

# THE SPECIALIST

*They don't know much, but what they do know they know extremely well.*



HEAD

*Intelligence,  
planning*



HAND

*Strength,  
combat*



HEART

*Empathy,  
stability*



GROUP

*Networking,  
negotiation*



TECH

*Use items,  
abilities*

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

## SPACE

RESEARCH ROOM – A place to solve from, to learn, to grow, to assist

## 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:

## SUBJECT

Pick any *specific* subject you think your Specialist would be an expert in (besides the ones listed for the variants). It cannot be something general like "aliens", but instead detailed like "exofauna on inhabited asteroids". Write it here:

## GEAR

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

## 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.

## STATS

Choose one set of ability ratings:

- Head +2, Hand 0, Heart -1, Group -1, Tech +2
- Head +1, Hand -1, Heart 0, Group 0, Tech +2
- Head +2, Hand +1, Heart 0, Group -2, Tech 0
- Head 0, Hand +2, Heart -2, Group 0, Tech +2
- Head -2, Hand +2, Heart +1, 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 we get along? Cx+/-2
- Can we talk shop? Cx+/-1
- Have I impressed you?  
Cx+/-2

For everyone else, mark Cx+1.

## MOVES

*Pick two:*

- Sounds Plausible I Guess:** Most people don't know enough about your area of expertise to argue with you. Whenever you try to *influence someone about your subject*, roll +head. On a 10+, they believe you without question. On a miss, they believe that YOU believe, but don't buy it.
- Collector:** You collect things related to your subject, and sometimes they help jog memories. When you need to *get a feeling about something related to your subject*, take a +1 bonus.
- You're a Little Intense...:** Your ability to block out distractions comes in handy. Whenever you need to *act under fire*, roll +head instead of +hand.
- Oooh Neat!:** It's rare that you learn something new, and really cool when you do. Mark an experience whenever you roll a natural 12 while *Surveying the Scene*.

## 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 Tech, max +2
- Add +1 Tech, max +2
- Take another Specialist or Specialist variant move
- Take another Specialist or Specialist variant move
- Make a custom special item (or another if playing the Academic)
- Make a custom special weapon (or another if playing the Weapons Expert)
- 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

# SPECIALIST | VARIANTS

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

## THE ACADEMIC

*If you're looking for obscure knowledge or a detailed historical explanation of the current mission, this is where you'll find it. Whether you want to hear it or not.*

### MOVES

- **Research Beckons:** The prospect of a long night searching through your academic collection for the perfect answer sounds like your kind of fun. When you *take some time to do research*, take a +1 to your next roll to *Survey the Scene*.
- **Punk-Ass Data Jockey:** Not everything you read is theory and rhetoric. Some of it's actually pretty useful in a fight. When you *try to Inflict Harm*, roll +head instead of +hand.

### SPECIAL | GEAR

You've spent a lot of time making sure you have exactly what you need. In addition to your normal gear, create one extra specialized item for you to carry on your person. You can roll +tech to use it. On a miss, the item's cons affect its use.

Choose from the lists below:

**Type** (choose one):

- Data tablet
- Communication's device

**Pros** (choose two):

- Encrypted (*prevents hostile attempts at hacking*)
- Discreet (*prevents attempts at stealing item*)
- Fortified (*prevents attempts to destroy item*)
- Spare (*if lost or stolen, gain another immediately*)

**Cons** (choose two):

- Temperamental
- Old battery
- Prone to dropping
- Broken speaker

# THE PILOT

*Your ace in space. They can fly just about anything and run rings around the competition. And they know it, too.*

## MOVES

■ **Nothin' But the Rain:** It's oddly satisfying to look out on a field of debris and know it's there because of you. Whenever you *destroy some hostile fighter forces in a dogfight*, remove a stress. If you have no stress, take +1 +heart until you gain your next stress (max heart+3).

■ **Don't Tell Me the Odds:** Sometimes you gotta just take a chance, the math be damned. Whenever you try to *pull a risky maneuver in your fighter ship*, roll +tech. On a 10+ you pull it off like a pro. On a 7-9, there's some hitches. On a miss, it doesn't go as planned.

## SPACE

HANGER – A place to fly from, to attack from, to flee to, to protect, to escape, to dream

## SPECIAL | GEAR

You've spent a lot of time customizing your fighter ship. In addition to a fighter's normal stats, create one extra specialized modification. You can roll +tech to use it during a dogfight. On 10+, the effects last for the whole fight. On a 7-9, they last for a short time. On a miss, the item's cons affect its use. Choose from the lists below:

**Type** (choose one):

- Engine Booster
- Shield Booster

**Pros** (choose two):

- Armored (+1 armor to ship)
- Durable (*cannot be interrupted*)
- Light weight (+1 ongoing to Act Under Fire)
- Quick Recharge (*once effect finishes, no wait to use again*)

**Cons** (choose two):

- Flimsy
- Unpredictable
- Doesn't quite fit
- Flammable

## THE WEAPONS EXPERT

*Knows every weapon available to the group and how to use it. Keeps their favorite weapon under their bed where they can grab it if they need to.*

### MOVES

- **Bianca:** If anyone ever asks, you love all your weapons equally. But you know the truth— there’s one you love more than the rest. Pick one of your normal weapons and give it a name. This is now your favorite weapon. Take +1 to your +hand rolls whenever you use it during a fight.
- **My Other, Smaller Gun:** You know those cartoons when people have to disarm and they just keep pulling out weapons from increasingly unlikely places? That’s you. Whenever *someone tries to disarm you*, roll +head. On a 10+, you managed to stash a weapon where they don’t find it. On a 7-9, it’s very small. On a miss, they don’t find it but neither do you.

### SPACE

ARMORY – A place to stockpile, to defend, to engage, to ready up, to attack from, to survive

## SPECIAL | GEAR

You’ve spent a lot of time building the perfect weapon. In addition to your normal gear, create one extra specialized weapon for you to carry on your person. Describe the weapon type using the normal tags in addition to these pros/cons. Use it like a normal weapon when rolling *Inflct Harm*. On a miss, the item’s cons affect its use. Choose from the lists below:

**Type** (choose one):

- Melee (*2-harm*)
- Distance (*2-harm*)

**Pros** (choose two):

- High Impact (*causes damage to nearby objects*)
- Concussive (*deafens target*)
- Bright (*blinds target*)
- Brutal (*nearby enemies are intimidated*)

**Cons** (choose two):

- Painfully loud
- Unwieldy
- Breaks easily
- Extremely dangerous to handle