

☐	☐	☐	BOMBARD	/	/	/	/	/	/	/	☐	☐	
☐	☐	☐	MANIPULATE								☐	☐	
☐	☐	☐	SCAN								☐	☐	

Set up a teammate	Stealth: Entry Point	Transport: Route
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| ⚙️ *What's really going on here?*

BEAM SABER PILOT CONNECTIONS SHEET

PILOT NAME

BELIEFS

Ask about a truth relating to a belief, then reset the clock to 1.

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- ⚙ What loophole can I abuse?
- ⚙ What protocol can I enforce?
- ⚙ What do they intend to do?
- ⚙ How can I get them to [X]?
- ⚙ Are they telling the truth?
- ⚙ How can I find [X]?
- ⚙ What's really going on here?

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- ⚙ How is this person hurt?
- ⚙ How is this person vulnerable?
- ⚙ Are they telling the truth?
- ⚙ What drives them to do this?
- ⚙ What are they feeling?
- ⚙ Who's most afraid of me?
- ⚙ What's really going on here?

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- ✱ What do they intend to do?
- ✱ How can I get them to [X]?
- ✱ Are they telling the truth?
- ✱ What are they really feeling?
- ✱ What do they really care about?
- ✱ How can I blend in here?
- ✱ What's really going on here?

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SQUAD

NAME	PRONOUN	CALL SIGN
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LOOK
TRAGEDY

HISTORY	OPENING
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STRESS **SCARS** **COLD - HAUNTED - OBSESSED - PARANOID**
RECKLESS - SOFT - FRACTIONIS - VICIOUS

HARM			HEALING	
3			NEED HELP	project clock 
2			-1D	ARMOR USES ☐
1			LESS EFFECT	HEAVY ☐ SPARK ☐

VEHICLE NAME _____ VEHICLE MODEL _____

VEHICLE LOOK

QUIRKS BREAKDOWN

☐		☐	
☐		☐	
☐		☐	
☐		☐	

DAMAGE			REPAIR
3		NEED HELP	project clock 
2		-1D	ARMOR USES
1		LESS EFFECT	ARMOR ☐ ☐

ENHANCE

EXPERTISE

	BATTLE	/ / / / / / / /
	DESTROY	
	MANEUVER	

ACUITY

●	●	●	●	BOMBARD	
●	●	●	●	MANIPULATE	
●	●	●	●	SCAN	



INFLUENCE PLAYBACK

SPECIAL ABILITIES

- ☐ **Ghost:** You are not negatively affected by quality or Tier when you attempt to bypass security measures.
- ☐ **Ambush:** When you attack from hiding or spring a trap, you get +1d.
- ☐ **The Devil's Footsteps:** When you Push Yourself, in addition to the normal benefits, choose 1: perform a nearly superhuman feat of athletics OR confuse your enemies so they attack each other.
- ☐ **Expertise:** Choose 1 of your Action Ratings. When you lead a group action using it, you can suffer only 1 stress at most regardless of the # of failed rolls.
- ☐ **Never Tell Me The Odds:** If you are outnumbered or drastically overmatched by a foe, take +1d to resistance rolls or exhaust 1 fewer Quirk.
- ☐ **Reflexes:** When there's a question about who acts first, you do. (two pilots with Reflexes act simultaneously).
- ☐ **Shadow:** You may Spend your Spark to resist a consequence from detection or security measures, or to Push Yourself for a feat of athletics or stealth.
- ☐ **Veteran:** Choose an ability from another source. Can take this 3 times.
- ☐ **Daredevil:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls (or exhaust an additional Quirk for vehicle resistance) against consequences from your action.

FRIENDS

- ▴ ▴ Decine, an offworlder clerk
 ▴ ▴ Astell, a local programmer
 ▴ ▴ Gorbad, a dedicated noble
 ▴ ▴ Asa, a hopeful refugee
 ▴ ▴ _____
 ▴ ▴ _____

ITEMS

- ☐ Fine Security Cracker
- ☐ Fine Optical Camouflage
- ☐ Nightvision Goggles
- ☐ Firearm Silencer
- ☐ Light Climbing Gear
- ☐ Your Custom Vehicle

XP

- Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark **1xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.
- You addressed a challenge with **stealth or evasion**
 - You expressed your History, Tragedy, or Opening.
 - You struggled because of your Beliefs, Scars or Quirks.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

PLANNING AND LOAD

- Choose a plan, provide the **detail**.
Choose your **load** limit for the operation

- | |
|--------------------------|
| Assault: Point of Attack |
| Deception: Method |
| Stealth: Entry Point |

- Scientific:** Procedure
- Social:** Connection
- Transport:** Route

|DRIVE



**SPEND +
DRIVE
CLOCK**

- Change your Drive
- Negate any Harm/Damage
- Change a roll to 6
- Full Assist a Teammate

INSIGHT

	HUNT	
	STUDY	
	SURVEY	
	ENGINEER	

PROWESS

R ● ● ● FINESSE
● ● ● PROWL
● ● ● STRUGGLE
● ● ● WRECK

▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲

RESOLVE

COMMAND
CONSORT
SWAY
INTERFACE

Bonus Die

- + PUSH YOURSELF** (spend 2 stress OR 1 quirk) AND/OR accept a **COLLATERAL DIE**.

LOAD ♦ 3 light ♦ 5 medium ♦ 6 heavy

[illegible]

GATHER INFORMATION

- ✱ What do they intend to do?
- ✱ How can I get them to [X]?
- ✱ What should I look out for?
- ✱ What's the best way in?
- ✱ Where can I hide here?
- ✱ How can I find [X]?
- ✱ What's really going on here?

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- ⚙ What do they want most?
- ⚙ What should I look out for?
- ⚙ Where's the leverage here?
- ⚙ How can I discover [X]?
- ⚙ What do they intend to do?
- ⚙ How can I get them to [X]?
- ⚙ What's really going on here?

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HISTORY	OPENING
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VEHICLE NAME	VEHICLE MODEL
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VEHICLE LOOK

QUIRKS BREAKDOWN

☐	☐
☐	☐
☐	☐
☐	☐

DAMAGE			REPAIR
3		NEED HELP	project clock
2		-1D	ARMOR USES
1		LESS EFFECT	ARMOR ☐ ☐

ENHANCE **LOAD** 3 *light* 5 *medium* 6 *heavy*

EXPERTISE

		BATTLE	/	/	/	/	/	/	/
		DESTROY							
		MANEUVER							

ACUITY

●	●	●	●	BOMBARD	
●	●	●	●	MANIPULATE	
●	●	●	●	SCAN	



SPECIAL ABILITIES

- ☐ **Sharpshooter:** When you Push Yourself, you can also do 1 of the following:
 - Make a ranged attack beyond the weapon's normal range—use rapid fire to suppress the foe—ricochet a shot to hit a target indirectly.
- ☐ **Focused:** Spend your Spark to resist a consequence of surprise or mental harm or to Push Yourself for ranged combat or exploration.
- ☐ **Terminator:** Your hunter robot has additional systems installed. It has increased effect when tracking & fighting machines, & gains a custom upgrade: Beast of Burden [+1 load, & it's stronger], Mind-Link [can be directed w/ your mind], or Quick & Quiet [faster & nearly silent]. Can take the ability again.
- ☐ **Ranger:** When you gather info to locate a target, gain increased effect. Take +1d to avoid detection when using camouflage or a prepared spot.
- ☐ **Survivor:** You are able to subsist on what any environment provides and can function on the barest sustenance. Gain +1 stress box.
- ☐ **Determination:** When you roll a 1-3 on a risky or controlled action you can make that a 4-5 by changing the position to desperate. Gives no XP.
- ☐ **Veteran:** Choose an ability from another source. Can take this 3 times.
- ☐ **Lay of the Land:** When a Pilot takes advantage of terrain you have scouted, they get +1d to resist consequences (or spends 1 fewer Quirk). When you scout as a flashback Set Up action, spend 1 less stress than normal.

FRIENDS

△▽ Teucer, a veteran sniper
△▽ Layla, a humane tracker
△▽ Here, an eager mortician
△▽ Holly, a cold squire
△▽
△▽

XP

- Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark **1xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.
 - You addressed a challenge with **exploration or violence**
 - You expressed your History, Tragedy, or Opening.
 - You struggled because of your Beliefs, Scars or Quirks.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

PLANNING AND LOAD

Choose a plan, provide the **detail**.
Choose your **load** limit for the operation

Assault: Point of Attack	Scientific: Procedure
Deception: Method	Social: Connection
Stealth: Entry Point	Transport: Route

| DRIVE

- Change your Drive
- Negate any Harm/Damage
- Change a roll to 6
- Full Assist a Teammate

INSIGHT

[illegible]

PROWESS

			FINESSE	/	/	/	/	/	/	/	/
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	.	.	WRECK								

RESOLVE

●	●	●	●	COMMAND	
●	●	●	●	CONSORT	
●	●	●	●	SWAY	
●	●	●	●	INTERFACE	

Bonus Die

+ PUSH YOURSELF (spend 2 stress OR 1 quirk) AND/OR accept a **COLLATERAL DIE**.

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GATHER INFORMATION

- ⚙ What do they intend to do?
- ⚙ How can I get them to [X]?
- ⚙ What are they really feeling?
- ⚙ Where are they vulnerable?
- ⚙ Where did [X] go?
- ⚙ How can I find [X]?
- ⚙ What's really going on here?

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- ⚙️ What's really going on here?

