BEAM SAB	er	SQUAD	PLAY SPECIAL ABILITY			Жt	END A Change your Drive Negate any Harm/Damage OCK Change a roll to 6 Full Assist a Teammate
NAME	PRONOUN	CALL SIGN					HUNT STUDY SURVEY ENGINEER
LOOK	TRAGEDY						FINESSE VVVVVV PROWL STRUGGLE
HISTORY	OPENING						WRECK
STRESS	AUMA RECK	0 - HAUNTED - OBSESSED - PARANOID KLESS - SOFT - FRACTIOUS - VICIOUS HIFAMING					COMMAND CONSORT SWAY INTERFACE
3		NEED project				Bonus L	
2		-1D ARMOR USES				quirk)	YOURSELF (spend 2 stress OR 1 AND/OR accept a COLLATERAL DIE.
1		LESS HEAVY EFFECT SPARK					> 3 light ♦5 medium♦ 6 heavy
VEHICLE NAME	VEHICI	LE MODEL					
VEHICLE LOOK							
QUIRKS		BREAKDOWN					
			FRIENDS	ITEMS			
DAMAGE		REPAIR	$\Delta \nabla$				
3		NEED project HELP clock	$\Delta \nabla$				
2		-1D ARMOR USES	$\Delta \nabla$				
1			$\Delta \nabla$				
ENHANCE	LOAD	EFFECT S light ♦5 medium♦ 6 heavy	$\Delta \nabla$				
		♦ 5 light ♦5 medium♦ 6 neavy	$\Delta \nabla$				
EXPERTISE	, <u> </u>		XP Evenu time you roll a	deeperate action mark yn	in that action's attribute		
BATTLE DESTROY			At the end of each set	desperate action, mark xp ssion, for each item belo	w, mark 1xp (in your		
MANEUVER			 Playbook or an attribution You adressed a challe 	ute) or 2xp if that item o enge with	ccured multiple times.		
ACUITY BOMBARD			 You expressed your H You struggled because 	listory, Traaedy, or Openin e of your Beliefs, Trauma o	lg. or Character		
MANIPULATE			TEARNICRK	PLANNING		GRATH	ER INFORMATION
SCAN			Assist a teammate	Choose a plan, provid-	e the detail.	🌣 What	do they intend to do?
				Choose your <i>load</i> limit	-		can I get them to [X]? are they really feeling?
			Lead a group action	Assault:Point of Attack	Scientific: Procedure	What	should I look out for?
			Protect a teammate	Deception: Method	Social: Connection	Wher	e's the weakness here? can I find [X]?
			Set up a teammate	Stealth: Entry Point	Transport: Route		's really going on here?

BEAM SABER PILOT CONNECTIONS SHEET

PILOT NAME

BELIEFS	
He	
	Ask about a truth relating to a belief, then reset the clock to 1.

PILOT NAME



PILOT NAME



PILOT NAME

PILOT NAME

PILOT NAME



PILOT NAME



PILOT NAME



PILOT NAME



PILOT NAME



https://austin-ramsay.itch.io/	CE FQ	SQUAD		SPECIAL ABILITY	ES CON	200			SPEND A Chan + DRIVE Nega CLOCK Chan	nge your Drive ate any Harm/Damage nge a roll to 6 Assist a Teammate
NAME	PRONOUN	CALL SIGN		Adaptable:You may	y Spend you	ur Spark	to make up to 2 pts		HUNT	
				of your vehicle's load un	declared or to pu	ush yourself	with vehicular agility.		SURVEY	
LOOK	TRAGEDY			□ More Than Meets	The Eye:Your ve	hicle can tra	ansform into a 2nd form	PRO	WESS	
LOOK				Select 2 load of vehicle g				0.0	FINESSE	
				it has this when it's in it:	s 2nd form. Selec	t 2 load wor	rth of vehicle gear		STRUGGLE	
HISTORY	OPENING			& 3 pts of action ratings	that your vehicle	has; it lack	s this in its 2nd form	RES	WRECK	
STRESS SC.	ARS COLD	- HAUNTED - OBSESSE	D - PARANOID	Veteran: Choose an	ability from and	ther source.	. Can take this 3 times.		COMMAND	000000
	RECK	LESS - SOFT - FRACTIO	US - VICIOUS	🗆 Meat Is Cheap, Sa	ve The Metal: \	When the ve	hicle you're piloting		CONSORT	
HARM		NEED	HEALING	takes damage, you can c					• • INTERFACE	
3		HELP	project clock	instead. Resisting this is	at -1d. Pilot arm	or cannot pr	event this harm.		us Die	and 2 stress OP 1
2		-10	ARMOR USES	Last Stand: Vehicu	lar Dire Actions e	end on 1-3 ir	nstead of 1-5. On those		USH YOURSELF (spe uirk) AND/OR accept a	a COLLATERAL DIE.
1		LESS	HEAVY 🗆	Dire Actions take +1d	for each point o	f Breakdow	n the vehicle has.	LOAI		nedium 🔷 6 heavy
		EFFECT	SPARK	Advanced Prototy	pe: You can decl	lare 1 vehicl	le gear as Experimental.			
VEHICLE NAME	VEHICL	E MODEL		It has -1 load (min 0), a	and when pushe	ed gets incr	eased effect AND +1d.			
				Bloodlust: When yo	ou defeat a worth	ny foe (or ga	ing of the unworthy) in			
				battle, heal 2 stress. Gai	n the Tragedy "S	eeks violend	ce".			
VEHICLE LOOK				🗆 Red Comet: You ha	ve a rep as a gre	eat pilot.Whe	en you try to impress or			
QUIRKS		BREAKDOWN		dismay someone using y	our reputation, t	ake +1d. W	hen you dramatically			
				reveal yourself, others a	re briefly stunne	d.				
						xhaust 1 Qu	uirk or spend 2 Stress			
				to Push Yourself on V	ehicle actions.					
				FRIENDS		ITEMS				
DAMAGE		NEED	project	$\Delta \nabla$ <u>Denari, a gruff m</u>		□ <u>Grav C</u>				
3		HELP	clock ARMOR USES	$\Delta \nabla_{\text{Sycamore, a caution}}$			struct Remote			
2		-10		△ \		_	mote Vehicle Control			
1		LESS EFFECT		△▽ <u>Ripper, a reckles</u> △▽	s pilot		vironmental Suit			
ENHANCE	LOAD	♦ 3 light ♦5 media	um🔷 6 heavy				ustom Vehicle			
	E Fine Mo	bility Suite		- XP						
BATTLE	Boostee			• Every time you roll a of each see	desperate action	, mark xp in	that action's attribute. , mark 1xp (in your			
O DESTROY MANEUVER		achine Gun		playbook or an attribu	te) or 2xp if th	at item occ	cured multiple times.			
ACUITY	Eine Sh	ield OR Forcefield		You adressed a challen You expressed your H						
BOMBARD MANIPULATE	□ <u></u>			You struggled because	e of your Beliefs,	Scars or Q	Quirks.			
SCAN				TEARWORK	PLAN Choose a pla		the detail.		What is their vehicle ca	
				Assist a teammate			for the operation	\$	When are their vehicle	s unattended?
				Lead a group action	Assault:Point of	f Attack	Scientific: Procedure		What do they intend to How can I get them to	
				Protect a teammate	Deception: M	ethod	Social: Connection	\$	What's the best way th	
the and the state				Set up a teammate	Stealth: Entry	Point	Transport: Route		Where did [X] go? What's really going on	here?

NAME	CER otaninn PRONOUN	SQUAD CALL SIGN		SPECIAL ABILITI	ES ES	Kop	nother pilot an additiona		SPEND A + DRIVE CLOCK - CLOCK - Change a roll to 6 - Full Assist a Teammate - HUNT
							iother pilot an additiona		SURVEY
				downtown activity. This					e e Enomination
LOOK	TRAGEDY			Cook The Books: S				PRO	WESS
				additional supply roll. Th					• • PROWL
HISTORY	OPENING			Red Tape: When y Consequence, you ma	ay roll Resolve	a regulation to resist inst	that would prevent a ead of any other		STRUGGLE WRECK
STRESS	RS		COLD BIBINOLD	Attribute or spending					DLVE
VVVVVVVV		- HAUNTED - OBSI LESS - SOFT - FRAC	ESSED - PARANOID CTIOUS - VICIOUS	Beneath Notice: W misdirection, you get -	+1d to action a	and resistanc	e rolls (or exhaust 1		CONSORT
HARM			HEALING	fewer Quirk with vehic When you throw off yo					SWAY
3		NEI HE		initiative in the situatio		ie reading a	alpilae givea you the		us Die
2		-11	ARMOR USES	Rainy Day: Sp	end your Spar	rk to provid	le a supply point for		USH YOURSELF (spend 2 stress OR 1 uirk) AND/OR accept a COLLATERAL DIE.
1		LES	ARMOR SS HEAVY	immediate use, or to pu	•		••	LOAI	
1		EFF	ECT SPARK	Forgettable: When	n you successfu	ully Sway some	eone, you may cause		
				them to forget that it's	happened until	they next inte	eract with you.		
VEHICLE NAME	VEHICLE	E MODEL		🗆 Work Hard, Play H	lard: When ye	ou Cut Loose	, the person you Cut		
				Loose with may roll to you. If either of you C					
VEHICLE LOOK									
QUIRKS		BREAKDO	OWN	Connected: During	g downtime, yo	u get +1 resul	t level when you acquire		
				an asset or schmooze.		-			
				Veteran: Choose an	n ability from a	nother source.	.Can be taken 3 times.		
				FRIENDS		ITEMS			
DAMAGE			REPAIR	$ riangle \nabla_{\text{Vex, a quick series}}$	ver	□ Fine Of	ficial Documents		
3		NEI HEI		$\Delta \nabla_{\overline{\mathbf{Tri}}, \text{ an ambitious}}$		Body S	canner Wand		
2		-11	ADMOD LICES	$\triangle \nabla_{\text{Beagle, an offen}}$		Travel			
		LES		$\Delta \nabla_{\text{Jupiter, an absu}}$		_	ints for Facility/Vehicle		
1		EFFI	EUT				de Tape Projector		
ENHANCE	LOAD	• • • • • • • • •	nedium 🔷 6 heavy	$\Delta \nabla$			ustom Vehicle		
EXPERTISE	Inconspic			XP					
BATTLE	Several H	Hand Tool Sets		 Every time you roll a At the end of each ses 	desperate actions in the second secon	on, mark xp in 1 item below.	that action's attribute. mark 1xp (in your		
O O DESTROY MANEUVER	Fine Care	go Container		playbook or an attribu	ite) or 2xp if	that item occ	cured multiple times.		
ACUITY	Inhibitor	Clamp		You adressed a challe You expressed your H					
BOMBARD				You struggled becaus	e of your Belie	fs, Scars or Q	luirks.		
MANIPULATE				TEARNUCIRK		Ian, provide	the detail		THER INFORMATION
· m				Assist a teammate			for the operation		What loophole can I abuse? What protocol can I enforce?
The second secon				Lead a group action	Assault:Point	of Attack	Scientific: Procedure	4 ۱	What do they intend to do? How can I get them to [X]?
IN THE				Protect a teammate	Deception:	Method	Social: Connection	÷.	Are they telling the truth?
				Set up a teammate	Stealth: Ent	ry Point	Transport: Route		How can I find [X]? What's really going on here?

https://austin-ramsay.itch.io/		SQUAD	SPECIAL ABILITI	ES		DRIVE + DRIVE CLOCK - Change your Drive • Negate any Harm/Damage • Change a roll to 6 • Full Assist a Teammate
NAME	PRONOUN	CALL SIGN	Broadcast: When y	ou push yourself, you c	an also: instill a powerful,	SURVEY
			undirected emotion in of	thers OR paralyze a per	son with your mind or voice.	BORVET BORVET
LOOK	TRAGEDY		Telepathy: You can	freely communicate w	/ people through thought as	PROWESS
			though you were talking) if you've had a reveali	ng interaction w/ them. Also,	PROWL
			when you are part of a G	Group Action, you can s	pend 1 stress per person	STRUGGLE
HISTORY	OPENING		(including the Leader) to	let everyone use the L	eader's action rating instead.	RESOLVE
STRESS SC/		- HAUNTED - OBSESSED - PARANOID	Far Sight: When yo	ou Gather Infomation wi	ith Survey, take +1d. The	COMMAND
	RECK	LESS - SOFT - FRACTIOUS - VICIOUS	information gained can b	be from a place and tim	e that you were not present.	CONSORT
HARM		NEED project	Emoji: You can inte	ract w/ digital entities a	as people, regardless of how	INTERFACE
3		HELP clock	corruptd/rampant.You al	iso have + effect when	communicating w/them.	Bonus Die PUSH YOURSELF (spend 2 stress OR 1
2		-1D ARMOR USES	Carouse: When you	u participate in a Cut Lo	ose, choose one: The pilot	quirk) AND/OR accept a COLLATERAL DIE.
1		LESS HEAVY EFFECT SPARK			their Relationship with you	LOAD \diamond 3 light \diamond 5 medium \diamond 6 heavy
		EFFECT SPARK	improves by another+1;	OR your relationship w	ith them improves by +1.	
VEHICLE NAME	VEHICI	LE MODEL	Everybody Hurts:	Spend your Sparl	k to resist a consequence	
			from any type of ambus	h, or to push yourself to	understand others.	
					after you see the result of an f no one else has. When you	
VEHICLE LOOK			have a personal momen	nt with someone, you ca	in take any amount of stress	
QUIRKS		BREAKDOWN			same amount of stress. onately (with more than	
			just words) towards a	foe, you keep a Contr	olled position until you act	
			against their interests.			
				an ability from another		
			FRIENDS	ITE		
DAMAGE		NEED project	$\Delta \nabla_{\mathbf{Zia, a fair painte}}$		rognostication Tools	
3		HELP clock	AT Hatsu, a brash r		ine Artistic Tools	
2		-10	$\Delta \nabla_{Kausar, a kind m}$		ersonal Emblem	
1		LESS EFFECT	△▽ <u>Navneet, a tired</u>		Symbol Of Hope	
ENHANCE	LOAD	♦ 3 light ♦5 medium♦ 6 heavy			ne Stun Gun	
		g Appearance		<u> </u>	our Custom Vehicle	
EXPERTISE BATTLE		padcast System		desperate action, mark	xp in that action's attribute. elow, mark 1xp (in your	
DESTROY	_	cial data retrieval program			m occured multiple times.	
MANEUVER		Amplifier		inge with understand		
BOMBARD				listory, Tragedy, or Ope e of your Beliefs, Scars		
MANIPULATE			TEARNUCIRK			GATHER INFORMATION
•			Assist a teammate	Choose a plan, pro Choose your <i>load</i>	vide the <i>detail.</i> limit for the operation	 How is this person hurt? How is this person vulnerable?
(NIL)			Lead a group action	Assault:Point of Attack		Are they telling the truth?
			Protect a teammate	Deception: Method	Social: Connection	What drives them to do this? What are they feeling?
			Set up a teammate	Stealth: Entry Point	Transport: Route	Who's most afraid of me? What's really going on here?

https://austin-ramsay.itch.io/		SQUAD	SPECIAL ABILIT		Kol		DRIVE + DRIVE CLOCK INSIGHT	 Negate any Harm/Damage Change a roll to 6 Full Assist a Teammate
NAME	PRONOUN	CALL SIGN	Rook's Gambit: Ta	ke 2 stress to roll y	our best actio	on rating while doing another	• • • • S1	UDY
			action, if you can justify it.					JRVEY NGINEER
LOOK	TRAGEDY		Cool Under Pressu	re:When you tak	e Harm, heal	stress=the IvI of that Harm	PROWESS	
			Regent's Brillianc	e: You and your e	entourage h	ave increased effect when		NESSE VVVVVV
	0.000 MILIO		Consorting and Swaying	if you take adva	ntage of hov	v truly Impressive you are.	• • • • S1	RUGGLE
HISTORY	OPENING		Like Looking In A I	dirror: You can a	always tell wi	hen someone is lying to you.	RESOLVE	RECK
STRESS SC.		- HAUNTED - OBSESSED - PARANO		g on the Side: A	At the end of e	each downtime phase,	• • • • C	OMMAND
	RECK	LESS - SOFT - FRACTIOUS - VICIOU	make a Fortune Roll usin			d 1 Tick to a Drive clock.	• • • • S	DNSORT VAY
3		NEED project	Read 'em & Weep	Take 2 stress to	ask 1 of these	e questions about someone	Bonus Die	TERFACE
3		HELP clock	you've observed. Spend 1	stress for each a	additional que	estion. What was their		RSELF (spend 2 stress OR 1
2		-1D ARMOR	lowest moment? How it	s their mind or so	oul venerable	e? What are their secret	quirk) AND/	OR accept a COLLATERAL DIE.
1		LESS HEAVY EFFECT SPARK	pains? What do they cr	-		m whom?		ght ♦5 medium♦ 6 heavy
			Subterfuge: Sp	end your Sparl	k to res	ist a consequence from		
VEHICLE NAME	VEHICI	LE MODEL	suspicion or persuasion					
			Trust in Me: You g	et +1d vs. a tar	get with wh	om you have a strong		
VEHICLE LOOK			relationship. For anothe		-			
QUIRKS			Veteran: Choose an	n ability from and	other source	. Can be taken 3 times.		
		BREARDOWN	-					
			—					
 			—					
			FRIENDS		ITEMS			
DAMAGE		REPAIR	$\Delta \nabla_{\text{Tasneem, a sly c}}$	ourtesan	□ Fine [Disguise Kit		
3		NEED project HELP clock	⊖ △▽ _{Candan, a naive}		_	e Powder		
2		-1D ARMOR US			□ Fine B	Espionage Gear		
1		LESS ARMOR	□ △▽ <u>Duri: an Idealist</u>		_	Clothes And Jewellery		
	TOTA	EFFECI	$ \Delta \nabla$		Cane			
ENHANCE	LOAD	♦ 3 light ♦5 medium♦ 6 hea			□ Your	Custom Vehicle		
EXPERTISE		lo-Projector	XP	deenenate setie				
BATTLE DESTROY	_	Countermeasure	At the end of each se	ssion, for each	item belov	in that action's attribute. w, mark 1xp (in your		
MANEUVER		led Melee Weapon	 playbook or an attrib You adressed a challe 			ccured multiple times.		
ACUITY		Passenger Space	You expressed your F You struggled because	listory, Tragedy	, or Openin	g.		
MANIPULATE		Appearance	TEARWORK			AND LOAD	GATUES	INFORMATION
SCAN			Assist a teammate	Choose a pl	an, provide	e the detail.	What do the	y intend to do?
alla and a set						it for the operation	How can I g Are they tell	ing the truth?
			Lead a group action	Assault:Point		Scientific: Procedure	What are the	ey really feeling?
			Protect a teammate	Deception: N		Social: Connection	🔅 How can Ib	y really care about? lend in here?
and the second sec			Set up a teammate	Stealth: Entr	y Point	Transport: Route	What's reall	y going on here?

Ntps://austin-ramsay.itch.io/	CE FQ	SQUAD		SPECIAL ABILITY		Kop		DRIVE + SPENI + DRIVE CLOCH	Negate any Harm/Damage
NAME	PRONOUN	CALL SIGN		Compel: You can int	terface to force a	a nearby App	or Proxy to appear & obey		HUNT VVVVV STUDY SURVEY
				a command. You can alwa	ays distinguish t	between real	ity & AR created by a		ENGINEER
LOOK	TRAGEDY			program you summon or	compel (your al	llies cannot).		PROWESS	6.6.6.6.6.6
				Matrix Mind: You'r	e always aware	of Apps & Pi	roxies nearby. take +1d		FINESSE VVVVVV PROWL
				when you gather inform	ation about the	AR & Apps.			STRUGGLE
HISTORY	OPENING			🗆 Iron Will: You're im	nmune to AR co	nfusion caus	ed by Apps & Proxies.	RESOLVE	WRECK
STRESS SC.			BSESSED - PARANOID	Take +1d to resistance r	rolls with Resolv	ve.			COMMAND
	RECK	LESS - SOFT - FF	RACTIOUS - VICIOUS	Turing Test: You can	an always tell if	f you're inter	acting with a human.		CONSORT SWAY
HARM		N	NEED project	Data Pack: You can	n Study an App	(or make one	e) to develop it into a	• • • • I	NTERFACE
3			HELP clock	reusable form. You begin	n with one App	already learn	ned.	Bonus Die	JRSELF (spend 2 stress OR 1
2			-1D ARMOR USES	Crowdsource: Spe	end 2 stress to	o use a squa	admate's action rating	quirk) AND	/OR accept a COLLATERAL DIE.
1			LESS HEAVY	instead of your own. I	Describe how	you make u	se of their knowledge.	LOAD 🔷 3	light $\diamond 5$ medium $\diamond 6$ heavy
		E	FFECT SPARK	Tesla: When you Pu	ush Yourself, yo	u can also ur	leash lightning from the		
VEHICLE NAME	VEHICI	E MODEL		power grid OR summon	an AR storm ne	arby that wil	I cause AR confusion.		
	1211102			Warded: You may	Spend your	Spark to	resist an AR consequence		
				or to Push Yourself when	n you deal with	AR forces.			
VEHICLE LOOK				Ueteran: Choose a	n ability from ar	nother source	e. Can be taken 3 times.		
QUIRKS		BREAK	DOWN						
D									
				FRIENDS		ITEMS			
DAMAGE		N	NEED project	$\Delta \nabla_{\underline{Gather, a curious}}$			le Exclusion Zone		
3			HELP clock	$\Delta \nabla$ Thusitha, a focus	sed pirate		sive Data Projector		
2			-1D ARMOR USES	△ Zine, a secretive			ugmented Reality Tool		
1			LESS ARMOR	△ \	bage	Quant Quant	tum Drive		
ENHANCE	LOAD		5 medium			Hackri	ig 🗆 L 🗆 M 🗆 H		
	Eine Rei	trieval Program		XP		□ Your C	Custom Vehicle		
BATTLE		ding Program			desperate actio	on, mark xp i	n that action's attribute. 4, mark 1xp (in your		
• • • DESTROY				 At the end of each ses playbook or an attribution 					
MANEUVER				You adressed a challe	nge with know	dedge or d	igital power.		
ACUINY BOMBARD		omb Program		 You expressed your H You struggled because 					
MANIPULATÉ				TEAMUCRK			AND LOPE	GATHE	R INFORMATION
* SCAN				Assist a teammate			the <i>detail.</i> for the operation		olographic or inorganic here? ers in the Augmented Reality?
110 1111				Load a mount action			Scientific: Procedure	🔅 What is his	dden or lost here?
10001 APP 91110- X				Lead a group action	Assault Point	OI AILBCK	Scientific, Floceutre		
TEN SIL				Protect a teammate	Assault:Point Deception: N		Social: Connection	🌣 What do th	hey intend to do? es them to do this?

BEFAR 5AB	etaninn	SQUAD	SPECIAL ABILITY		Ş	R //////		SPEND A DRIVE CLOCK HT Change a roll to 6 Full Assist a Teammate
NAME	PRONOUN	CALL SIGN	Ghost: You are not	negatively affe	cted by quali	ty or Tier when you		
			attempt to bypass secu					
LOOK	TRAGEDY		Ambush: When you	attack from h	iding or spring	g a trap, you get +1d.	PROV	
2001			□ The Devil's Foots	teps: When yo	u Push Yourse	If, in addition to the	::	FINESSE PROWL
	ANEL111/A					iman feat of athletics OR	0.0	STRUGGLE
HISTORY	OPENING		confuse your enemies s	o they attack e	ach other.		RESO	
STRESS		- HAUNTED - OBSESSED - PARANO	ID Expertise: Choose	1 of your Action	Ratings. When	n you lead a group action		• • COMMAND
	RECK	LESS - SOFT - FRACTIOUS - VICIOU	using it, you can suffer or	*	+			SWAY
HARM		NEED project	Never Tell Me The	Odds: If you	are outnumbe	ered or drastically over		INTERFACE INTERFACE
3		HELP clock	as inaccried by a roe, take					JSH YOURSELF (spend 2 stress OR 1
2		-1D ARMOR	Reflexes: When th	ere's a questior	n about who a	cts first, you do.	+ qui	irk) AND/OR accept a COLLATERAL DIE.
1		LESS HEAVY EFFECT SPARK	(two pilots with Reflexes	s act simultane	ously).		LOAD	♦ 3 light ♦5 medium♦ 6 heavy
			Shadow: You may	Spend you	ur Spark 👘 to	o resist a consequence		
VEHICLE NAME	VEHICI	E MODEL	from detection or securi	ty measures, o	r to Push Your	rself for a feat of		
			athletics or stealth.					
VEHICLE LOOK			Veteran: Choose a	n ability from a	nother source	e. Can take this 3 times.		
QUIRKS		BREAKDOWN	Daredevil: When					
		BREARDOWN	roll if you also take -1 additional Quirk for v					
			your action.					
			—					
			FRIENDS		ITEMS			
DAMAGE		REPAIR	$\triangle \nabla_{\text{Decine, an offwork}}$	orlder clerk	□ Fine S	ecurity Cracker		
3		NEED project HELP clock			_	ptical Camouflage		
2		-1D ARMOR US				rision Goggles		
1		LESS ARMOR	Asa, a hopeful re			m Silencer		
	1015	EFFECT	$\Delta \nabla$			Climbing Gear		
ENHANCE	LOAD	♦ 3 light ♦5 medium♦ 6 heav				Custom Vehicle	 	
EXPERTISE		otical Camo	XP					
BATTLE DESTROY		obility Suite				n that action's attribute. 7, mark 1xp (in your		
MANEUVER		nic Countermeasures	 playbook or an attrib You adressed a challe 			cured multiple times. on		
ACUITY BOMBARD		Sensors	You expressed your F You struggled because	listory, Traged	y, or Opening			
MANIPULATE			TEACHICIRK				1 764	THER INFORMATION
SCAN				Choose a p	lan, provide	the detail.	♦ N	/hat do they intend to do?
$\left(\right)$			Assist a teammate			for the operation	ф н ф и	low can I get them to [X]? /hat should I look out for?
(°°)			Lead a group action	Assault:Point		Scientific: Procedure	🔅 N	/hat's the best way in?
alla			Protect a teammate	Deception:		Social: Connection		/here can I hide here? low can I find [X]?
			Set up a teammate	Stealth: Ent	ry Point	Transport: Route		/hat's really going on here?

NAME	CEA otaninn PRONOUN	SQUAD CALL SIGN	SPECIAL ABILITI	times per mission,				SPEND A + DRIVE CLOCK CLOCK CHange a roll to 6 Full Assist a Teammate CHT STUDY SURVEY
LOOK	TRAGEDY		Leader: When you when they have level : increased effect. Rally: Spend 2 stress crowd to perform an act	Command a cohort 3 Harm. When you is to do 1 of the fol	t in combat, t ou lead a Gro llowing: direc	they continue to fight oup Action take ct an unaffiliated		WESS FINESSE PROWL STRUGGLE
STRESS SCA HARM 3 2 1		- HAUNTED - OBSESSED - PARANOID LESS - SOFT - FRACTIOUS - VICIOUS HEAVING Project clock -1D ARMOR USES ARMOR LESS HEAVY	prevent an unaffiliated c Functioning Vice: The pilot you Cut Loose w	rowd from causing When you Cut Loose / heals 1 stress. This nen you make the w ree to the terms (su	g damage. e, you may ac is can't cause weight of an surrender, pri	djust your roll +/- 1 or 2 them to overindulge. arrangement clear to isoner exchange, etc)	Bon P	COMMAND CONSORT SWAY INTERFACE USH YOURSELF (spend 2 stress OR 1 hirk) AND/OR accept a COLLATERAL DIE.
VEHICLE NAME VEHICLE LOOK	VEHICL	E MODEL	breaks the agreement, t Warlord: When you gets improved effect age Mastermind: You m	a have Vendetta wit ainst that Squad. aay Spend you	ith another S ur Spark to	quad, your Squad o protect a teammate,		
QUIRKS		BREAKDOWN	or to push yourself when Weaving the Web: on a target for a Mission. Veteran: Choose a FRIENDS	You gain +1d to Co You get +1d to the e n ability from anoth	onsort when y engagement	you gather information roll for that operation.		
DAMAGE 3 2 1		NEED HELP REPAIR project clock -1D ARMOR USES LESS EFFECT ARMOR	△▽Lavender, a stro △▽Henri, a weak co △▽Peaches, a corru △▽Virgil, a loyal pilo △▽	ng fixer [p [pt officer [nt [Fine Cov Fine Gift Officer's ''High Prio			
ENHANCE EXPERTISE BATTLE DESTROY MANEUVER ACUITY BOMBARD	□ <u>Fine Fri</u> □ <u>Concea</u> □ <u>S</u> mall A		ATP • Every time you roll a • At the end of each ses playbook or an attribu • You adressed a challe • You expressed your H	desperate action, n sion, for each ite ite) or 2xp if that nge with calculat istory, Tragedy, or	Your Cus mark xp in th em below, n t item occur tion or con r Opening.	tom Vehicle hat action's attribute. nark 1xp (in your red multiple times. Ispiracy.		
BOMBARD MANIPULATE SCAN			You struggled because TEFKTULICIRK Assist a teammate Lead a group action Protect a teammate Set up a teammate		hod S	e detail.	*****	What do they want most? What should I look out for? Where's the leverage here? How can I discover [X]? What do they intend to do? How can I get them to [X]? What's really going on here?

https://austin-ramsay.itch.io/ https://twitter.com/N	CER otaninn PRONOUN	SQUAD CALL SIGN	SPECIAL ABILITI	ES en you Push Yourself, you can		DRIVE + DRIVE + DRIVE CLOCK - Change your Drive • Negate any Harm/Damage • Change a roll to 6 Full Assist a Teammate INSIGHT
LOOK	TRAGEDY		make a ranged attack be supress the foe—ricoche	your data roursen, you can yond the weapon's normal ra et a shot to hit a target indire and your Spark to resist a	ange—use rapid fire to ectly.	PROWESS FINESSE
HISTORY STRESS SC.		- HAUNTED - OBSESSED - PARANOID LESS - SOFT - FRACTIOUS - VICIOUS	or mental harm or to Pus	sh Yourself for ranged comba nunter robot has additional s acking & fighting machines, &	at or exploration.	PROWL STRUGGLE WRECK RESOLVE COMMAND
HARM 3 2		NEED Project Clock ARMOR USES	mind], or Quick & Quiet [f Ranger: When you Take +1d to avoid detec	I, & it's stronger], Mind-Link [faster & nearly silent]. Can ta gather info to locate a targe tion when using camouflage	ake the ability again. t, gain increased effect. or a prepared spot.	SWAY INTERFACE Bonus Die PUSH YOURSELF (spend 2 stress OR 1 quirk) AND/OR accept a COLLATERAL DIE.
1 VEHICLE NAME	VEHICL	EFFECT SPARK	and can function on th Determination: Wi can make that a 4-5 by o	able to subsist on what any of he barest sustenance. Gai hen you roll a 1-3 on a risky changing the position to des	n +1 stress box. or controlled action you perate. Gives no XP.	LOAD ♦ 3 light ♦ 5 medium 6 heavy □
VEHICLE LOOK		BREAKDOWN	Lay of the Land: W scouted, they get +10	n ability from another source /hen a Pilot takes advanta d to resist consequences (ut as a flashback Set Up a	ge of terrain you have or spends 1 fewer	
		NEED Project	FRIENDS		lachine Pistol	
3 2 1		-1D LESS EFFECT	A Layla, a humar A Here, an eager A Holly, a cold sq A A	mortician <u>Specia</u> guire <u>Laser</u>	niper Rifle al Ammunition Painter Binoculars ter Robot	
EXPERTISE BATTLE DESTROY MANEUVER	Special	3 light	playbook or an attribu	desperate action, mark xp ir sion, for each item below ute) or 2xp if that item oc	Custom Vehicle h that action's attribute. , mark 1xp (in your cured multiple times.	
ACUITY BOMBARD MANIPULATE SCAN	<u>Drone C</u>	Carrier	 You expressed your H 	inge with <u>exploration or v</u> listory, Traaedy, or Opening e of your Beliefs, Scars or O PLANNING A Choose a plan, provide Choose your <i>load</i> limit	Quirks.	
07 0 10°			Lead a group action Protect a teammate Set up a teammate	Assault:Point of Attack Deception: Method Stealth: Entry Point	Scientific: Procedure Social: Connection Transport: Route	 How can I get them to [X]? What are they really feeling? Where are they vulnerable? Where did [X] go? How can I find [X]? What's really going on here?

NUT A CONTRACT OF A CONTRACT O	Iotaninn SQUAD	SOLDIER DEAYECOK	DRIVE + DRIVE + DRIVE CLOCK - Change your Drive • Negate any Harm/Damage • Change a roll to 6 • Full Assist a Teammate
NAME	PRONOUN CALL SIGN	Battleborn: You may Spend your Spark to reduce Harm from	HUNT STUDY
		an attack in combat or to push yourself during a fight.	SURVEY
LOOK	TRAGEDY	Bodyguard: When you protect someone, take +1d to your resistance	PROWESS
		roll. When you gather info to anticipate possible threats, you get +1 effect. Robot Fighter: You know the weak points of the inanimate and you	PROWL STRUGGLE
HISTORY	OPENING	gain increased effect in combat against machines.	RESOLVE
STRESS	ARS COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - FRACTIOUS - VICIOUS	□ Tough as Nails: Penalties from harm are 1 level less severe.	COMMAND COMSORT
HARM 3	HEALING NEED HELP	□ Mule: Your pilot load limits are higher. Light: 5. Medium: 7. Heavy: 8.	Bonus Die
2	-1D ARMOR USES	\square Not to be Trifled With: When you push yourself, in addition to the	PUSH YOURSELF (spend 2 stress OR 1 quirk) AND/OR accept a COLLATERAL DIE.
1	LESS HEAVY	normal benefits you can also: preform a feat of physical force that verges or	LOAD \diamond 3 light \diamond 5 medium \diamond 6 heavy
-	EFFECT SPARK	the superhuman OR engage a small gang on equal footing in close combat.	
VEHICLE NAME	VEHICLE MODEL	Brutal: When you Command a frightened target, take +1d.	
		Vigorous: You recover from harm faster. Permanently fill in one of your	
		healing Clock segments. Take +1d to healing treatment rolls.	
VEHICLE LOOK		Veteran: Choose an ability from another source. Can take this 3 times.	
QUIRKS	BREAKDOWN		
L			
		TRUNC	
DIMAGE		FRIENDS ITEMS	
DAMAGE	NEED project	△Vibex, a disciplined warrior □ Fine Melee Weapon	
3	HELP clock	△∇ <u>Alice, a frenzied demolitionist</u> □ <u>Fine Assult Rifle</u>	
2	-1D	△√Elliot, a quiet NCO □ Anti-Armor Weapon	
1		△∇Alix, a jovial medic □ 3 Frag, Flash, or Smoke Genad △∇ □ Handgutfe or Zieties	⁴┘□
ENHANCE	LOAD \diamond 3 light \diamond 5 medium \diamond 6 heavy		
	Fine Melee Weapon	XP Stimpack	
BATTLE	Fine Heavy Melee Weapon	• 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 1xp (in your	
DESTROY MANEUVER	Scary Weapon or Tool	playbook or an attribute) or 2xp if that item occured multiple times.	
ACTUTY	A Tangle Gun	You adressed a challenge with violence or coercion You expressed your History, Tragedy, or Opening.	
BOMBARD MANIPULATE		You struggled because of your Beliefs, Scars or Quirks.	
SCAN		TEARNICIRK PLANNING AND LOAD Choose a plan, provide the detail.	GATHER INFORMATION
		Assist a teammate Choose a plan, provide the detail. Choose your <i>load</i> limit for the operation	 How can I hurt them? Who's most afraid of me?
and the second second		Lead a group action Assault:Point of Attack Scientific: Procedure	 Who's most dangerous here? What do they intend to do?
		Protect a teammate Deception: Method Social: Connection	How can I get them to [X]?
and the second s		Set up a teammate Stealth: Entry Point Transport: Route	 Are they telling the truth? What's really going on here?

https://austin-ramsay.itch.io/	CE FQ	SQUAD	SPECIAL ABILITY	ES		DRIVE SPEND A + DRIVE CLOCK INSIGHT CLOCK Change your Drive Negate any Harm/Damage Change a roll to 6 Full Assist a Teammate
NAME	PRONOUN	CALL SIGN		engagement rolls. You can o Action Rolls; the GM will ma		 HUNT STUDY SURVEY ENGINEER
LOOK	TRAGEDY		until the end of the missio	ress to reduce the effect (not) on. If you have Doctor, you ca n can be affected by this abil	n use this on a pilot's harm.	PROWESS FINESSE
HISTORY	OPENING		destroyed or the pilot kill	led at the end of the mission. you invent or craft a creation	on, take +1 result level to	STRUGGLE WRECK RESOLVE
STRESS		- HAUNTED - OBSESSED - PARANOID LESS - SOFT - FRACTIOUS - VICIOUS		h one special design already I your Spark to resist a co		COMMAND COMMAND CONSORT
HARM 3		NEED HELP clock	weakness,or chemical eff	ects, or to push yourself whe		Bonus Die
2		-1D ARMOR USES	skill or handling chemical	now how to Wreck or Destroy	an avec on that it is	+ PUSH YOURSELF (spend 2 stress OR 1 quirk) AND/OR accept a COLLATERAL DIE.
1		LESS HEAVY		d terrain to infantry, vehicles,		LOAD \diamond 3 light \diamond 5 medium \diamond 6 heavy
1		EFFECT SPARK		Engineer to heal. You may S		
				ets +1d to their recovery roll		
VEHICLE NAME	VEHICL	LE MODEL		u Wreck, it's quieter than usu		
			-	you use placed explosives, it's	-	
VEHICLE LOOK				Choose a chem or gadget you		
QUIRKS		BREAKDOWN		n of the chem or gadget itsel		
				1 stress to use it. Changing it is	-	
				ability from another source.	• • •	
			veteran: choose al	ability from another source.	can take this 5 times.	
			FRIENDS	ITEMS		
DAMAGE		REPAIR	$\Delta \nabla_{\text{Dee, a surly prot}}$	fessor Fine E	Engineering Tools	
3			$\triangle \nabla_{\rm Isa, a faceless sp}$	oy 🗆 🗆 Fine (Demolition Tools	
2		-1D ARMOR USES	$\Delta \nabla_{Taylor, a diligent}$		un, Darts and Syringes	
			$\Delta \nabla_{Martinus, a kind}$		olier (3 uses)	
1		EFFEUT	$\Delta \nabla$	_	ets (1 Load Each)	
ENHANCE	LOAD	♦ 3 light ♦5 medium♦ 6 heavy	$\Delta \nabla$		Custom Vehicle	
FXPERTISE		odding Tools	XP			
BATTLE	□□ □ Fine De	struction Tools	 Every time you roll a At the end of each set 	desperate action, mark xp i ssion, for each item belov	in that action's attribute. w, mark 1xp (in your	
O O DESTROY MANEUVER	Payload	d Bay (3 Uses)	playbook or an attribut	ute) or 2xp if that item or	ccured multiple times.	
ACUITY	Assister	d Repair System		nge with <u>technical skill</u> listory, Tragedy, or Opening	0	
BOMBARD MANIPULATE	Analytic	cs Suite	_	e of your Beliefs, Scars or		
SCAN			TEARMORK	PLANNING A Choose a plan, provide		What do they intend to do?
2/			Assist a teammate	Choose your <i>load</i> limit		How can I get them to [X]?
a with the second second			Lead a group action	Assault:Point of Attack	Scientific: Procedure	 Are they telling the truth? What can I tinker with here?
the the second second			Protect a teammate	Deception: Method	Social: Connection	What might happen if I [X]?
LES CALLER TO			Set up a teammate	Stealth: Entry Point	Transport: Route	 How can I find [X]? What's really going on here?