

Space Moves

○ Drive a Vehicle

- When you try to drive while under stress, pilot an unfamiliar vehicle, or use a vehicle a way it wasn't intended, say where you're headed or what you're trying to do and roll Alertness or Cunning. **S:** You manage to pull it off with a minimum of bouncing around. **T:** Your vehicle is Dealt 1 Harm Past Armor, but you make it. **F:** Fate intervenes. Maybe you went to the wrong place, or you got trapped somewhere between.

○ Endure a Hazardous Environment

- When you are confronted with a dangerous or hazardous environment, roll Alertness or Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate interferes.
 - You make it through or across the space.
 - You *are not* Dealt 2 Harm Past Armor.
 - Your equipment is *not* damaged.
 - You perform the action you came here to do.

○ Exchange Rate

- When you try to exchange money or goods, roll Cunning. **S:** You get a 10% better price on the deal than the going rate. **T:** You get a 10% worse deal than the going rate. **F:** You got scammed. You get 20% less currency, and also got involved in some kind of crooked deal or scam.

Space War Moves

○ Swarm Tactics

- You and your allies get +1 harm when driving a large number of small vehicles against a smaller number of large vehicles.

○ Volume Control

- When you patrol a volume to maintain control, roll Power or Alertness. **S:** You intercept any and all bogeys. What you do with them is up to you. **T:** You're prepared for contact, but you don't necessarily get to them before they infiltrate the control volume. **F:** Whatever's out there is doing whatever it wants. Fate intervenes.

○ Head to Head

- When you engage an opponent vehicle of similar size in combat, roll Cunning, Power, or Alertness and Exchange Harm. **S:** Choose 3. **F:** Choose 2. **F:** Choose 1 but fate intervenes.
 - You inflict +1 harm.

○ Dangerous Reentry

- When there is any danger during reentry into an atmosphere, roll Alertness or Cunning. **S:** Nominal landing: get all three. **T:** It gets a little hairy, choose 2. **F:** Fate intervenes, choose 1. At least you're alive. For the moment.
 - You make it down safely, ship intact.
 - You make it down accurately, landing where you intended.
 - You make it down quietly, without alerting the entire region.

○ Figure It Out

- When you try to use or manipulate a machine or piece of technology you might be unfamiliar with, roll Cunning or Spirit. **S:** Somehow it works without exploding in your face. **T:** It works and you mark 1 health star, or it doesn't and you don't. Your choice. **F:** Fate intervenes.

○ Attack a Vehicle

- When you attack a vehicle with a non-Classified personal weapon, you calculate your harm differently. Inflict +3 harm if your weapon has the Area or Anti-Vehicle tag. Divide the final amount of harm you're dealing by 3, then apply the vehicle's armor to get the final damage. Classified weapons deal harm to vehicles as normal.

• Scuttle a Vehicle

- When you intentionally sink, destroy, or detonate a vehicle, roll Alertness. **S:** You escape in some sort of pod or ejection system unharmed. **T:** Either as a success but you mark 3 health stars, or you take no damage but merely escape the vehicle with no other means or transport. **F:** Fate intervenes.

- You suffer -1 harm.
- You've got them lined up. Take +1 forward on further maneuvers.
- You box them in. Allies take +1 forward against them.
- You disable some of their systems, they take -1 ongoing until they're repaired.

○ Get In Close

- When your vehicle is 2+ sizes smaller than an opponent, you can get so close that their defenses can't deal with you properly. Roll Alertness or Cunning. **S:** As tie, but ongoing until you leave proximity. **T:** The enemy can only engage you with weapons tagged Point Defense. You take this effect forward. **F:** Fate intervenes.

○ Bombardment

- When your vehicle is 2+ sizes larger than an opponent, all your attacks become Suppressive. Enemies must either get out of the area or are Dealt Harm by your weapons Past Armor.

Engineered Traits

○ Photosynthesis

- When you are exposed to sunlight for a few hours, you can clear 1 health star. While you have access to sunlight, your need for food is greatly reduced. *Traits: green skin or hair, large ears, leafy fronds*

○ Environment Adaptation

- Select a type of planetary environment, for example desert, frozen tundra, or underwater. You function perfectly fine in that environment, and take +1 ongoing against foes that are not properly adapted. *Traits: hardened skin, closeable nose and mouth, nictitating membranes, fluffy fur, radiator fins*

Modifications

○ Machine Linkage

- You get +1 to Figure it Out. *Traits: skull plug port, armored cable tail, electronic hair*

○ Dermal Armor

- You have +1 Armor. *Traits: armor panels, stiff skin, pearly skin, composite armor patches*

○ Neuro Hardening

- When you spend Willpower, roll Power. **S:** You gain 1 Will-

Mutations

○ Bio-Instability

- Whenever you mark a health star, you hold 1 instability. Spend 1 hold to make a small change in your anatomy. *Traits: crawling skin, unstable limb configuration, occasional tumors, everchanging surface detail*

○ Adaptive Organics

- As long as you have access to external biomass, you don't need to eat, breathe, or sleep. *Traits: powerful teeth and jaws, semiliquid body, thick organic tail*

○ Infective Carrier

- Whenever someone comes into contact with your body

○ Organ Control

- You can spend 1 Willpower to heal 1 health star. *Traits: morphable bodytype*

○ Cerebral Control

- You can split your mind into sub-components the way a computer would delegate tasks. You gain +1 Armor against all mental and psychic attacks, and you can Read a Person or Situation even while you would otherwise be distracted. *Traits: elongated head, obvious cerebral implants*

○ Plug In

- You do not need to eat, sleep, or breathe as long as you are jacked into an appropriate support mechanism or pack. *Traits: plug port, access panel, arm readout display*

power. **T:** Take +1 forward against mental and psychic attacks. **F:** Fate intervenes. *Traits: electronic crown, temple implants, cyber horns, Flowlight halo*

○ Layered Composite Skin

- You are immune to the effects of heat, cold, and radiation. You gain +2 Armor against fire or ice-based attacks.

○ Easily Repaired

- Whenever you are healed, you are healed for +1 health star. *Traits: panel lines, modular body parts, nanoswarm body*

fluids, they're likely to contract a little bit of what makes you special. They take -1 ongoing until cured of it. *Traits: sparkly flaky skin, cloud of nanites, open sores*

○ Exoform

- Pick a Stat. When you make use of your alien components, you take +1 forward with that Stat, you also take -1 forward on the next use of Hama technology. *Traits: elongated limbs, extra limbs, fewer limbs, unusual torso, extra eyes, eyestalks, tentacles*

○ Acid for Blood

- Whenever you are harmed in Close range, the person or object that harmed you is Dealt 1 Harm Past Armor. *Traits: green veins, yellowish pallor, slimy coating*