

- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

□-□ Spacesuit

Transport plan: Route and means.

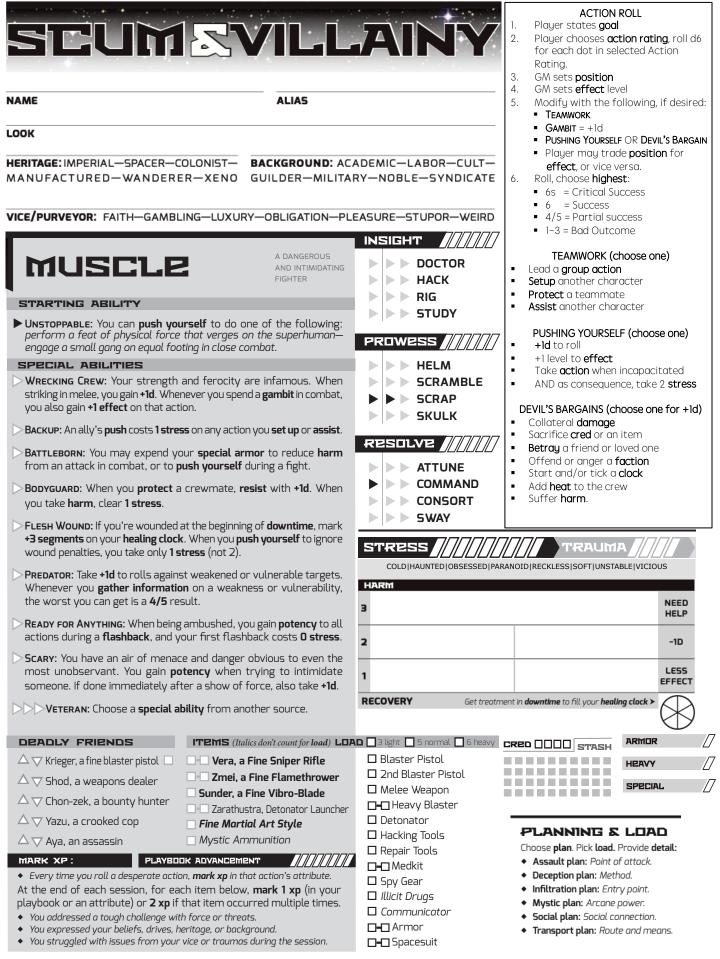
<u>Items</u>

(*italicized* items don't count for load) Load: □3 light □ 5 normal □ 6 heavy

Mechanic Specific

- Fine Hacking Rig: Visualization goggles, unpublished exploits, overclocked nonmarket chips, optical vampire taps.
- Fine Ship Repair Tools: Power-assisted wrenches, a sonic drill, testing probes, power calibrators, a rivet gun.
- *Small Drone*: Small, remote-controlled drone with cameras. May be able to carry something light.
- Spare Parts: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.
- Vision–Enhancing Goggles: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.
- *Genius Pet*: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

- Armor: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- Blaster Pistol: A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- *Communicator*: Has a few bands, likely even a few encrypted. Works only when within orbit.
- Detonator: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- Hacking Tools: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- Heavy Blaster: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs*: What's your poison, space cowboy?
- Medkit: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- Melee Weapon: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- Repair Tools: Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- Spacesuit: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- Spy Gear: Disguises, voice modulators, mini–cameras, thermal scanners, false thumbprints, and audio filters.



ACTION ROLL

Player chooses action rating, roll d6

Player states goal

2.

(*italicized* items don't count for load) Load: □3 light □ 5 normal □ 6 heavy

Muscle Speciic

- Fine Martial Arts Style: Your own custom blend of combat techniques.
- Krieger, a Fine Blaster Pistol: As a friend or ally, it can be used during downtime to threaten or intimidate. As an enemy, someone else owns it and it's carrying a bullet for you.
- *Mystic Ammunition*: A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants potency against mystic targets.
- Sunder, a Fine Vibro-Blade: Cuts through almost any material. Decorated blade.
- Vera, a Fine Sniper Rifle: A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.
- Zarathustra, Detonator Launcher: Fires detonators at high velocity.
- Zmei, a Fine Flamethrower: For those times when you really need to heat things up. Settings for regular and extra crispy.

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ACTION ROLL

Player chooses **action rating**, roll d6 for each dot in selected Action

Player states goal

2.

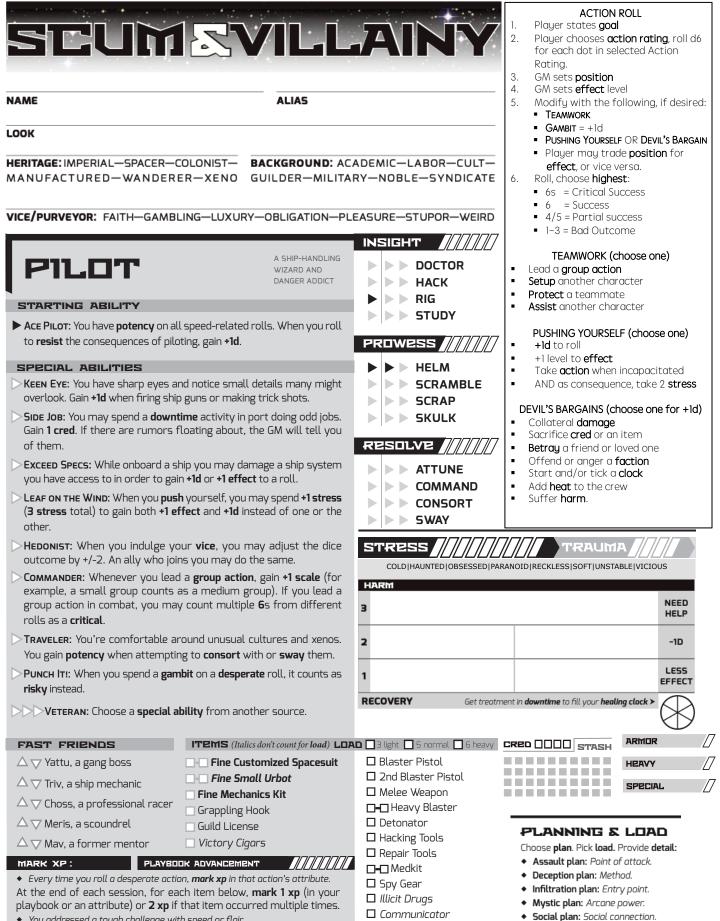
SEUMINULA

(*italicized* items don't count for load) Load: □3 light □ 5 normal □ 6 heavy

Mystic Specific

- Fine Melee Weapon: Antiquated weapon that acts as an extension of your body.
- *Memento of Your Travels*: A small statue, outdated currency, a lock of hair, a picture.
- Offerings: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.
- *Outdated Religious Outfit*: Robes, worn cloaks, sandals, etc.
- Precursor Artifact: A small object made of ancient materials. Precursor tech.
- Trappings of Religion: Scrolls, texts, icons, cups and bowls, bells.

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Armor

□-□ Spacesuit

Transport plan: Route and means.

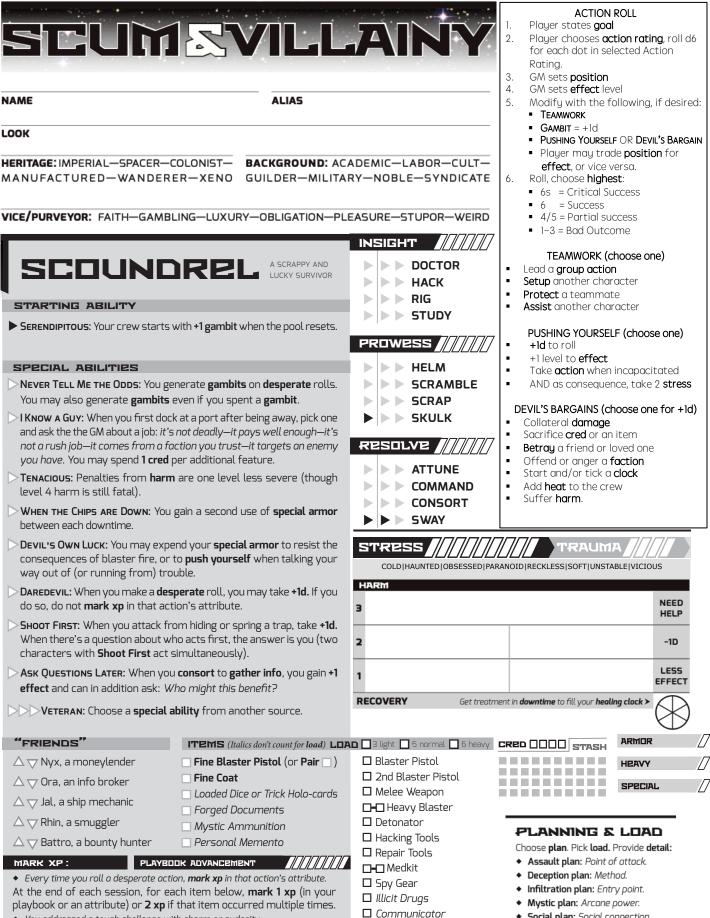
- You addressed a tough challenge with speed or flair.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

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Pilot Specific

- Fine Customized Spacesuit: Sweet decals, emergency beacon, some thrust.
- Fine Mechanics Kit: Hand-held scanners, hull patch kit, assortment of hand tools.
- Fine Small Urbot: Supports piloting and can carry a few items. Seems eerily sentient.
- Grappling Hook: Small, but mechanized. Can pull you up. Fits in your belt.
- Guild License: Legit pilot certification (may not be yours). Will allow you passage through a jumpgate.
- *Victory Cigars*: Enough to share with a few choice people.

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- You addressed a tough challenge with charm or audacity. You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

Armor □-□ Spacesuit Social plan: Social connection.

Transport plan: Route and means.

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Scoundrel Specific

- Fine Blaster Pistol/Matched Pair: Customised or strange. Can fire mystic ammunition.
- Fine Coat: A heavy but well-made and well-kept coat. Distinctive and with a history.
- *Forged Documents*: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.
- *Loaded Dice/Trick Holo-cards*: Gambling accouterments subtly altered to favor particular outcomes.
- *Mystic Ammunition*: A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants potency against mystic targets.
- *Personal Memento*: A keepsake you cherish. A locket, small holo, music from your homeworld.

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ACTION ROLL

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Speaker Specific

- Fine Clothes: Silk sarongs, suits, fine blue capes.
- *Legitimate ID*: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.
- Luxury Item: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.
- *Memento of a Past Encounter:* A distinctive piece of jewelry, a fine blade with a House crest, a signet ring, a small statue.

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Spy Gear

Armor

Illicit Drugs

□-□ Spacesuit

Communicator

 Every time you roll a desperate action, mark xp in that action's attribute. At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2 xp** if that item occurred multiple times.

- You addressed a tough challenge with insight or compassion. You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

 Mystic plan: Arcane power. Social plan: Social connection.

Infiltration plan: Entry point.

Transport plan: Route and means.

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Stitch Specific

- Candies and Treats: For those extra brave customers.
- *Fine Bedside Manner*: Charm that sets patients at ease. Some Stitches never bother to bring this.
- Fine Clothing: A suit or outfit for fancy dinner parties and high society.
- Fine Medkit: Better stocked than the standard. Skin staples, diagnostic hand scanners, synthflesh, bone stabilizers, spray hypos, anti-venom, and a wider selection of drugs.
- *Recognizable Medic Garb*: The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizeable from a distance.
- *Syringes and Applicators*: Syringes, injectors, patch applicators. Many can be palmed easily.

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