

ASSAULT RIFLE

2 Harm, Firefight, Discharge, Full Auto, Advanced Gear.

The Assault Rifle is the workhorse weapon of the galaxy. Many different styles of weapons and designs fall into the Assault Rifle range, from guns that rapidly fire a hail of bullets, to weapons that shoot plasma charges, or rifles that fire cohesive beams or bolts of light.

DISCHARGED Use a Tactical Pack and 5 minutes of peace to repair this Item.

DISCHARGED This Item/Move may be recharged as an option when you roll Recover.

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CHAMELEON

Discharge, Mod, Illegal.

Holoprojectors, smartskin, and camotech make the individual either harder to spot, alter their appearance, or create a display of light and color. When **you activate your Chameleon skin and remain completely still**, discharge this Move, and roll Keep Your Cool at Advantage to avoid detection. When **you gain Chameleon**, take one of the following Hooks:

- My Modification often betrays my mood.
- Using my Modification makes me overheat.
- My Modification causes me considerable pain.

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SHIELDS

Absorb 1, Discharge, Advanced Gear.

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DAMPENED Use a Tactical Pack and 5 minutes of peace to repair this Item.

Shields have an emitter, a small and generally discrete device that attaches to the wearer either on a belt or harness. An energy or force shield is projected around the person wearing the emitter, describe whether an active shield is visible or makes a sound while being worn. Shields are able to absorb 1 point of Harm before becoming Discharged.

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HARD SKIN

Mod, Specialist Gear.

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DAMPENED Use a Tactical Pack and 5 minutes of peace to repair this Item.

You are able to ignore the ill effects from Harm you suffer, right up until you take too much Harm, and you die. In addition, Damage done by vehicle weapons (not Ship weapons) is treated as normal Harm to you. When you gain **Hard Skin**, take one of the following Hooks:

- My Modifications are obvious and alarming.
- I no longer enjoy the sense of touch.
- My Modification causes me considerable pain.

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Absorb 1, Discharge, Advanced Gear.

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MELEE WEAPON

2 Harm, Skirmish, Silent, Basic Gear.

Melee Weapons can cover anything from knives, bludgeons, staves, axes to swords. Fictionally, the weapons can be simple lumps of metal or primitive shivs, or they may be some kind of high-tech folding blade. Melee Weapons don't have any kind of power source or energy. If they did, they would have the discharge tag and be a bigger deal.

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MISSILE LAUNCHER

4 Harm, Firefight, AP, 2 Damage, Area, Messy, Conspicuous, 2 Ammo, Illegal

Missile launchers fire explosive projectiles. They can take the form of rocket propelled grenades, charged energy blasts, or explosive shells.

Missile launchers are generally designed to assault vehicles, but can be devastating against individuals. Due to their potential for destruction, missile launchers are considered illegal firearms in most civilized cultures.

EXPENSE This item can be restocked when you have access to supplies

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GRENADES

4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal.

Grenades are small, portable explosives that can be thrown at enemies. Grenades are effective at destroying objects, flushing enemies from cover, or just blowing a bunch of people up.

Due to their potential for destruction, grenades are considered illegal firearms in most civilized cultures.

DISARMED
Use a Tactical Pack and 5 minutes of peace to repair this item.

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DISCHARGED

This item may be recharged as an option when you roll Recover.

MYSTIC WEAPON

3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare.

The Mystic Weapon is a unique close combat weapon used by an order of Mystics. Only the Mystic, or someone who has taken the Mystic Weapon Master Move may use this weapon.

Your Order has an ancient, unique style of weapon that marks them. Describe it. You always have it with you, even in restricted areas, and it doesn't take up a slot in your Loadout.

When you **use your weapon to avoid Harm from ranged weapons**, you have Advantage to Keep Your Cool.

DISARMED
Use a Tactical Pack and 5 minutes of peace to repair this item.

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LIQUID ASSETS

3 uses, Expires, Basic Gear.

You've saved some walking around cash. **While on your next Contract, when you expend a use**, you may offer a bribe as leverage or pay for a service. Liquid Assets expire at the end of the Contract, whether you spent them all or not.

This item can be restocked when you have access to supplies

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NANO BLADE

Skirmish, Silent, 3 Harm, Specialist Gear.

Nano Blades are swords, daggers, or knives with edges that are only a few nanometers in width, making them incredibly sharp.

The keenness of these blades make them perfect weapons for assassins, silently cutting through armor like soft butter.

DAMPENED Use a Tactical Pack and 5 minutes of peace to repair this item.

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DISCHARGED

PISTOL

1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear.

Pistols can be laser or beam weapons, or they can fire projectiles either by using chemical propellants or some other means.

However you describe your pistol, it still behaves the same mechanically.

DRUNKENED Use a Tactical Pack and 5 minutes of peace to repair this item.

This item may be recharged as an option when you roll Recover.

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DISCHARGED

POWER ARMOR

Absorb 4, Discharge, Clumsy, Conspicuous, Rare.

Power Armor is a bulky suit of powered armor that enhances the users strength and protects them. Power Armor comes in many designs, but it always cuts a hulking conspicuous figure.

When you use your Power Armor to perform a superhuman feat of strength or endurance, discharge this move and roll+Stalwart. **On a 10+**, you struggle, but manage to do it. **On a 7-9**, you do it, but the pressure is overwhelming. Suffer 1 Stress.

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This item can be restocked when you have access to supplies

SCANNER

3 uses, Basic Gear.

When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope it Out.

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SCANNER

3 uses, Basic Gear.

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REDUNDANT ORGANS

Discharge, Mod, Specialist Gear.

When you rely on your Redundant Organs to survive a short time in a lethal environment, discharge this modification and roll Keep Your Cool. When you gain Redundant Organs, take one of the following Hooks:

- My Modifications set me apart as obviously different from others of my kind.
- I feel disconnected and distant to those around me.
- My Modification causes me considerable pain.

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REDUNDANT ORGANS

Discharge, Mod, Specialist Gear.

When you rely on your Redundant Organs to survive a short time in a lethal environment, discharge this modification and roll Keep Your Cool. When you gain Redundant Organs, take one of the following Hooks:

- My Modifications set me apart as obviously different from others of my kind.
- I feel disconnected and distant to those around me.
- My Modification causes me considerable pain.

DAMAGED Use a Tactical Pack and 5 minutes of peace to repair this item.

This item may be recharged as an option when you roll Recover.

DISCHARGED

SHOTGUN

3 Harm, Skirmish, Discharge, Messy, Advanced Gear.

A dangerous weapon for close range fighting, the shotgun tears apart your enemies with a brutal wide spray of projectiles, or a shredding concussive blast.

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DISCHARGED

REMOTE DRONE

Discharge, Specialist Gear.

A small, portable drone with a basic AI that can perform simple tasks. **When you activate your Remote Drone AI**, Discharge this Move and roll+Calculating. **On a 10+**, hold 3. **On a 7-9**, hold 2. Spend hold, 1 for 1, to give it one of the following commands.

- Attack your target, adding +1 Harm to your attack.
- Spend a minute or two hacking a simple system.
- Distract a target.
- Provide telemetry for its current location.
- Pick something up or manipulate a simple device.

DAMAGED Use a Tactical Pack and 5 minutes of peace to repair this item.

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DISCHARGED

SNIPER RIFLE

3 Harm, 1 Damage, AP, Conspicuous, Discharge, Sniping, Illegal

Sniper Rifles are long range, high damage weapons designed for eliminating a target from a great distance. Their high power also make sniper rifles effective at piercing armor and damaging vehicles.

Sniper rifles tend to be long, cumbersome and very conspicuous weapons.

Due to their potential for destruction and assassination, sniper rifles are considered illegal firearms in most civilized cultures.

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DISCHARGED

SENSOR PACK

Discharge, Mod, Advanced Gear.

When you use your enhanced senses to gather information others could not perceive, discharge this modification and roll Scope It Out at Advantage. When you gain the Sensor Pack, take one of the following Hooks:

- My enhanced senses sometimes overwhelm me.
- I can no longer perceive as other do.
- My Modification causes me considerable pain.

DAMAGED Use a Tactical Pack and 5 minutes of peace to repair this Item.

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DAMAGED Use a Tactical Pack and 5 minutes of peace to repair this Item.

BODY ARMOR

Absorb 2, Conspicuous, Basic Gear.

DISCHARGED
This Item/Move may be recharged as an option when you roll Recover.

DAMAGED
Use a Tactical Pack and 5 minutes of peace to repair this Item.

Body Armor is simple, light armor. It can be a tight-fitting bodysuit of nanoweave fiber, or plates of light ceramic or hardened plastics, or thick hide. Body Armor is able to take 2 points of Harm from a single source, and is then Damaged.

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SUPER REFLEXES

Discharge, Mod, Specialist Gear.

DISCHARGED
This Item/Move may be recharged as an option when you roll Recover.

DAMAGED
Use a Tactical Pack and 5 minutes of peace to repair this Item.

When you use your super speed or reflexes to move quickly or avoid danger, discharge this Modification, and roll Act Quick at Advantage. When you gain Super Reflexes, take one of the following Hooks:

- My body always needs more Fuel.
- Using my enhanced reflexes leaves me exhausted afterwards.
- My Modification causes me considerable pain.

BODY ARMOR

Absorb 2, Conspicuous, Basic Gear.

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EXPENDED This item can be restocked when you have access to supplies

TACTICAL PACK

3 Uses, Advanced Gear.

When you rifle through your Tactical Pack for just the right piece of equipment for a situation, mark off 1 use and choose 1:

- You find just the right piece of mundane equipment for the situation in your pack: a rope, a flashlight, a crowbar, etc.
- You repair a piece of equipment or basic technology, or recover 1 Hit on a Vehicle.
- First Aid: You heal the "I'm knocked out" Harm on an Ally.

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SUPER STRENGTH

Discharge, Mod, Specialist Gear.

When you use your superhuman strength to do something, discharge this modification and roll Keep Your Cool. When you gain Super Strength, take one of the following Hooks:

- I must learn to control my strength.
- Using my enhanced strength leaves me weak afterwards.
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VACSUIT

6 uses, Clumsy, Conspicuous, Basic Gear.

A sealed suit rated for vacuum and poisonous atmospheres. It can carry 6 hours of breathable atmosphere for the user.

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TACTICAL CLOAK

Discharge, Illegal.

A suit that provides optical camouflage through advanced technology.

When you activate your Tactical Cloak to try to escape notice, discharge this move and roll Act Quick at Advantage to lose your pursuers or move a short distance undetected.

DAMAGED Use a Tactical Pack and 5 minutes of peace to repair this item.

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VIRTUAL INTERFACE

Discharge, Mod, Basic Gear.

DISCHARGED
This Item/Move may be recharged as an option when you roll Recover.

DAMAGED
Use a Tactical Pack and 5 minutes of peace to repair this Item.

When you use your Virtual Interface to interact with computer systems, discharge this Modification and interact with the system as though it were a real, physical space, triggering moves as you normally would. When you gain the Virtual Interface, take one of the following Hooks:

- I'm addicted to the virtual net.
- Everything seems like a virtual game.
- I'm not yet used to the information overload from my implant.

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BATTLEFRAME

1 Hit, 1 Crew, Discharge, +Armored, +Equipped 1, -Cramped, -Flashy, Compact Vehicle, Rare.

DISCHARGED
This Item may be recharged as an option when you roll Recover.

DAMAGED
Use a Tactical Pack and 5 minutes of peace to repair this Item.

The Battleframe is a small Armature, at most twice as high as a human. The Battleframes small size means it is outmatched by larger Armatures, but its heavy armor makes it deadly against standard troops and unarmored.

VIRTUAL INTERFACE

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BATTLEFRAME

Battleframe: 1 Hit, 1 Crew, Discharge, +Armored, +Equipped 1, -Cramped, -Flashy, Compact Vehicle, Rare.

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This item may be recharged as an option when you roll Recover.

DISCHARGED

ADRENALINE RUSH

When you flood your system with adrenaline in a tense or dangerous situation, Discharge this move and roll+Stalwart. On a 10+, hold 2. On a 7-9, hold 1. While you're still in danger, you may spend hold, 1 for 1 on the following:

- Ignore any negative effects or modifiers caused by Harm you have marked for 1 roll.
- Perform an incredible athletic feat.
- Add your Volatile modifier to the Harm you deal for one attack.

WARHORSE

This item may be recharged as an option when you roll Recover.

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WARHORSE

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DISCHARGED

EMBRACE ETERNITY

When you gently reach out and mingle your mind and with the energies and auras of something living nearby, Discharge this move and roll+Alien. On a 10+, the connection is open, ask 2 questions from the list, and they ask 1. On a 7-9, you each ask 1 question.

- What do you seek?
- Who or what do you wish to protect?
- Who or what do you love?
- What are you willing to sacrifice for your beliefs?
- What do you have faith in?

MYSTIC

This item may be recharged as an option when you roll Recover.

DISCHARGED

BRAIN SPIKE

When you invade the mind of another, Discharge this Move and roll+Volatile. On a 10+, you push deep into their psyche, hold 2. On a 7-9, you skim their surface thoughts, ask what they are thinking about right now and their player will give you a true answer. Spend hold, 1 for 1, on the following:

- You force them to take a single action that doesn't put them in direct Harm.
- You pillage their thoughts and feelings, ask a question and you will get a true answer.

When you spend Hold and choose, they must either submit or take 2 Harm, ignoring Shields and Armor.

TEMPEST

This item may be recharged as an option when you roll Recover.

DISCHARGED

BRAIN SPIKE

When you invade the mind of another, Discharge this Move and roll+Volatile. On a 10+, you push deep into their psyche, hold 2. On a 7-9, you skim their surface thoughts, ask what they are thinking about right now and their player will give you a true answer. Spend hold, 1 for 1, on the following:

- You force them to take a single action that doesn't put them in direct Harm.
- You pillage their thoughts and feelings, ask a question and you will get a true answer.

When you spend Hold and choose, they must either submit or take 2 Harm, ignoring Shields and Armor.

TEMPEST

This item may be recharged as an option when you roll Recover.

DISCHARGED

EMBRACE ETERNITY

When you gently reach out and mingle your mind and with the energies and auras of something living nearby, Discharge this move and roll+Alien. On a 10+, the connection is open, ask 2 questions from the list, and they ask 1. On a 7-9, you each ask 1 question.

- What do you seek?
- Who or what do you wish to protect?
- Who or what do you love?
- What are you willing to sacrifice for your beliefs?
- What do you have faith in?

MYSTIC

This item may be recharged as an option when you roll Recover.

DISCHARGED

HACKING & CRACKING

When you attempt to hack, break into, open, or otherwise compromise a lock or security system, Discharge this move and roll+Slick. On a 10+, you break in with minimum fuss, choose 1. On a 7-9, it's no cakewalk, choose 2:

- It's going to take a while to get in.
- You'll have to trigger an alarm or alert someone in order to get what you want.
- You'll have to leave traces of your incursion behind that incriminate you.

INFILTRATOR

This item may be recharged as an option when you roll Recover.

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INFILTRATOR

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DISCHARGED

JAMMER

When you remotely hack or jam someone's equipment or cybernetics, Discharge this move and roll+Slick. On a 10+, it shorts out or locks up and they're going to need to get it fixed before they use it. On a 7-9, they'll get it working again if they take a few moments to fiddle with it.

INFILTRATOR

This item may be recharged as an option when you roll Recover.

DISCHARGED

MICRODRONES

You have a suite of small drones no bigger than a small insect, describe them.
When you activate your microdrones in the field, Discharge this move and roll+Calculating. On a 10+ hold 3. On a 7-9, hold 2. On a 6-, hold 2, but you won't be able to recharge this Move until you can get back to your Supplies. Spend hold, 1 for 1, to get a drone do the following:

- Allow you to remotely hack into a nearby isolated computer system you can't physically reach.
- Allow you to remotely spy on a nearby location you can't physically reach.
- Allow you to quickly map out nearby hidden routes.

INFILTRATOR

This item may be recharged as an option when you roll Recover.

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DISCHARGED

TELEKINETIC FORCE

When you instinctively reach out and throw your telekinetic power at someone or something human size and weight or smaller within Near range, Discharge this move and roll+Volatile. On a 10+, your intent is strong, choose 1. On a 7-9, your intentions are muddled, the SM will choose 1:

- It's sent flying back, as though from a forceful blow.
- It floats or moves a short distance.
- It's pulled towards you.

TEMPEST

This item may be recharged as an option when you roll Recover.

DISCHARGED

STOIC WALL

When you stand defiant to defend another from violence or harm, Discharge this move and roll+Stalwart. On a 10+, hold 3. On a 7-9, hold 2. While you still stand in defense of them, You can spend hold, 1 for 1, on the following:

- Redirect an attack from that which you defend to yourself.
- Reduce the attacker's attack by 1 Harm.
- Open up the attacker to an ally, giving that ally Advantage going forward against the attacker.

WARRIOR

This item may be recharged as an option when you roll Recover.

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TEMPEST

This item may be recharged as an option when you roll Recover.

DISCHARGED

SUGGESTION

When you use your power to subtly influence the mind of some weak willed living thing, Discharge this move and roll+Alien. On a 10+, choose 1. On a 7-9, choose 1, but they will soon realize you messed with their head. On a 6-, can ignore your influence, but they realize you were messing with their head straight away.

- They follow a single command from you for a short time that doesn't risk their life or go against their instincts.
- You convince them of something without providing proof, so long as you do not lie.

MYSTIC

This item may be recharged as an option when you roll Recover.

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INFILTRATOR

This item may be recharged
as an option when you roll
Recover.

DISCHARGED

JUGGERNAUT

When you move forward unflinching towards a goal through an immediate danger or hazard that others cower from, Discharge this Move and roll+Stalwart. On a 10+ you are unstoppable, choose 2. On a 7-9, weariness creeps in at the edges, mark 1 Stress and choose 1.

- If you take Harm, take -1 Harm.
- You clear or uncover a way through for an ally. They have Advantage going forward to following you.
- You unquestionably reach your goal.

WARRIORSE

This item may be recharged
as an option when you roll
Recover.

DISCHARGED

UNIQUE MOVEMENT

When you use your alien nature to move in a way or to a place others can't, Discharge this move and roll+Alien. On a 10+, you get there, no problem. On a 7-9, choose 1:

- There's trouble waiting when you get there.
- Getting back won't be easy.
- It takes longer than you expected to get there.

OUTSIDER

This item may be recharged
as an option when you roll
Recover.

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