

THE CIVILIAN

Just your everyday citizen enjoying daily life out in the universe to the best of their ability, and despite the frequent set-backs.



HEAD

Intelligence, planning



HAND

Strength, combat



HEART

Empathy, stability



GROUP

Networking, negotiation



TECH

Use items, abilities

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

SPACE

COMMON ROOM – a place to gather, to bond, to play, to relax, to reassure

INTUITION

Remove an Intuition to change a roll to a success or to avoid all harm in one event.

Good Done For

HARM & STRESS

Mark a harm when you're injured. At 5 harm you are unstable.

Healthy | Dying

Mark a stress when directed. Erase a mark after downtime. After the 5th stress mark, you are exhausted.

Alright Exhausted

SCARS

Note any Scars you acquire, location/type, & how it affects you:

MOVES

Pick two:

Bigger on the Inside: The universe is constantly surprising you, and that's what you love about it. When you *find yourself in a new or surprising place*, roll +heart. On a 10+, the Speaker will tell you two important facts about it. On a 7-9, they tell you one.

Run!: Sometimes the best solution to a problem is to run away. When *fleeing a dangerous situation*, roll +heart instead of +hand to *act under fire*.

I Trust You: When you are about to *do something incredibly dangerous*, ask the person you have the highest Cx with what you should do. If you follow their advice take a +1 forward.

Back Off!: You might not be much of a fighter, but you do what you need to to protect your friends. Roll +group instead of +hand when *Inflicting Harm after a nearby companion becomes unstable*.

STATS

Choose one set of ability ratings:

- Head +1, Hand 0, Heart +2, Group 0, Tech -1
- Head 0, Hand +1, Heart +2, Group 0, Tech -1
- Head 0, Hand 0, Heart +2, Group +1, Tech +1
- Head -1, Hand -1, Heart +1, Group +2, Tech 0
- Head +1, Hand -2, Heart 0, Group +2, Tech +1

GEAR

Choose your gear from the handbook list and write it here:

CONNECTIONS (Cx)

In your game journal (or other note area) make a list of all the player characters. Then on your turn during the Cx phase, go around the table and ask each character some or all of the following:

- Are we good friends? Cx+/-2
- Do you think I'm a liability? Cx+/-1
- Do you use my services? Cx+/-2

For everyone else, mark Cx+1.

EXPERIENCE

Mark an experience when you fail a move. After you reach five, you level up. Pick an improvement, then clear the boxes and start again.

IMPROVEMENTS

When you level up, pick an improvement. Once you've leveled up five times, you can also pick from the Advanced Improvements.

- Add +1 Heart, max +3
- Add +1 Group, max +3
- Add +1 Tech, max +2
- Add +1 Hand, max +1
- Take another Civilian or Civilian variant move
- Take another Civilian or Civilian variant move
- Take one (or another) resource to barter with from a civilian variant
- Take one (or another) resource to barter with from a civilian variant
- Take a move from another playbook
- Take a move from another playbook

ADVANCED IMPROVEMENTS

- Add +1 to any stat, max +3
- Advance 3 basic moves, your choice
- Advance 3 more basic moves, your choice
- Create a new character to play
- Retire this character to safety
- Change this character's Archetype

CIVILIAN | VARIANTS

To make a variant, fill out the character sheet above, but write in your variant title above the Archetype name.

THE ENTERTAINER

Even the toughest crew needs some entertainment to keep them sane, and that's what they're here to do. Whatever their reasons for being out here, their talents are undeniable.

MOVES

■ **Killing Them Softly:** You usually try to talk yourself out of a bad situation, but sometimes it doesn't work. Roll +heart instead of +hand when trying to *Inflict Harm on someone that you failed to Influence*.

■ **Oh, I'm Good:** It's always a confidence boost to see your hard work pay off. Take a +1 forward on your next +group roll when you *successfully Influence Someone*.

SERVICES

You've got what people want, and can use it to barter for favors, items, and other necessities. Pick two positives and one negative about your services. Take a +1 to *Influencing Someone* when you barter with your services. Choose from the lists below:

Positive (pick two):

- You have clients in high places
- No one else can do what you do
- Your good reputation precedes you
- You're always ready to perform

Negative (pick one):

- People see your job as frivolous and overpaid, and are quick to turn on you in a time of crisis
- Not everyone approves of what you do, and it causes contention between you and certain groups
- Everyone thinks they know you, and your privacy is constantly being invaded against your wishes

THE HOMESTEADER

Earth is too crowded, and they're looking for a better life or a fresh start somewhere else. Hopefully they're not just leaving one problem to find another.

MOVES

- **Resilience:** You're a long way from home, but you've got ways to make things work. When you *fail a roll affected by resource scarcity*, you can roll +group. On a 10+, you find a way to avoid complete disaster. On a 7-9 things aren't as bad as they initially appeared. On a miss, take a stress.
- **Country Comfort:** Life is harsh, and you've learned to cope. *When you are exhausted*, roll +heart. On a 10+ you avoid exhaustion and reduce your stress by one. On a 7-9 you put off exhaustion for a little while, but it makes things worse when it happens. On a miss, you're exhausted twice as long.

SPACE

GREENHOUSE – A place to grow, to tend, to thrive, to enjoy, to remember, to hope, to survive

FRESH | FOOD

You're the only source of fresh food to supplement MRE rations, and can use it to barter for favors, items, and other necessities. Pick two positives and one negative. Take a +1 to *Influencing Someone* when you barter with your food. Choose from the lists below:

Positive (pick two):

- You have a wide variety of produce growing (stock)
- You maintain a source of fresh meat & eggs (stock)
- Your stock grows very quickly
- Your stock is pest resistant

Negative (pick one):

- Your stock takes an incredible amount of water to maintain and this puts a strain on the water recycling system
- Your stock is extremely susceptible to stress and refuses to reproduce during times of crisis, limiting your yield
- Your space is limited, so it's difficult to quarantine stock when disease breaks out, and you risk losing it all in the event of an outbreak

THE MERCHANT

Commerce is alive and well in space, and they're here to make the most out of supply and demand. You demand, they supply... for a price, of course.

MOVES

- **Waddaya Buyin'?:** People have needs, and you have the answer. If *somebody needs something unusual*, roll +group. On a 10+ you have what they need in stock and can sell it at a reasonable price. On a 7-9, you don't have it but you know where to get it, and it's going to be costly.
- **Underground Market:** Money's not the only thing you trade in. When you are *in desperate need of information or an item*, roll +group. On a 10+ you call in a favor to find what you need immediately. On a 7-9, you'll find it but you'll owe someone big time. On a miss, you've called in one-too-many favors and your contact is pissed about it.

SPACE

GENERAL STORE – A place to gather, to trade, to sell, to gossip, to barter, to buy, to touch, to smell

GOODS

You've got what people need, and can use it to barter for favors, items, and other necessities. Pick two positives and one negative about your goods. Take a +1 to *Influencing Someone* when you barter with your goods. Choose from the lists below:

Positive (pick two):

- You have more than plenty
- What you have is in demand
- It never goes bad
- You're the only one who has it

Negative (pick one):

- It takes up a lot of storage space and is a constant source of contention between you and the leadership here
- It's illegal and you have to be very careful about who knows about your stock, or else you risk losing it all
- It needs to be kept at a certain temperature and power fluctuations or blackouts could destroy your stock