

THE PARTISAN NAME

Almec, Amee, Stass, Passel, Beed, Connix, Lok, Embo, Fode, San, Jeric, Puc, Lyn, Po, Rin, Ozz, Quid, Zen, Yarren

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Casual Clothing, Mismatched, Camouflage, Uniform Clothing

DEMEANOR

Distant, Volatile, Intense, Arrogant, Friendly

STATS

(distribute 3 to these, max 3)

Canny -1, Cool 1, Deep -1, Rugged 1, Suave 0

MOVES

Choose two Partisan moves.

GEAR

1-cred

A piece or two of normal gear or weaponry (armor and blaster?)

BONDS

Fill in as many as you like (fill in at least one)

- I've been keeping a wary eye on _____ for some time now.
- _____ and I worked a together in the past.
- I've slept with _____ before, but it didn't mean anything to one of us.
- _____ has my back, no matter what goes down.
- _____ keeps trying to shape me up; they have a lot to learn.

"Disobedience is a demand for change."



GRAB WHAT'S HANDY AND GO TO WAR

You can cobble together working weapons for you or your compatriots out of little more than spare parts and the hope for a better future. When cobbling together a weapon with available parts, roll+Canny. On a 10+, choose three advantages and 1 disadvantage. On a 7-9, choose two advantages and 1 disadvantage. On a miss, still choose two advantages; the GM chooses two disadvantages, and tells you one of them.

Base Weapon: (2-harm, close, energy, loud OR 1-harm hand messy)

- Advantages: dangerous (+1 harm), large (+1 harm), quick, longer range (add next highest range) (can be taken twice), area, concealable, energy/non-energy (reverse whatever it currently is), reliable
- Disadvantages: explodes unintentionally (+area at a bad moment), fragile, illegal, unreliable, slow, bad reputation, traceable

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- When you harm _____ or their interests.
- Perform a public act of rebellion.
- Choose violence to solve a problem when a non-violent option exists.
- Share a moment of camaraderie.
- Fail a roll on a 6-.

Experience:

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Suave (max +3)
- Get a new Partisan move
- Get a new Partisan move
- Get 2 gigs (detail) and Moonlighting
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

DRAMA MOVES

When you die, you can choose to trigger a dead-man switch and set off an explosion (4-harm close area) around yourself.

When you open up to someone, you may tell them a secret about your background, a vulnerability of yours, or the reason you joined the cause or continue to fight for them, at this time. If you do, they must do the same.

PARTISAN MOVES

- Bottle It Up:* You can take up to +3 bonus when you Act Under Pressure. For each +1 you take, the GM holds 1. That hold can be spent later—one for one—to give you -1 on any move *except* act under pressure.
- Home-grown 'solutions':* When you have time to improvise a solution to a problem (usually an explosive one), tell the GM what you are trying to achieve and the GM will tell you the cost in time and gear. You may reduce the time cost by spending Credits, or vice versa.
- Safety First:* You have jury-rigged extra protection into your gear, giving you +1 armor (maximum 2-armor).
- Smash and Grab:* You know how to hit a place hard and fast, get what you need, and get out. When you need to make an insertion and secure something, roll +Rugged. On a 10+, choose 2, on a 7-9, choose 1:
 - You don't leave the place wrecked.
 - You don't have to fight to secure it.
 - You don't have to fight your way out.
 On a miss, the plan is blown; you're cut off and take -1 ongoing until you get out.
- Stand Together or Fall Apart:* When fighting beside someone, if they take harm, you can take up to 2 of that as AP harm yourself, instead.
- What Does Not Kill Me...* If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

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VITALITY WOUNDS		