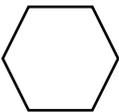
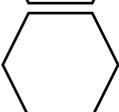


# THE LEADER

Well-rounded individual. Not always the brightest or the fastest, but somehow inspires confidence and loyalty in others.

-  HEAD *Intelligence, planning*
-  HAND *Strength, combat*
-  HEART *Empathy, stability*
-  GROUP *Networking, negotiation*
-  TECH *Use items, abilities*

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

## SPACE

HEADQUARTERS – a place to command from, to plan, to gather, to regroup

## 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 5<sup>th</sup> stress mark, you are exhausted.

Alright  Exhausted

## SCARS

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

## MOVES

*Pick two:*

- Respected:** When you *try to gain someone's trust*, roll +group to have someone vouch for you. On a 10+ the target believes you unconditionally. On a miss, they refuse to work with you.
- Moving Speech:** Sometimes people just need to be reassured. When *someone is exhausted*, roll +heart to cheer them. On a 10+ they will stop being exhausted. On a mixed success, the consequences will be less severe. On a miss, you make it even worse.
- Take Me Instead:** Sometimes being a good leader means taking the hit for your team. When you try to *protect someone* you can roll +head instead of +heart.
- Figurehead:** When you *give a group a dangerous command*, roll +group to see if they follow. On a 10+, they do it without question. On 7-9, they'll do it but only if you take the risk with them. On a miss, they revolt.

## STATS

Choose one set of ability ratings:

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

## 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:

- Do you trust me? Cx+/-2
- Would you lie to me? Cx+/-1
- Are you a trusted confidante?  
Cx+/-3

For everyone else, mark Cx+0.

## 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 Group, max +3
- Add +1 Group, max +3
- Add +1 Head, max +2
- Add +1 Heart, max +2
- Take another Leader or Leader variant move
- Take another Leader or Leader variant move
- If you have no crew or no flock, take a crew or flock (pick one)
- If you have no bodyguard, take one
- 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

## 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.

## GEAR

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

# LEADER | VARIANTS

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

## THE COMMANDER

*An individual with confidence forged in the fires of combat and hardship. They might not always be the nicest individual, but they look out for their crew.*

### MOVES

■ **I Should Go:** Sometimes even the best made plans can fail. Whenever you take part in a *tactical retreat*, you can command some of your crew to cover you. Roll +group. On a 10+ your crew successfully covers your exit before falling back to safety. On a 7-9, you get away at a cost. On a miss, the crew take 2 harm and your retreat is exposed.

■ **Hold the Line:** You're the only thing standing between your crew and the enemy, but they won't get past you. During a combat encounter, roll +heart. On a full success you get a +1 ongoing to your +hand rolls until the end of the fight. On a mixed success, you get a +1 forward to your next +hand roll. On a miss, you lose your nerve and things go terribly wrong.

## ALLIES: CREW

As the Commander, you've gained the trust of a few loyal allies that will follow you through hell and back if you ask. Create a group of three individuals to act as your crew. Write down their names, appearances, and your history with them. You can command them as a unit and roll +group for the results.

The crew takes harm as a unit. When they reach 7 harm, one of them will die and the harm meter will reset. The Speaker chooses which crew member dies. Your crew regains all health between Crisis events and can be healed like other spacers.

Healthy □□□□ | □□□ Dying

# THE DIPLOMAT

*A politician by nature, with a hidden agenda that they might argue is for the greater good. Charming and intelligent but not always trustworthy.*

## MOVES

- **Diplomatic Immunity:** People think you're an easy target, but they're wrong. When *someone tries to harm you*, roll +group to see if your bodyguard will save you. On a 10+, your bodyguard knocks you out of the way safely. On a miss, both you and your bodyguard have to deal with the consequences.
- **Skilled Negotiator:** Not everything is answered by a fight. When you *try to negotiate a peaceful solution with a sapient hostile force*, roll +head. On a 10+ they'll halt their attack...for now. On a 7-9, they'll need proof of your intentions before they'll stand down. On a miss, things turn out worse than if you hadn't tried to negotiate at all.

## ALLY: BODYGUARD

As a Diplomat, you're entitled to your own personal bodyguard. Give them a name and describe their appearance. They will never leave your side. They get one light weapon of your choice and 1-armor of gear. They cannot perform any moves except *Inflict Harm* and the results for a *Diplomatic Immunity* roll. They don't get stressed, but they can take harm and die. They can be healed like other spacers. List their name, weapon, and mark their harm here:

Name and pronouns:

Appearance:

Weapon:

Healthy     |    Dying

## THE SHEPHERD

*Dedicated to the spiritual health of their flock, they are the outspoken moral compass of the group. They depend on their own faith and the faith of their flock to survive.*

### MOVES

■**Blessed:** You always tell your flock that if they believe, then it will be provided. When *making a roll affected by scarcity*, you take a +1 forward if you are at full Faith.

■**Maker's Will:** Your faith carries you through difficult times. Once per Crisis when you fail a roll you can use your Faith like an Intuition point. Your roll will become a success, but you will lose all your Faith until the next Crisis.

### SPACE

RETREAT – a place to rest, to meditate, to think, to pray, to contemplate, to debate, to discuss, to question, to hope

### ALLIES: FLOCK

The flock is your spiritual community. They look to you for guidance, and in turn you look to them for strength. With the Speaker, decide on the size of your flock based on the size of your map. The number should be divisible by three. When needed and when possible, you can call on up to three flock members to assist you as allies, depending on your Faith. The Speaker might ask you to roll +group to see if they achieve their tasks.

When you fail a roll, you lose Faith and a third of your flock leaves you. *Any time you roll a 6 or less*, mark off a Faith and reduce your flock's number by  $1/3^{\text{rd}}$ . If you lose your entire flock, you cannot regain them as allies again until the next Crisis. You gain one Faith when you roll *12 or over*, and you regain all Faith at the start of a Crisis. You do not gain additional Faith if your Faith is full.

Flock size:

Faith: