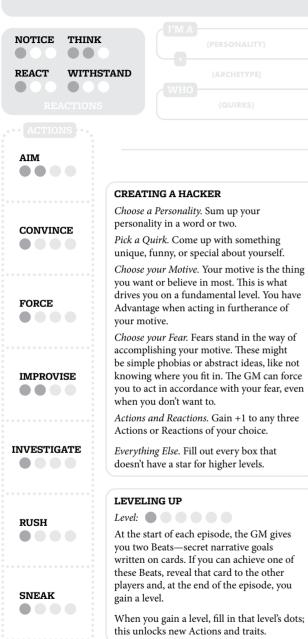
HACK



IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.



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I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

SPECIES \Box Amoeboid, \Box Avia-Ra, \Box Elf, \Box Nautilid, \Box Human, \Box Orc, \Box Skathári, \Box Vect, \Box Wrothian, \Box

WEAPONS. You use Improvised Weapons. When you can't hide behind a keyboard, what do you reach for? Choose one?

□ Flashlight. (*use Improvise*) Guitar. (*use Improvise*)

Hammer. (*use Force*) □ Screwdriver. (*use Aim*) □ Wrench. (*use Force*)

I'M IN. Gain +2 to a Hack

maximum of five.

(1/Session)

REALLY I'M MORE OF A ... What type of hacker

are you? Choose one:

BLACK HAT. It's all about the money. □ WHITE HAT. Technically, it's "cybersecurity." **GREY HAT.** Just snooping around.

GHOST IN THE MACHINE. You have advantage on Sneak

rolls to covertly interact with technology.

MY SETUP. You perform on-the-go hacks using a Datapad, but for tough jobs, you turn to a custom terminal. What's it like? Choose one:

- **PROFESSIONAL.** Sleek lines and minimalist designs.
- **RAMSHACKLE.** Held together by hopes and prayers.
- UNASSUMING. Overclocked tech disguised as everyday hardware.
- **PERSONALIZED.** Matching colors and custom keycaps.

BLOOD ON LENS

You're a wizard of code and keystrokes. You might be an amateur hacker, an incorrigible tinkerer, or a career criminal. The digital world bends to your will, but can you handle threats beyond the reach of your keyboard?

NEW ACTION: Unauthorized access. HACK Typical Effects: • Open or close a locked door Disable security cameras · Gain access to a datapad or terminal Big Effects (When you roll two or more 5s or 6s): • Reprogram a construct to follow your commands • Gain control of an entire ship or facility • Completely destroy a machine *Glitch (The Director chooses one of the following on a Failure):* roll. These dice can exceed the • Someone detects your intrusion. • The target crashes and can't be used until the end of the scene. • The target short-circuits. Suffer 1 Trauma. **OVERCLOCK.** You can take FIREWALL. When you roll the Hack action to improve a Success on a Hack roll, you your allies' weapons. On a can turn it into a Twist Success instead. (1/Session) Success, they gain +1 dice on Weapon rolls until the

end of the scene.

GOOGOL IT. Gain +1 to a Think roll. (1/Session)