

THE STOWAWAY

Whether by accident or on purpose, you're stuck in this place now and you're going to have to make the best of it... if they don't throw you out the airlock first.

 HEAD *Intelligence, planning*

 HAND *Strength, combat*

 HEART *Empathy, stability*

 GROUP *Networking, negotiation*

 TECH *Use items, abilities*

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

SPACE

SECRET ROOM – A place to hide, to plot, to escape, to maintain, to store

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:

Rat's Nest: You've learned to put things away for a rainy day. *When you need a small item quickly*, roll +head. On a 10+ you have it on your person. On a 7-9, you have it but not on you.

Don't Mind Me: People usually don't ask questions if they think you belong there. When you are *trying to access a restricted area*, roll +head. On a 10+ you get in and out without issue. On a 7-9, you get in. On a miss, you're caught and there are consequences.

Like a Fox: You've got a nose for danger and an eye on the exits. Once per crisis, you can immediately escape a bad situation unharmed. If the situation has no obvious escape, then you can escape the most immediate danger into limited safety.

Rogue: If you are *attacking someone or something from behind*, you can roll +head instead of +hand to *Inflict Harm* on the target.

STATS

Choose one set of ability ratings:

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

- Will you welcome me? Cx+/-2
- Are you angry I'm here? Cx+/-1
- Do you think I should leave?
Cx+/-3

For everyone else, mark Cx+0.

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.

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 Hand, max +3
- Add +1 Heart, max +3
- Add +1 group, max +1
- Take another Stowaway or Stowaway variant move
- Take another Stowaway or Stowaway variant move
- Take one (or another) keepsake
- Take one (or another) keepsake
- 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

STOWAWAY | VARIANTS

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

THE CRIMINAL

Whether it was to escape the law or head out to enact a new scheme, they're up to no good. But that doesn't mean that they can't be useful or even welcome, if the circumstances work out.

MOVES

- **Sticky Fingers:** There's a mark born every minute. When you *try to steal something*, roll +hand. On a 10+, it's yours. On a 7-9, you can get it but there will be a cost. On a miss, you're caught in the act.
- **Renegade Option:** When you *Influence Someone*, you can use +hand instead of +group to make your roll, as long as you do it in an intimidating manner.

KEEPSAKE | CHARM

You might be superstitious, you might not be. All you know is that when you have your charm on you, things tend to go better. Pick two tags from the list below and add your charm to your gear list. *Once per Crisis, as long as you have your charm with you*, you can use it like an Intuition point. Roll +head. On any success, the charm can be used again in the next Crisis. On a miss, the charm breaks permanently. You cannot use Intuition to avoid this.

Pick Two Descriptive Tags:

- Gross
- Smelly
- Fragile
- Tiny
- Personal
- Obvious
- Uncomfortable

THE KID

You don't know how they got on board or what you're going to do with them, but their tenacity and annoyingly adorable face means that the crew loves them (well, most do).

MOVES

- **Escape Hatch:** You know all the vents and crawlspaces of this place like the back of your hand. When you *need to make a quick escape*, roll +head. On a 10+, you get out with no issues. On a 7-9, you'll leave something important behind. On a miss, you're caught in the attempt.
- **Get Away From Them!:** You don't want anyone to get hurt because of you. If someone is *trying to protect you from an enemy*, you get one free hit on the enemy that inflicts 1-harm.

KEEPSAKE | COMPANION

You don't have a lot of the comforts that most kids get, but you do have your companion. It can be a real animal or a toy of some kind. Pick two tags from the list below and add your companion to your gear list. *As long as you have your companion with you when you take a stress*, you can choose to roll +heart. On any kind of success, you don't take the stress. On a miss, something happens to your companion, and they are unavailable for the rest of the Crisis.

Pick Two Descriptive Tags:

- Delicate
- Old
- Ugly
- Expensive
- Loud
- Large
- Easily Lost

THE SURVIVOR

Something happened, and they were the only person left alive before they ended up in this place. Now they'll have to use those same wits to survive again.

MOVES

■ **Calculated Risk:** You've learned how to pick your battles, and it's helped you survive. Before you decide to *Inflict Harm* on someone or something, you can roll +head. On a 10+, the Speaker will tell you exactly what could go wrong. On a 7-9, they'll give you a vague idea. On a miss, you read things completely wrong.

■ **Boy Am I Bad at Math:** When you *fail a roll while Acting Under Fire*, you can choose to immediately change the result into a mixed success and give the Speaker 2 hold over you to be used on any roll except *Act Under Fire*. The Speaker's holds can stack and can be held indefinitely.

KEEPSAKE | MEMENTO

Whatever terrible thing happened in the past still haunts you, but it also drives you to survive. You've kept a small memento from that time, and you use it to keep yourself moving forward. Pick two tags from the list below and add your memento to your gear. *As long as you have this on your person when you take a harm*, you can choose to roll +heart. On any type of success, you take -1 less harm. On a miss, your memento is lost until the next Crisis.

Pick Two Descriptive Tags:

- Fragile
- Large
- Heavy
- Difficult
- Perishable
- Valuable
- Broken