



**PSYCHIC ACOLYTE**  
I am one with the universe and it works through me.

**ATTRIBUTES**

Agility	d8	Pace	6
Smarts	d6	Parry	6
Spirit	d10	Toughness	5
Strength	d4		
Vigor	d6		

**SKILLS**

Agility	d8
Smarts	d6
Spirit	d10
Strength	d4
Vigor	d6

**FRANK: SENSORED**

**LOGICAL SCIENTIST**  
Your species fascinates me, captain.

**ATTRIBUTES**

Agility	d8	Pace	6
Smarts	d12	Parry	6
Spirit	d6	Toughness	8 (2)
Strength	d4		
Vigor	d6		

**FRANK: SENSORED**

**CYBORG ENFORCER**  
Dead or alive, you're coming with me.

**ATTRIBUTES**

Agility	d6	Pace	6
Smarts	d6	Parry	6
Spirit	d6	Toughness	15 (6)
Strength	d12		
Vigor	d12		

**SKILLS**

Athletics	d10
Com. Knowledge	d6
Driving	d6
Fighting	d6
Electronics	d6
Intimidation	d6
Notice	d6
Persuasion	d6
Shooting	d4
Stealth	d8

**FRANK: SENSORED**

**SPACE ENGINEER**  
I'm a mechanic, not a miracle-worker!

**ATTRIBUTES**

Agility	d8	Pace	6
Smarts	d8	Parry	6
Spirit	d6	Toughness	10 (2)
Strength	d6		
Vigor	d6		

**SKILLS**

Athletics	d4
Com. Knowledge	d6
Driving	d6
Fighting	d6
Electronics	d10
Notice	d8
Persuasion	d4
Science	d10
Shooting	d8
Stealth	d4

**FRANK: SENSORED**

## SCIENCE FICTION ARCHETYPE CARDS



## COMMANDER

I don't like to lose.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d6
Battle	d6
Com. Knowledge	d4
Electronics	d6
Fighting	d4
Intimidation	d6
Notice	d6
Persuasion	d8
Piloting	d4
Repair	d4
Shooting	d6
Stealth	d4

RANK: SEASONED

### HINDRANCES

**Heroic:** You protect the innocent and oppressed.

**Loyal:** You try to protect your friends and crew.

**Ruthless (Minor):** You do whatever it takes to complete the mission.

### EDGES

**Charismatic:** Free reroll when using Persuasion.

**Command:** +1 to Shaken or Stunned recovery rolls.

**Common Bond:** The hero may freely give her Bennies to others.

**Elan:** +2 when spending a Benny to reroll a Trait roll.

**Luck:** +1 Benny at the start of each session.

**Natural Leader:** Leadership Edges now apply to Wild Cards.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), molecular knife (Str+d4+2, AP 2), biolink, personal data device, universal battery, \$150.

**ADVANCES:** Charismatic, Common Bond, Elan, Natural Leader.

## PSYKER

I sense fear, which is appropriate.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d10	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d4
Electronics	d4
Fighting	d4
Gambling	d4
Notice	d8
Persuasion	d6
Psionics	d10
Science	d4
Shooting	d4
Stealth	d4
Taunt	d8

RANK: SEASONED

### HINDRANCES

**Overconfident:** Your powers make you better than human.

**Suspicious (Minor):** You know for a fact that everyone lies.

**Thin Skinned (Minor):** You can dish it out, but you can't take it. Subtract two when resisting Taunt attacks.

### EDGES

**Alertness:** +2 to Notice rolls.

**Arcane Background (Psyker):** Gain Powers activated with the Psionics skill. A Critical Failure ends all Power durations and causes a level of Fatigue.

**New Powers:** *Relief, speak language.*

**Power Points:** Gain 5 additional Power Points.

**Scan:** Sense all sapient minds within 10" (20 yards) and any strong emotions. The scan lasts as long as the character concentrates (and is Distracted).

### POWERS

*Mind link, mind reading, relief, speak language, stun.* **Power Points:** 15.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), biolink, personal data device, Scanner (25"/50 yards), universal battery, \$200.

**ADVANCES:** Spirit d8, Alertness, Power Points, Scan.



## MEDIC

I'm a doctor, not a magician.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Academics	d6
Athletics	d4
Com. Knowledge	d6
Electronics	d4
Fighting	d4
Healing	d8
Notice	d6
Persuasion	d4
Research	d6
Science	d8
Shooting	d4
Stealth	d4
Taunt	d6

RANK: SEASONED

### HINDRANCES

**Heroic:** The wounded and those in trouble can always count on you.

**Rebellious:** You're a doctor, not a puppet to order around.

**Selfless (Minor):** The needs of your patients always come first.

### EDGES

**Bolster:** May remove Distracted or Vulnerable state after a Test.

**Brave:** +2 to Fear checks and -2 to rolls on the Fear Table.

**Exo Scientist:** Ignore up to 2 points of penalties from advanced, primitive, or alien equipment.

**Level Headed:** Draw an additional Action Card each round in combat and choose which one to use.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), biolink, ×4 medi-gel (+2 Healing to stabilize or within the Golden Hour), medi-scanner (free reroll of Healing), personal data device, universal battery, \$450.

**ADVANCES:** Spirit d8, Shooting d4 and Taunt d6, Bolster, Level Headed.

## ENGINEER

Have you tried reversing the polarity?



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d6
Com. Knowledge	d6
Electronics	d8
Fighting	d4
Notice	d8
Persuasion	d4
Piloting	d4
Repair	d8
Research	d4
Science	d8
Shooting	d4
Stealth	d4

RANK: SEASONED

### HINDRANCES

**Low G Worlder:** Subtract 1 from all Strength rolls.

**Overconfident:** If it breaks you can fix it, and in half the time it should normally take. Make sure everyone knows it.

### EDGES

**Duct Tape & Bubble Gum:** As a limited action, you may make a Repair roll to remove a vehicle's Distracted or Vulnerable status, or both with a raise.

**Mr. Fix It:** +2 to Repair rolls, half the time required with a raise.

**McGyver:** Quickly create improvised devices from scraps.

**Reliable:** Free reroll when making Support rolls.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), matter cutter (Damage 2d4+8, AP 8, Cauterize, -2 Parry), ×5 adhesive patches, biolink, personal data device, toolkit, universal battery, \$450.

**ADVANCES:** Notice d8 and Science d8, McGyver, Reliable, Duct Tape & Bubblegum.

## SURVEYOR

Finally, a strange new world to explore.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d8	Parry	5
Spirit	d6	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d8
Com. Knowledge	d6
Driving	d4
Electronics	d4
Fighting	d6
Notice	d8
Persuasion	d4
Piloting	d4
Science	d4
Shooting	d6
Stealth	d6
Survival	d8

RANK-SEASONED

### HINDRANCES

**Curious:** You need to see what's over that next hill, and on that next world.

**Quirk:** You have to get out into a natural environment every so often and stretch your legs. Take any opportunity to get outside and wander a bit.

**Stubborn:** Once you set your mind on something, it's hard to turn you aside.

### EDGES

**Atmospheric Acclimation:** Operate normally in Dense or Thin atmospheres without a roll.

**Favored Terrain (Hill/Mountain):** Gain a free reroll of Notice and Survival and an extra Action Card while in the specified terrain.

**Level Headed:** Draw an additional Action Card each round in combat and choose which one to use.

**Woodsman:** +2 to Survival and Stealth in the wilds.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), environment wear (Negate Vigor rolls for hot or cold climate), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), hand axe (Str+d6), backpack, flashlight, x2 medi-gel (+2 Healing to stabilize or within the Golden Hour), scanner (25"/50 yards), universal battery, \$80.

**ADVANCES:** Smarts d8, Survival d8 & Notice d8, Woodsman, Level Headed.

## AMBASSADOR

Let's do this by the book, shall we?



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d10	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Academics	d6
Athletics	d4
Com. Knowledge	d6
Electronics	d4
Fighting	d4
Intimidation	d6
Notice	d6
Persuasion	d8
Performance	d4
Research	d8
Stealth	d4
Taunt	d8

RANK-SEASONED

### HINDRANCES

**Cautious:** Fools rush in and make a mess for thoughtful professionals (like you) to clean up.

**Curious:** Risks are acceptable when the outcome is expanded knowledge.

**Loyal:** You are devoted to your friends and their common cause.

### EDGES

**Charismatic:** Free reroll when using Persuasion.

**Jack-of-all-Trades:** Gain d4 in a skill (or d6 with a raise) until replaced. (Often used for an appropriate Language or mission-critical skill.)

**Mystic Powers (Telepath):** Activate Powers as a limited free action with success for its regular cost, or with a raise for an additional 2 Power Points.

**Rabble-Rouser:** Once per turn, affect all foes in a Medium Blast Template with an Intimidation or Taunt Test.

### POWERS

*Confusion, empathy, mind reading, relief, stun.* All have the Range (Touch) Limitation. **Power Points:** 10.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), biolink, language translator, personal data device, universal battery, \$450.

**ADVANCES:** Smarts d10, Jack-of-all-Trades, Charismatic, Rabble-Rouser.

## PILOT

If it generates thrust I can fly it.



### ATTRIBUTES

Agility	d10	Pace	6
Smarts	d6	Parry	4
Spirit	d6	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Driving	d6
Electronics	d6
Fighting	d4
Notice	d6
Persuasion	d4
Piloting	d10
Repair	d6
Shooting	d8
Stealth	d6
Taunt	d6

RANK-SEASONED

### HINDRANCES

**Amorous:** You can't say no when someone shows interest. You suffer an additional -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

**Quirk:** You stick chewing gum to the hull of any craft you intend to pilot.

**Overconfident:** No maneuver is too dangerous for you, and no odds are too long.

### EDGES

**Ace:** The character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties on maneuver rolls.

**Quick:** The hero may discard and redraw Action Cards of 5 or lower.

**Rocket Jock:** Ignore the Multi-Action penalty for making a maneuver roll and taking another action in the same round.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), spacesuit, laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), x5 adhesive patches, biolink, chewing gum, personal data device, universal battery, \$95.

**ADVANCES:** Agility d10, Quick, Piloting d10 & Shooting d8, Rocket Jock

## GRUNT

Look, I just shoot things.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	6
Spirit	d6	Toughness	12 (6)
Strength	d8		
Vigor	d8		

### SKILLS

Athletics	d6
Battle	d4
Com. Knowledge	d4
Driving	d4
Electronics	d4
Fighting	d8
Intimidation	d4
Notice	d6
Persuasion	d4
Repair	d4
Shooting	d8
Stealth	d6
Survival	d4

RANK-SEASONED

### HINDRANCES

**Arrogant:** You have the biggest guns, so you can tackle the biggest problems.

**Loyal:** You are always there for your comrades in arms.

**Selfless (Minor):** You know you're just a little bit more expendable than the mission specialists you protect.

### EDGES

**Geared Up:** Start with additional equipment.

**Marksman:** Ignore up to 2 points of penalties from Range, Cover, Called Shot, Scale, or Speed; or add +1 to first Athletics (throwing) or Shooting roll. Character may not move or fire greater than RoF 1.

**Steady Hands:** Ignore Unstable Platform penalty; reduce running penalty to -1.

**Soldier:** Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

### GEAR

Infantry battlesuit (+6, -4 bullet damage, Torso, Arms, Legs), laser rifle (Range 30/60/120, Damage 3d6, AP 2, RoF 3, Cauterize, Overcharge), biolink, medi-gel (+2 Healing to stabilize or within the Golden Hour), scope (Cancel 2 points of range penalty when Aiming), universal battery, \$200.

**ADVANCES:** Strength d8, Soldier, Steady Hands, Marksman.



## CONTROLLER

Say hello to my little friend.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d8	Parry	4
Spirit	d6	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d4
Driving	d8
Electronics	d8
Fighting	d4
Hacking	d4
Notice	d8
Persuasion	d4
Piloting	d8
Repair	d6
Shooting	d8
Stealth	d6

RANK-SEASONED

### HINDRANCES

**Quirk:** You talk to your drone as though it had AI (it doesn't).

**Timid:** -2 to Fear checks and resisting Intimidation. Bodily risk is for drones.

**Vengeful (Minor):** You seek payback for slights and attacks against you or your little buddy.

### EDGES

**Ace:** The character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties on maneuver rolls.

**Geared Up:** Start with additional equipment.

**Trick Shot:** When performing a Test with Shooting the attacker may have the foe resist with Smarts instead of Agility.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs) (200), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), combat drone (Size -1, Toughness 6 (2), Pace 12 Flight, Laser SMG: Range 15/30/60, Damage 2d6, AP 2, RoF 4, Cauterize, No Recoil, Overcharge), biolink, x2 commercial drone (Size -2, Toughness 3, Pace 12 Flight), personal data device, universal battery, \$300.

**ADVANCES:** Spirit d6, Driving d8 & Shooting d8, Electronics d8 & Repair d6, Trick Shot.

## ANALYST

I don't fight battles; I write reports.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Academics	d4
Athletics	d4
Battle	d6
Com. Knowledge	d4
Electronics	d8
Fighting	d4
Hacking	d8
Notice	d8
Persuasion	d6
Research	d8
Shooting	d6
Stealth	d6

RANK-SEASONED

### HINDRANCES

**Curious:** Dangerous places are where all the best secrets are hidden.

**Mild Mannered:** -2 to Intimidation rolls.

**Ruthless (Minor):** You do what it takes to get the job done.

### EDGES

**Calculating:** Ignore up to 2 points of penalties on one action with an Action Card of Five or less.

**Investigator:** +2 to Research and certain types of Notice rolls.

**Level Headed:** Draw an additional Action Card each round in combat and choose which one to use.

**Power Hacker:** Gain a free reroll of Hacking and ignore the advice about repetitive Support or Test rolls when using Hacking to control the local environment.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), laser pistol with weapon lock (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), biolink, cyberdeck (Cancel 2 points of Hacking penalties), x2 micro transmitters, personal data device, universal battery, \$140.

**ADVANCES:** Spirit d8, Power Hacker, Battle d6 & Shooting d6, Level Headed.

## SQUAD LEADER

Stick with me and we'll get through this.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	5
Spirit	d6	Toughness	12 (6)
Strength	d8		
Vigor	d8		

### SKILLS

Athletics	d6
Battle	d6
Com. Knowledge	d4
Driving	d4
Electronics	d4
Fighting	d6
Intimidation	d6
Notice	d6
Persuasion	d4
Shooting	d8
Stealth	d6
Survival	d4

RANK: SEASONED

### HINDRANCES

**Loyal:** You are always there for your comrades in arms.

**Overconfident:** Your team and equipment can handle anything the universe throws at you.

**Vengeful (Minor):** Nobody messes with you or your squad.

### EDGES

**Command:** +1 to Extras' Shaken or Stunned recovery rolls.

**Geared Up:** Start with additional equipment.

**Rock and Roll!** Ignore the Recoil penalty when firing weapons with a RoF of 2 or more. Character may not move.

**Soldier:** Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

### GEAR

Infantry battlesuit (+6, -4 bullet damage, Torso, Arms, Legs), battle helmet (+6, Head), pulse gatling (Range 20/40/80, Damage 3d8, RoF 3, Snapfire), portable missile launcher (Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, HW, Guided Weapon, SBT, no recoil, x6 light missiles), biolink, personal data device, red dot sight (+1 to Shooting at Short/Medium range), universal battery, \$900.

**ADVANCES:** Strength d8, Command, Soldier, Rock and Roll!.

## ENVOY

Messages, supplies, bullets—I deliver.



### ATTRIBUTES

Agility	d8	Pace	10
Smarts	d6	Parry	4
Spirit	d6	Toughness	10 (2)
Strength	d6		
Vigor	d8		

### SKILLS

Athletics	d8
Battle	d4
Com. Knowledge	d4
Driving	d4
Electronics	d4
Fighting	d4
Notice	d6
Persuasion	d4
Piloting	d4
Shooting	d8
Stealth	d8
Survival	d6

RANK: SEASONED

### ANCESTRY

**Big:** Subtract 2 from Trait rolls when using equipment that wasn't specifically designed for you.

**Obvious:** Subtract 1 from Stealth rolls.

**Pace +2:** Pace increases by +2 and running die increases a die type.

**Size +2:** +2 to Toughness.

**Stable:** Pace is not reduced by Difficult Ground.

### HINDRANCES

**Suspicious:** Every shadow could hide a predator.

**Tongue-Tied:** You're the strong, silent type. -1 to Intimidation, Persuasion, and Taunt rolls.

**Zero-G Sickness:** Become dizzy and suffer a level of Fatigue in Zero-G (recovered after an hour in any other type of gravity).

### EDGES

**Alertness:** +2 to Notice rolls.

**Combat Reflexes:** +2 Spirit to recover from being Shaken or Stunned.

**Fleet-Footed:** Pace +2, increase running die to d10.

### GEAR

Synth-mesh (+2, Torso), gyrojet rifle (Range 24/49/96, Damage 3d6, Heavy Weapon), x26 standard gyrojets, x2 smoke gyrojets (LBT, -4 to lasers and Electronics), x2 high explosive gyrojets (Damage 3d4, LBT), backpack, biolink, flashlight, goggles, nutribar x10, water container, \$300.

**ADVANCES:** Spirit d8, Alertness, Fleet-Footed, Combat Reflexes.

## HACKER

I'm already in, let's make some trouble.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	7 (2)
Strength	d4		
Vigor	d6		

### SKILLS

Academics	d4
Athletics	d4
Com. Knowledge	d6
Electronics	d8
Hacking	d8
Notice	d4
Persuasion	d4
Repair	d4
Research	d8
Science	d6
Stealth	d4

RANK-SEASONED

### HINDRANCES

**Amorous:** You don't get out much. You suffer an additional -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

**Suspicious:** They have eyes everywhere, trust no one.

**Wanted (Major-Intelligence Agency):** A few run-ins with the authorities are necessary to building a credible reputation.

### EDGES

**Investigator:** +2 to Research and certain types of Notice rolls.

**Level Headed:** Draw an additional Action Card each round in combat and choose which one to use.

**Power Hacker:** Gain a free reroll on Hacking. Ignore the repetitive Support or Test rule when Hacking the local environment.

**Scholar (Hacking):** +2 to Hacking rolls.

**Streetwise:** +2 to Common Knowledge and criminal networking.

### GEAR

Kevlar jacket (+2, Torso, Arms), alter wear, backpack, commlink (50), cyberdeck, goggles, language translator, personal data device, \$180.

**ADVANCES:** Scholar, Investigator, Power Hacker, Level Headed.

## INFILTRATOR

The terminal is on floor 120? No problem.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	6
Spirit	d6	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d8
Com. Knowledge	d4
Electronics	d4
Fighting	d8
Hacking	d6
Notice	d6
Persuasion	d4
Stealth	d8
Thievery	d8

RANK-SEASONED

### HINDRANCES

**Cautious:** You make meticulous plans and don't rush.

**Suspicious:** You've been betrayed too many times to trust anyone.

**Wanted (Major-Police):** You can't afford to draw any attention from the police—or answer any of their questions.

### EDGES

**Dodge:** -2 to be hit by ranged attacks.

**Geared Up:** Start with additional equipment.

**Quick:** The hero may discard and redraw Action Cards of 5 or lower.

**Thief:** +1 Thievery, Athletics rolls made to climb, Stealth in urban environments.

**Two-Fisted:** Make one extra Fighting roll with a second melee weapon in the off-hand at no Multi-Action penalty.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), ×2 molecular sword (Str+d8+2, AP 4), stun baton (Str+d4, Non-Lethal, Stun), ×4 stun grenade (Range 5/10/20, MBT, Stun), camouflage suit, cutting torch, cyberdeck, directional microphone, electronic lockpick, language translator, line projector, personal data device, rebreather, \$300. **Cybernetic Implants:** ×2 Hidden compartment (Concealed internal space that can hold up to two pounds of objects; finding it requires close examination and a Notice roll at -4).

**ADVANCES:** Two-Fisted, Quick, Fighting d8 & Thievery d8, Dodge.



## INFLUENCER

I'm coming at you with the hot scoops.



### ATTRIBUTES

Agility	d4	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	7 (2)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d4
Electronics	d4
Fighting	d4
Notice	d4
Performance	d8
Persuasion	d8
Piloting	d4
Research	d6
Shooting	d4
Stealth	d6
Taunt	d6

RANK: SEASONED

### HINDRANCES

**Big Mouth:** Secrets are like social diseases, the fun part is spreading them around.

**Curious:** You want to know all about everyone else's biz.

**Quirk:** You live your life on camera. Record everything.

### EDGES

**Attractive:** +1 to Performance and Persuasion rolls.

**Charismatic:** Free reroll when using Persuasion.

**Connections (Media):** Provide aid or favors once per session.

**Deceptive:** Choose whether targets resist Persuade and Taunt with Smarts or Spirit.

**Fame:** +1 Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance.

**Work the Room:** Once per turn, roll a second die when Supporting via Performance or Persuasion and apply result to additional ally.

### GEAR

Kevlar jacket (+2, Torso, Arms), light slugthrower (Range 10/20/40, Damage 2d6), switchblade (Str+d4), commercial drone (Pace 12, Toughness 3), formal clothing, personal data device, \$540

**ADVANCES:** Connections, Fame, Work the Room, Deceptive.

## MERCENARY

If you got the creds, I got the hardware.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	6
Spirit	d6	Toughness	11 (4)
Strength	d8		
Vigor	d8		

### SKILLS

Athletics	d6
Com. Knowledge	d6
Driving	d6
Electronics	d4
Fighting	d8
Intimidation	d6
Notice	d6
Persuasion	d4
Shooting	d8
Stealth	d4

RANK: SEASONED

### HINDRANCES

**Cyber Side Effect:** Gain \$10K of cyberware but The Shakes as a side effect. You are Distracted any time your Action Card is a Club.

**Rebellious:** You have a problem with authority figures.

**Wanted (Minor-Police):** The cops are looking for you, so keep your head down.

### EDGES

**Geared Up:** Start with additional equipment.

**Quick:** The hero may discard and redraw Action Cards of 5 or lower.

**Streetwise:** +2 to Common Knowledge and criminal networking.

### GEAR

Body armor (+4, -4 bullet damage, Body, Arms, Legs), automatic shotgun (Range 12/24/48, Damage 1-3d6, RoF 3, Shotgun), molecular sword (Str+d8+2, AP 4), commlink, personal data device, \$400. **Cybernetic Implants:** Adrenal surge (+2 to recover from Shaken or Stunned), cybernetic eyes (Negate 4 points of illumination penalties, +2 Notice as an action), muscle weave (+1 Toughness).

**ADVANCES:** Vigor d8, Quick, Streetwise, Strength d8.

## ROAD WARRIOR

Ya gotta be quick if ya want to survive.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	4
Spirit	d6	Toughness	7 (2)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d4
Driving	d8
Fighting	d4
Intimidation	d4
Notice	d6
Persuasion	d4
Repair	d6
Shooting	d6
Stealth	d4
Survival	d8

RANK: SEASONED

### HINDRANCES

**Ailment (Minor):** You got a dose of radiation. Subtract 1 from rolls to resist Fatigue. On a Critical Failure this Hindrance becomes Major.

**Heroic:** You may conceal it, but you always help those in need.

**Low Tech:** You prefer gears and gasoline to anything digital; -2 to Electronics and Hacking rolls.

### EDGES

**Ace:** Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.

**Evasive Maneuvers:** Attacks against a vehicle (including lock on attempts) the hero drives suffer a -1 penalty.

**Rocket Jock:** Ignore the Multi-Action penalty for making a Driving roll and taking another action in the same round.

**Steady Hands:** Ignore Unstable Platform penalty; reduce running penalty to -1.

**Woodsmen:** +2 to Survival and Stealth in the wilds.

### GEAR

Kevlar jacket & jeans (+2, Torso, Arms, Legs), motorcycle helmet (+3, Head), hunting rifle (Range 24/48/96, Damage 2d8, AP 2, Snapfire), glock 9mm (Range 12/24/48, Damage 2d6, AP 1), backpack, medic kit, toolkit, \$475.

**Advances:** Vigor d6, Evasive Maneuvers, Woodsmen, Rocket Jock.

## SCAVENGER

One man's trash is another's treasure.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d6	Toughness	7 (2)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d6
Electronics	d4
Fighting	d4
Notice	d8
Persuasion	d4
Repair	d8
Shooting	d6
Stealth	d6
Survival	d6
Thievery	d4

RANK: SEASONED

### HINDRANCES

**Jealous (Minor):** You covet other people's gear.

**Outsider (Minor):** You're a no good street rat; -2 to Persuasion rolls to anyone who isn't from the gutters.

**Quirk:** Never throw anything away. It could be useful later.

**Selfless (Minor):** Working together and helping out is the only way anyone survives.

### EDGES

**Duct Tape & Bubble Gum:** As a limited action, you may make a Repair roll to remove a vehicle's Distracted or Vulnerable status, or both with a raise.

**Favored Terrain (Urban):** Gain a free reroll on Notice and Survival, and draw an extra Action Card for initiative while in an Urban environment.

**Luck:** +1 Benny at the start of each session.

**McGyver:** Quickly create improvised devices from scraps.

**Mr. Fix It:** +2 to Repair rolls, half the time required with a raise.

**Scavenger:** May find a needed item once per encounter.

### GEAR

Kevlar jacket & jeans (+2, Torso, Arms, Legs), grenade launcher (Range 24/48/96, Damage: See grenades below, Snapfire), x6 Grenades (Damage 3d6, MBT, HW), x2 Beehive Grenades (Damage 3d6, Cone, HW), pipe (Str+d6, Parry -2), bubblegum, duct tape, goggles, lockpicks, rope, toolkit, \$35.

**Advances:** Favored Terrain, McGyver, Mr. Fix It, Duct Tape & Bubble Gum.

## BOUNTY HUNTER

Warm or cold, I'm bringing you in.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	5
Spirit	d6	Toughness	12 (4)
Strength	d6		
Vigor	d8		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Electronics	d4
Fighting	d6
Intimidation	d6
Notice	d6
Persuasion	d4
Piloting	d4
Repair	d4
Research	d4
Shooting	d8
Stealth	d6

RANK: SEASONED

### HINDRANCES

**Greedy (Major):** Justice doesn't pay for fuel and ammo.  
**Ruthless (Major):** Dead or alive, they're coming with you.

### EDGES

**Geared Up:** Start with additional equipment.  
**Quick Draw:** Draw two cards when spending a Benny for an additional Action Card and add +2 to Athletics rolls made to interrupt others' actions.  
**Soldier:** Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.  
**Streetwise:** +2 to Common Knowledge and criminal networking.

### GEAR

Combat spacesuit (+4, -4 bullet damage, Toughness +2, self sealing), heavy blaster pistol (Range 10/20/40, 3d6, AP 2), blaster rifle (Range 25/50/100, 3d6+2, AP 2), stun pike (Str+d6, Non-lethal, Reach 2, Stun), jump pack (Move full Running die, ignore 2 points of Evasion penalty), binoculars (Negate 4 points of illumination penalties, 100x magnification, +2 Notice action), universal battery, \$150.

**ADVANCES:** Vigor d8, Soldier, Streetwise, Quick Draw.

## GRAVLOCK

Sorry, gravity is playing favorites today.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	4
Spirit	d8	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d8
Com. Knowledge	d4
Electronics	d4
Fighting	d4
Focus	d8
Notice	d6
Persuasion	d4
Shooting	d4
Stealth	d8
Thievery	d8

RANK: SEASONED

### HINDRANCES

**Greedy (Major):** Money exerts more of a pull on you than gravity.  
**Loyal:** You care about your friends and allies.  
**Rebellious:** You have a problem with authority figures.

### EDGES

**Arcane Background (Gravlock):** Gain powers based on the Focus skill. Treat Strength as one die type higher for Encumbrance and Minimum Strength. Spend 1 Power Point to double jump distance or add +2 to Athletics rolls where offsetting weight is advantageous. On a Critical Failure suffer a level of Fatigue and all powers end.  
**Gravitic Acclimation:** Ignore the -2 penalty to Agility and Agility based skills when acting in an unaccustomed gravity.  
**Lifter:** The Strength of telekinesis increases to d12+2 (d12+4 with a raise). The Gravlock may apply Area Effect (+2 PP for MBT or +3 for LBT) or Power (+2 per step of Str) to telekinesis.  
**New Powers:** deflection and entangle.  
**Thief:** +1 Thievery and Athletics rolls made to climb or Stealth in urban environments.

### POWERS

Deflection, entangle, telekinesis, wall walker. **Power Points:** 10.

### GEAR

Body armor (+4, -4 damage from bullets, Torso, Arms, Legs), blaster pistol (Range 12/24/48, 2d6+2, AP 2), vibro blade (Str+d6+d4, AP 2), backpack, electronic lockpick (1 minute to use Electronics d10), flashlight, lockpicks, toolkit, \$105.

**ADVANCES:** Gravitic Acclimation, New Powers, Thief, Lifter.



## ENFORCER

Surrender or there will be—trouble.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	5
Spirit	d6	Toughness	8 (0)
Strength	d8		
Vigor	d10		

### SKILLS

Athletics	d8
Com. Knowledge	d4
Driving	d4
Electronics	d4
Fighting	d6
Hacking	d4
Intimidation	d6
Notice	d6
Repair	d4
Shooting	d8

RANK: SEASONED

### ANCESTRY

**Robot:** Cannot heal naturally; ignores the Golden Hour; must be Repaired; doesn't breathe or suffer from disease or poison.  
**No Core Skills:** Persuasion and Stealth are not Core Skills.  
**Programmed:** You follow your core directives to the letter: uphold the law, protect the innocent, punish the guilty.

### HINDRANCES

**Big Mouth:** You speak what you think, and lying does not compute.  
**Can't Swim:** -2 to Athletics when swimming and each inch moved costs 3" of Pace.  
**Suspicious (Major):** You have a hard time trusting anything that isn't rigidly programmed. Rolls to Support you are made at -2.

### EDGES

**Brawny:** Size (and therefore Toughness) +1. Treat Strength as one die type higher for Encumbrance and Minimum Strength to use weapons, armor, or equipment.

### GEAR

Gyrojet pistol (Range 12/24/48, Damage 3d6, Heavy Weapon), advanced scope (Ignore 4 points of Range penalties), commlink, personal data device, \$50

**ADVANCES:** Agility d8, Athletics d8 & Shooting d8, Brawny, Vigor d10.

## SMUGGLER

Nothing personal, it's just business.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	5
Spirit	d6	Toughness	9 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d4
Com. Knowledge	d4
Electronics	d4
Fighting	d6
Notice	d6
Persuasion	d6
Piloting	d8
Shooting	d8
Stealth	d8
Taunt	d6
Thievery	d4

RANK: SEASONED

### HINDRANCES

**Greedy (Major):** You're just in it for the money.  
**Impulsive:** Consequences are something to think about later (or never).

### EDGES

**Ace:** May spend Bennies to Soak damage for his vehicle and ignore up to 2 points of penalties.  
**Assassin:** +2 to damage foes when Vulnerable or assassin has The Drop.  
**Quick Draw:** Draw two cards when spending a Benny for an additional Action Card and add +2 to Athletics rolls made to interrupt others' actions.  
**Sneak Attack:** The +2 bonus to damage from Assassin becomes +d6 instead.  
**Streetwise:** +2 to Common Knowledge and criminal networking.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), heavy blaster pistol (Range 10/20/40, 3d6, AP 2), vibro blade (Str+d6+d4, AP 2), backpack, electronic lockpick (1 minute to use Electronics d10), flashlight, lockpicks, toolkit, \$5.

**ADVANCES:** Ace, Piloting d8 & Shooting d8, Streetwise, Sneak Attack.

## SHEPHERD

A vast power exists beyond our grasp.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d6	Parry	5
Spirit	d10	Toughness	10 (4)
Strength	d6		
Vigor	d8		

### SKILLS

Academics	d4
Athletics	d4
Com. Knowledge	d6
Electronics	d4
Faith	d10
Fighting	d6
Healing	d6
Intimidation	d4
Notice	d4
Persuasion	d10
Research	d4
Shooting	d4
Stealth	d4

RANK: SEASONED

### HINDRANCES

**Heroic:** Helping those in need isn't just a job, it's a way of life.

**Pacifist (Minor):** You only fight in self-defense.

**Selfless (Minor):** You put the needs of your flock above your own.

**Vow (Major):** Serve the supreme being and follow the holy tenets of the interstellar church.

### EDGES

**Arcane Background (Shepherd):** Gain powers based on the Faith skill. On a Critical Failure suffer a level of Fatigue and all powers end.

**Holy Warrior:** Add +1 to Soak rolls for each Power Point spent (up to +4).

**Mercy:** As an action, spend 1 Power Point to remove Distracted, Vulnerable, or Shaken from a character within range equal to Spirit.

### POWERS

*Boost Trait, dispel, healing.* **Power Points:** 10.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), grenade launcher (Range 24/48/96, Damage 3d6, MBT, Heavy Weapon, Snapfire), x2 smoke grenades, x2 stun grenades (Vigor roll or Stunned), stun pike (Str+d6, Non-lethal, Reach 2, Stun), commlink, holy symbol, universal battery, \$525

**ADVANCES:** Spirit d10, Faith d10 & Persuasion d10, Aura of Courage, Holy Warrior.

## WARTER

I'm about to fold you like I fold space.



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d8	Parry	5
Spirit	d8	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Electronics	d6
Fighting	d6
Focus	d8
Notice	d6
Persuasion	d6
Piloting	d4
Science	d6
Shooting	d6
Stealth	d4

RANK: SEASONED

### HINDRANCES

**Curious:** You love to unlock secrets, scientific and personal.

**Impulsive:** You teleport before you look.

### EDGES

**Arcane Background (Warper):** Gain powers based on the Focus skill and +2 on Science (Astrogation) rolls. Teleport up to 12" (24 yards) without a skill roll as a limited free action. On a Critical Failure all beings (including you) within a MBT suffer 2d6 damage and are Stunned.

**Elan:** +2 when spending a Benny to reroll a Trait roll.

**Favored Power (Havoc):** Ignore up to two points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when activating *havoc*.

**Warp Surge:** Upon arrival from any teleport cause 2d6 damage in a Small Blast Template centered on (but not harming) the warper.

### POWERS

*Deflection, entangle, havoc.* **Power Points:** 10.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), full-auto shotgun (Range 12/24/48, Damage 1-3d6, RoF 3, Shotgun), vibro blade (Str+d6+d4, AP 2), red dot sight (+1 to Shooting at Short/Medium range), commlink, personal data device, \$175

**ADVANCES:** Agility d8, Elan, Favored Power (Havoc), Warp Surge.

## TECHNOMANCER

Only the ignorant call it magic.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	5
Spirit	d6	Toughness	8 (2)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Fighting	d6
Electronics	d8
Hacking	d8
Notice	d4
Persuasion	d4
Repair	d8
Science	d6
Stealth	d4
Weird Science	d8

RANK-SEASONED

### ANCESTRY

**Aquatic:** Cannot drown and Pace 6 in water.

**Dependency:** Spend one hour immersed in water each day or suffer a level of Fatigue.

**Low Light Vision:** Ignore Dim and Dark illumination.

**Toughness:** Add +1 Toughness.

### HINDRANCES

**Clueless:** You know tech, but you don't get out much. -1 to Common Knowledge and Notice rolls.

**Jealous (Minor):** You covet alien culture and technology.

**Mild Mannered:** -2 to Intimidation rolls.

### EDGES

**Arcane Background (Technomancer):** Gain powers based on the Weird Science skill and +2 on Electronics and Hacking rolls. On a Critical Failure suffer a level of Fatigue and all powers end.

**Breaker:** Damage from powers may Ace against targets with Hardness.

**Drones:** Gain a Small Toughness 5 (2) drone with Flight Pace 12. It has a blaster Range 5/10/20, Damage 2d6, RoF 3 (no Recoil) that may fire 10 times before it must recharge. The technomancer may see and activate powers through the drone.

**Mr. Fix It:** +2 to Repair rolls, half the time required with a raise.

### POWERS

*Bolt, create item, summon ally.* **Power Points:** 10.

### GEAR

Synth-mesh (+2, Body, Arms, Legs), energy spear (Str+d8, AP 4, Cauterize, Heavy Weapon, Parry +1, Reach 1, Critical Failure hits user), environment wear (Negate Vigor rolls for hot or cold climate), personal data device, universal battery, \$50.

**ADVANCES:** Breaker, Drones, Fighting d6 & Repair d8, Mr. Fix It.

## CYBORG

They rebuilt me. Faster. Stronger. Better.



### ATTRIBUTES

Agility	d8	Pace	5
Smarts	d6	Parry	6
Spirit	d6	Toughness	10 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d10
Com. Knowledge	d4
Electronics	d6
Fighting	d8
Hacking	d4
Notice	d6
Persuasion	d4
Piloting	d4
Repair	d4
Shooting	d10
Stealth	d8

RANK-SEASONED

### ANCESTRY

**Flight:** Pace 12.

**Low G Worlder:** Subtract 1 from Strength rolls.

**Reduced Pace:** Running die d4 on the ground.

### HINDRANCES

**Clueless:** -1 to Common Knowledge and Notice rolls.

**Overconfident:** You think you can do anything thanks to your tech.

### EDGES

**Cyborg:** Gain \$20K worth of installed implants. The hero no longer makes natural healing rolls but can still Bleed Out, and Wounds are fixed with the lower of the physician's Healing or Repair.

**Geared Up:** Gain extra starting equipment.

**Quick:** The hero may discard and redraw Action Cards of 5 or lower.

**Trick Shot:** When performing a Test with Shooting the attacker may have the foe resist with Smarts instead of Agility.

### GEAR

Gyrojet rifle (Range 24/48/96, Damage 3d6, Heavy Weapon), red dot sight (+1 to Shooting at Short/Medium), x30 standard gyrojets, vibro blade (Str+d6+d4, AP 2), commlink, magnetic boots, personal data device, universal battery, \$25. **Cybernetic Implants:** Enhanced vision (Negate up to 4 points of illumination penalties and add +2 to Notice when used as an Action), armor (+4), toughness (+1), targeting system (reduce 2 points of Shooting penalties from Called Shots, Cover, Range, Scale, or Speed).

**ADVANCES:** Athletics d10, Shooting d10, Quick, Trick Shot.



## ROUGHNECK

Keep your fancy suit, I work for a living.



### ATTRIBUTES

Agility	d6	Pace	5
Smarts	d8	Parry	5
Spirit	d6	Toughness	12 (4)
Strength	d8		
Vigor	d8		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Driving	d6
Electronics	d6
Fighting	d6
Intimidation	d6
Notice	d4
Persuasion	d4
Repair	d8
Science	d4
Shooting	d6
Stealth	d4

RANK-SEASONED

### ANCESTRY

**Low Light Vision:** Ignore penalties for Dim and Dark Illumination.  
**Reduced Pace:** Running die d4.

### HINDRANCES

**One Arm:** -4 to tasks (such as Athletics) that require two hands.  
**Impulsive:** You leap before you look

### EDGES

**Brawler:** Toughness +1, add d4 to damage from fists; or increase it a die type if combined with Claws.  
**Bruiser:** Toughness +1 and increase fists/Claws damage another die type.  
**Geared Up:** Gain additional starting equipment.  
**Mr. Fix It:** +2 to Repair rolls, half the time required with a raise.

### GEAR

Body armor (+4, -4 bullet damage, -4 laser damage, -2 Stealth, Torso, Arms, Legs), plasma pistol (Range 5/10/20, 2d10, Cauterize, Heavy Weapon, Plasma), backpack, flashlight, personal data device, toolkit, universal battery, welding goggles, \$150. **Cybernetic Implants:** Replacement arm (ignore One Arm penalties), claws (Str+d4 damage).

**ADVANCES:** Cyber Installs, Brawler, Mr. Fix It, Bruiser.

## MYSTIC

Can you not feel the pull of the stars?



### ATTRIBUTES

Agility	d6	Pace	5
Smarts	d6	Parry	4
Spirit	d8	Toughness	6 (0)
Strength	d6		
Vigor	d8		

### SKILLS

Academics	d6
Athletics	d4
Com. Knowledge	d6
Fighting	d4
Focus	d8
Notice	d6
Occult	d4
Persuasion	d8
Science	d4
Shooting	d6
Stealth	d4
Survival	d4
Taunt	d6

RANK-SEASONED

### ANCESTRY

**Bloodless:** Automatically stabilize when you would Bleed Out.  
**Dependency:** Bask in sunlight one hour per day or suffer Fatigue.  
**Environmental Weakness (Heat/Fire):** Subtract 4 from Fatigue checks and take 4 additional points from heat and fire.  
**Hardy:** Florans don't suffer a Wound from a second Shaken result.  
**No Vital Organs:** Called shots have no effect.  
**Sleep Reduction:** Florans require half the usual amount of sleep.

### HINDRANCES

**Cautious:** You are methodical and overly careful.  
**Heroic:** You help those in need.  
**Slow (Minor):** Pace -1, reduce running die one step.

### EDGES

**Arcane Background (Mystic):** Gain powers based on the Focus skill and a free reroll on Academics, Common Knowledge, Occult, or Science rolls. Draw a card after activating a power: a Diamond adds +2 to the Focus roll, a suit that doesn't match the character's Action Card increases the Power Point cost by one. On a Critical Failure suffer a level of Fatigue and all powers end.  
**Elan:** +2 when spending a Benny to reroll a Trait roll.  
**New Powers:** Gain object reading and warrior's gift.

### POWERS

*Boost/lower Trait, empathy, object reading, relief, warrior's gift.*  
**Power Points:** 15.

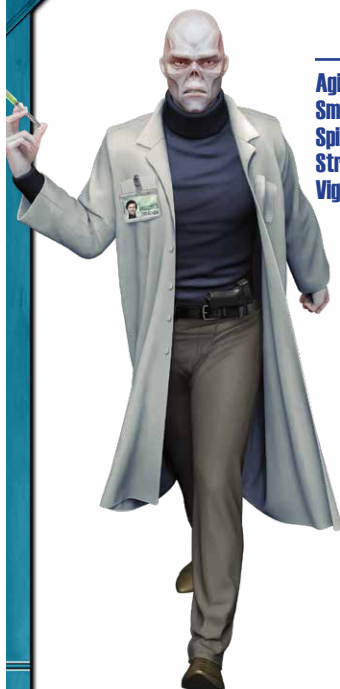
### GEAR

Plasma rifle (Range 10/20/40, 2d10, Cauterize, Heavy Weapon, Plasma), personal data device, 2x universal battery, \$400.

**ADVANCES:** Vigor d8, Elan, Persuasion d8 & Shooting d6, New Powers.

## MORPHER

Your face is going to look great on me.



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d8	Parry	4
Spirit	d8	Toughness	6 (0)
Strength	d4		
Vigor	d8		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Electronics	d4
Fighting	d4
Focus	d8
Notice	d6
Persuasion	d8
Stealth	d8
Taunt	d8

RANK-SEASONED

### ANCESTRY

**Cyber Resistant:** Can't mimic or have cybernetic implants.  
**Shapeshift:** As a limited free action, assume the appearance of another being up to two Sizes larger or smaller than her (but gain no benefits or penalties due to the Size change).  
**No Vital Organs:** Called Shots do no extra damage.  
**Outsider (Minor):** Subtract 2 from Persuasion when recognized.

### HINDRANCES

**Big Mouth:** You can't help giving away secrets.  
**Loyal:** You'd do anything for your friends.  
**Shamed (Minor):** You were a very bad spy thanks to your mouth.  
**Trouble Magnet (Minor):** Any Critical Failure has a worse than usual consequence.

### EDGES

**Arcane Background (Morpher):** Gain powers based on the Focus skill. All powers are range Self and can't affect others. On a Critical Failure become Shaken and all powers ends.  
**Deceptive:** Choose whether targets resist Persuade and Taunt with Smarts or Spirit.  
**Humiliate:** Free reroll when making Taunt rolls.  
**New Powers:** Gain *environmental protection* and *healing*.

### POWERS

*Disguise, environmental protection, healing, shape change.* **Power Points:** 15.

### GEAR

Laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), nanowear, commlink, electronic lockpick (1 minute to use Electronics d10), personal data device, \$200.

**ADVANCES:** Vigor d8, New Powers, Humiliate, Deceptive.

## SPACER

Uh, pirate! Of course I don't fight fair.



### ATTRIBUTES

Agility	d10	Pace	6
Smarts	d6	Parry	6
Spirit	d6	Toughness	9 (4)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d6
Battle	d4
Com. Knowledge	d4
Electronics	d6
Fighting	d8
Intimidation	d4
Notice	d6
Persuasion	d4
Piloting	d10
Repair	d4
Shooting	d6
Stealth	d8
Survival	d4

RANK-SEASONED

### ANCESTRY

**Bite/Claws:** Str+d4 damage.  
**Low Light Vision:** Ignore penalties for Dim and Dark.  
**Can't Swim:** -2 to swimming (Athletics) rolls; Each inch moved in water costs 3" of Pace.  
**Bloodthirsty:** Never take prisoners.  
**Mean:** -1 to Persuasion rolls.

### HINDRANCES

**Arrogant:** You like to establish your dominance or challenge the most powerful foes.  
**Ruthless (Major):** You do whatever it takes to get your way.

### EDGES

**Ace:** Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.  
**Dodge:** -2 to be hit by ranged attacks.  
**Menacing:** +2 to Intimidation.

### GEAR

Body armor (+4, -4 bullet damage, Torso, Arms, Legs), spacesuit (+1, Sealed), heavy blaster pistol (Range 10/20/40, 3d6, AP 2), red dot sight (+1 to Shooting at Short/Medium range), molecular knife (Str+d4+2, AP 2), x3 adhesive patches, commlink, universal battery, \$140.

**ADVANCES:** Menacing, Fighting d8 & Stealth d8, Electronics d6 & Shooting d6, Dodge.

## GLADIATOR

Are you the worthy foe I seek?



### ATTRIBUTES

Agility	d6	Pace	5
Smarts	d4	Parry	6
Spirit	d6	Toughness	16 (6)
Strength	d12		
Vigor	d10		

### SKILLS

Athletics	d6
Battle	d4
Com. Knowledge	d4
Electronics	d4
Fighting	d8
Healing	d4
Intimidation	d6
Notice	d4
Persuasion	d4
Shooting	d6
Stealth	d6
Survival	d4
Taunt	d4

RAH:SEASONED

### ANCESTRY

**Gruff:** Subtract 2 from Persuasion rolls.

**Hard Head:** Headbutts deal Str+d4 damage as a Natural Weapon.

**Slow:** Reduce Pace by 1 and Running die to d4.

**Toughness +2:** Draken are tough and resilient.

### HINDRANCES

**Bloodthirsty:** Taking prisoners is an insult.

**Mean:** -1 to Persuasion rolls.

**Death Wish:** The only acceptable death is during a suitably epic battle.

### EDGES

**Berserk:** After being Shaken or Wounded, melee attacks must be Wild Attacks, +1 die type to Strength, +2 to Toughness, ignore one level of Wound penalties, Critical Failure on Fighting roll hits random target. Take Fatigue after every five consecutive rounds, may choose to end rage with Smarts roll -2.

**Brawler:** Toughness +1, add d4 to damage from fists; or increase it a die type if combined with Hard Head.

**Brave:** +2 to Fear checks and -2 to rolls on the Fear Table.

**Frenzy:** Roll a second Fighting die with one melee attack per turn.

### GEAR

Infantry battlesuit (+6, -4 bullet damage, Torso, Arms, Legs), energy battle axe (Str+d10, AP 4, Heavy Weapon, Cauterize, Critical Failure hits user), commlink, \$100.

**ADVANCES:** Strength d12, Brawler, Brave, Frenzy.

## SCRAPPER

Hey, are you planning on using that?



### ATTRIBUTES

Agility	d6	Pace	5
Smarts	d4	Parry	5
Spirit	d6	Toughness	12
Strength	d8		
Vigor	d12		

### SKILLS

Athletics	d6
Com. Knowledge	d6
Driving	d6
Electronics	d4
Fighting	d6
Hacking	d4
Intimidation	d6
Notice	d4
Persuasion	d6
Repair	d4
Shooting	d4
Stealth	d6
Survival	d4

RAH:SEASONED

### ANCESTRY

**Big:** Subtract 2 from rolls to use equipment not specifically designed for the character. Tailored gear costs double.

**Boneheaded:** Smarts rolls are -1.

**Reduced Pace:** Running die d4.

**Size +1:** Elementals are slightly larger than most humanoids.

**Toughness +2:** Dense stone body.

### HINDRANCES

**Curious:** You love exploring and finding new scraps to put to use.

**Stubborn:** You are as unyielding as rock when it comes to getting your way.

**Quirk:** You put a high value on shiny rocks and chromed metal.

### EDGES

**Brawny:** Size (and therefore Toughness) +1. Treat Strength as one die type higher for Encumbrance and Minimum Strength to use weapons, armor, or equipment.

**Iron Jaw:** +2 to Soak and Vigor rolls to avoid Knockout Blows.

**Luck:** +1 Benny at the start of each session.

**Scavenger:** May find a needed item once per encounter.

### GEAR

Chain axe (2d6+4, Chain Blade, Rending, Parry -1), magnetic boots, mineral detector, toolkit, universal battery, \$400.

**ADVANCES:** Vigor d12, Iron Jaw, Luck, Scavenger.



## COMMANDO

Translated: <I come in peace, skinface!>



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d4	Parry	5
Spirit	d6	Toughness	15 (8)
Strength	d8		
Vigor	d10		

### SKILLS

Athletics	d6
Com. Knowledge	d4
Fighting	d6
Electronics	d4
Intimidation	d4
Notice	d6
Persuasion	d4
Piloting	d4
Repair	d4
Shooting	d8
Stealth	d6
Survival	d4

RANK-SEASONED

### ANCESTRY

**360 Degree Vision:** Ignore 1 point of Gang Up bonus.

**Armor +2:** Dense exoskeleton.

**Cannot Speak:** May only communicate via electronic devices.

**Claws:** Str+d4, AP 2.

**Communal:** Add +2 to Spirit rolls when within 12" (24 yards) of other insectoids.

**Outsider (Minor):** Subtract 2 from Persuasion rolls.

**Separation Disorder:** Suffer -2 to Spirit rolls when no other Insectoids are within line of sight.

### HINDRANCES

**Ex-Drone:** Suffer -2 to Spirit rolls when no ally is within 5" (10 yards).

**Selfless (Major):** You sacrifice your comfort and safety for others.

### EDGES

**Atmospheric Acclimation:** Ignore the effects of Dense or Thin atmosphere.

**Gravitic Acclimation:** Ignore the -2 penalty to Agility and Agility based skills when acting in an unaccustomed gravity.

**Rock and Roll!** Ignore the Recoil penalty when firing weapons with a RoF of 2 or more. Character may not move.

**Soldier:** Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

### GEAR

Infantry battlesuit (+6, -4 bullet damage, Torso, Arms, Legs), gatling blaster (Range 25/50/100, Damage 3d6+2, AP 2, RoF 4), x4 particle packs, language translator, \$370.

**ADVANCES:** Vigor d10, Atmospheric Acclimation, Gravitic Acclimation, Rock and Roll!

## HARDLIGHT CONJURER

Holographic force projection: activate!



### ATTRIBUTES

Agility	d6	Pace	6
Smarts	d10	Parry	4
Spirit	d8	Toughness	8 (4)
Strength	d4		
Vigor	d6		

### SKILLS

Academics	d4
Athletics	d4
Com. Knowledge	d4
Electronics	d8
Fighting	d4
Hacking	d4
Notice	d4
Persuasion	d4
Piloting	d4
Repair	d6
Research	d6
Science	d10
Stealth	d4

RANK-SEASONED

### HINDRANCES

**Anemic:** -2 Vigor when resisting Fatigue.

**Curious:** Knowledge is power, so learn all the secrets.

**Small:** Size and Toughness are reduced by 1.

### EDGES

**Arcane Background (Hardlight Controller):** Gain powers based on the Science skill. Stealth suffers a -4 penalty while any powers are in use. On a Critical Failure the powers ends and all remaining Power Points are lost.

**Brave:** +2 to Fear checks and -2 to rolls on the Fear Table.

**Exo-Scientist:** Ignore up to 2 points of penalties to Science rolls for alien or advanced technology.

**New Powers:** Gain *bolt* and *deflection*.

**New Powers:** Gain *barrier* and *blast*.

### POWERS

*Barrier, blast, bolt, create item, deflection, illusion, protection.* **Power Points:** 15.

### GEAR

Body armor (+4, -4 bullet damage, -4 laser damage, -2 Stealth, Sealed), biolink, binoculars (Negate 4 points of illumination penalties, 100x magnification, +2 Notice action), gravity harness, personal data device, universal battery, \$400.

**ADVANCES:** New Powers, Brave, Exo-Scientist, New Powers.

## STAR KNIGHT

For the defense of the realm!



### ATTRIBUTES

Agility	d8	Pace	6
Smarts	d6	Parry	9
Spirit	d6	Toughness	7 (2)
Strength	d6		
Vigor	d6		

### SKILLS

Athletics	d10
Battle	d4
Com. Knowledge	d4
Driving	d4
Electronics	d4
Fighting	d8
Focus	d6
Intimidation	d6
Notice	d6
Persuasion	d4
Piloting	d4
Stealth	d6

RANK: SEASONED

### ANCESTRY

**Extra limbs:** Gain a second set of arms (including a second primary hand) and add +1 to Athletics rolls involving the additional limbs.

### HINDRANCES

**Arrogant:** Only the most challenging opponents are worth using your powers on.

**Code of Honor:** You follow formal rules of battle.

**Heroic:** You seek to protect those in need.

**Vow (Major):** Serve the Star Knight Order and uphold justice.

### EDGES

**Arcane Background (Star Knight):** Gain powers based on the Focus skill, Trademark Weapon (Energy Sword), and subtract 4 from Focus rolls while wearing armor more than +2 protection. On a Critical Failure gain a level of Fatigue and all powers end.

**Block:** +1 Parry, ignore 1 point of Gang Up bonus.

**Trademark Weapon (Energy Sword):** +1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied

**Two-Fisted:** Make one extra Fighting roll with a second melee weapon at no Multi-Action penalty.

### POWERS

*Deflection, protection, smite* (all self only). **Power Points:** 10.

### GEAR

Synth-mesh (+2), ×2 Energy Sword (Str+d6, Cauterize, Heavy Weapon, Parry +1, Critical Failure hits user), commlink, personal data device, rebreather, \$200

**ADVANCES:** Agility d10, Two Fisted, Athletics d10 & Fighting d10, Block.

## CHRONOMANCER

Nice to meet you—now run for your life!



### ATTRIBUTES

Agility	d6	Pace	5
Smarts	d10	Parry	4
Spirit	d8	Toughness	5 (0)
Strength	d4		
Vigor	d6		

### SKILLS

Athletics	d6
Com. Knowledge	d6
Electronics	d8
Fighting	d4
Focus	d6
Notice	d6
Persuasion	d8
Repair	d8
Science	d8
Stealth	d6
Taunt	d6

RANK: SEASONED

### HINDRANCES

**Elderly:** -1 to Pace, running, Agility, Strength, and Vigor. Hero gets 5 extra skill points.

**Big Mouth:** Was that not common knowledge in this timeline? Whoops.

**Mild Mannered:** -2 to Intimidation rolls.

### EDGES

**Arcane Background (Chronomancer):** Gain powers based on the Focus skill. On a Critical Failure roll on the Butterfly Effect table (see text) and suffer the result.

**Jack-of-all-Trades:** Gain d4 in a skill (or d6 with a raise) until replaced.

**Premonition:** Spend 2 PP for +1 (or 3 PP for +2) to an Evasion or Soak roll after the roll. May be used on allies with Smarts Range.

**Rearrange Time:** After Action Cards are set, spend a Benny to force one target (friend or foe) to draw a new Action Card, then choose which card they use. Cannot affect a target with a Joker.

### POWERS

*Deflection, sloth/speed.* **Power Points:** 15.

### GEAR

Body armor (+4, -4 bullet damage, Torso), alter wear, biolink, bag of candy, language translator, line projector, personal data device, rebreather, toolkit, universal battery, \$325.

**ADVANCES:** Smarts d10, Jack-of-all-Trades, Premonition, Rearrange Time.