you act on the MC's answers, take +1 forward.

- *What's hidden, obscured, or unclear?*
- *How can I exploit a weakness, vulnerability, or opportunity?*
- *What's the largest uncounted threat, variable, danger?*
- *What's the best way I could _____?*

On a miss, hold 1 anyway, but prepare for the worst.

MAKE A PATCH

When you've **got no time and can only afford to make a patch**, roll+junk. On a 10+, the thing is back to working, and will hold for the time being. On a 7-9, it's working now, but something else will break, or it's not quite as effective as it was. On a miss, the thing is just broken to shit.

CAPTAIN MOVES

ALPHA DOG

When one of the crew misses a roll, you can force someone else to help them, whether they call for help or not. Choose another crewmember to help, then roll+spine. On a 10+, they help. On a 7-9, after they've helped, your chain with the forced crewmember tightens. On a miss, your chain with the forced crewmember tightens, and that forced crewmember chooses another chain of yours to tighten, too.

REPUTATION

When you meet somebody important (your call), roll+face. On a 10+, they've heard of you and your ship, you decide what they've heard. On a 7-9, they've heard of you, and so they'll want something from you. On a miss, the MC decides what they've heard.

GET A JOB

When you put the word out and try to land a job, name the type of job and whether you want legal or illegal work, then roll+face. On a 10+, both are true; on a 7-9, choose one:

- *You get the type of job you want*
- *You get the legality you want*

On a miss, neither of these are going to be true.

GET PAID

When you finally finish the job and are coming in to get paid by your employer, roll+gut. On a 10+, choose 2; On a 7-9, choose 1:

- *You'll be paid in full, as agreed (otherwise, you'll get shorted)*
- *They won't try to screw you (otherwise, things will get ugly)*
- *No one will hear about this job (otherwise, word will get around)*

On a miss, none of these are going to be true.

FLY A SPAN

When you **fly a span between two planets**, roll. For every span's worth of fuel and supplies you burn, add +1 to the roll; you can do this up to a maximum of +3. On a 10+, choose one:

- *every crew member chooses one chain to loosen*
- *every crew member heats or cools a chain*
- *you stumble on an abandoned hulk*
- *you come across a station*

On a 7-9, choose two (which can repeat):

- *you encounter an uncertain ship or an occupied hulk*
- *every crew member chooses one chain to tighten*
- *you encounter a spaceborne hazard or danger*

On a miss, choose two (which cannot repeat):

- *the Authority takes an interest in you*
- *you encounter a hostile ship*
- *the ship suffers 4-harm (ap), dealt to rooms of the MC's choice*

PERIPHERAL MOVES

CALL FOR HELP

When you make a roll and don't like the result, you can **call for help**: one crewmember who isn't doing anything right now can come to help you. Once a crewmember's helping you, they decide how many +1s they want to add to the roll.

For each +1 added, the crewmember helping chooses one consequence:

- *The crewmember take 1-harm (ap)*
- *The room you're in takes 1-harm (ap)*
- *Something important breaks, and must be repaired*
- *The crewmember heats their chain with the other*
- *The chain between the two crewmembers tightens*

If you and the helping crewmember have a slack or strained chain:

- *The helping crewmember suffers the consequences for each +1*
- *Add the lower of the two heats between the crewmembers to the roll being helped*

If you and the helping crewmember have a choking chain:

- *You suffer the consequences for each +1*
- *Subtract the higher of the two heats between the crewmembers to the roll being helped*

THE CHOKE

When one of your **chains tightens to choking and you weren't the cause of it**, roll+heat. On a miss, you sizzle and simmer but don't pop, at least for now. On a 7-9, keep doing whatever you're doing, but the next moment you've got time, you go and confront them about it. On a 10+, drop whatever it is you're doing and go confront them about it: right here, right now.

DEATH

When you **reach 5-harm and would die**, you have a choice: you can die, or you can barely scrape by. If you choose the latter, you heal to unconsciousness, and the rest of the crew decides as a group which of the following occurs:

- *Deal 5-harm (ap) to the room you're currently in; any excess damage gets dealt to other rooms of the MC's choice.*
- *Change all of your chains to choking, heat all of your chains, and everyone heats their chain with you. If all of your chains are already choking, this option is not available.*
- *The current job is a failure: you all forfeit, bail, or pull out, and there's no way to get this job back.*

If you are the Captain, when you reach 5-harm, you do not get the choice to die or not: your crew decides for you instead.



THE BRUISER

Rough and tumble, big and strong: the virtues of the bruiser may be simple, but their raw tenacity should never be underestimated.

The bruiser can rip people to shreds, fully arm and equip the crew, threaten people, interrogate prisoners, and stand fully head and shoulders above all other crewmembers in terms of raw combat ability.

If you want to be the absolute toughest fucker on the block, play a bruiser.

MAKING A BRUISER

To make a bruiser, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Hog, Scar, Krieger, Slapjaw, Slick, T, Cobb, Rath, Keeler, Flank, Charlie, Hambone, or Legger
A meaty name, a roughshod name, a combative name, a slangy name

STATS

The Sarge:
 [Brain +1, Face +0, Spine +1, Gut +1, Junk -1]
The Grunt:
 [Brain +0, Face +0, Spine +1, Gut +1, Junk +0]
The Muscle:
 [Brain -1, Face -1, Spine +2, Gut +0, Junk +1]
The Enforcer:
 [Brain -1, Face +1, Spine +2, Gut +0, Junk -1]

LOOK

Scrapyard armor, Authority armor, scrounged armor, spacewalker armor, ancient armor, painted armor, or homemade armor

Bruised face, painted face, broad face, bony face, crusty face, ridged face, scarred face, misshapen face, or tattooed face

Crazy eyes, hard eyes, calculating eyes, watery eyes, hawkish eyes, beady eyes, swollen eyes, shifty eyes, or shadowed eyes

Massive body, built body, sharp body, fleshy body, broken body, gnarled body, scarred body, stringy body, square body, or tattooed body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, and then choose 3 bruiser moves.

When you get the chance, look up **get in a fight, hold firm**, and **act fast**.

GEAR

You start with a sidearm, two serious weapons, and a big fuck-off gun (*cf.* **armory**), plus armor suited to your look worth 2-armor, pullover space gear, and sticks worth 2-credit.

DEDICATED ROOM

The the ship gets a small armory (size+1), fully stocked. You should decide what most of the weapons in the armory are ahead of time.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **mess with them, mess with me**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- **Mess with them, mess with me.** At the start of a job, roll+gut. On a 10+, hold 3. On a 7-9, hold 2. At any point, if someone on your crew's in trouble (or is about to be), spend your hold and you are there, ready to go. On a miss, you still hold 1, but your crew—not you—gets to decide when and where it is you show up.

BRAIN

FACE

SPINE

GUT

JUNK

BRUISER MOVES

- Tough as nails.** You get +1 spine.
- Not on my turf.** When you take or deal harm to or from a person and are on or around the ship, take -1 harm and deal +1 harm ongoing.
- Gloves come off.** When you *threaten someone*, roll+spine instead of +face.
- You were saying?** When you're present when the Captain *gets a job*, give them +1 on the roll. When the Captain rolls to *get paid*, you know how and when each thing that goes wrong will go wrong. If you're the Captain, this move applies to yourself.
- Kneecapper.** When you capture someone and interrogate them for information, you get +1 hold for contacts.
- Black ops.** All of your weapons lose *loud* or *messy* if they have them, and gain *no-air*. This applies to your armory weapons, too. Your armory also gains three sets of pullover space suits.
- Comrades in arms.** When you fight shoulder-to-shoulder with another crew member, you both take +1 armor ongoing. Afterwards, loosen your chain with them, or you both heat your chain (your call).
- Bloodbath.** When you *get in a fight* with or *threaten* one of your fellow crew members, you can roll+heat instead of +spine or +face.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+face. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. Your contacts might be people like:

- Ridgeback, a mercenary captain
- Wester, a bounty fixer
- Cleft, a demolitions expert
- Dox, an everyman ship mechanic
- Cricket, a scavenged weapons dealer
- Richter, a dirty Authority medic

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- you addressed a challenge with violence, threats, or destruction
- you were influenced by your hometown or history
- one of your chains went from slack to choking, or choking to slack
- you made a room's personality felt
- you made a decision for the whole crew, with or without their input

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

+3 +0
-2 -1

NAME SLACK - TAUT - CHOKING

+3 +0
-2 -1

NAME SLACK - TAUT - CHOKING

+3 +0
-2 -1

NAME SLACK - TAUT - CHOKING

+3 +0
-2 -1

NAME SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

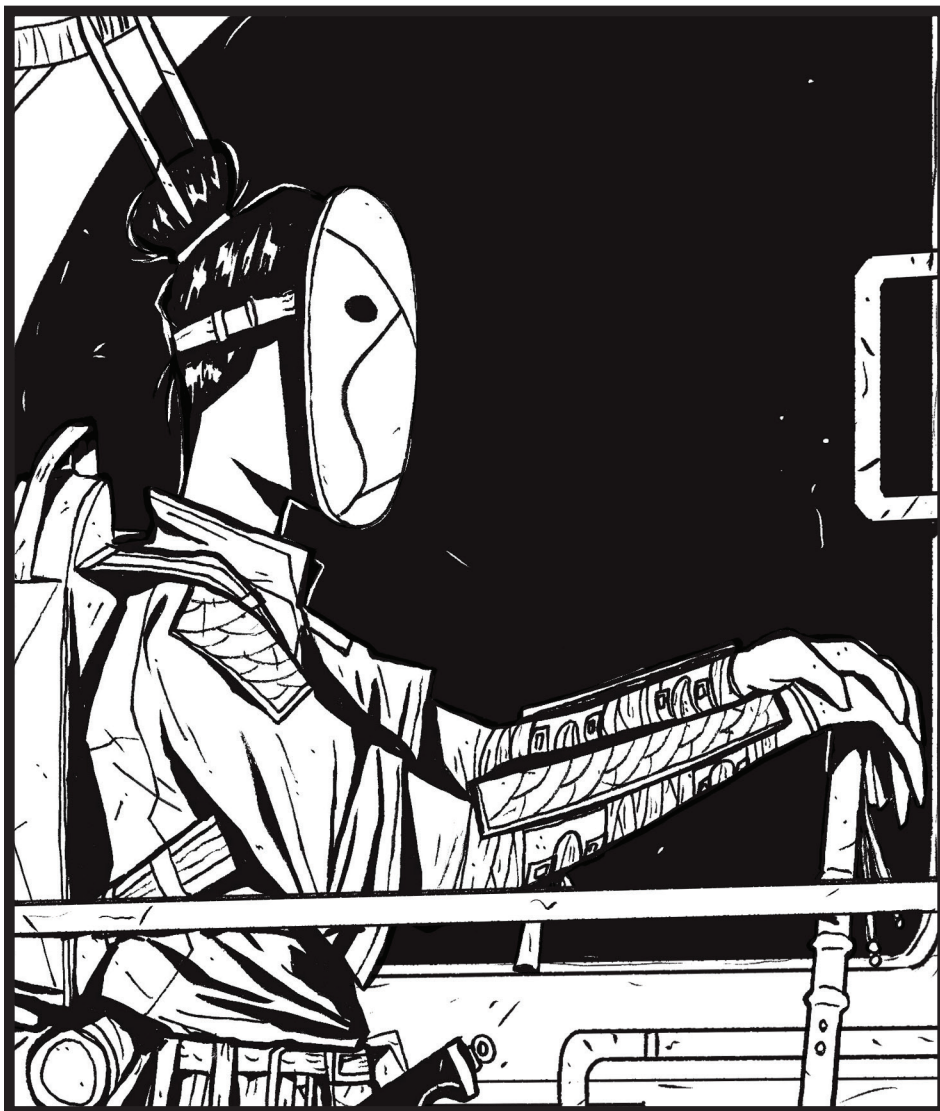
- get +1 spine (max+3)
- get +1 gut (max+3)
- get +1 gut (max+3)
- get +1 junk (max+2)
- get another bruiser move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE BRUISER



THE ENVOY

Charming and elegant, the envoy fits in just about anywhere, be it high society parties or lowlife street corners—after all, a silver tongue is useful everywhere.

The envoy can make and break peace deals, call in friends and allies, fool marks, pass by Authority operatives, and sidestep myriad social problems.

If you want to be smooth, sly, and above all, wicked social—play an envoy.

MAKING AN ENVOY

To make an envoy, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Nix, Shand, Echo, Delta, Belacqua, Villanelle, Graves, Bantam, Siena, Shiver, Issa, Jacoby, Daud, Cross, or Vestra
an elegant name, a romantic name, a commanding name, a gentle name

STATS

The Negotiator:

[Brain +0, Face +1, Spine +1, Gut +1, Junk -1]

The Fixer:

[Brain +1, Face +1, Spine -1, Gut +0, Junk +1]

The Tactician:

[Brain +1, Face +2, Spine +1, Gut -1, Junk -2]

The Diplomat:

[Brain +0, Face +2, Spine -2, Gut +1, Junk +0]

LOOK

Authority fashion, offworld fashion, patchwork fashion, gaudy fashion, off-the-shelf fashion, or scavenged fashion

Serene face, impassive face, expressive face, stern face, wide face, shifty face, scrubbed face, or made-up face

Blinking eyes, glassy eyes, warm eyes, soft eyes, worn eyes, piercing eyes, crinkled eyes, or shadowed eyes

Spare body, attractive body, chunky body, smooth body, stout body, waxy body, rough body, or tattooed body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, and then choose 2 envoy moves.

When you get the chance, look up **fast-talk**, **threaten someone**, and **get a read**.

GEAR

You get fashion matching your look, and a covert weapon.

Covert weapon:

- derringer, 2-harm close loud reload
- wrist shotgun, 3-harm close messy reload
- syringe, 5-harm intimate refill
- stiletto, 2-harm hand

You also get sticks worth 4-credit.

DEDICATED ROOM

The ship gets a small shuttle (size+1)—your shuttle—that's decked out with stuff you need: clothes, finery, a big desk, a safe, a little table and a couple of chairs for you to serve drinks, the works.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **expert negotiator**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ☐ **Expert negotiator.** When you **get paid**, you always choose one extra option.

BRAIN

FACE

SPINE

GUT

JUNK

ENVOY MOVES

- Boundless grace.** You get +1 face.
- Social butterfly.** At the start of a job, roll+face. On a 10+, hold 3; on a 7-9, hold 2; on a miss, hold 1 anyway. When one of your chains would tighten, you can spend your hold, 1 for 1, to keep at as-is instead.
- False surrender.** When you *get in a fight* with people using a weapon small enough to fit in one hand, roll+face instead of +spine. Any harm you deal like this counts as armor piercing [ap].
- Diplomatic immunity.** If you're talking with someone and they start a fight (and it really does need to be them that starts it, it can't just be someone that isn't you), take +2 armor ongoing until the fight ends.
- Peacemaker.** When you go to two people that have a strained or choking chain (which could include you) and make peace between them, roll+face. On a 10+, they both heat their chain and loosen their chain. On a 7-9, they still loosen their chain, but cool it instead. On a miss, they heat and tighten their chain, and each of their chains with you tighten, too.
- Power beyond.** When you *threaten someone*, you can do it with some form of power that isn't yours, but you could bring to bear—like the Authority. If your hand is forced, you can retreat to summon that power: roll+face. On a 10+, they help you, it's good. On a 7-9, they'll help you, but there's a cost. On a miss, they won't help, and are real upset.
- Isolation therapy.** When you *threaten* a crew member, you can threaten them with tightening one of their chains all the way to choking.
- The human element.** When you *fast-talk* or *get a read* on another crew member, you can roll+heat instead of a +face or +gut.
- Sanctioned and legitimate.** Whenever you deal with the Authority in a legitimate capacity, take +1 ongoing.

CONTACTS

At the start of a job, hold 3. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+face. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards.

Your contacts might be people like:

- Kell, an Authority hunter captain
- Grigsby, a retired spy
- Sharpe, a job fixer and middleman
- Waxer, a tailor and clothier
- Vin, a luxurious "hotelier"
- Fagg, a pawn shop dealer

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- you addressed a challenge with charm, diplomacy, or deception
- you were influenced by your hometown or history
- one of your chains went from slack to choking, or choking to slack
- you made a room's personality felt
- you made a decision for the whole crew, with or without their input

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

- 1-chain:** NAME SLACK - TAUT - CHOKING
- 2-chain:** NAME SLACK - TAUT - CHOKING
- 3-chain:** NAME SLACK - TAUT - CHOKING
- 4-chain:** NAME SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 face (max+3)
- get +1 brain (max+2)
- get +1 spine (max+2)
- get +1 gut (max gut+2)
- get another envoy move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE ENVOY



THE GREASER

Smart and utilitarian, the greaser maintains the ship through thick and thin; any ship with a greaser aboard will find its engines hot and roaring, no matter the circumstances.

The greaser can eke power and juice out of the engine, fix all sorts of things, rig up defenses, and repair rooms on the fly.

If you want to hum with the engine and shudder with the ship, play a greaser.

MAKING A GREASER

To make a greaser, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Chaps, Spinner, Frye, Null, Cowl, Quipper, Wrack, Stickleback, Rho, Wedge, Kilo, Tonker, Clamps, Fritz, or Locke

A technical name, a simple name, an energetic name, or a choppy name

STATS

The Engie:

[Brain +1, Face -1, Spine +0, Gut +1, Junk +1]

The Architect:

[Brain +2, Face +1, Spine +0, Gut +0, Junk -2]

The Mechaniker:

[Brain +2, Face -1, Spine -1, Gut +0, Junk +1]

The Sapper:

[Brain +1, Face +0, Spine +1, Gut +1, Junk -1]

LOOK

Patchwork jumpsuit, scrounged jumpsuit, Authority jumpsuit, ancient jumpsuit, replaceable jumpsuit, or stained jumpsuit

Worn face, rough face, baby face, cool face, mischievous face, nervous face, stained face, or hot face

Focused eyes, tired eyes, bloodshot eyes, clear eyes, distant eyes, foggy eyes, discolored eyes, or swollen eyes

Chubby body, slight body, haggard body, young body, strained body, tattooed body, burned body, or spritely body

Calloused hands, cracked hands, greasy hands, filthy hands, clever hands, gnarled hands, tattooed hands, or cold hands

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You also get *machinist*, *contacts*, then choose 2 greaser moves.

When you get the chance, look up *repair something* and *make a patch*, plus the engine room move.

GEAR

You get a jumpsuit suitable to your look, a last-chance weapon, and a wrench (2-harm hand).

Last-chance weapons:

- icepick, 3-harm hand messy
- welding torch, 4-harm intimate messy refill
- buzz saw, 3-harm hand messy autofire
- nail gun, 2-harm close messy

You also start with scrap worth 2-credit and sticks worth 1-credit.

DEDICATED ROOM

The ship gets +2 hull.

Then, the engine gets +1 size (max size+3).

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus *durable frameworks*. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- **Durable frameworks.** Each room in the ship counts as 1 size larger for the purpose of determining harm. A room with size+2, for example, could take 4-harm (rather than 3-harm) before being destroyed entirely.

BRAIN

FACE

SPINE

GUT

JUNK

GREASER MOVES

- Machinist.** When you *repair something*, you can repair a ship's room like any other object. Spend 1-credit in scrap, then roll+brain. On a 7-9, you repair 1 point of harm; on a 10+, you repair 1 point of harm and get your 1-credit in scrap back, too. On a miss, the room suffers 1-harm (ap) and your scrap is blown.
- Well-learned.** You get +1 brain, to a maximum of +3.
- Crazy Ivan.** You can *pull a stunt* from the engine, using the engine's size in place of the helm's, just like it was made from the helm
- Idiot-proofing.** At the beginning of a job, roll+brain. On a 10+, hold 3. On a 7-9, hold 2. Anytime somebody on the ship would fuck around with anything of yours, you can spend your hold, 1 for 1, to immediately inflict 3-harm. If you choose, you can make them aware of this beforehand. On a miss, hold 1 anyway, but when you use your hold, the thing they were going for breaks anyway.
- Expert engineering.** When you make an engine move or any move that requires you to be in the engine room, add your brain to the roll.
- Navicom control frequency.** You can make engine moves anywhere on or around the ship. This applies to any of your moves that require you to be in the engine room, too.
- System overlock.** When you pump power from the engine to another room, roll+brain. On a 10+, that room counts as having +1 size ongoing, until you stop pumping. On a 7-9, that room counts as having +1 size ongoing, but afterwards either you or that room take 1-harm (ap). On a miss, you and the room both take 1-harm (ap) for nothing.
- Just forgot a repair.** When one of your chains would tighten, you can instead choose to retreat to the engine room for a long while. While you're there, you can't talk to anybody and nobody can talk to you.
- A friend in need.** When a crew member comes to you to have something of theirs repaired, you can roll+heat instead of +brain. Either way, after you repair it, loosen your chain with them, or you both heat your chain (your call).

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. Your contacts might be people like:

- *Shakes, a salvage-runner*
- *Rao, a scrapyard owner*
- *Tiptop, a demolitions expert*
- *Foxtrot, a Belt miner*
- *Hamish, a back-alley surgeon*
- *Auckes, a station-master*

EXPERIENCE

○○○○○○

when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- *you addressed a challenge with repairs, wits, or the ship itself*
- *you were influenced by your hometown or history*
- *one of your chains went from slack to choking, or choking to slack*
- *you made a room's personality felt*
- *you made a decision for the whole crew, with or without their input*

OTHER MOVES

NAME: _____

HOMETOWN: _____

HISTORY: _____

LOOK: _____

CHAINS

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

HARM

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 brain (max+3)
- get +1 gut (max+2)
- get +1 junk (max+2)
- get +1 spine (max+2)
- get another greaser move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE GREASER



THE JOCKEY

Daring ace, long hauler, resolute pilot. The jockey wears many hats, but they will always be found where they belong: at the helm, flying the ship, wherever it may go.

The jockey is an ace pilot, entirely without peer at the helm. They have solid intuition, a plan for every situation, good combat instincts, and can make sure the helm's always working, at least a bit.

If you adore the open sky and love being in control of your own fate, play the jockey.

MAKING A JOCKEY

To make a jockey, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Silver, Ringo, Ace, Isla, Rosie, K. T., Burns, Sparky, Bravo, Booker, McClellan, Fox, Danger, Yankee, Snips, Dusky, or Tango
A gallant name, a cheeky name, a good ol' name, a cute name

STATS

The Recon:
 [Brain +0, Face -1, Spine +1, Gut +1, Junk +1]
The Driver:
 [Brain -1, Face -1, Spine +0, Gut +2, Junk +1]
The Hot-Shot:
 [Brain -1, Face +1, Spine +0, Gut +2, Junk -1]
The Aviator:
 [Brain +1, Face +1, Spine -1, Gut +1, Junk +0]

LOOK

Patchwork duds, vintage leathers, scarpyard wear, decorated clothes, off-the-line jumpsuit, or Authority flightsuit

Pinched face, smooth face, windswept face, goofy face, dashing face, square face, gorgeous face, or wise face

Bright eyes, wild eyes, steely eyes, wide eyes, fiery eyes, frosty eyes, squinting eyes, crinkly eyes, deep eyes, or laughing eyes

Skinny body, rangy body, rough-hewn body, fleshy body, cute body, scuffed body, or smooth body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, then choose 3 jockey moves.

When you get the chance, look up **get a read**, **act fast**, and **make a patch**.

GEAR

You get duds worth 1-armor suitable to your look, a sidearm, and sticks worth 2-credit.

Sidearms:

- big ugly jackknife, 2-harm hand
- handgun, 2-harm close loud
- sawnoff, 3-harm close messy reload
- stunner, s-harm close no-air

DEDICATED ROOM

The helm's size increases by 1, to a maximum of +3. Then, choose 1:

- the hull increases by +2
- the ship gains a small cargo hold (size+1)
- the ship gains small bunks (size+1)

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **trader's routes**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ☐ **Trader's routes.** When you travel a span, you choose +1 option on a 10+ and choose -1 option on a miss.

BRAIN

FACE

SPINE

GUT

JUNK

JOCKEY MOVES

- Daring-do.** You get +1 gut (max +3).
- Keen eyed.** When you *get a read*, you always ask one extra question, and take +2 when you act on the MC's answers.
- Dogfighter.** When someone gets into a fight against another ship and you're at the helm, on a 7-9, you decide where the enemy targets, instead of the MC.
- Getaway driver.** At the start of a job, roll+gut. On a 10+, hold 2. On a 7-9, hold 1. At any point during the job while you're on the ship, you can spend your hold, 1 for 1, to have the ship be where it needs to be, ready to go. On a miss, hold 1 anyway, but when you get there, you're caught there, stuck where you arrived.
- Loop-the-loop.** When you *pull a stunt*, you can add your gut to the roll. When the ship's in combat, you can *pull a stunt* to add your gut to the ship's hull, ongoing, so long as you're at the helm.
- Autonav relay.** You can fly the ship and make helm moves from anywhere on or around the ship. This includes moves that require you to be at the helm.
- Busy flying, don't bother me.** When one of your chains would tighten, you can instead choose to retreat to the helm for a long while. While you're there, you can't talk to anybody and nobody can talk to you.
- Did reliable.** The helm cannot be shut down by an EMP, or anything similar. If the helm is destroyed, successfully *making a patch* for it restores a single point of harm.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. Your contacts might be people like:

- *Joker, a fellow helmsperson*
- *Whippet, a wholesale trader*
- *Marszie, a station master*
- *Dawson, an Authority bookkeeper*
- *Vex, a black market fixer*
- *Shammy, a pirate captain*

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- *you addressed a challenge with daring, talent, or wits*
- *you were influenced by your hometown or history*
- *one of your chains went from slack to choking, or choking to slack*
- *you made a room's personality felt*
- *you made a decision for the whole crew, with or without their input*

OTHER MOVES

NAME: _____

HOMETOWN: _____

HISTORY: _____

LOOK: _____

CHAINS

- 1-chain:** NAME _____ SLACK - TRAIT - CHOKING
- 2-chain:** NAME _____ SLACK - TRAIT - CHOKING
- 3-chain:** NAME _____ SLACK - TRAIT - CHOKING
- 4-chain:** NAME _____ SLACK - TRAIT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

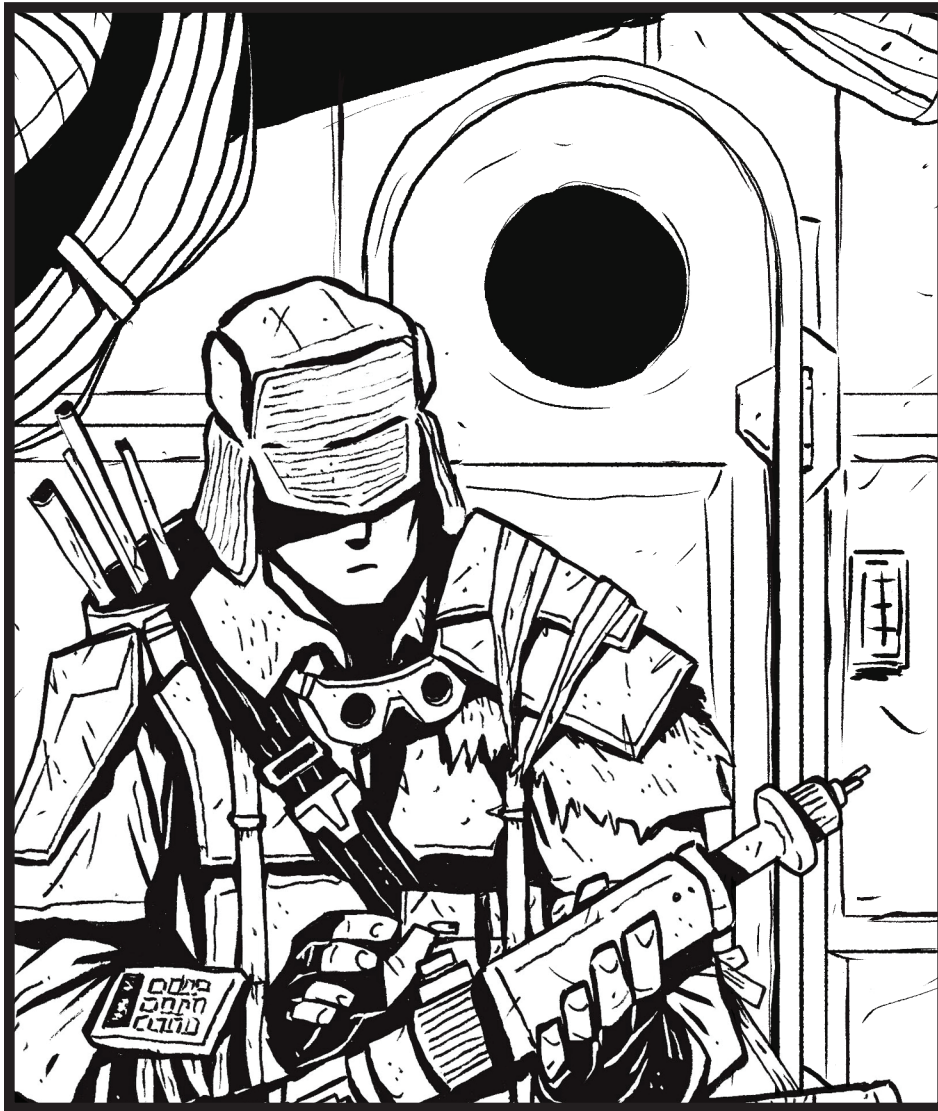
- get +1 gut (max+3)
- get +1 face (max+2)
- get +1 spine (max+2)
- get +1 junk (max+2)
- get another jockey move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE JOCKEY



THE JUNKER

Junkers are what the world has created: they are the only ones truly at home out among the hulks, where they transform one person's trash into something of value.

The junker is a scavenger and improviser, first and foremost. They can take apart anything and remake it into something new, beef up rooms in effectiveness, and find anything they need on a hulk.

If you want gear for every occasion and to be perpetually neck-deep in scrap, play a junker.

MAKING A JUNKER

To make a junker, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Grixie, Epsilon, Kai, Red, Knox, Thresh, Blue, Irwin, Clanker, Buzz, Sedgewick, November, Gray, Fudge, Chops, Whirr, or Zero

A crunchy name, a word-as-name, a colorful name, an industrial name

STATS

The Scav:

[Brain -1, Face -1, Spine +0, Gut +1, Junk +2]

The Scrapper:

[Brain +0, Face -1, Spine +1, Gut +1, Junk+1]

The Inventor:

[Brain +1, Face +1, Spine -1, Gut +0, Junk +1]

The Can Opener:

[Brain +1, Face +0, Spine +1, Gut -1, Junk +2]

LOOK

Patched wear, scrounged wear, industrial wear, home-made wear, looted wear, reinforced wear, or ancient wear

Sweaty face, sunken face, coarse face, grimy face, scruffy face, scabbed face, lined face, twisted face, or weathered face

Keen eyes, suspicious eyes, weak eyes, frosty eyes, shifty eyes, blinking eyes, puffy eyes, infected eyes, or heterochromatic eyes

Gawky body, flabby body, sinewy body, bouncy body, hardened body, frostbitten body, creaking body, worn body, narrow body, or tattooed body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **strip**, **melt**, **grind**, **smelt**, **contacts**, and then choose 1 junker move.

When you get the chance, look up **make a patch**, **scrape a hulk**, and **repair something**.

GEAR

You get wear suited to your look, an off-ship weapon you made yourself, a pullover space suit, and your junker's kit.

Off-ship weapons (that you made yourself):

- boarding axe or crowbar, 3-harm hand messy
- stunner, s-harm close reload no-air
- crossbow, 2-harm close reload slow no-air
- many many knives, 2-harm hand infinite

You also start with scrap worth 4-credit.

DEDICATED ROOM

Any two rooms of your choice on the ship get +1 size, each, to a maximum of size+2.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **trader's routes**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ❑ **Ripper job.** When you come across a hulk with an intact room that you also have on your ship, you can add that room's mass to yours. Spend 5-credit in scrap and roll+junk. On a 10+, your room gains +1 size. On a 7-9, your room gains +1 size, but your room is destroyed in the process. On a miss, your room is completely destroyed and must be repaired for no benefit. Regardless of outcome, when you strip a room like this, no more rooms from that hulk can be stripped.

BRAIN

FACE

SPINE

GUT

JUNK

JUNKER MOVES

- Strip, melt, grind, smelt.** When you take a piece of equipment and break it down for parts, roll+junk. On a 10+, you get its worth in scrap. On a 7-9, you get its worth in scrap, minus 1 (unless it was only worth 1-credit, then it's still worth only 1-credit). On a miss, something goes awry and it's just a pile of truly worthless trash.
- Wrecker's arts.** You get +1 junk.
- Real scrappy.** When you *get in a fight* with a weapon you made yourself, roll+junk instead of +spine. If somebody else *gets in a fight* with a weapon you made and it does its job, loosen your chain or you both heat your chain (your call).
- Go fish.** When you *scrape a hulk*, you can name something you need: something that you could find on the hulk, something specific and useful and expensive. On a 10+ on the roll, you find the thing instead of whatever you would've normally found; on a 7-9, you still find it, but it's got strings attached, as normal. On a miss, something even worse is going to be on that hulk.
- Scrapyard buddies.** When you *scrape a hulk*, on a 10+, you gain 1 hold for **contacts**. On a 7-9, you can opt for whatever you normally find or you can gain 1 hold for **contacts**, but not both. On a miss, you get no extra benefit.
- It always works, until it doesn't.** When something of yours would break, you can instead choose to have someone else's thing break instead. When someone else's thing breaks, you can choose to have something of yours break instead.
- Mass production.** When you repair something, you can spend 1-credit in scrap to automatically count as having rolled a 10+.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+face. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. *Your contacts might be people like:*

- Snaggler, a thief and grifter
- Char, a professional "privateer"
- Tex, a used parts dealer
- Violet, a shipwrecker
- Wu, an Authority-tech smuggler
- Grimm, a mercenary captain

EXPERIENCE

○○○○○○

when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- you addressed a challenge with wits, creativity, or by making something
- you were influenced by your hometown or history
- one of your chains went from slack to choking, or choking to slack
- you made a room's personality felt
- you made a decision for the whole crew, with or without their input

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

$\begin{matrix} +3 \\ +0 \\ +2 \\ +1 \end{matrix}$	NAME	SLACK - TAUT - CHOKING
$\begin{matrix} +3 \\ +0 \\ +2 \\ +1 \end{matrix}$	NAME	SLACK - TAUT - CHOKING
$\begin{matrix} +3 \\ +0 \\ +2 \\ +1 \end{matrix}$	NAME	SLACK - TAUT - CHOKING
$\begin{matrix} +3 \\ +0 \\ +2 \\ +1 \end{matrix}$	NAME	SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 junk (max+3)
- get +1 brain (max+2)
- get +1 spine (max+2)
- get +1 gut (max+2)
- get another junker move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

JUNKER'S KIT

It's a giant-ass toolbox full—like, literally, just teeming—of random scrap, spare parts, raw junk, mechanical crap, stolen bits, salvaged components, endless nubbins and gubs, and a whole bunch of other useful, old, rusty shit.

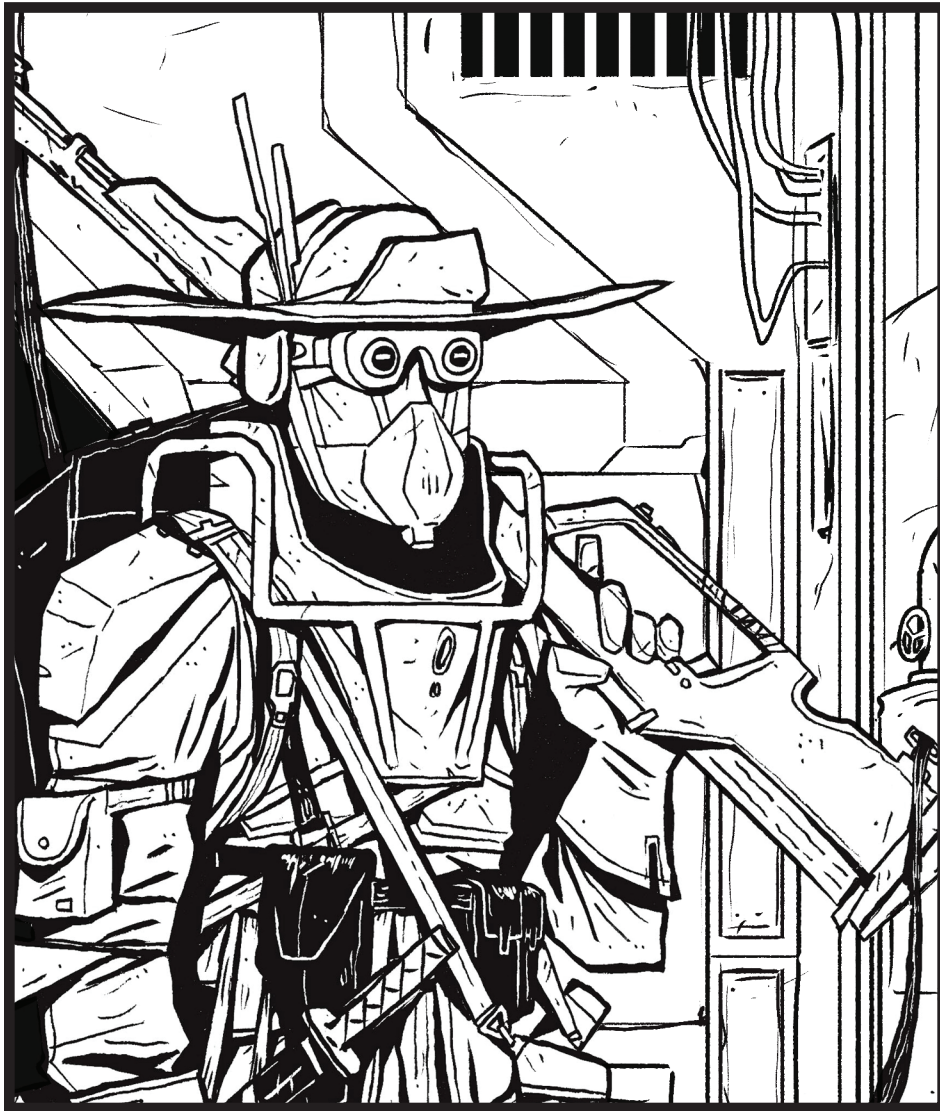
When you *build a common piece of gear from scrap*, name the gear and spend up to 1-credit in scrap, then roll+junk. On a 10+, you create the gear. On a 7-9, you make it, but it's broken right now and needs to be repaired. On a miss, you blow your scrap and get nothing.

When you *beef up a room*, spend up to 3-credit in scrap, then roll+scrap spent. On a 10+, that room counts as having +1 size and ongoing until it next takes harm. On a 7-9, it counts as one size larger, but when it next takes harm, it takes +1 harm. On a miss, you blow your scrap and get nothing.

When you *make a repair kit from scrap*, spend up to 3-credit in scrap, then roll+scrap spent. On a 10+, you get that repair kit, nice and shiny. On a 7-9, you get a repair kit, yeah, but something of yours breaks, and must be repaired. On a miss, you blow your scrap and get nothing.

OTHER GEAR

THE JUNKER



THE RUNNER

Ever the roguish scoundrel, runners are criminals in every sense of the word. They are thieves, smugglers, killers, bandits, and all-around bastards—and no true runner would have it any other way.

The runner is fast and nimble, they can carry all kinds of useful tools, they can be handy and quick on the draw in a fight, and is a master of illegality.

If you want to be a knave and have zero apologies about it, play a runner.

MAKING A RUNNER

To make a runner, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Brisk, Iota, Lance, Flint, Moon, Romeo, Smolder, Jackknife, Morgan, Steele, Ryker, Jez, Loafers, Thorn, Key, Pierce, or Juliet

A sexy name, an alias, a sharp name, a badass name

STATS

The Daredevil:

[Brain -2, Face +1, Spine +0, Gut +2, Junk +0]

The Footpad:

[Brain -1, Face +0, Spine +1, Gut +1, Junk +1]

The Viper:

[Brain +0, Face +1, Spine +1, Gut +1, Junk -1]

The Renegade:

[Brain -1, Face +0, Spine +1, Gut +2, Junk -1]

LOOK

Stylish clothing, leather clothing, shabby clothing, scrounged clothing, gaudy clothing, stolen clothing, criminal clothing, or inconspicuous clothing

Handsome face, narrow face, scarred face, bland face, pockmarked face, chiseled face, gorgeous face, or tattooed face

Frosty eyes, glazed eyes, wary eyes, shallow eyes, darting eyes, rich eyes, striking eyes, shadowy eyes, or laughing eyes

Hollow body, forgettable body, bony body, gorgeous body, flabby body, stringy body, designer body, or tattooed body

Dancing fingers, knuckled fingers, twitchy fingers, elegant fingers, missing fingers, manicured fingers, or tattooed fingers

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, then choose 3 runner moves.

When you get the chance, look up **act fast**, **get a read**, and **fast-talk**.

GEAR

You start with clothing suited to your look worth 1-armor, and a backup weapon of your choosing.

Backup weapons:

- many many knives, 2-harm hand infinite
- magnum, 3-harm close loud
- smg, 2-harm close autofire
- cleaver or machete, 3-harm hand

You also start with stolen goods worth 3-credit, and 1-credit in sticks.

DEDICATED ROOM

The ship gets a small (size+1) set of bolt-holes.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **underworld connections**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ❑ **Underworld connections.** If you take an illegal job (whether it starts that way or you just reach the point of no return), you immediately gain an extra 2 hold for **contacts**, and get +1 forward on all rolls you make for the move.

BRAIN

FACE

SPINE

GUT

JUNK

RUNNER MOVES

- Cold-blooded.** You get +1 gut.
- Cut and run.** Name your escape route and roll+gut. On a 10+, you're gone. On a 7-9, you're gone, but something you want or need breaks, and must be repaired. On a miss, you're caught, half-in and half-out.
- Bob and weave, duck and cover.** When you **hold firm**, roll+gut instead of +spine.
- Ask questions later.** When you're in a conversation overhung by the threat of violence, roll+gut. On a 10+, hold 2. On a 7-9, hold 1. If the moment arises and you need to waste somebody, you can spend your hold, 1 for 1, to immediately inflict harm. On a miss, your opponent holds 1 against you.
- Born in the gutter.** When you deal with the Authority in an illegitimate capacity, take +1 ongoing.
- Tucked away for later.** When somebody needs something badly, the kind of thing you could fit in a crate or fist or pocket, roll+gut. On a 10+, you've got it, right here and right now, good to go. On a 7-9, you've got it, but it's only good for now and will break soon. On a miss, you get something bad instead of what you wanted.
- Black-hearted.** When you call for help or go to help another crewmember, the other crewmember always suffers the consequences, regardless of your chain.
- Notch in the armor.** When you **get in a fight** or **act fast** against another crewmember, you can roll+heat instead of +spine or +gut.
- Turning tables, turning cloaks.** When a crewmember comes to you and asks for your help in doing something illegal, roll with +1 ongoing until it's done. Afterwards, either loosen your chain with them, or you each cool your chain (your call).

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. *Your contacts might be people like:*

- Jephthah, an assassin
- Cato, an anarchist station master
- North, an Authority-grade arms dealer
- Soulsby, a spy for hire
- Wexler, a crime boss
- Arcy, your ex

EXPERIENCE

○○○○○○

when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- you addressed a challenge with wits, deception, or violence
- you were influenced by your hometown or history
- one of your chains went from slack to choking, or choking to slack
- you made a room's personality felt
- you made a decision for the whole crew, with or without their input

OTHER MOVES





NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

- 1-chain:**  **NAME** SLACK - TAUT - CHOKING
- 2-chain:**  **NAME** SLACK - TAUT - CHOKING
- 3-chain:**  **NAME** SLACK - TAUT - CHOKING
- 4-chain:**  **NAME** SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 gut (max+3)
- get +1 face (max+2)
- get +1 spine (max+2)
- get +1 junk (max+2)
- get another runner move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE RUNNER



THE SAWBONES

Savvy and practical, the sawbones is a healer, a medic, a doctor. They keep the ship's infirmary, and it's their job to ensure that the crew stays alive.

The sawbones can gain special insight into crewmembers, save lives without tools, get up to interesting mischief when treating people, and make powerful ties through their life-saving skill.

If you're interested in healing people and all the trouble contained therein, play a sawbones.

MAKING A SAWBONES

To make a sawbones, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Briggs, Doc, Chaplain, Snapleg, Bones, Ripley, White, Gamma, Stockard, X-Ray, Skinner, Snips, or Fletch
a hardy name, a nickname, a sharp name, a title-as-name

STATS

The Street Doc:
 [Brain +1, Face +0, Spine -1, Gut +1, Junk +1]
The Physician:
 [Brain +2, Face +1, Spine -1, Gut +0, Junk -1]
The Field Medic:
 [Brain +2, Face -2, Spine +0, Gut +1, Junk +0]
The Ship's Surgeon:
 [Brain +1, Face +0, Spine +1, Gut -1, Junk +1]

LOOK

Scrounged medical wear, Authority medic wear, combat medic gear, clinical scrubs, ancient medical wear, or scrounged gear

Stern face, loose face, strained face, tranquil face, panicky face, grizzled face, curious face, or attractive face

Piercing eyes, scanning eyes, alert eyes, keen eyes, drained eyes, kind eyes, fatigued eyes, or kind eyes

Trim body, rangy body, marred body, fleshy body, lanky body, stocky body, pudgy body, or loose body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get ***bound in blood***, ***contacts***, and then choose 2 sawbones moves.

When you get the chance, look up ***act fast***, ***analyze something***, and ***hold firm***.

GEAR

You get medical wear suited to your look, a medpack, a scalpel (2-harm intimate), and one trusty weapon.

Trusty weapons:

- handgun, 2-harm close loud
- bonesaw, 3-harm hand messy
- silenced pistol, 2-harm close
- stunner, s-harm close no-air
- syringe, s-harm intimate

You also get goods and sticks worth 4-credit together (your call on how it's split, but it should be mostly goods).

DEDICATED ROOM

The ship gets a small infirmary (1-size). You decide who belongs in it, and when.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus ***guardian angel***. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ***Guardian angel.*** At the start of a job, roll+brain: on a 7-9, hold 2; on a 10+, hold 2 and take +1 ongoing when you treat someone at 3-harm or more. On a miss, hold 1 anyway. During the job, when someone takes 5-harm and would die but instead chooses to live, you can spend your hold, 1 for 1, to revive them to 4-harm instead, with no further consequences.

BRAIN

FACE

SPINE

GUT

JUNK

SAWBONES MOVES

- Bound in blood.** Whenever you heal a crewmember for any amount of harm, they heat their chain with you. If they were unconscious or worse, they also loosen their chain with you.
- Non-combatant.** When you're in middle of a scrap and are busy healing people instead of fighting, you get +1 armor.
- "Natural" remedies.** When you *scrape a hulk* successfully, the stuff you find can be 2-stock of medical supplies for the infirmary instead of whatever else it was going to be.
- Red to red, white to white.** When someone is hurt and you try to patch them up as best you can without any gear, roll+brain. On a 10+, they immediately heal 1 harm and take +1 forward. On a 7-9, they heal 1 harm, but something of yours or theirs (your call) breaks, and must be repaired. On a miss, they immediately suffer 1 harm and take -1 forward.
- Practical surgery.** When you *get in a fight* with a hand- or intimate-ranged weapon, roll+brain instead of +spine.
- Life debt.** When you save an NPC on the verge of death, you get +1 hold for *contacts*.
- Unflinching eye.** When someone is under your care, you can *analyze something* with your patient as the thing in question.
- Insurance policy.** At the beginning of a job, roll+spine. On a 10+, hold 3; on a 7-9, hold 2; on a miss, hold 1 anyway. When someone is under your care, you can plant an insurance policy on them. At any time, you can activate the insurance policy to instantly deal 3-harm (ap). At your option, your patient knows it's there before it goes off.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. Your contacts might be people like:

- Shark, a pirate captain
- Cleo, a black market drug runner
- Gripper, a used-arms dealer
- Jepson, an Authority quartermaster
- Tyrus, a librarian and researcher
- Stax, a smuggler of VIPs

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- you addressed a challenge with patience, care, or knowledge
- you were influenced by your hometown or history
- one of your chains went from slack to choking, or choking to slack
- you made a room's personality felt
- you made a decision for the whole crew, with or without their input

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

- NAME** SLACK - TAUT - CHOKING
- NAME** SLACK - TAUT - CHOKING
- NAME** SLACK - TAUT - CHOKING
- NAME** SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 brain (max+3)
- get +1 brain (max+3)
- get +1 gut (max+2)
- get +1 spine (max+2)
- get another sawbones move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE SAWBONES



THE SMOKER

The big guns never tire, and so neither must their handler. The smoker is just like their weapons: tough, fierce, and relentless.

The smoker can wield the heaviest of guns, hold strong alongside their crew, and significantly alter their fellow crewmembers' weapons.

If you want to use the biggest guns and know every inch of them, play a smoker.

MAKING A SMOKER

To make a smoker, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Brixton, Kilgore, Colton, Sarge, Major, Whiskey, Lang, Quarren, Combs, Roscoe, Flax, Colonel, Sigma, Winslow, or Caine

A military name, a title-as-name, a rough name, an honorable name

STATS

The Big Boomer:

[Brain -1, Face -1, Spine +2, Gut +0, Junk +1]

The Artillerist:

[Brain +0, Face -1, Spine +1, Gut +1, Junk +1]

The Tinkerer:

[Brain +1, Face -2, Spine +1, Gut -1, Junk +2]

The Lieutenant:

[Brain +0, Face +1, Spine +1, Gut -1, Junk +1]

LOOK

Scrappy gear, mechanic's gear, Authority gear, home-made gear, looted gear, or ancient gear

Grim face, stormy face, marred face, unkempt face, strong face, lined face, scabbed-over face, or rough-hewn face

Wild eyes, fearsome eyes, mad eyes, chilled eyes, hateful eyes, cocky eyes, stern eyes, twinkling eyes, or watery eyes

Old body, disfigured body, muscular body, sweaty body, lanky body, pudgy body, scarred body, or voluminous body

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, then choose 2 smoker moves.

When you get the chance, look up **get in a fight, repair something**, and **make a patch**.

GEAR

You get gear worth 1-armor suited to your look, a boarding weapon, and your gunner's kit.

Boarding weapon:

- handgun, 2-harm close
- sawn-off, 3-harm close messy reload
- boarding axe, 3-harm hand messy
- smg, 2-harm close autofire loud

You also get sticks worth 1-credit, and scrap worth 2-credit.

DEDICATED ROOM

The ship gets a small (size+1) set of guns, fully armed.

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **spotter's call**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- ❑ **Spotter's call.** When anyone other than you mans the ship's guns and you spot them, roll+spine. On a 10+, everyone manning a gun other than you deals +1 harm and takes +1 ongoing until the fighting's done. On a 7-9, they all take one or the other, not both. On a miss, they all take -1 ongoing.

BRAIN

FACE

SPINE

GUT

JUNK

SMOKER MOVES

- Rip & tear.** You inflict +1 harm to people and ships alike.
- Artificer.** When you use your gunner's kit to improve a gun, when you would normally add or remove one tag of your choice, add or remove two instead.
- Remote autotargetting.** You can fire any of the ship's guns from anywhere on or around the ship.
- Overcharge.** When you spend time tinkering and getting to know a gun—any gun, ship's or otherwise—roll+junk. On a 10+, hold 2. On a 7-9, hold 1. Anyone using that gun can spend your hold, 1 for 1, to deal +2 harm. On a miss, hold 1 anyway, but the gun immediately breaks, and must be repaired. While a gun's overcharged, you can't overcharge it again.
- Tune up.** When you repair or improve a weapon that belongs to somebody else, loosen your chain, or both of you heat your chain (your call).
- Knuckle down.** When someone near you needs to hold firm or act fast and you bellow at them to win and not fail, they count as having rolled a 10+, but tighten your chain afterwards.
- Full-body harness.** You can detach a ship's gun (heavy or light, either) from the ship, and then carry it around and use it just like a regular gun.
- Failsafe triggers.** When someone's using a gun that you worked on at any point and you don't want them to be using it, that gun immediately breaks; alternatively, you can cause any gun you've worked on to instantly fire at any time, but then that gun breaks and must be repaired.
- No bullshit.** When you *threaten* or *hold firm* against another crew member, you can roll+heat instead of +face or +spine.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards. Your contacts might be people like:

- *Skye, a ship's engineer-for-hire*
- *Fisk, a long-haul merchant*
- *Crank, a scrapyard trader*
- *Skov, a black market arms dealer*
- *Jax, an Authority weapons designer*
- *Leto, a bounty hunter*

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- *you addressed a challenge with violence, threats, or strategy*
- *you were influenced by your hometown or history*
- *one of your chains went from slack to choking, or choking to slack*
- *you made a room's personality felt*
- *you made a decision for the whole crew, with or without their input*

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

+3
 +0
 +2
 +1

NAME _____ SLACK - TRAIT - CHOKING

+3
 +0
 +2
 +1

NAME _____ SLACK - TRAIT - CHOKING

+3
 +0
 +2
 +1

NAME _____ SLACK - TRAIT - CHOKING

+3
 +0
 +2
 +1

NAME _____ SLACK - TRAIT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 spine (max+3)
- get +1 junk (max+3)
- get another smoker move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

SMOKER'S KIT

You've got a kit, like a big backpack's worth, with all kinds of useful old bits and bobs for guns: sights, scopes, stocks, locks, barrels, coils, batteries, bullets, casings, gunpowder, wiring, lasers, plating, and fuel, plus a few handy tools and a bunch of other crap. You can use this to alter a gun (any gun, ship's- or person's-), to add useful stuff or fix its flaws.

When you *improve a gun by removing or adding tags*, spend 1-credit in scrap, then roll+junk. On a 10+, add or remove one tag of your choice. On a 7-9, if you remove a tag, the MC gets to remove one tag as well; if you want to add a tag, the MC gets to add one, too. On a miss, the MC gets to take away or add a tag of their choice.

some good tags:

- +1 harm
- *ap*
- *close/far*
- *far/extreme*
- *autofire*
- *no-air*

some bad tags:

- -1 harm
- *loud*
- *messy*
- *reload*
- *refill*
- *slow*

OTHER GEAR

THE SMOKER



THE TECH

Always the smartest one on the ship, the tech is the master of every part of the ship nobody else has any idea how to run: namely, all of its systems.

The tech can hack into other ships, run scans for information, work through complicated logic, and knows more than anybody else on the ship, Captain included.

If you want vast sums of knowledge and the skills to use it, play a tech.

MAKING A TECH

To make a tech, choose a name, stat array, look, hometown, history, moves, and gear.

NAME

Tinfoil, Ops, Billings, Theta, Locksley, White-Coat, Epsilon, Whateley, Keynote, Sierra, Specs, Omicron, Taggart, or Clips

A geeky name, a professional name, a slightly cruel nickname, a purpose-based name

STATS

The Analyst:

[Brain +2, Face -1, Spine -1, Gut +1, Junk +0]

The Guru:

[Brain +1, Face +1, Spine +0, Gut +1, Junk -1]

The Ship's Bosun:

[Brain +1, Face -1, Spine +1, Gut +0, Junk +1]

The PhD:

[Brain +2, Face +0, Spine -2, Gut +0, Junk +1]

LOOK

Laboratory coat, hazmat suit, home-made gear, scavenged coat, Authority gear, or ancient suit

Lined face, shiny face, sharp face, worried face, round face, puffy face, red face, narrow face, or sallow face

Wide eyes, glassy eyes, off-color eyes, puffy eyes, searching eyes, rheumy eyes, winking eyes, or beaming eyes

Chubby body, gaunt body, babyish body, crooked body, flat body, mediocre body, burned body, wiry body, or voluminous body

Wild hair, long hair, close-cropped hair, tied-back hair, balding hair, frizzy hair, dyed hair, curling hair, or none

HOMETOWN

Mercury, Venus, the Core, Mars, Jupiter, Saturn, Uranus, Neptune, or Pluto

Luna, Deimos, Phobos, Io, Ganymede, Europa, Callisto, Enceladus, Titan, Miranda, Titania, Umbriel, Oberon, Ariel, Triton, or Charon

The Belt, a station, or a ship

HISTORY

Academia, Authority, colonies, drifting, labor, mercenary, merchant, piracy, underworld, or upper-crust

MOVES

You get all the basic moves. You get **contacts**, then choose 3 tech moves.

When you get the chance, look up **analyze something** and **get a read**.

GEAR

You get wear suited to your look, an improvised weapon, and sticks worth 3-credit.

Improvised weapon:

- manual analysis probe, s-harm hand messy
- battery-surge clips, 3-harm intimate reload
- contiguous cryogenic applicator, 2-harm close refill
- proximal incendiary formative, 3-harm close area slow refill hot
- electromagnetic displacer, e-harm intimate

DEDICATED ROOM

The ship gets +2 hull.

Then, the systems get +1 size (max+3).

CAPTAINCY

If you are chosen to be the ship's Captain, you immediately take +1 to any stat of your choice, to a maximum of +3. You immediately get all the Captain moves, plus **hard return**. You decide which jobs the ship takes, how the pay gets divided, and have command of the crew.

Everyone immediately heats their chain with you.

- **Hard return.** At the beginning of a job, hold 1 for each of your crew, including yourself. At any point, you can spend your hold, 1 for 1, to instantly return a crew member to the ship, regardless of where they are. If the crew member is unwilling, tighten your chain after they return. If you tag someone, you can use this move on them, too.

BRAIN

FACE

SPINE

GUT

JUNK

TECH MOVES

- Too many books.** You get +1 brain (max+3).
- Sharp eyes, sharper wit.** When you *analyze something* or *get a read*, you always get one additional hold.
- Forced seclusion protocols.** When you're in the systems room, you can *lock down a room* on another ship within far range exactly as if it was your own.
- Logical outcomes.** When you *threaten someone*, roll+brain instead of +face. If you're with the Captain when they *get a job*, they take +1 forward; if you're the captain, you take +1 forward.
- Full ship scan.** When you use the systems to scan another ship, roll+brain, and then ask questions from the list below, to which the MC will answer honestly. On a 10+, ask 3; on a 7-9, ask 1:
 - *how many people are on board?*
 - *how much weaponry does the ship and crew have?*
 - *who does this ship work for?*
 - *what rooms does this ship have?*
- Integral defenses.** When someone is in the systems room and you don't want them to be, take +1 ongoing to any rolls against them.
- Discrete compu-functions.** You can make systems moves from anywhere on the ship, along with any moves that require you to be at the systems.
- Old world knowledge.** When a crewmember comes to you for advice, tell them what you honestly think the best course of action is. If they do it, they take +1 ongoing, and you loosen your chain. If the plan works, you both heat your chain; if it doesn't, you both cool your chain.
- Trace connections.** When you *get a read* on another crewmember or *analyze something* belonging to another crewmember, you can roll+heat instead of +gut or +brain.

CONTACTS

At the start of a job, hold 1. At any time throughout the job, when you need someone with specific skills or connections, you can spend your hold, 1 for 1, and there'll be somebody who fits the bill right there, or at least nearby: roll+brain. On a 10+, they're friendly and will gladly help for a good price. On a 7-9, they're around, yeah, but they'll bring trouble, too. On a miss, they'll help you, but there'll be hell to pay afterwards.

Your contacts might be people like:

- Zipp, a curio dealer
- Weylon, a station master
- Quigley, a computer hacker
- Byron, an Authority technician
- Tau, a travelling chemist
- Klaxon, a ship scavenger

EXPERIENCE

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when you roll a miss, mark XP

At the end of a job, mark XP for each of these that you did; if you did them more than once, mark XP twice.

- *you addressed a challenge with reason, knowledge, or planning*
- *you were influenced by your hometown or history*
- *one of your chains went from slack to choking, or choking to slack*
- *you made a room's personality felt*
- *you made a decision for the whole crew, with or without their input*

OTHER MOVES

NAME:

HOMETOWN:

HISTORY:

LOOK:

CHAINS

$\frac{+3}{+2} \frac{-0}{-1}$

NAME SLACK - TAUT - CHOKING

$\frac{+3}{+2} \frac{-0}{-1}$

NAME SLACK - TAUT - CHOKING

$\frac{+3}{+2} \frac{-0}{-1}$

NAME SLACK - TAUT - CHOKING

$\frac{+3}{+2} \frac{-0}{-1}$

NAME SLACK - TAUT - CHOKING

HARM

- 1-harm:** shaken, scraped, or bruised
- 2-harm:** cracked, slashed, or burned
- 3-harm:** bloodied, scorched, or shattered
- 4-harm:** unconscious or out of action
- 5-harm:** dead

IMPROVEMENT

after marking 6 XP, reset and improve

- get +1 brain (max+3)
- get +1 gut (max+2)
- get +1 junk (max+2)
- get +1 face (max+2)
- get another tech move
- get a move from another playbook

after improving 8 times, you can choose from this list as well:

- get +1 to any stat (max+3)
- change to a new playbook
- make a piece of gear unbreakable
- create a second character
- get a second ship chassis
- retire to safety and wealth

NOTES & GEAR

THE TECH

NAME:

To make a ship, choose the rooms your ship has, and then choose the ship's looks.

ROOMS

By default, the ship has a tiny (size+0) engine, a tiny (size+0) helm, a tiny (size+0) set of systems, and 0-armor hull. It's got enough scattered nooks for the crew to sleep and enough varied hideaways for fuel and supplies, but not much else.

To start, **choose 4:**

- the engine gets +1 size (max+2)
- the helm gets +1 size (max+2)
- the systems get +1 size (max+2)
- the hull gets +2 armor (max+6)
 - the ship gets a tiny (size+0) cargo hold
- the cargo hold gets +1 size (max+3)
 - the ship gets a tiny (size+0) set of bunks
- the bunks get +1 size (max+3)
 - the ship gets a tiny (size+0) armory
- the armory gets +1 size (max+3)

Then, **choose 2:**

- the ship gets a tiny (size+0) set of guns
- the ship gets a tiny (size+0) infirmary
- the infirmary gets +1 size (max+3)
 - the ship gets a tiny (size+0) shuttle
- the shuttle gets +1 size (max+3)
 - the ship gets a tiny (size+0) boarding dock
- the boarding dock gets +1 size (max+3)
 - the ship gets tiny (size+0) bolt-holes
- the bolt-holes get +1 size (max+3)

Finally, **choose 1:**

- the guns get +1 size (max+3)
 - the hull gets +3 armor (max+9)
 - the engine gets +1 size (max+3)
 - the helm gets +1 size (max+3)
 - the systems get +1 size (max+3)

— IMPROVEMENT —

When you are in a hub or station of sufficient size, the crew can choose to purchase upgrades for your ship, chosen from the categories above.

- 1st category: 5 credits per option marked
- 2nd category: 10 credits per option marked
- 3rd category: 15 credits per option marked

LOOK

Choose 1-3 options for each.

HULL

Geometric, blocky, patchwork, (ex-)Authority, painted, scarred, scrapyard, ancient, greebled, industrial, layered, spiked, or corded

ENGINE

Roaring, fiery, humming, smoky, spinning, grinding, crackling, rumbling, hissing, pungent, or glowing

INTERIORS

Scrappy, cramped, greasy, disjointed, riveted, damp, kitschy, mass-produced, chilly, or humid

LIGHTING

Soft, flickering, hot, sparking, bare, colored, string, blinking, buzzing, tinny, gaseous, floor, or neon

QUIRKS

Grimy portholes, jutting pipes, weld lines, constant creaking, rattling walls, vermin infestation, stained floors, steaming vents, incessant warnings, leaky valves, lumpy bunks, no hot water, or foul odor

PERKS

Cozy bunks, padded furniture, quiet nooks, ship's cat, handmade decorations, ancient graffiti, real food, custom crew jackets, vintage music, movie nights, board games, or old library books

KNICK-KNACKS

Fuzzy dice, nuts & bolts, faded photos, a hula girl, empty bottles, air freshener, bumper stickers, a travel brochure, paper starmaps, dead batteries, an old ashtray, unfinished snacks, or audio tapes

— DRAWING —

First, every crewmember draws their dedicated room, wherever and however they want.

Change the drawing of the ship when:

- A new room is added to the ship
- A room increases in size
- A room is destroyed
- A room is repaired after being destroyed
- The ship's appearance changes significantly

DRAW YOUR SHIP

Note: this is not optional.

ENGINE

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *outrun or overtake something*, roll+size. On a 10+, you outrun them or overtake them just fine. On a 7-9, you still do so, but choose one of the following:

- split 3-harm (ap) between you and the engine, however you choose
- you must **hold firm** or miss the roll entirely

On a miss, you don't outrun or overtake them; prepare for the worst.

HELM

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *pull a stunt* to get the ship to fly better than it has any right to, roll+gut. On a 10+, you do it, just fine. On a 7-9, you still do it, but choose one of the following:

- split 3-harm (ap) between you and the helm, however you want
- you must **hold firm**, or else miss the roll entirely

On a miss, you fail your stunt: prepare for the worst.

SYSTEMS

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *lock down a room* on the ship, roll+size. On a 7-9, choose 1 of the following to explicitly disallow the flow of into the room; on a 10+, choose 2:

- people and objects
- small arms fire
- air

On a miss, the MC chooses two against you in a room of their choosing.

CARGO HOLD

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *get a job* aiming to haul cargo, legal or otherwise, you can roll+size instead of +face. The larger the cargo hold, the more profitable the haul.

BUNKS

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *get a job* looking to ferry passengers, legal or otherwise, you can roll+size instead of +face. The larger the bunks, the more profitable the ferry.

SHUTTLE

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

Shuttles can't fly spans, but they can *outrun or overtake something* and *pull a stunt* just like big ships, using the shuttle's size. Shuttles have hull equal to their size, and come with basic air and gravity.

INFIRMARY

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you *heal someone*, roll+size. On a 10+, they heal 2-harm; on a 7-9, they heal 1-harm. On a miss, they heal nothing, and either you or they take 2-harm (ap).

FUEL: □ □ □ □ □ □ □ □ □ □
SUPPLIES: □ □ □ □ □ □ □ □ □ □

HULL

Hull works just like regular armor: it reduces any incoming harm by an amount equal to the hull. This only works on attacks made from outside the ship. Hull is always the same across the entire ship.



ARMORY

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

At size+0, the armory has one set of 1-armor and three sidearms. For each additional +1 size, the armory gets three sidearms, two serious guns, a big fuck-off gun, two sets of 1-armor, and a single set of 2-armor.

When you *get a job* intending to fly escort or run a hit, you can roll+size instead of +face.

sidearms:

- pistol, 2-harm close
- magnum, 3-harm close loud
- sawn-off, 3-harm close messy reload
- lots of knives, 2-harm hand infinite
- crowbar, 2-harm hand messy
- stunner, s-harm close reload no-air

serious guns:

- combat rifle, 3-harm close/far autofire
- shotgun, 3-harm close messy
- boarding axe, 3-harm close messy
- crossbow, 2-harm close no-air

big fuck-off guns:

- sniper's rifle, 4-harm far loud
- grenade launcher, 4-harm far area messy no-air
- flamethrower, 4-harm close area messy no-air refill
- img, 5-harm close/far autofire loud

GUNS

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

At size+0, the turret has one light gun on it. For each additional +1 size, the turret has one additional light gun and one additional heavy gun on it.

When you man a ship's gun, you can *get in a fight* using that gun.

When you *get a job* wanting to fly escort or run a hit, you can roll+size instead of +face.

light guns:

- img, 5-harm close/far autofire
- grenade launcher, 4-harm far area reload
- rpg, 6-harm extreme reload
- missile launcher, 7-harm extreme slow reload

heavy guns:

- .70 caliber mg, 6-harm close/far hellfire
- torpedo launcher, 9-harm far/extreme reload
- plasma cannon, 7-harm far/extreme hellfire messy hot
- coilgun, 7-harm far/extreme
- emp, e-harm far/extreme

BOLT-HOLES

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

When you hide something (or someone) for later, roll+size. On a 10+, you hide it, it's good, nobody will find it unless you want them to. On a 7-9, you hide it, but one person of your choosing and one of the MC's choosing knows it's hidden there. On a miss, everyone knows it's there, and someone wants it.

When you *get a job* attempting to run a fetch, you can roll+size instead of +face.

BOARDING DOCK

PERSONALITY:

Size Harm
□ □ □ □ ⊕
+0 +1 +2 +3

At size+0, the ship's hulls must be touching to board; at size+1, you can board at close range; at size+2, you can board at far range. At size+3, you can board at extreme range.

When you *board a ship*, pick a room and roll+size. On a 10+, your dock makes it to that room and makes an entrance, no worries. On a 7-9, either it doesn't go to the room you want, or you stall and the other ship's crew can prepare for you. On a miss, prepare for the worst.

—THE MASTER OF CEREMONIES—

AGENDAS

- *Make the future feel used*
- *Make the crew's lives not boring*
- *Play to find out what happens*

PRINCIPLES

- *Address characters, not players*
- *Make your move, but be subtle about it*
- *Be a fan of the crew*
- *Give them just enough rope to hang themselves*
- *Turn up the heat instead of scorching them*
- *Sometimes, disclaim decision-making*
- *Act mostly in response*
- *Keep them on the edge of desperation*
- *Coat it all in grime and rust*

MOVES

- *Put someone in the hot seat*
- *Inflict harm*
- *Drain resources*
- *Break something*
- *Kick in some downsides*
- *Explain the possible consequences, then ask*
- *Offer a new opportunity*
- *Introduce a new threat or danger*
- *Turn their moves against them*

USEFUL TERMS

- **Authority:** the ruling government, based on the Core
- **Escort:** a job escorting another ship to its destination
- **Ferry:** a job ferrying passengers to a destination
- **Fetch:** a job retrieving a specific item or person
- **Goods:** a type of credit; saleable items of value—stuff, basically
- **Haul:** a job hauling cargo from one place to another
- **Hit:** a job killing or destroying a specific target
- **Hub:** a major city, always found planetside
- **Hulk:** a wrecked or abandoned ship, or part of one
- **Illegal:** not serving the Authority's specific interests
- **Legal:** serving the Authority's general interests
- **Outpost:** a small town or way-stop, also planetside
- **Scrap:** a type of credit; useful-ish parts for machines or ships
- **Span:** the distance between two planets; one week's travel
- **Station:** a freestanding space station, of variable sizes
- **Sticks:** a type of credit; plastic sticks loaded with credit

THE SYSTEM

- **Mercury:** sun-scorched and rocky; pocketed with civilization
- **Venus:** lush and rich; a playground for the rich
- **The Core:** home to the Authority; all wrought-iron cityscapes
- **Mars:** dry and dusty; home to factories and shipyards
- **The Belt:** dangerous and piratical; the start of the frontier
- **Jupiter:** huge and sprawling; limitless numbers of stations
- **Saturn:** wondrous and loved; its rings hold hulks untold
- **Uranus:** exotic and destitute; start of the deep space
- **Neptune:** lonely and isolated; last refuge of the outcasts
- **Pluto:** freakish and bizarre; no one sane dwells here
- **Beyond:** entirely unknown; here be dragons

NPCs

GOALS & MOTIVATIONS

Keep them simple. NPCs should have clear, specific interests and goals, and will work hard to make sure they achieve them.

Authority NPCs want to enforce Authority rule, flex their personal power, keep their masters happy, and earn some credits.

Criminal NPCs want to avoid being caught, settle old scores, prove their clout in the underworld, and make a whole boatload of credits.

Merchant NPCs want to maintain their reputation, protect their wares, keep things running smoothly, and make as many credits as they can.

Ordinary NPCs want to avoid the Authority, keep their friends safe, advance their interests, and earn enough credits to stay afloat.

HARM

NPCs are weaker than their crewmember counterparts, by and large. Still dangerous, certainly, but not a major issue on their own.

- At 1-harm, an NPC is hurt, shaken, and probably nervous.
- At 2-harm, an NPC is severely injured and likely panicking.
- At 3-harm, an NPC is dead or dying.

This may seem overly weak, but trust me. Give the crew a chance to just rip through NPCs, sometimes, especially the bruiser and smoker.

SHIPS

Don't sweat the details. The exact mechanics of a ship matter less than the overall feelings. Here are some fast ship-making guidelines:

- Every ship needs an engine, helm, systems, and hull
- NPC ship hulls are either 3-armor, 5-armor, or 7-armor
- Every room on the ship is the same size, unless it's special
- Crews range from 1-3, 5-10, and 15 or more
- Dinky ships get a light gun, midrangers get a light and a heavy, big honking ships get whatever guns they want
- Authority ships are always more dangerous
- Use shuttles, docks, bolt-holes, and sparingly and sneakily

JOB MOVES

THE HAUL

- *Push **analyze something***
- *Threaten the cargo's safety*
- *Attract locals interested in the cargo*
- *Dangle using the cargo as a solution to a current problem*
- *Force a decision between the cargo and something else*
- *Hint at stealing the cargo*
- *Present another buyer for the cargo*
- *Reveal the cargo as something other than as described*

THE FERRY

- *Push **fast-talk** and **threaten someone***
- *Expose a passenger to harm*
- *Reveal a secret about a passenger*
- *A passenger demands the ship take a detour*
- *A passenger demands to leave the ship*
- *Turn a passenger against the others, or against the crew*
- *Force a decision between a passenger and something else*
- *Hint at taking the passengers somewhere they'll be worth more*
- *Introduce a passenger that has history a crewmember*

THE ESCORT

- *Push **get a read** and **threaten someone***
- *The client makes a detour*
- *The client demands unreasonable behaviors of the crew*
- *The client offers more payment for dangerous diversions*
- *Target the client over the crew's own ship*
- *Show off the power of the client's pursuers*
- *Bring down pursuers on the client and the crew*
- *Reveal the client as someone different than they said*
- *Hint towards turning on the client directly*
- *Force a decision between the client and something else*

THE HIT

- *Push **get in a fight***
- *The target counterattacks the crew*
- *The target flees at speed*
- *The target makes a show of force*
- *The target begs, pleads, or bargains for their life*
- *Bring another hunter down on the target*
- *Reveal the target as perhaps not deserving death*
- *Frame the crew, innocent or not*

THE FETCH

- *Push **scrape a hulk***
- *Hide the cargo behind layers of protection or obscurity*
- *Interest other crews in the cargo*
- *Pursue the cargo once it's been retrieved*
- *Add a timer on the cargo, before or after retrieval*
- *Reveal the cargo as something other than something described*
- *Threaten the cargo, or have the cargo threaten itself*
- *Turn the cargo against the crew, intentionally or not*

USEFUL TABLES

WHAT'S THE CARGO FOR THE HAUL?

1	Livestock, mostly cows and pigs	OR	New ship engine prototypes
2	Bolts of luxury fabrics and silks	OR	Vacuum-sealed foodstuffs
3	High-grade medicinal opiates	OR	Purified water in huge barrels
4	Crates of Authority-made guns	OR	Sealed, secret documents
5	Sheets of recycled metals	OR	Drums of engine fuel
6	A person, cryogenically sealed	OR	Refurbished spacesuits

WHO'S THE PASSENGER FOR THE FERRY?

1	Someone who hides their face	OR	Three orphan children, alone
2	A group of itinerant workers	OR	A princeling from the Core
3	An Authority officer-at-large	OR	A pair of engrossed lovers
4	A band of very casual criminals	OR	A known Authority fugitive
5	A professional gambler	OR	A crewmember's ex-partner
6	Two corporate consultants	OR	A stowaway with a sob story

WHO'S THE CLIENT FOR THE ESCORT?

1	A fat, rich merchant vessel	OR	Several passenger barges
2	A sheltered kid's pleasure cruise	OR	An Authority bigwig's ship
3	A Core fat cat's party yacht	OR	A deep-space surveyor craft
4	A pair of bounty hunter sloops	OR	A mobile mining refinery
5	A scavenger that struck gold	OR	A pirate ketch on the run
6	A newly-refurbished hulk	OR	A station that needs to relocate

CATCH-ALL JOB EMPLOYERS

1	A ruthless corporate agent	4	An underworld crime boss
2	An officer of the Authority	5	A local station or hub ruler
3	A scrapper or junk-trawler	6	A stranger, hooded and masked

WHO OR WHAT IS THE TARGET OF THE HIT?

1	A debtor that couldn't pay	OR	The local crew of pirates
2	A criminal syndicate's top boss	OR	An Authority hunter-captain
3	A fugitive from the Authority	OR	A scandalous, unfaithful lover
4	A rival corporation's shipment	OR	A bar serving as a criminal front
5	An outpost's mining operation	OR	A factory's new prototype
6	An Authority listening post	OR	A fast-approaching asteroid

WHO OR WHAT IS THE TARGET FOR THE FETCH?

1	A parent's wayward child	OR	A syndicate's imprisoned boss
2	A rich corporate executive	OR	A lead weapons engineer
3	A scavenger with too much cred	OR	An Authority investigator
4	Blueprints for a spacesuit	OR	A big old box of credsticks
5	A shipment of explosives	OR	Crates of rare metal ore
6	A crime boss's prized pet cat	OR	An Authority hunter ship

EYES & VIBES

1	Bright or wild or round
2	Sharp or piercing or narrow
3	Misty or distant or glassy
4	Vibrant or colorful or stark
5	Deep or somber or mournful
6	Puffy or bloodshot or missing

FACE & APPEARANCE

1	Gaunt or haggard or bony
2	Plump or rotund or voluminous
3	Muscular or stout or broad
4	Tattooed or scarred or pierced
5	Lean or chiseled or stringy
6	Waxy or glistening or slick

CLOTHING & LOOKS

1	Grimy, worn-down jumpsuit
2	Patchwork cloth jacket
3	Welded scrap metal armor
4	Mass-produced cheap suit
5	Threadbare repainted poncho
6	Grafted rubber spacesuit

WEAPONS & TOOLS

1	Stained, notched boarding axe
2	Blackened, leaky blowtorch
3	Rickety, re-welded shotgun
4	Bent, grimy monkey wrench
5	Sparking, twitchy stunner
6	Dripping, pockmarked welder

HULL & EXTERIOR

- 1 Charred, sooty, and blackened
- 2 Smooth, reflective, and sleek
- 3 Spiky and covered in chains
- 4 Bulky, dull, and geometric
- 5 Refit, patched, and layered
- 6 Covered in myriad greebles

SYSTEMS & OPS

- 1 Layers of clattering keyboards
- 2 Huge arrays of blinking buttons
- 3 A dome of computer terminals
- 4 A switchboard covered in dials
- 5 A crank-operated ops console
- 6 Endless wires and cables

BUNKS

- 1 Knotty, mildewy hammocks
- 2 An old cargo hold's slabs
- 3 Cryochambers, re-upholstered
- 4 Bunk beds, four to a rack
- 5 Rubber mats on metal bunks
- 6 Thick shag carpet on the floor

SHIP'S GUNS

- 1 An oversized harpoon cannon
- 2 A glimmering blue plasma gun
- 3 A heavy rotating chaingun
- 4 Shark-painted torpedo rack
- 5 A cylindrical flak cannon
- 6 An electromagnetic railgun

ENGINE & THRUSTERS

- 1 Smoky, smelly, and chugging
- 2 Glowing, blue, and humming
- 3 Fiery, sweltry, and roaring
- 4 Wet, slippery, and splattering
- 5 Gear-heavy, shiny, and clicking
- 6 Rusty, sharp, and grinding

HELM & COCKPIT

- 1 A fitted metal box for one
- 2 A cracked leather swivel chair
- 3 An old 360-degree VR room
- 4 A wall of switchboards
- 5 A single joystick and porthole
- 6 A hexagonal steering wheel

CARGO HOLD

- 1 All catwalks and grilled floors
- 2 Shipping crates fused together
- 3 An entire hulk, gutted and refit
- 4 A single enormous steel crate
- 5 An old inactive shuttle
- 6 A giant net bolted onto the ship

EXTRA STUFF

- 1 An infirmary, run out of drugs
- 2 Bolt-holes behind air vents
- 3 An armory with only knives
- 4 A shuttle made out of wood
- 5 A jetway-turned-boarding-dock
- 6 A mysterious, bare, empty room

HUB

- 1 Glass towers piercing the clouds
- 2 Maze of concrete and rebar
- 3 Identical prefab cubicle-homes
- 4 Underground hive of corridors
- 5 Web of canals and alleyways
- 6 Tiered, many-decked platforms

STATION

- 1 A hollowed-out asteroid
- 2 Several hulks lashed together
- 3 An ancient mining refinery
- 4 Refurbished NASA-era station
- 5 A glass-and-steel sphere
- 6 A prefab corporate station

UNKNOWN SHIP

- 1 Red-painted spiky hull; pirates
- 2 Chrome, winged hull; nobility
- 3 Dull hull; plainclothes Authority
- 4 Damaged broken hull; junkers
- 5 Blocky, ugly hull; syndicate
- 6 Bright lights; local wreckers

WHAT'S ON THIS HULK?

- 1 A double-V radiation battery *QR* A beta-level fragmentation pod
- 2 Six capsules of oxoethanoic acid *QR* A crate of helium fuel casks
- 3 The barrel of a "hydra" cannon *QR* A dozen new motherboards
- 4 Four ultra-dense protein bars *QR* Thirty feet of undamaged cable
- 5 A case of polymer jackets *QR* Three engine pistons, still good
- 6 A fifth of high-grade grog *QR* A still-living plant terrarium

OUTPOST

- 1 A single old apartment complex
- 2 Cluster of tiny wooden shacks
- 3 An overgrown refueling stop
- 4 Abandoned mining shafts
- 5 An Authority training compound
- 6 A hulk, crashed planetside

SPACEBORNE HAZARD

- 1 Plasma capsules, now leaking
- 2 Sputtering electrical batteries
- 3 A hulk with still-active engines
- 4 An Authority drone gone rogue
- 5 Clouds of detritus and spacesilt
- 6 An oncoming fiery asteroid

AUTHORITY AGENT, DEPARTMENT

- 1 Investigator, from Inquiries
- 2 Enforcer, from Compliance
- 3 Assault Designer, from R&D
- 4 Judge-At-Large, from Ethics
- 5 Sergeant, from Marine Corps
- 6 Hunter, from Public Bounties