

## THE SLICER

### NAME

Almec, Ameer, 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, Awkward, Excitable

### STATS

(distribute 3 to these, max 3)

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

### MOVES

You get Black Hat and Program. Select 1 additional Slicer move.

### GEAR

1-cred  
Portable terminal  
A piece or two of normal gear or weaponry

### BONDS

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

- I'm working on a private tech project for \_\_\_\_\_, in my spare time. Do they know? Well...
- \_\_\_\_\_ can actually keep up with me when I'm talking.
- When I'm in trouble, I usually turn to \_\_\_\_\_ for help.
- I may have a small crush on \_\_\_\_\_.
- \_\_\_\_\_ doesn't know the holonet from a holocron.
- I've sliced \_\_\_\_\_'s personal files and found something dangerous there.



*"There are no dumb questions. No, check that. 'How do you become a slicer?' That's a dumb question."*

### CAN'T STOP THE SIGNAL

You have a custom portable terminal that allows you to connect to the holonet from nearly any hardline or wireless uplink.

You can Hit the Duracrete without ever leaving your base of operations.

When you Check out the Scene from inside the system, using your terminal, ask 1 additional question.

Your terminal has two tags. Select them from the following list:  
+inaccessible hidden drive, +encrypted, +high capacity, +high speed.

<b>NAME AND LOOK:</b>				
<b>CANNY:</b>	<b>COOL:</b>	<b>DEEP:</b>	<b>RUGGED:</b>	<b>SUAVE:</b>

When you do the following, mark experience:

- Discover more information about \_\_\_\_\_.
- Cripple enemy technology.
- Infiltrate or capture an enemy stronghold.
- Form a personal connection with someone you've never met directly.
- 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 Slicer move
- Get a new Slicer 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 become a holonet ghost. You can connect to anyone using Check out the Scene or Hitting the Duracrete on the holonet, to tell them what you think their best course of action is. If they do it, they and your new character both mark experience.

When you open up to someone, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

### SLICER MOVES

- *Black Hat:* When you are interfacing with a computer system or network and you need to use it without permission, Roll+Canny: On a 10+, you're in. On a 7-9, you're in, but personnel or electronic defenses are inbound. You cannot slice into a starship without a hard line, yet.
- *Program:* When you have time and space to write a computer program, tell the GM what you want it to do. The GM will tell you how long it'll take (hours, days, weeks). Then, when you execute the program, roll+Canny. On a 10+, it executes as expected. On a 7-9, it works, but there is a bug. You get a lesser version, it takes longer, or it exposes you.
- Everything is on the Holonet:* Roll +Canny instead of +Suave when you Hit the Duracrete.
- I am Invincible!*: When performing Stand In Defense or Go In Blazing as part of a virtual technological assault, roll+Canny instead of +Rugged.
- Not as Harmless as I Look:* When you attack someone who's underestimated you, take +1 Forward OR +1 Harm.
- Remote Control:* You can use black hat to slice into an air or ground vehicle remotely at long range, and control it as if you were driving. Extremely Illegal.
- Trace:* After you've accessed someone's personal electronic device(s), you can track their current location as long as you are on the same world as them.
- Void Array:* By broadcasting a tight-beam signal to another starship, you can use Black Hat to access its systems. You have to be *very* near it. Requires *Remote Control*.

### OTHER MOVES

Luck

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

Okay =>  => Doomed



### VITALITY WOUNDS

### DEBILITIES:

- 1 Canny
- 1 Cool
- 1 Rugged
- 1 Suave