

ALL SPECIAL ABILITIES

This is collection of all special abilities by their category. We ordered them as follows:

BONUS Giving you a bonus in certain circumstances.

BUY NARRATION Buy a narrative advantage by paying stress.

CYBERNETICS Enhancements of your body, typically technical devices added to your body via surgery. But maybe these are even genetic modifications? Or you are any other non-human that exhibits special abilities.

DOWNTIME Things you can do during downtime other players can't.

EQUIPMENT Special equipment options you can only access with the corresponding knowledge. Note that you can obtain these items from NPCs or other players. The special ability allows you to procure them on your own.

NARRATIVE Things you can simply do. These special ability allow you to enhance the narration around your character.

PUSH Additionaly benefits you unlock when pushing yourself

SPECIAL ARMOR Special ways to avoid harm by ticking your special armor box.

STRESS HANDLING Ways to reduce stress beyond indulging your vice or ways to avoid stress.

TRADE Like bonuses but at the cost of a penalty (instead of a conditional trigger)

XP TRIGGER More ways to earn XP. Typically they allow you to mark XP when you cause trouble for your team.

Only some of these special abilities are assigned to a certain playbook. But technically (via the Veteran ability) everyone could choose from the whole list.

Playbooks are suggestions for you players: a set of chosen actions points, items and special abilities to give a round scenario. Theoretically you can start with an empty character sheet and distribute four action points at the start, then choose your one special ability from the complete list. During character advancement fill in more special abilities.

Using the predefined playbooks choose from this list when you buy a "Veteran special ability".

If you want to, print this document and cut the special abilities to use them like cards.

BONUS

INSPIRE

When you lead a team action, all participants get **+1d**. But you also get **-1d** on resistance rolls against consequences of your actions.

You act as a good example. Describe in a few words how you inspire your crew during a team action.

HORSE TRADE

When you bargain with NPCs, you get **+1 effect**

Describe how you convince the NPCs of your trade and what's wrong with the deal?

KNOWLEDGE

When you gather information via research or investigation you get **+1 effect**. You get **+1d** when resisting to being lied to.

You can easily glue together facts. This also allows you to observe the small holes left in made up stories.

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.

A "target" can be a person, a destination, a good ambush spot, an item, etc.

PRINCE CHARMING

You get **+1d** vs. a target with whom you have an intimate relationship.

This ability isn't just for social interactions. Any action can get the bonus. "Intimate" is for you and the group to define, it need not exclusively mean romantic intimacy.

TOUGH AS NAILS

Penalties from harm are one level less severe (though level 4 harm is still fatal).

With this ability, level 3 harm doesn't incapacitate you; instead you take -1d to your rolls (as if it were level 2 harm). Level 2 harm affects you as if it were level 1 (less effect). Level 1 harm has no effect on you (but you still write it on your sheet, and must recover to heal it). Record the harm at its original level—for healing purposes, the original harm level applies.

UNDER THE RADAR

When you bypass security measures you are not affected by **Quality** or **Tier**.

This ability lets you contend with higher-Tier enemies on equal footing. When you're cracking a safe, picking a lock, or sneaking past elite guards, your effect level is never reduced due to superior Tier or quality level of your opposition. Are you a renowned safe cracker? Do people tell stories of how you went unnoticed under the noses of two Chief Inspectors, or are your exceptional talents yet to be discovered?

COMMAND LINE INTERFACE

When you interact with technical devices you get **+1 effect**. Moreover, you're superfast.

Nobody can really follow what you are doing on that screen, but afterwards everything works. Note that you're still limited by potency, but you might have brought just the right software.

POUNCE

When you attack from hiding or spring a trap, you get **+1d** to your roll. On a critical success, you clear 1 stress.

This ability benefits from preparation – so don't forget you can do that in a flashback.

IMPERSONATE

Dice showing a result of 1-3 count as 4/5 when an action involves impersonating someone else.

This ability implies that you always achieve at least a partial success when you impersonate another person.

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**.

You're the rock on which your allies lean. The protect teamwork maneuver lets you face a consequence for a teammate. If you choose to resist that consequence, this ability gives you +1d to your resistance roll. Also, when you read a situation to gather information about hidden dangers or potential attackers, you get +1 effect – which means more detailed information.

IMPROVISE

Makeshift objects in your hands gain **+1 potency**.

This ability allows you to make better use of the environment; you have to carry less things with you.

CONNECTED

When you gather information using **Trick** or **Affect** you get **+1 effect**. **+1 result level** when you acquire an asset during downtime.

Your array of connections throughout the different worlds can be leveraged to loan assets, pressure a vendor to give you a better deal, intimidate witnesses, etc.

HEIST MANAGEMENT

Costs for flashbacks are reduced by 1

Flashbacks will never cost less than 0; this ability allows you to perform more complex preparation than others at the same costs.

LEADER

When you **Command** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain **+1 effect** and **1 armor**.

This ability makes your cohorts more effective in battle and also allows them to resist harm by using armor. While you lead your cohorts, they won't stop fighting until they take fatal harm (level 4) or you order them to cease. What do you do to inspire such bravery in battle?

WEAVING THE WEB

You gain **+1d** to **Consort** when you gather information on a target for a score. You get **+1d** to the **engagement roll** for that operation.

Your network of underworld connections can always be leveraged to gain insight for a job—even when your contacts aren't aware that they're helping you.

CONTROL

On a success when resisting an attack in close combat, you can also (choose one): disarm them - redirect the attack - reposition them nearby."

You fluidly control a fight.

TACTICIAN

Battle plans are the key to your success. You take +1d on your first action after an engagement roll. You also gain a defense against raid plans going off track.

TODO

TERROR

Spend stress to establish what someone's worst fear is. You take +1d when you act on that knowledge.

Others can't help but reveal their fears.

GROUPIES

Spend stress to establish a group of fans is present in your surroundings. You get +2d when convincing them to fulfill your wish.

You exert your will on some groupies. Just make sure there is a crowd around, a flashback can help to achieve that.

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.

When your friends would already have given up you find one more approach to tackle a negotiation.

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.

Others are an open book to you.

INGENUITY

Spend stress to perform an incredible feat of creation.

You could mix concoctions on the fly to create a powerful combined effect, slay together a temporary simple contraption, or ignore volatility in science creations.

PROWLER

Spend stress to perform an incredible feat of agility.

This could be slipping unimpeded through a mob, leaping safely from a high tower, or hiding in plain sight.

BODYBUILDER

Spend stress to perform an incredible feat of strength or athletics.

You could throw a large boulder, throw an axe a great distance, tackle a charging horse, or face off against a much larger foe on equal footing.

STRINGS

Spend stress to have an ally remember your earlier advice, allowing them to reroll a failure.

What criticism or advice did you previously impart on them? Basically this is a flashback after a failed roll.

THRILL OF THE HUNT

Spend stress to establish a small, momentary weakness in your prey. You gain +1 effect when you exploit this on your next roll against this target.

TODO

WILD KNOWLEDGE

Spend stress to establish a fact about plants, animals, or the weather. You take +1d when you act on that knowledge.

TODO

SPY EYE

You have a device installed that can record your vision and might give you additional information on visual clues.

This might be a cybernetic eye replacement or just something bolted to your skull. You could have an AR overlay, Zoom included or infrared vision.

DRONE CONTROL

You own one or more drones and can control them without particularly focussing on it.

Everyone can buy drones and use them but you use them as an extension of yourself – be it by using cybernetic implants or a sophisticated control system.

SELF-OPTIMIZATION

Choose a cybernetic limb or similar addition to your body. When its features apply you get an additional **+1d**.

This ability allows you to tweak your physical traits in particular. Think of cyberarms or -legs, intelligent exoskeletons, artificial adrenalin pumps, ... You might also think of side effects or how society views these extensions of the body.

CYBERNETICS

LIVING WEAPON

Your body is a deadly weapon and has edges (choose two): concealed - longreach - grappling - ranged - pulverizing - terrifying.

How did you end up this way?

FLESH POCKET

You have a compartment inside you to transport small goods.

Your internal pocket might hold something up to the size of a pistol. Opening and closing can be, however, a painful experience.

DOWNTIME

AFFLUENT

At the end of each downtime phase, you earn **+2 stash**.

Since this money comes at the end of downtime, after all downtime actions are resolved, you can't remove it from your stash and spend it on extra activities until your next downtime phase.

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.

This does not require to perform a downtime activity but happens on the fly.

HEDONISM

When **indulging your vice**, you may reduce the result up to **2 points**.

Your vice has become a part of you. You usually indulge in it the right amount.

GUILDMEMBER

Each downtime, you get **two ticks** which can be distributed to any project clocks related to your profession.

You have access to special research papers, constructions plans or even material. That helps with building complex devices. Define your professional relations at character creation.

VIGOROUS

You recover from harm faster. Permanently fill in one of your healing clock segments. Take **+1d** to healing treatment rolls.

Your healing clock becomes a 3-clock, and you get a bonus die when you recover.

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.

Your network of contacts and informants is your greatest asset. Maintaining these connections pays off in more ways than one.

CARE

Characters obtain **+1 healing segment** on downtime healing with you as attending physician. You get **+1d** on Chassis resistance rolls.

You have a good overall understanding of the human body and might know something about suitable tools and pharmaceuticals.

CALCULATING

Due to your careful planning, during downtime, you may give yourself or another crew member **+1 downtime activity**.

If you forget to use this ability during downtime, you can still activate it during the score and flashback to the previous downtime when the extra activity happened.

TASKMASTER

You gain a downtime action which you can only use to recruit minions or sacrifice to have minions perform a downtime action without paying them gold.

TODO

ORGANIZE

Your load is **5 items light, 7 heavy**, i.e. drop the category normal. Also you have **maximum coin +1**.

You simply organize yourself better than others so additional items don't burden you that much

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.

Choose one type of explosives during character creation. This is your initial choice. During downtime you can develop new schemes.

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.

Making or procuring poisons is second nature for you. You also gain two supply slots which you can only use for them.

MULE

Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.

This ability is great if you want to wear heavy armor and pack a heavy weapon without attracting lots of attention. Since your exact gear is determined on-the-fly during an operation, having more load also gives you more options to get creative with when dealing with problems during a score.

PACK MULE

You can carry an immense amount. You gain two gear slots, a defense based on them, and a supply slot.

Where do you keep all of that extra stuff?

NARRATIVE

SABOTEUR

When you **Wreck**, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.

You can drill holes in things, melt stuff with acid, even use a muffled explosive, and it will all be very quiet and extremely hard to notice.

IT WASN'T ME

You hack quietly and can decide if you leave a trace or not.

Traces you leave during a hack don't need to lead back to you.

SAVAGE

When you unleash physical violence, it's especially frightening. When you **Affect** a frightened target, take **+1d**.

*You instill fear in those around you when you get violent. How they react depends on the person. Some people will flee from you, some will be impressed, some will get violent in return. The GM judges the response of a given NPC. In addition, when you **Affect** someone who's influenced by fear (from this ability or otherwise), take +1d to your roll.*

LOOKING INTO A MIRROR

You can always tell when someone is lying to you.

This ability works in all situations without restriction. It is very powerful, but also a bit of a curse. You see through every lie, even the kind ones.

MAKEUP KIT

You can enter a scene disguised as someone else to trick people in the room for at least a few minutes.

Describe your disguise and how you obtained the information required for your mask and roleplay.

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.

You know how to tinker with xeno/human material

REFLEXES

When there's a question about who acts first, the answer is you.

This ability gives you the initiative in most situations. Some specially trained NPCs might also have reflexes, but otherwise, you're always the first to act, and can interrupt anyone else who tries to beat you to the punch. This ability usually doesn't negate the need to make an action roll that you would otherwise have to make, but it may improve your position or effect.

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.

Reading astronavigation material is not everyone's business, but you're a born navigator. You know shortcuts that help you arriving faster at your destination or that allow you to go unnoticed – both in space as well as in spacy locations like asteroids or space stations.

MESMERISM

When you **Trick** someone, you may cause them to forget that it's happened until they next interact with you.

The victim's memory "glosses over" the missing time, so it's not suspicious that they've forgotten something. When you next interact with the victim, they remember everything clearly, including the strange effect of this ability.

ASSAULT

You're a force to be reckoned with. On a success in close combat, you can also (choose one): cleave into a nearby enemy - destroy their shield or armor - send them flying.

TODO

WORDPLAY

On a success when resisting during social interactions you can also (choose one): deflect blame - plant a false idea - have the GM reveal a secret."

TODO

PROTOTYPE

Start a single tier 2 or 3 contraption crafting clock. You can use this unfinished contraption as normal. Any time you make a dice roll using it, it ticks the crafting clock once. When the clock is full, the contraption is made and you start a new clock.

TODO

TRICK SHOTS

You can pull off improbable (but not impossible) shots with a ranged weapon, like ricocheting a projectile off a wall or shooting through one target and hitting another.

You ignore any circumstances towards effect from the difficulty, but you must explain how you pulled off the shot.

TODO

SLIPPERY

You're tough to pin down. On a success when resisting an enemy attack, you can also (choose one): disappear from their sight - pick their pocket - reposition behind them.

TODO

STALKER

Your lurking presence forces foolish action. On a success while moving stealthily, NPCs near you (choose one): do something stupid due to paranoia - reveal a secret.

TODO

STICKY FINGERS

You always manage to come away with something of value. You get 1 extra coin each loot roll and can control up to 6 coin without raising suspicion. Also, once during each session, you can establish the location of some good loot nearby.

TODO

UNSEEN HAND

When you assist an ally, you only take consequences if they roll a failure. If they roll a critical, you clear 1 stress. Why do they not know you're helping them?

TODO

INQUISITOR

You feel deep satisfaction in breaking the will of others. On a success when torturing prisoners, you learn twice as much information as normal. You also gain a downtime action which you can only use for this purpose.

TODO

PUSH

I READ ABOUT THIS

Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill.

This is the "jack-of-all-trades" ability. If you want to attempt lots of different sorts of actions and still have a good dice pool to roll, this is the special ability for you.

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.

If you perform a feat that verges on the superhuman, you might break a metal bar with your bare hands, pull the driver off a motorbike, lift a huge weight, etc. If you engage a small gang on equal footing, you don't suffer reduced effect due to scale against a small gang (up to six people). When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

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.

When an enemy is suppressed (i.e. slowed down by a steady rate of fire), they're reluctant to maneuver or attack (usually calling for a fortune roll to see if they can manage it). When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

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

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

THE DEVIL'S FOOTSTEPS

Push yourself to do one of the following: perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.

This ability represents your enhanced abilities. Maybe you're not fully human? When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

SPECIAL ARMOR

SUBTERFUGE

You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

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.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

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.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

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.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

GUARDIAN APP

You may expend your **special armor** to resist a physical attack.

You have a technical device or your body has been altered to offer additional protection, e.g. subdermal armor, a limb that catches bullets, defender drones... If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

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.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

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.

If you protect a teammate, this ability negates or reduces the severity of a consequence or harm that your teammate is facing. You don't have to be present to use this ability - say how you prepared for this situation in the past. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of 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.

If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

LEAD

When leading team actions, the **stress** loss from failed rolls is reduced by 2.

You figure in the possibility of failure. It doesn't freak you out.

SELF-DISCIPLINE

Increase your maximum **stress** by 2.

You are trained to endure.

FORESIGHT

Two times per score you can **assist** a teammate without paying stress. Describe how you prepared for this.

You can narrate an event in the past that helps your teammate now, or you might explain how you expected this situation and planned a helpful contingency that you reveal now.

COMFORT

Take aside one crew member to discuss the current situation. You both clear 1 stress.

Play a short scene to point out how you relax the situation for the two of you.

CALM

Once per session you can reduce all present crew members' **stress by 2** or a single crew member's **stress by 4**.

Play the scene to give your crew a feeling of how you calm things down (and to calm them down in real life)

EXPERTISE

Choose one of your action ratings. When you lead a group action using that action, you can suffer only 1 stress at most, regardless of the number of failed rolls.

This special ability is good for covering for your team. If they're all terrible at your favored action, you don't have to worry about suffering a lot of stress when you lead their group action.

JOY OF BATTLE

On a critical while engaged in combat, you clear 1 stress.

You love nothing more than your own excellence in battle.

TRADE

DAREDEVIL

+1d when you roll a **desperate** action, but you also take **-1d** to any resistance rolls against consequences from your action.

This special ability is a bit of a gamble. The bonus die helps you, but if you suffer consequences, they'll probably be more costly to resist. But hey, you're a daredevil, so no big deal, right?

OPPORTUNIST

You take +1d on a roll when acting immediately after an ally fails a resistance roll.

How do you leverage their failure to your own advantage?

MANIAC

You take +1d when you go hard and put your own body on the line, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

You think nothing of risking life and limb.

XP TRIGGER

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.

Define early in your career what this XP trigger is about.

XENO ENTOMOLOGIST

You gain an additional **XP trigger**: Mark XP when your curiosity for alien technology or xeno fauna caused trouble for the mission.

Maybe you're working on a scientific paper or an encyclopedia. Maybe you just want to learn. You put this goal over your team's.

INNER VOICE

You gain an additional **XP trigger**: Your inner voice suggests a special goal; +1XP if this caused your crew trouble.

Write down your special goal at the beginning of the session and present it during end of session.

NERD

You gain an additional **XP trigger**: Mark XP if you resolved a social complication with technical knowledge

You're used to not fit to social norms. But your honest approach saved you several times already.

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.

It is not written anywhere that you are not allowed to incite the conflict in the first place.

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.

Space is your water. You try to get there as often as possible.