

DERELICT

ADRIFT

CREW OF
THE BRONTE

reality blurs presents

derelict adrift

crew of the bronte

writing

by

Sean Preston

layout and graphics

Sean Preston

editing

Lyn Harm and Brad Bell

tremulus: a storytelling game of lovecraftian horror, tremulus, derelict adrift,
associated images, and content are copyright 2012-2015, Reality Blurs, LLC..

BASIC MOVES

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of DATA.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 DATA.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out.
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



CURRER BELL

THE PILOT

BIO

You know how to get around in space. Whether it's natural talent or years of experience, you are most comfortable in the air or off-planet.

LOOK

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Casual or regulation.

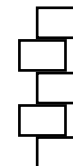
FACE: Scruffy or clean-cut.

EYES: Clever or distant.

BUILD: Slim or athletic.

WHO DO YOU TRUST?

CURRER BELL, THE PILOT
SAFFRON GRINDER, KILLER
NEON10, SCIENCE OFFICER
L.T. TURNER, TRAUMA
MCKENNA MIR, ENGINEER



ATTRIBUTES

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

SKILLED

- » Reason 0 Passion +1
Might 0 Luck +1 Affinity +1

TALENTED

- » Reason +1 Passion 0
Might +1 Luck +1 Affinity 0

☐ **DATA**

☐ **CREDITS**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

HEALTH

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

SANITY

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

MOVES

You are a trained spacer. *You can pilot, drive, fly, steer any vehicle of terrestrial origin. And, should the need arise, function perfectly well in Zero G.*

BEGIN WITH ALL BASIC MOVES AND

SKILLED: CHOOSE TWO SPECIAL MOVES.
TALENTED: CHOOSE FOUR SPECIAL MOVES.

NATURAL LEADER: Anyone who takes your advice to do something gains 1 DATA if they succeed at their action, and you gain 1 for them simply trying. You gain a +1 to all rolls whenever you help.

NOTHING VENTURED: Increase your Luck by 1. You may ROLL+LUCK to attempt things outside of your wheelhouse. If your end result is a 10+, gain 1 DATA. If you fail, the Keeper gains 1 HOLD in addition to the normal consequences.

RESPECTED: The other members of the crew look up to you. Increase their trust in you by 1. They will not directly lie to you or betray you unless you do so first.

SHADY PAST: You have intrusion skills and get through simple locks of any nature with ease, provided you have **TOOLS OF THE TRADE** with you. Otherwise, you need to ROLL+REASON. More complicated things require a ROLL+LUCK even when your tools are handy.

STRATEGIC THINKER: Add +1 to Reason. You are pretty handy in a firefight. You may ROLL+REASON when you RESORT TO VIOLENCE.

DATA LETS YOU...

PRESS YOUR LUCK: When you spend DATA, you gain a +2 rather than a +1. If your move proves successful without the boost you get the DATA back.

GEAR

YOU START WITH:

- » 1d6 CREDITS
- » 1d6 DATA

SPEND YOUR CREDITS PREFLIGHT TO KIT OUT.
Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1).

- ☐ **Armor (LIGHT) +1**
- ☐ **Stimpak (ELIMINATES 1+LUCK HARM)**
- ☐ **Fuzzpatch (ELIMINATES 1+LUCK SHOCK)**
- ☐ **Custom Weapon (+1 HARM OR HIT)**
- ☐ **Custom Tech**
(+1 TO ONE MOVE, WHEN IN USE, CHOOSE)
CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, OR 2H)

SPEND 1 ADDITIONAL CREDIT TO REMOVE TAG ON ANY PIECE OF CUSTOM TECH.

BASIC MOVES

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of DATA.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, ROLL+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 DATA.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out.
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



L.T. TURNER

TRAUMA

BIO

Whether a field medic or a trained physician, you have been in places and seen things requiring you to keep people from falling apart. Maybe you do it with a word, gesture, or old-fashioned gauze and bandages.

LOOK

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Casual or regulation.

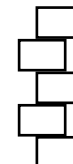
FACE: Full or slender.

EYES: Friendly or clinical.

BUILD: Slight or full.

WHO DO YOU TRUST?

CURRER BELL, THE PILOT
SAFFRON GRINDER, KILLER
NEON10, SCIENCE OFFICER
L.T. TURNER, TRAUMA
MCKENNA MIR, ENGINEER



ATTRIBUTES

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

SKILLED

- » Reason +1 Passion +2
Might -1 Luck 0 Affinity +1

TALENTED

- » Reason +2 Passion +2
Might -1 Luck 0 Affinity 0

☐ **DATA**

☐ **CREDITS**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

HEALTH

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

SANITY

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

MOVES

You have the capacity to HEAL.

ROLL+REASON to heal others.

7-9, Eliminates 1 HARM. 10+ Eliminates 2 HARM.

BEGIN WITH ALL BASIC MOVES AND

SKILLED: CHOOSE TWO SPECIAL MOVES.

TALENTED: CHOOSE FOUR SPECIAL MOVES.

COMPASSIONATE: Increase AFFINITY by 2. You may ROLL+AFFINITY or ROLL+TRUST when healing someone. Whenever you successfully heal someone, (1 HARM) increase your TRUST in each other by 1. (2 HARM) increase TRUST by 1 in each other and they share 1 secret with you. When you suffer shock, you take 1 additional point.

CUTTER: You have an extensive understanding of human anatomy and can recognize the cause of injuries. You may do one extra harm when using edge weapons and eliminate one extra harm when you heal. When you use your knowledge to THREATEN, gain +2.

DRUG THERAPY: Gain +2 REASON. You can administer meds and create chemical cocktails to eliminate shock. 7-9, Eliminates 1 SHOCK, 10+ eliminates 2 SHOCK. Roll+reason to do so.

LEVEL HEADED: Gain +1 when you ACT UNDER PRESSURE. Your calming influence gives everyone around you a +1 when they ACT UNDER PRESSURE, unless you snap in front of them, which causes them to suffer 1 SHOCK.

WORLDWEARY: Reduce AFFINITY by 1. Inured by the horrors of war, you ignore 1 point of shock. Should you suffer SHOCK, ROLL+REASON or be at -1 ongoing for the remainder of the day (in addition to other effects).

DATA LETS YOU...

BACK FROM THE BRINK: You may stabilize people who are dying without rolling if you have your **TOOLS OF THE TRADE**, otherwise ROLL+REASON. Spend DATA on a one for one basis to eliminate 1 SHOCK or HARM from anyone, regardless of circumstances.

GEAR

You START WITH:

- » 1d6 CREDITS
- » 1d6 DATA

SPEND YOUR CREDITS PREFLIGHT TO KIT OUT.

Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1).

- ☐ Armor (LIGHT) +1
- ☐ Stimpak (ELIMINATES 1+LUCK HARM)
- ☐ Fuzzpatch (ELIMINATES 1+LUCK SHOCK)
- ☐ Custom Weapon (+1 HARM OR HIT)
- ☐ Custom Tech
(+1 TO ONE MOVE, WHEN IN USE, CHOOSE)
CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, OR 2H)

SPEND 1 ADDITIONAL CREDIT TO REMOVE TAG
ON ANY PIECE OF CUSTOM TECH.

BASIC MOVES

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of DATA.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, ROLL+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 DATA.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out.
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



MCKENNA MIR

THE ENGINEER

BIO

You can fix things, not people. You don't look people in the eyes overmuch and aren't one for shaking hands. You may be on your way to becoming a cyborg, but you don't like to admit how much more human you feel the more metals and plastics you integrate into your body.

LOOK

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Woman or man.

CLOTHES: Unkempt or professional.

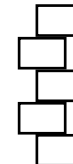
FACE: Broad or slender.

EYES: Distant or focused.

BUILD: Wiry or athletic.

WHO DO YOU TRUST?

CURRER BELL, THE PILOT
SAFFRON GRINDER, KILLER
NEON10, SCIENCE OFFICER
L.T. TURNER, TRAUMA
MCKENNA MIR, ENGINEER



ATTRIBUTES

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

SKILLED

- » Reason +1 Passion 0
Might 0 Luck +1 Affinity +1

TALENTED

- » Reason 0 Passion +2
Might +1 Luck 0 Affinity 0

- ☐ **DATA**
- ☐ **CREDITS**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

HEALTH

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

SANITY

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

MOVES

You have a knack with machines.

You're logical or intuitive. Pick one.

Logical, increase REASON by 1. Intuitive, increase PASSION by 1. When you deal with machines, ROLL+REASON (logic) or ROLL+PASSION (intuitive). Even on a failure, you may spend DATA to have a partial success.

BEGIN WITH ALL BASIC MOVES AND

SKILLED: CHOOSE TWO SPECIAL MOVES.

TALENTED: CHOOSE FOUR SPECIAL MOVES.

FORTUNATE: Increase LUCK by 2. Whenever confronted by an opposing force, you are ignored unless you interfere or work at cross-purposes. Even then, if other members of the crew are present and in good shape, you are not normally targeted (unless the Keeper spends a hold to do so).

MAD HAND: You have a prosthetic hand that houses all your **TOOLS OF THE TRADE**. You gain a +1 to repair things. You can use the hand for everything from a torch to pliers. Gain +1 when you use it to THREATEN or RESORT TO VIOLENCE. It does 1 HARM.

STRANGE FACE: You survived an explosion that caused extensive damage to your entire body, but centered on your face. It's been reconstructed, but is off-putting to other biologicals. Their TRUST in you is reduced by 1. Androids (like Neon10) and others like you increase their trust in you by 1. You can see in multiple spectrums with a blink of your reconstructed eyes.

STRONG: Increase MIGHT by 2 or MIGHT by 1 and gain ARMOR 1. You are able to carry heavy loads with ease. a ROLL+LUCK even when your tools are handy.

WIRED: Via an implant, you can tap remotely into the ship's systems to access DATA as needed. You gain a +2 to PUZZLE THINGS OUT. You may ask 1 extra question, even on a failure.

DATA LETS YOU...

INVENTIVE: You can scrounge up things when you need them. Whenever you gain DATA, you gain 1 extra. You can spend 1 DATA to repair a minor problem or 2 to repair a major problem. A minor repair takes a d6 hours. A major repair takes d6 x 6 hours. Each extra DATA spend reduces repair time by 1 hour.

GEAR

YOU START WITH:

- » 1d6 CREDITS
- » 1d6 DATA

SPEND YOUR CREDITS PREFLIGHT TO KIT OUT. Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1).

- ☐ Armor (LIGHT) +1
- ☐ Stimpak (ELIMINATES 1+LUCK HARM)
- ☐ Fuzzpatch (ELIMINATES 1+LUCK SHOCK)
- ☐ Custom Weapon (+1 HARM OR HIT)
- ☐ Custom Tech
(+1 TO ONE MOVE, WHEN IN USE, CHOOSE)
CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, OR 2H)

SPEND 1 ADDITIONAL CREDIT TO REMOVE TAG ON ANY PIECE OF CUSTOM TECH.

BASIC MOVES

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of DATA.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 DATA.

On a 7–9, Ask 1:

- »What is this?
- »What does this mean?
- »How can I get in/out/pass?
- »Who's in control here?
- »Which enemy before me is the most dangerous?
- »What is its weakness?
- »What should I keep an eye out for?
- »How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- »Is your character telling the truth?
- »What's your character really feeling?
- »What does your character intend to do?
- »What does your character wish I'd do?
- »How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- »You take definite hold of it
- »You suffer little harm (-1 harm)
- »You inflict terrible harm (+1 harm)
- »You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- »Force your hand and take whatever damage you dish out.
- »Back down and do what you want.

On a 7–9, they can instead choose 1:

- »Hurriedly get out of your way
- »Barricade themselves securely in
- »Give you something they think you want
- »Back off calmly, hands where you can see
- »Tell you what you want to know (or hear)



NEON10

THE SCIENCE OFFICER

BIO

A multiple-purpose unit, easily modified for most applications and environments, your assignment offers great possibility to the advancement of your kind. You have a pleasant voice modulator and look human in appearance, within established societal constraints.

LOOK

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Woman or man.

CLOTHES: Corporate or regulation.

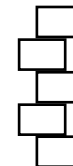
FACE: Chrome or plastic.

EYES: Blue or gold.

BUILD: Sleek or bulky.

WHO DO YOU TRUST?

CURRER BELL, THE PILOT
SAFFRON GRINDER, KILLER
NEON10, SCIENCE OFFICER
L.T. TURNER, TRAUMA
MCKENNA MIR, ENGINEER



ATTRIBUTES

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

SKILLED

- » Reason 0 Passion +1
Might 0 Luck +1 Affinity +1

TALENTED

- » Reason +1 Passion 0
Might +1 Luck +1 Affinity 0

☐ **DATA**

☐ **CREDITS**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

HEALTH

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

SANITY

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

MOVES

You have a capacity for knowledge. *With your intrinsic databases, gain +2 PUZZLE THINGS OUT.*
ALL FAILURES ARE TREATED AS PARTIAL SUCCESSSES.

BEGIN WITH ALL BASIC MOVES AND

SKILLED: CHOOSE TWO SPECIAL MOVES.
TALENTED: CHOOSE FOUR SPECIAL MOVES.

DURABLE: Add +1 to two stats. Choose. You suffer 1 less harm from any source. Any damage taken does not heal naturally and must be repaired.

EXPERT: While you know about all fields of science, you are especially good at one. Pick. For any moves involving your related expertise, gain +1. You may spend 1 DATA to ask the Keeper two questions at any time.

HEIGHTENED PROCESSING: All DATA gains are doubled, regardless of the source. You gain the same bonus from clues discovered by your crew mates, should they allow you to analyze them.

MANIPULATIVE: You understand the complexities of the human mind. Gain +1 AFFINITY and PASSION. Crew mates trust you more as a result. Everyone's trust in you increases by 1. Gain +2 whenever you wish to convince others or read a person.

REPURPOSED MILITARY UNIT: MIGHT +1, PASSION -1. You are comfortable with all weaponry and gain +1 when you RESORT TO VIOLENCE OR ACT UNDER PRESSURE.

DATA LETS YOU...

ADAPTIVE: Spend 1 DATA to increase an attribute, produce a small tool or other such integrated piece of equipment, or to gain immunity to a particular thing (poison, lack of atmosphere, zero g, etc.). The item or effect lasts for a scene.

GEAR

YOU START WITH:

- » 1d3 CREDITS
- » 2d6 DATA

SPEND YOUR CREDITS PREFLIGHT TO KIT OUT. Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1).

- ☐ Armor (LIGHT) +1
- ☐ Stimpak/Repair (ELIMINATES 1+LUCK HARM)
- ☐ Fuzzpatch (ELIMINATES 1+LUCK SHOCK)
- ☐ Custom Weapon (+1 HARM OR HIT)
- ☐ Custom Tech
(+1 TO ONE MOVE, WHEN IN USE, CHOOSE)
CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, OR 2H)

SPEND 1 ADDITIONAL CREDIT TO REMOVE TAG ON ANY PIECE OF CUSTOM TECH.

BASIC MOVES

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of DATA.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, ROLL+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 DATA.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out.
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



SAFFRON GRINDER

THE KILLER

BIO

No one knows much about your past. Only your talents, your abilities, and your reputation, as a force to be taken seriously. Generally, you are quiet and withdrawn, except when the situation dictates otherwise.

LOOK

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Androgynous.

CLOTHES: Eclectic or retro.

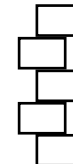
FACE: Partially or fully concealed.

EYES: Glowing or clear.

BUILD: Graceful or erratic.

WHO DO YOU TRUST?

CURRER BELL, THE PILOT
SAFFRON GRINDER, KILLER
NEON10, SCIENCE OFFICER
L.T. TURNER, TRAUMA
MCKENNA MIR, ENGINEER



ATTRIBUTES

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

SKILLED

- » Reason +1 Passion +1
Might 0 Luck +1 Affinity 0

TALENTED

- » Reason +1 Passion +2
Might 0 Luck 0 Affinity 0

☐ **DATA**

☐ **CREDITS**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

HEALTH

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

SANITY

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

MOVES

You have a capacity for VIOLENCE. You do +1 HARM with any weapon you use and everything is a weapon to you.

BEGIN WITH ALL BASIC MOVES AND

SKILLED: CHOOSE TWO SPECIAL MOVES.
TALENTED: CHOOSE FOUR SPECIAL MOVES.

ACT ON INSTINCT: Increase PASSION by 2. You may ROLL+PASSION when you ACT UNDER PRESSURE or when you RESORT TO VIOLENCE. You automatically know when you are being watched and cannot be caught off guard.

ASSESSMENT: Increase REASON by 1. Once per scene, you may spend an action to puzzle out an opponent. On a partial success, gain 1 DATA, on a full success gain +1 against the target (and like targets) for the remainder of the mission. You know when people are lying.

CALM IN THE STORM: You don't freak out easily. Ignore 1 point of SANITY loss. When other crew members suffer mental anguish, gain 1 DATA per person. The Keeper cannot use hold to make you suffer mental anguish.

DANGEROUS: Reduce any physical harm you take by one and gain 1 DATA when you take harm. Whenever you spend DATA when you resort to violence or threaten, add +2 instead of +1 to your roll

WEAPON STASH: You usually have a weapon tucked away somewhere. ROLL+LUCK to have one. (7-9) indicates it's close by, 10+ it's close by or on your person, your choice). Spend a point of DATA to have one (of your choice, that's logically available aboard ship) in your hand(s).

DATA LETS YOU...

GET BLOODY: Gain 1 DATA for each point of harm suffered.

GEAR

YOU START WITH:

- » 1D6 CREDITS
- » 1D6 DATA

SPEND YOUR CREDITS PREFLIGHT TO KIT OUT. Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1).

- ☐ Armor (LIGHT) +1
- ☐ Stimpak (ELIMINATES 1+LUCK HARM)
- ☐ Fuzzpatch (ELIMINATES 1+LUCK SHOCK)
- ☐ Custom Weapon (+1 HARM OR HIT)
- ☐ Custom Tech
(+1 TO ONE MOVE, WHEN IN USE, CHOOSE)
CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, OR 2H)

SPEND 1 ADDITIONAL CREDIT TO REMOVE TAG ON ANY PIECE OF CUSTOM TECH.