

NAME

Names suggestions

ORIGIN

Earth – Mars – Asteroid – Colony – Alien

LOOK

Skin tone – Hair – Voice – Clothes

VICE

Extreme Sports – Faith – Family – Gambling – Luxury – Pleasure

ITEMS

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

- ☐ Gun
- ☐ Rifle
- ☐ A blade or two
- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Fine Clothes
- ☐ Shipping documents
- ☐ Inherited Weapon
- ☐ Luxury Items
- ☐ Subtle Armor
- ☐ Toolbelt

ARMOR USES

☐ armor ☐ heavy ☐ special

CASH

STASH

CHASSIS

- ☒ ☐ ☐ ☐ Affect
- ☐ ☐ ☐ ☐ Dance
- ☐ ☐ ☐ ☐ Tolerate
- ☐ ☐ ☐ ☐ Wreck

CULTURE

- ☐ ☐ ☐ ☐ Craft
- ☐ ☐ ☐ ☐ Hunt
- ☐ ☐ ☐ ☐ Operate
- ☒ ☐ ☐ ☐ Study

PSYCHE

- ☐ ☐ ☐ ☐ Finesse
- ☐ ☐ ☐ ☐ Hide
- ☐ ☐ ☐ ☐ Survey
- ☐ ☐ ☐ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.

At the end of the session, mark XP when:

- you addressed a challenge with influence or cooperation
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **INSPIRE:** When you lead a team action, all participants get **+1d**. But you also get **-1d** on resistance rolls against consequences of your actions.
- ☐ **AFFLUENT:** At the end of each downtime phase, you earn **+2 stash**.
- ☐ **HORSE TRADE:** When you bargain with NPCs, you get **+1 effect**
- ☐ **LEAD:** When leading team actions, the **stress** loss from failed rolls is reduced by 2.
- ☐ **ORGANIZE:** Your load is **5 items light, 7 heavy**, i.e. drop the category normal. Also you have **maximum coin +1**.
- ☐ **SELF-DISCIPLINE:** Increase your maximum **stress** by 2.
- ☐ **VENGEFUL:** You gain an additional **XP trigger**: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- ☐ **SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

TRAUMA

HARM

3		needs help
2		-1D
1		less effect

RECOVERY



NAME

Names suggestions

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VICE

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- ☐ Gun
- ☐ Rifle
- ☐ A blade or two
- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Secret Identity
- ☐ Needlegun
- ☐ Computer Terminal
- ☐ Snail Drone
- ☐ Multi Spectral Goggles
- ☐ Toolbelt

ARMOR USES ☐ armor ☐ heavy ☐ special

CASH **STASH**

CHASSIS

- ☐ ☐ ☐ Affect
- ☐ ☐ ☐ Dance
- ☐ ☐ ☐ Tolerate
- ☐ ☐ ☐ Wreck

CULTURE

- ☐ ☐ ☐ Craft
- ☐ ☐ ☐ Hunt
- ☒ ☐ ☐ Operate
- ☒ ☒ ☐ Study

PSYCHE

- ☐ ☐ ☐ Finesse
- ☐ ☐ ☐ Hide
- ☐ ☐ ☐ Survey
- ☐ ☐ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.
At the end of the session, mark XP when:

- you solved conflict through research or investigation
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **ANALYST:** During downtime, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- ☐ **KNOWLEDGE:** When you gather information via research or investigation you get **+1 effect**. You get **+1d** when resisting to being lied to.
- ☐ **SPY EYE:** You have a device installed that can record your vision and might give you additional information on visual clues.
- ☐ **I READ ABOUT THIS:** Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill.
- ☐ **SABOTEUR:** When you **Wreck**, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.
- ☐ **XENO ENTOMOLOGIST:** You gain an additional **XP trigger**: Mark XP when your curiosity for alien technology or xeno fauna caused trouble for the mission.
- ☐ **SCOUT:** When you gather information to discover the location of a target, you get **+1 effect**. When you hide in a prepared position or use camouflage you get **+1d** to rolls to avoid detection.
- ☐ **DIVERT:** You may expend your **special armor** to create a false lead when you try to avoid being trailed, or to **push yourself** for a feat of athletics or stealth.
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

TRAUMA

HARM

3		needs help
2		-1D
1		less effect

RECOVERY

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LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

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- ☐ A blade or two
- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Luxury Items
- ☐ Secret Identity
- ☐ Electronic Lockpick
- ☐ Inherited Weapon
- ☐ Street Clothes
- ☐ Toolbelt

ARMOR USES

☐ armor ☐ heavy ☐ special

CASH

STASH

CHASSIS

- ☐ ☐ ☐ Affect
- ☐ ☐ ☐ Dance
- ☒ ☐ ☐ Tolerate
- ☐ ☐ ☐ Wreck

CULTURE

- ☐ ☐ ☐ ☐ Craft
- ☐ ☐ ☐ ☐ Hunt
- ☐ ☐ ☐ ☐ Operate
- ☐ ☐ ☐ ☐ Study

PSYCHE

- ☐ ☐ ☐ ☐ Finesse
- ☐ ☐ ☐ ☐ Hide
- ☐ ☐ ☐ ☐ Survey
- ☒ ☒ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.

At the end of the session, mark XP when:

- you solved a problem with trickery or playing with attention of the public
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **HEDONISM:** When **indulging your vice**, you may reduce the result up to **2 points**.
- ☐ **TERROR:** **Spend stress** to establish what someone's worst fear is. You take +1d when you act on that knowledge.
- ☐ **INNER VOICE:** You gain an additional **XP trigger**: Your inner voice suggests a special goal; +1XP if this caused your crew trouble.
- ☐ **MENTAL SHIELD:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- ☐ **PRINCE CHARMING:** You get **+1d** vs. a target with whom you have an intimate relationship.
- ☐ **TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- ☐ **UNDER THE RADAR:** When you bypass security measures you are not affected by **Quality** or **Tier**.
- ☐ **DAREDEVIL:** **+1d** when you roll a **desperate** action, but you also take **-1d** to any resistance rolls against consequences from your action.
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

TRAUMA

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

HARM

3

needs help

2

-1D

1

less effect

RECOVERY



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Names suggestions

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Skin tone – Hair – Voice – Clothes

VICE

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ITEMS

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

- ☐ Gun ☐ Air Filter ☐ Battery
☐ Rifle ☐ Water Filter ☐ Chemistry Deck
☐ A blade or two ☐ Expert System ☐ Fine Expert System
☐ Heavy Weapon ☐ Exoskeleton ☐ Welding Torch
☐ Armor ☐ MedKit ☐ Signal Jammer
☐ +Heavy ☐ Magnetic Boots ☐ Explosives
☐ Night Vision Goggles ☐ Toolbelt ☐ Explosives
☐ Thermal Goggles

ARMOR USES

☐ armor ☐ heavy ☐ special

CASH

STASH

CHASSIS

- ☐ ☐ ☐ Affect
☒ ☐ ☐ Dance
☐ ☐ ☐ Tolerate
☐ ☐ ☐ Wreck

CULTURE

- ☒ ☒ ☐ Craft
☐ ☐ ☐ Hunt
☐ ☐ ☐ Operate
☐ ☐ ☐ Study

PSYCHE

- ☐ ☐ ☐ Finesse
☐ ☐ ☐ Hide
☐ ☐ ☐ Survey
☐ ☐ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.

At the end of the session, mark XP when:

- you solved a problem through technological superiority
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **BLASTER:** You have a steady supply of explosives and can craft them yourself. You also gain two supply slots that you can only use for them.
☐ **COUNTER MEASUREMENTS:** You may expend your **special armor** to resist a damage to your vehicle or to **push yourself** to increase potency or quality of a technical device.
☐ **COMMAND LINE INTERFACE:** When you interact with technical devices you get **+1 effect**. Moreover, you're superfast.
☐ **DRONE CONTROL:** You own one or more drones and can control them without particularly focussing on it.
☐ **GUILDMEMBER:** Each downtime, you get **two ticks** which can be distributed to any project clocks related to your profession.
☐ **IT WASN'T ME:** You hack quietly and can decide if you leave a trace or not.
☐ **NERD:** You gain an additional **XP trigger**: Mark XP if you resolved a social complication with technical knowledge
☐ **SELF-OPTIMIZATION:** Choose a cybernetic limb or similar addition to your body. When its features apply you get an additional **+1d**.
☐ **VETERAN:** _____
☐ **VETERAN:** _____
☐ **VETERAN:** _____

STRESS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TRAUMA

☐ ☐ ☐ ☐

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

HARM

3

needs help

2

-1D

1

less effect

RECOVERY



NAME

ORIGIN

LOOK

VICE

ITEMS

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

- ☐ Gun ☐ Air Filter ☐ Missile Launcher
- ☐ Rifle ☐ Water Filter ☐ Power Armor
- ☐ A blade or two ☐ Expert System ☐ Shield
- ☐ Heavy Weapon ☐ Exoskeleton ☐ Energy Bars
- ☐ Armor ☐ MedKit ☐ Vibro Blade
- ☐ +Heavy ☐ Magnetic Boots
- ☐ Night Vision Goggles ☐ Toolbelt
- ☐ Thermal Goggles

ARMOR USES

☐ armor ☐ heavy ☐ special

CASH

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STASH

CHASSIS

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- ☐ 000 Affect
- ☐ 000 Dance
- ☐ 000 Tolerate
- ☒ 000 Wreck

CULTURE

000000

- ☐ 000 Craft
- ☒ 000 Hunt
- ☐ 000 Operate
- ☐ 000 Study

PSYCHE

000000

- ☐ 000 Finesse
- ☐ 000 Hide
- ☐ 000 Survey
- ☐ 000 Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.
At the end of the session, mark XP when:

- you solved a conflict through sheer well-dosed force or violence
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

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- ☐ **POUNCE:** When you attack from hiding or spring a trap, you get **+1d** to your roll. On a critical success, you clear 1 stress.
- ☐ **FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Describe how you prepared for this.
- ☐ **NOT TO BE TRIFLED WITH:** **Push yourself** to do one of the following: perform a feat of physical force that verges on the superhuman **or** engage a small gang on equal footing in close combat.
- ☐ **LIVING WEAPON:** Your body is a deadly weapon and has edges (choose two): concealed - longreach - grappling - ranged - pulverizing - terrifying.
- ☐ **SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Affect** a frightened target, take **+1d**.
- ☐ **SHARPSHOOTER:** **Push yourself** to make a ranged attack at extreme distance beyond what's normal for the weapon or unleash a barrage of rapid fire to suppress the enemy.
- ☐ **VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take **+1d** to healing treatment rolls.
- ☐ **GUARDIAN APP:** You may expend your **special armor** to resist a physical attack.
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

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TRAUMA

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COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

HARM

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1

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RECOVERY



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ITEMS

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

- ☐ Gun
- ☐ Rifle
- ☐ A blade or two
- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Antitoxin
- ☐ Costume
- ☐ Glitter drone
- ☐ Voice Modulator
- ☐ Smoke Pellets
- ☐ Poison
- ☐ Poison

ARMOR USES

☐ armor ☐ heavy ☐ special

CASH

STASH

CHASSIS

- ☐ ☐ ☐ Affect
- ☒ ☐ ☐ Dance
- ☐ ☐ ☐ Tolerate
- ☐ ☐ ☐ Wreck

CULTURE

- ☐ ☐ ☐ Craft
- ☐ ☐ ☐ Hunt
- ☐ ☐ ☐ Operate
- ☐ ☐ ☐ Study

PSYCHE

- ☐ ☐ ☐ Finesse
- ☐ ☐ ☐ Hide
- ☐ ☐ ☐ Survey
- ☒ ☒ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.

At the end of the session, mark XP when:

- you solved a problem through stealth or intrigue
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **GROUPIES:** Spend stress to establish a group of fans is present in your surroundings. You get **+2d** when convincing them to fulfill your wish.
- ☐ **IMPERSONATE:** Dice showing a result of 1-3 count as 4/5 when an action involves impersonating someone else.
- ☐ **LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- ☐ **MAKEUP KIT:** You can enter a scene disguised as someone else to trick people in the room for at least a few minutes.
- ☐ **POISONER:** You have a steady supply of poisons: blinding - disorienting - slowing - nauseating. You also gain two supply slots which you can only use for them.
- ☐ **SHADOW:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- ☐ **TURN THE TIDE:** Spend stress to establish a small, momentary weakness in your opposite negotiator party. You gain **+1 effect** when you exploit this on your next roll.
- ☐ **WEAVING THE WEB:** On a success during a flashback or downtime action to interact with contacts, you recover one stress. You also gain a downtime action which you can only use to contact a vile friend, faction, or other NPC.
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

TRAUMA

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

HARM

3		needs help
2		-1D
1		less effect

RECOVERY



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Names suggestions

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ITEMS

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy

- ☐ Gun
- ☐ Rifle
- ☐ A blade or two
- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Antibiotics or Antivirals
- ☐ Med Scanner (+MedKit)
- ☐ Stimpack
- ☐ Calming Pheromones
- ☐ Support Exoskeleton (Fine)

ARMOR USES ☐ armor ☐ heavy ☐ special

CASH STASH

CHASSIS

- ☐ Affect
- ☐ Dance
- ☐ Tolerate
- ☐ Wreck

CULTURE

- ☐ Craft
- ☐ Hunt
- ☐ Operate
- ☐ Study

PSYCHE

- ☐ Finesse
- ☒ Hide
- ☒ Survey
- ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.
At the end of the session, mark XP when:

- you addressed a challenge by supporting people or by putting diplomacy over violence
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **CARE:** Characters obtain **+1 healing segment** on downtime healing with you as attending physician. You get **+1d** on Chassis resistance rolls.
- ☐ **COMFORT:** Take aside one crew member to discuss the current situation. You both clear 1 stress.
- ☐ **HUMAN SHIELD:** When you **protect** a teammate, take **+1d** to your resistance roll. On a success, the ally takes **+1d** on any follow-up action. When you **gather info** to anticipate possible threats, you get **+1 effect**.
- ☐ **MASTERMIND:** You may expend your **special armor** to **protect** a teammate, or to **push yourself** when you gather information or work on a long-term project.
- ☐ **INTUITION:** Spend stress to establish a target's emotional state, though it must be a reasonable emotion for them to be feeling. You take +1d when you act on that knowledge.
- ☐ **MEDIATOR:** You gain an additional **XP trigger**: Name or write down two characters at the beginning of a session. Mark XP if you resolved a conflict between them.
- ☐ **SURGERY:** You can **Finesse** to manipulate blood, bones or organs. You can **Craft** to implant technical devices into human bodies. **Push yourself** to ignore harm during medical operations.
- ☐ **SWAY THE CROWD:** Push yourself to do one of the following: *gain the immediate attention of a group of people, the position of the subsequent roll cannot become desperate*, or

- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____
- ☐ **VETERAN:** _____

STRESS

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

TRAUMA

HARM	
3	needs help
2	-1D
1	less effect
RECOVERY 	

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- ☐ Heavy Weapon
- ☐ Armor
- ☐ +Heavy
- ☐ Night Vision Goggles
- ☐ Thermal Goggles
- ☐ Air Filter
- ☐ Water Filter
- ☐ Expert System
- ☐ Exoskeleton
- ☐ MedKit
- ☐ Magnetic Boots
- ☐ Shipping documents
- ☐ Space Suit
- ☐ Explorer's Archebuse
- ☐ Exotic Goods
- ☐ Toolbelt

ARMOR USES ☐ armor ☐ heavy ☐ special

CASH **STASH**

CHASSIS

- ☐ ☐ ☐ Affect
- ☐ ☐ ☐ Dance
- ☐ ☐ ☐ Tolerate
- ☐ ☐ ☐ Wreck

CULTURE

- ☐ ☐ ☐ Craft
- ☐ ☐ ☐ Hunt
- ☒ ☐ ☐ Operate
- ☐ ☐ ☐ Study

PSYCHE

- ☒ ☐ ☐ Finesse
- ☐ ☐ ☐ Hide
- ☐ ☐ ☐ Survey
- ☐ ☐ ☐ Trick

XP When you make a desperate action roll, mark 1 xp in the attribute for the action you rolled.

At the end of the session, mark XP when:

- you solved a conflict through quick decisions and reflexes rather than interrupting progress after each step
- you expressed your beliefs, drives, heritage, or background.
- you struggled with issues from your vice or traumas.

SPECIAL ABILITIES

- ☐ **CALCULATING:** Due to your careful planning, during downtime, you may give yourself or another crew member **+1 downtime activity**.
- ☐ **IMPROVISE:** Makeshift objects in your hands gain **+1 potency**.
- ☐ **REFLEXES:** When there's a question about who acts first, the answer is you.
- ☐ **SMUGGLERS' ROUTES:** It takes you significantly less time to travel from A to B either in space or on space stations. **Push yourself** to get rid of persecutors. **+1d** on the engagement roll when running space missions.
- ☐ **FLESH POCKET:** You have a compartment inside you to transport small goods.
- ☐ **VACUUM IS MY FRIEND:** You gain an additional **XP trigger**: Mark +1XP when solving a conflict involved travelling into space; clear 1 stress after each successful ship launch you participate in.
- ☐ **CONNECTED:** When you gather information using **Trick** or **Affect** you get **+1 effect**. **+1 result level** when you acquire an asset during downtime.
- ☐ **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to **push yourself** when working with technical skill or handling chemicals.

☐ **VETERAN:** _____

☐ **VETERAN:** _____

☐ **VETERAN:** _____

STRESS

TRAUMA

COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT UNSTABLE VICIOUS

HARM	
3	needs help
2	-1D
1	less effect
RECOVERY 	