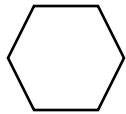


THE SCIENTIST

An individual that retains a boundless curiosity about the natural universe, which can sometimes lead them into trouble.



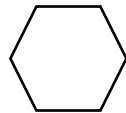
HEAD

Intelligence, planning



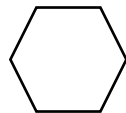
HAND

Strength, combat



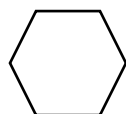
HEART

Empathy, stability



GROUP

Networking, negotiation



TECH

Use items, abilities

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

SPACE

LAB – a place to investigate from, to hypothesize, to test, to experiment

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 panicked.

Alright Exhausted

SCARS

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

MOVES

Pick two:

Am I Vibrating? You thrive on coffee substitutes, stimpacks, and anxiety. Take a +1 to any +head rolls when you *have 3 or more Stress*.

Breakthrough: When you're *stuck on a problem you can't solve*, roll +head. On a 10+ the Speaker must answer one question to help you. On a mixed success, they give you a hint. On a miss, your problems get worse.

It's Around Here Somewhere: Your lab is like a rat's nest, if rats were scientists. When you *know you don't have a needed item*, roll +tech. On a 10+ it mysteriously appears from somewhere in your lab. On a 7-9, you don't find it but find something similar.

Technobabble: No one knows what you're saying, but they know it's smart. Once per Crisis you can throw together an item from any nearby scraps to help *get yourself out of a sticky situation*. It breaks afterwards.

GEAR

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

STATS

Choose one set of ability ratings:

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

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 respect my methods even if they're unconventional?
Cx+/-2
- Would you let me help you in a crisis? Cx+/-1
- Are we intellectual rivals? 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 Head, max +3
- Add +1 Head, max +3
- Add +1 Heart, max +2
- Add +1 Tech, max +3
- Add +1 Tech, max +3
- Take another Scientist or Scientist variant move
- Take another Scientist or Scientist variant move
- Take one (or an additional) variant Field Kit (your choice)
- 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

SCIENTIST | VARIANTS

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

THE BIOLOGIST

Specializes in terrestrial and (when applicable) alien biology, with a vast knowledge on their subject.

MOVES

■ **Party Suit:** Sometimes contaminants happen. Good thing you're always prepared. When *a disease outbreak is spreading*, roll +head to see if you have your hazmat suit on hand. On a 10+ you avoid getting contaminated or sick thanks to your suit. On a 7-9, you have the important pieces (gasmask, gloves). On a miss, you don't *think* you're sick...

■ **Wire in the Blood:** When you *suspect something is alien in nature*, roll +head to see if you can learn the truth about it. On a 10+ the Speaker will tell you something important about the alien. On 7-9 the alien learns something important about you, too. On a miss, you reveal a vital vulnerability to it and learn nothing.

FIELDKIT: BIO

A good scientist always comes prepared, and *you're* the best. You've got everything you need, and sometimes things you don't. The Biologist specializes in understanding living things, whether they're familiar or alien in origin.

Pick three of the following for your field kit:

- A means of capturing small creatures for study (+1 hand when *attempting to capture a small creature*)
- A guide covering all known alien flora (+1 head when trying to *learn about unknown flora*)
- A guide covering all known alien fauna (+1 head when trying to *learn about unknown fauna*)
- Sample containers (+1 tech when *using equipment to contain unknown fauna*)
- A copy of your latest journal article (+1 group when trying to *Influence a fellow scientist*)

THE CHEMIST

If they can keep their lab in one piece, they are capable of making an incredible amount of useful concoctions.

MOVES

■ **Never Lick the Spoon:** You have a wide variety of chemicals at your disposal, and most of them are deadly. You regularly apply a coating of them to your weapons. Add the “poison” tag to any melee weapon in your possession.

■ **Part of the Precipitate:** Sometimes things need blowing up. When you need to *create some explosives*, roll +head. On a 10+, you make the amount you need with no problems. On a 7-9, you can only make one. On a miss, it blows up in your face and things go badly for you.

FIELDKIT:CHEM

A good scientist always comes prepared, and *you’re* the best. You’ve got everything you need, and sometimes things you don’t. The Chemist specializes in understanding the very fundamental reactions of the universe, and how to make things go “boom!”

Pick three of the following for your field kit:

- A set of common, useful chemicals
(+1 head when *attempting to do science on the fly*)
- A small pack of highly explosive materials
(+1 tech when trying to *blow something up safely*)
- A pair of safety goggles
(+1 armor when *something would harm your face*)
- Totally Not Drugs
(+1 group when *trying to trade for something you want*)
- A copy of your rival’s latest journal article
(+1 head when trying to *solve a scientific problem*)

THE MEDIC

Perpetually tired. The lives of everyone they know are on their hands in a time of crisis, and they hope they're up to it.

MOVES

■ **Deforrest Station:** After med school you did your residency at the best station hospital in the solar system. Whenever you *try to heal an unstable patient*, roll +head. On a 10+ you stabilize the patient and heal 4 harm. On a 7-9, you stabilize them and heal 1 harm. On a miss, you make it worse.

■ **The Real McCoy:** Years of medical practice has prepared you for stress, but at what cost? At any point, you can erase an experience point to avoid becoming exhausted.

SPACE

INFIRMARY – A place to help from, to heal from, to look after, to administer, to diagnose, to medicate, to triage

FIELDKIT: MED

A good doctor always comes prepared, and *you're* the best. You've got everything you need, and sometimes things you don't. The Medic specializes in healing the harmed and curing the sick.

Pick three of the following for your field kit:

- An advanced First-Aid kit
(+1 tech when *using First Aid*)
- A medcorder
(+1 head when trying to *Survey a Scene*)
- A small flask, full
(+1 heart when *going through a stressful situation*)
- A surgical mask
(+1 hand when *trying to avoid being contaminated*)
- A copy of a random journal article
(+1 head when trying to *solve a medical mystery*)