

# STARHOLD: SPACER REFERENCE SHEET

## MAKE YOUR SPACER

To create your spacer, do the following:

- Pick an Archetype playbook
- Pick their ability ratings
- Pick your moves (if not a variant)
- Name your spacer & describe them
- Introduce them to the group
- Determine their Connections (Cx)

## BASIC MOVES

### ACT UNDER FIRE

Roll +hand:

- On a 10+, you achieve your goal
- On a 7-9, the Speaker will give you a worse outcome, a hard choice, or a price to pay
- On a miss, things go horribly wrong

### ASSIST

Roll +Cx for that spacer:

- On a 10+, they can reroll their lowest dice
- On a 7-9 they get a +1 to their roll
- On a miss, you make things worse for both of you

### FIRST AID

Roll +tech:

- On a 10+, they are stabilized and heal 1 harm
- On a 7-9, they heal 1 harm
- On a miss, you cause them grave harm

### GET A FEELING

Roll +heart.

On a 10+ hold two. On 7-9 hold one.

- Are they being honest?
- What are their intentions?
- Are they hiding anything important?
- What do they really want?
- What do I notice about them that's important?
- What would give me leverage with them?

## INFLECT HARM

No matter the roll, you will always take a stress.

Roll +hand:

- On a 10+, choose one additional effect:
  - You inflict extra harm (+1 harm)
  - You don't suffer any stress
  - You impress, intimidate, or frighten your enemy
  - You force them where you want them to go
  - You or an ally take a +1 forward on next roll
- On a 7-9, you inflict harm but open yourself to harm in return.
- On a miss, things go terribly for you. You suffer harm and take a stress without inflicting any back.

You can choose non-lethal harm. Tell the Speaker.

## INFLUENCE SOMEONE

*For NPCs, roll +group:*

- On a 10+, you've convinced them to do it if they can. If you've asked for a lot, then they'll let you know what they'll need to do it. If it's too much, they'll tell you.
- On a 7-9, they'll do it for a price, if they can. If you've asked for a lot, then the price will be steep.
- On a miss, you've damaged your relationship with them and they won't help you right now.

*For SPACERS, roll +Cx:*

- On a 10+, you both get a +1 forward on your next rolls related to the influencers request, regardless of whether the other spacer agreed to be influenced or not.
- On a 7-9, you gain a +1 forward if they agree to your request.
- On a miss, they get to decide how they'll react, if this changes the relationship (Cx) between the two of you, and what it might cost you (within reason). They get a +1 forward on their next roll against you.

## KEEP YOUR HEAD DOWN

Roll +head:

- On a 10+, you are able to avoid notice.
- On a 7-9, your cover is easily blown, fragile, or short-lived.
- On a miss, you draw dangerous attention to yourself immediately.

## PROTECT SOMEONE

Roll +heart:

- On a 10+, you take the harm instead and pick one additional effect:
  - You take less harm (-1 harm)
  - You inflict harm back (1-harm)
  - You can grapple them or push them back
  - All the opponent's attention is on you now
- On a 7-9, you take the harm instead
- On a miss, both you and the target take harm and things get much worse

## SABOTAGE

Roll +Cx with spacer (NPCs are +0):

- On a 10+, you do what you intended to do
- On a 7-9 it works but the Speaker will give you a hard choice or a price to pay
- On a miss, something goes terribly wrong for you

## COUNTERING A SABOTAGE

Roll +Cx with saboteur:

- On a 10+, you successfully counter their sabotage and get to choose one of the following:
  - Respond with a successful Sabotage of your own
  - Expose them to the other spacers
  - Hold a -1 to a single roll to give to them later
- On a 7-9, you mitigate the sabotage damage
- On a miss, your spacer is unaware of the sabotage and the results remain

## SURVEY THE SCENE

Roll +head:

- On a 10+, you can ask the Speaker two questions from the following list:
  - What happened here?
  - What can hurt me?
  - What can help me?
  - How can I get out of here?
  - Who's in charge here?
  - Who knows something?
  - Who's in the most danger?
  - Would I know anything that's related to this?
  - Is there something important that I'm missing?
- On a 7-9, you can ask the Speaker one question.
- On a miss, you lose a tactical advantage or reveal a weakness to the enemy.

On any success, you also gain a +1 ongoing for any moves that utilizes the information you learn from your survey for as long as it remains relevant.

## USE OR REPAIR AN ADVANCED ITEM

Roll +tech:

- On a 10+, you can use/repair without a problem
- On a 7-9, you can do it, but pick 2 issues
- On a miss, something goes terribly wrong

ISSUES:

On a mixed success, pick two issues:

- You break it after using it
- Something happens that causes you 1-harm
- It doesn't work for as long as you need it
- It's going to need something that will cost you
- There's an ongoing negative side effect
- It will take a long time to work with or fix

## OTHER ELEMENTS

### STRESSED & +HEART SHIELD

You take a stress after any Inflict Harm roll. You may take other stress as directed by the Speaker.

When you are **exhausted**, your next 3 rolls will be bumped down by a tier.

Your +heart shield protects against stress. Your +heart shield is your +heart stat. Your shield "absorbs" as much stress as you have +heart. After that, it breaks, and you take stress as normal. The shield resets when you take downtime.

If you have a negative +heart, your shield is zero.

### HARM AND SCARS

Your spacer becomes unstable after taking 5 harm. They die after taking 7 harm.

You gain a scar after becoming unstable. You permanently reduce one stat by -1. You choose the stat, as fits within the narrative.

You regain the reduced stat at the end of the Crisis.

### TAKE A MOMENT

When you take a moment on your own, you reduce your stress by -1. When you take a moment with other spacers, you take an additional -1 for each spacer included in the scene (max -4). All spacers reduce their stress when participating in downtime.

### IMPROVISED WEAPONS

- Punching and kicking: **0-harm**
- Light-weight, blunt, or ineffective items: **0-harm**
- Hefty, sharp, or somewhat dangerous: **1-harm**
- Large, heavy, or definitely dangerous: **2-harm**
- Massive, unwieldy, or definitely deadly: **3-harm**

## GEAR POINTS PRICE LIST

You can only buy gear in your +hand bonus:

**Light:** 1-harm inflicted/blocked

**Medium:** 2-harm inflicted/blocked

**Heavy:** 3-harm inflicted/blocked

**Giant:** 4-harm inflicted/blocked

**Standard weapons:** 2GP

**Customizing Equipment:** 2GP

**Tactical gear:** 4GP

**Armor:** 6GP

**+1 extra harm on a weapon:** 2GP

**Add a beneficial tag to armor:** 4GP

## LEVELING UP

Mark experience every time you roll a 6 or lower.

You level up when you reach 5 experience points. Choose an improvement from the list on your playbook. After you level up 5 times, you can choose from the Advanced Improvements list.

## END OF CRISIS REFLECTION QUESTIONS

Did anyone's connection with another spacer change? (can change +/- 1, if desired)

What was the most tense moment of the game?

What was the best moment?

What would anyone change, if anything?

What is everyone looking forward to next?

## END OF CRISIS EXPERIENCE

You gain 2 experience points and 2 Gear Points at the end of a Crisis (not at the end of a session).