PIONEER

Name:

Look:

Cohesion: ☑ ☑ ☑ ☑ ☑

Faith:

When **the Cohesion clock is full,** reset it and increase Faith by +1, to a maximum Faith of +3.

When **you fail to solve a problem the community faces, or when the community is splintered or divided by a problem**, reduce Cohesion by 1.

If **Cohesion is at 0, and you must decrease it**, reduce Faith by 1 instead, to a minimum of -3. If **you must reduce Faith and Faith is already at -3**, your community abandons the journey or is consumed in a civil war.

MAINTENANCE

Clear ☑ ☑ ☑ ☑

+1   0   -1   -2   -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. **When the Maintenance Fuse is full,** clear it and check Maintenance Past Due.
When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

☑ Maintenance Past Due
While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. **When your ship takes Damage and there are no options to mark off**, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

☑ Superficial Damage
Carbon scoring, melted plating, or scratched paint— Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

☑ Direct Hit   ☑ Spot Repairs
Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

☑ Hull Breach   ☑ Spot Repairs
A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

☑ Adrift   ☑ Spot Repairs
All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

PIONEER SHIP MOVES

DETOUR

When **you must find a nearby location to divert to for supplies, repairs, or time off your ship**, roll+Alien. **On a 10+**, you've found safe harbor. You're at either a resource rich planet or a cosmopolitan trade outpost. The Sm chooses 1. **On a 7-9**, you can find some resources, but your stop is eventful, the SM chooses 2. **On a 6-**, it's a disaster, the SM chooses 3.

- *The locals are either hostile or suspicious of you. The Sm will tell you which.*
- *A parasite, stow-away, or unwelcome guest endangers the ship or community.*
- *A crisis or conflict divides the community.*
- *An anomaly or mystery is revealed, and presents an opportunity, at a cost.*
- *A portion of your community is tempted to abandon the journey and settle down. Unless they are convinced to continue the journey, reduce Cohesion by 1.*
- *It's going to take longer than expected to get your Drive ready for FTL. You're going to have an extended stay and delay your journey. Reduce Cohesion by 1.*

CUNNING LINGUIST

When **you attempt to communicate or interact with an Alien entity that you do not share common language or understanding of the universe with**, roll+Alien. **On a 10+**, you find some common ground or understanding as a basis for communication, both are true. **On a 7-9**, you find some common ground or understanding as a basis for primitive understanding, choose 1.

- *They communicate a simple concept to you.*
- *You communicate a simple concept to them.*

SHIP PAYMENT - FOR THE COMMUNITY

When y**our Crew returns with much needed resources or has neutralized a danger to your colony ship**, roll+Faith.

On a 12+, you have secured a lot for your colony, choose 4.
On a 10-11, you have done well, choose 3.
On a 7-9, there is a little extra, choose 2.
On a 6-, You have secured barely enough for the next leg of your journey. Choose 1, or choose 2 and the SM will advance a Strain that endangers your Community or introduce a danger.

- *Your community has a festival to celebrate the replenishment. Increase Cohesion by 1.*
- *You are able to refit and service the ship. Reset the Maintenance Fuse.*
- *You get the Ship patched up. Remove all Damage from the Ship.*
- *You use surplus supplies to add an Upgrade to your Ship.*
- *You have constructed a new Vehicle, roll* **Test Drive***.*
- *There's enough surplus for some revelry for your team, each crew member rolls on* **Hey Big Spender***.*

After you've made your selections and resolved any follow-up moves, the Journey continues, and another danger or opportunity is just around the corner.

LISTING IN SPACE

When **you try to limp to the nearest space port while Spot Repairs is checked on Adrift**, roll+Maintenance Fuse. **On a 10+**, you make it, hungry, cold and tired. **On a 7-9**, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. **On a 6-**, you're stuck. You either are marooned on a barely habitable planet or trigger a distress beacon and await rescue or capture.

Pioneer Ship Upgrades & Modules:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

☑☑☑ Redundant Systems   Damage: ☑☑☑

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

☑ Infirmary

1 Upgrade

Your Infirmary treats many injuries, maladies, and diseases for your crew and community. Care in the Infirmary is counted as Treatment in regards to healing Harm. Time and effort in an Infirmary may also help treat more complex maladies. If you do not have a medically inclined Intellect, create an NPC to run the Infirmary.

☑ Attached Transport Shuttle

1 Upgrade, 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous

A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

☑ Hydroponic Garden

1 Upgrade

A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

☑ Onboard Market

1 Upgrade

Your Ship has a market where the Community may trade goods and services with each other during time in FTL, and with others when docked with a station or in orbit around a settlement.

When **you invite members of a well stocked civilized alien outpost or community into your Market to trade**, roll For The Community.

☑ Shielding   ☑ Discharged

1 Upgrade, Discharge

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

☑ Lasers   ☑ Discharged

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

☑ Missiles

1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

☑ Plasma Cannon   ☑ Discharged

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

☑☑☑ Railgun

3 Upgrades, 4 Damage, Engaged, Cannonading, Penetrating

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

☑ The Custodian

1 Upgrade

Your Colony Ship has a custodian AI tasked with nurturing, protecting, and training your Crew and Community. Choose between 1 and 2 personality traits for the Custodian:

Polite, Servile, Authoritative, Distracted, Eccentric, Irreverent, Militaristic, Hopeful, Religious, Cold, Boastful, Long Winded.

When **you go to The Custodian with a problem that endangers the community and they advise on a solution,** take Advantage going forward when you act on their advice.

Bays & Crew

You start with a Vehicle Bay and Community, and may spend Upgrades to purchase a Squadron Bay or Barracks . Bay and Crew upgrades don't count towards your number of Modules.

Vehicle Bay:

Your vehicle Bay starts with 1 of the following Vehicles, and you may store Vehicles you gain later in your Vehicle Bay. You may have more than 1 of each Vehicle type.

• *Speeder, Passenger Vehicle, Military Vehicle, Shuttle.*

☑☑☑ Squadron Bay:

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give a few notable members a name, and if one of the players' characters isn't the Squadron leader, create a leader NPC.

• *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm.*

Community:

Your community is a group of pioneers destined for a very far off colony world many decades or hundreds of years away. Your community is generational, and your Crew has close ties to it. Name notable NPCs and leaders of your Community.

☑ Barracks:

You have a barracks with a squad of well trained soldiers, describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the Squad. If a PC is not the Squad's leader, name the Leader.

• *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm.*

Making your Pioneer

You are crew members and civilians on a massive colony ship. Because of its size, your ship is very slow compared to smaller vessels, and so your large community is generational, children being trained to maintain and pilot the ship, and for their children's children to build and establish their Colony. Will you maintain your Faith in a promised land you will never see? Or will you settle somewhere closer, or abandon your journey and drift apart? Or will you die somewhere between the stars?

Name:

Decide on a name together. Make it evocative and pronounceable.

Look:

Choose up to 5:
Old, Rusty, Disheveled, Worn, Patchwork, Cramped, Leaky, Grimy, Expansive, Crowded, Cavernous, Spartan, Exposed conduits, Makeshift accommodations, A large communal space

Cohesion & Faith:

Your journey is a long one, and you may not live to see the Promised Land at the end. Your crew and the community must maintain Faith in the Promised Land waiting for you, and that you and your people will survive the Journey. There are many challenges ahead that may force you to take a detour, or threaten the Community's Cohesion. The siren call of a closer home with an existing alien civilization may tempt your people from their path.

You start with Faith +1 and Cohesion 0.

Upgrades & Modules:

Your ship starts with 2 Upgrade points to spend on Modules.

Bays & Crew:

You start with a Vehicle Bay and Community. You may purchase a Squadron Bay and Barracks later for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

Draw your Ship:

If you want you can draw a cool picture of your ship, or its basic layout. List a few interesting or important locations on your ship where the crew often interacts.

The Pioneer
A long journey to a new home.

New Advanced Moves

These Moves may be taken by PCs instead of taking a Move from their Archetype playbook.

☑ Redshirts

You have a group of 15 to 20 followers. Give 2 or 3 of them names, the rest are expendable nameless nobodies.

Choose your style of followers:
• *Ship's Crew: crew, disciplined, trained*
• *Violent Gang: gang, warmongers, criminal*
• *Close Family or Clan: society, friendly, savvy*
• *Religious Cult: society, religious, secretive*

☑ Navigatrix

When **you plot a course for an interstellar journey**, you have Advantage on the Drives interstellar travel Move.

☑ Convincing Argument

When **you present a reasonable or intelligent argument on a topic you are an expert in to convince someone of a particular fact or course of action**, roll+Calculating.

If they are an NPC:
On a 10+, they are convinced, and will act accordingly.
On a 7-9, it will require some evidence or proof of your claims to convince them.
On a 6-, they can't be convinced, until faced with the consequences of their stubbornness.

If they are a PC:
On a 10+, both. **On a 7-9**, choose 1:
If they believe you, and act on it, they mark XP.
They have to Keep Their Cool to ignore your argument, at Disadvantage.

Initial Stakes

The premise for the Pioneer Ship is that you all live on a giant colony ship partway through its generations-long journey
Use the following questions to establish the initial stakes for your game.

• *How long has your ship been traveling the void?*
• *How long until your ship reaches its destination?*
• *Why did your ancestors leave their home world?*
• *What allies has your colonists made? What concessions and bargains have they had to make?*
• *What hostile civilization has your ship had a run-in with during its journey?*
• *What scarcities does your ship suffer?*
• *What common knowledge has become myth over the years?*

Interesting & Important People

This is a list of folks that may be found on the ship either as the PCs, or as interesting NPCs for them to interact with.

• *An overworked mechanic. Where are they stealing resources from to fix vital systems? (Suitable for an Intellect PC)*
• *A leader of a small community. Who is challenging them for leadership? (Suitable for a Mystic PC)*
• *A shifty layabout with shady connections. Whose secrets are they using for blackmail? (Suitable for a Scoundrel PC)*
• *A historian with access to the old archives. What secrets must they never divulge? (Suitable for an Intellect PC)*
• *A security droid that has achieved awareness over the long trip. (Suitable for a Hound PC)*
• *An alien local to the current sector of space, new to the ship.*
• *A soldier from a lost generation, recently awakened from cryo-sleep. (Suitable for a Warhorse PC)*
• *A mutant with latent powers. (Suitable for a Tempest PC)*
• *An adventurous youth tired of feeling confined.*
• *A brutal warrior, descendant of those who abandoned their Faith. (Suitable for a Warhorse PC)*

Thematic Locations

Some locations that may be important or set a good backdrop for your characters.

• *Damaged and dismantled corridors - hanging cables, flickering lights.*
• *A cryo-sleep reliquary, filled with coffin-like cryo pods and silent as the grave.*
• *A cargo bay re-purposed as a garden.*
• *The Bridge, a bustling hive of activity.*
• *The reservoir, a huge lake-sized tank of water with rumors of something swimming in its unlit depths.*
• *The Star dock, filled with half-disassembled ships.*
• *The power core, filled with a soft hum.*
• *The Observation Deck, overlooking an impossible vista.*
• *The sensor bay, an array of readouts and displays filled with unintelligible data.*
• *A rowdy bar, formerly the officers' lounge.*
• *A park with a glass ceiling looking out on space.*