

THE MUSCLE

If it needs punching, kicking, moving, or blocking, they're your person.



HEAD

Intelligence, planning



HAND

Strength, combat



HEART

Empathy, stability



GROUP

Networking, negotiation



TECH

Use items, abilities

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

SPACE

TRAINING AREA – A place to work out in, to move, to strengthen, to fight

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:

The Ol' One Two: You've been around the block once or twice, or maybe you just lifted it. Either way, whenever you do 3+ harm to something in one hit, you can follow up with a bonus attack. Do an additional 1-harm if they're within melee range.

Come at Me, Bro: Roll +hand when you want to draw aggro in a fight. On a 10+ all eyes (and target sights) are on you. On 7-9, you need to convince them you're a threat. On a miss, things go very badly for you and your allies.

What, Like It's Hard? Once per Crisis, you can solve a minor puzzle, problem, or overcome an obstacle in a moment of genius, whether it makes sense or not.

Unflinching: Whenever you would take a stress, you can choose to take a harm instead.

GEAR

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

STATS

Choose one set of ability ratings:

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

- Would you have my back in an unfair fight? Cx+/-2
- Are you afraid of me? Cx+/-1
- Do you appreciate my protection? Cx+/-2

For everyone else, mark Cx+0.

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 Hand, max +3
- Add +1 Hand, max +3
- Add +1 Head, max +2
- Add +1 Tech, max +2
- Take another Muscle or Muscle variant move
- Take another Muscle or Muscle variant move
- Take one (or another one) of the variant's specialties
- Take one (or another one) of the variant's specialties
- 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

MUSCLE | VARIANTS

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

THE EX-MARINE

They've seen some shit, maybe done some shit. And when shit goes down, they know how to handle it. Maybe.

MOVES

- **Have Fun, That's an Order:** Once per fight, if you cause 5 or more harm in a single fight, mark off a stress. If you have no stress, add a temporary +1 ongoing to your +heart stat until you take a stress (max +heart +3).
- **The Nod:** Sometimes violence is necessary, but you're not sure when. Ask your "boss" (see your special) if they think a *difficult or dangerous situation* warrants extreme violence or not. If you do what they suggest, take a +1 on your next roll going forward. If you go against their suggestion, take a +1 to your next +hand roll, but your Cx with that person goes down by -1 until they forgive you.

SUBORDINATE

Most people would hesitate to try and tell you what to do, and for good reason. But there's one person you trust to make decisions for you. During the first game session when it's your turn to do your Cx, pick one of the other characters to be your Ex-Marine's "boss". This does NOT have to be The Leader. It can be a romantic partner, a close friend, or just someone that you trust. Make sure it's ok with the other player first. Mark Cx+3 for this character.

Whenever they roll to influence or assist you, they get a +3 to their roll, regardless of their own Cx with you. Whenever they are kicking ass and you are nearby, you can ignore all reasonable obstacles between you in your attempt to help them (particularly if it means barrel rolling through fire or knocking out someone about to land a blow on them). Take a +3 bonus to your first roll related to helping them. Be sure to high five when you're done.

THE MINER

Years of hard work has made them strong, but mining is also a technical job, and they combine their technical skills with their sheer muscle to get the job done by doing it smart.

MOVES

■ **Kowlting Gut, Bosmang:** You've got a sharp eye, and a nose for dangerous situations. When *someone else roles to survey the scene*, roll +hand to help them out. On a 10+ they get a +2 bonus to their roll. On a 7-9, they get a +1.

■ **Birds of a feather:** Miners stick up for miners, because no one else will. When you *encounter a hostile human force*, roll +group. On a 10+, someone in the hostile force is a former coworker, and they switch sides to assist you (you gain a permanent ally). On a mixed success, they don't know you personally but have heard of you (you gain a temporary ally). On a miss, you two have some bad blood and they want revenge.

SOFTIE

You're big and tough, but you've got a soft heart, and when they make that face, it's hard for you to say no. During the first game session when it's your turn to do your Cx, pick one of the other characters to be your Miner's "soft spot". This can be romantic, platonic, or just generally feeling like they need extra protection. Make sure it's ok with the other player first. Mark Cx+3 for this character.

Whenever they roll to influence or assist you, they get a +3 to their roll, regardless of their own Cx with you. *Whenever they are in danger and you are nearby*, ignore all reasonable obstacles between you in your attempt to rescue them (even if it means having to lift fallen beams or breaking a captor's hold). Take a +3 bonus to your first roll related to saving them. Make sure they're alright later.

THE SECURITY

Hired help. They lack some of the discipline of the Ex-Marine but make up for it in their organizational abilities.

MOVES

■ **Shame:** You gotta admit, sometimes there are moments when you get to be a real badass. Too bad you can never think of any good one-liners when it happens. When you *roll a 10+ hand roll*, add 1-harm to your damage while saying a witty/corny/terribly punny one-liner, and take pride in making the rest of your team groan.

■ **Patrol:** You spend a lot of your time patrolling, and it's given you a good idea of the best places to plan from in any given space. Take a +1 bonus to *Survey the Scene* when you're familiar with the current area.

SHOW OFF

Most people don't like you, and that's fine by you. But some people just get under your skin. During the first game session when it's your turn to do your Cx, pick one of the other characters to be your Security's "pain-in-the-neck". This can be a professional rival or just someone who enjoys pushing your buttons and making you look bad. Make sure it's ok with the other player first. Mark Cx-3 for this character.

Whenever they roll to influence or sabotage you, they get a +3 to their roll, regardless of their own Cx with you. *Whenever they are in danger and you are nearby*, ignore all reasonable obstacles between you in your attempt to rescue them (especially if it means fighting off two enemies at once or kicking down a locked door), and take a +3 bonus to your first roll related to saving them. Be sure to rub it in their face later.