

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

### CREATING A SMUGGLER

**Choose a Personality.** Sum up your personality in a word or two.

**Pick a Quirk.** Come up with something unique, funny, or special about yourself.

**Choose your Motive.** Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

**Choose your Fear.** Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

**Actions and Reactions.** Gain +1 to any three Actions or Reactions of your choice.

**Everything Else.** Fill out every box that doesn't have a star for higher levels.

### LEVELING UP

Level: ● ● ● ● ● ● ● ●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

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



TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

### APPEARANCE

**I LOOK LIKE:** \_\_\_\_\_

**I'M USUALLY WEARING:** \_\_\_\_\_

**I'M ALWAYS CARRYING:** \_\_\_\_\_

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

### GEAR

**WEAPON.** You use Standard Weapons.

What do you keep at the ready? Choose two:

- Antimatter Dagger. (use Aim, +1 die when undetected [1/Scene])
- Bolt Caster. (use Aim, +1 die when far [1/Scene])
- Phaser. (use Aim, +1 die when close [1/Scene])
- Repeater. (use Aim, +1 die when close [1/Scene])

### HISTORY

**I MOSTLY MOVE...** What do you smuggle? Choose one:

- Blasters
- Illegal substances
- People
- Luxury goods
- Roaches
- \_\_\_\_\_

### HISTORY

**BUSINESS IS...** How's the smuggling business going? Choose one:

- BOOMING.** There's never been more demand.
- CRASHING.** Nobody can get past those new Hegemony ships.
- BEHIND ME.** I'm retired.
- \_\_\_\_\_

### HISTORY

**I DON'T HAVE MANY RULES, BUT I WON'T...**

What's a rule you live by? Choose one or more:

- Turn away stowaways.
- Take payment from folks who can't afford it.
- Shoot someone unarmed or in the back.
- Work with the authorities.
- Make big decisions aboard my ship without a vote.
- \_\_\_\_\_

# BLOOD ON THE LENS SMUGGLER

You've got a ship and move cargo discreetly. Maybe you smuggle high-value goods out to the Galactic Frontier, run guns in the Warzone, or move people in and out of galactic factions. You've been lucky enough to make your name in the 'Verse, but how long will your luck hold out?

MOTIVE

FEAR

NOTES

PRONOUNS: /

### QUICK AND QUIET.

You can roll Rush instead of Sneak and vice versa.

**I SHOT FIRST.** When you enter a Life-or-Death scene, you can immediately make a Weapon roll.

### NARROW MISS.

Whenever you take Trauma, roll a die. On a 5 or 6, you take no Trauma.

### FIGHT OR FLIGHT.

You can spend Adrenaline in a Life-or-Death scene to make a Weapon roll with Disadvantage or to move a second time on your turn.

**LUCKY BREAK.** When in a non-Life-or-Death scene, you can choose to succeed on an Action without rolling. (1/Session)

**MY SHIP.** No smuggler is complete without their ship, simultaneously a base of operations and a veritable warehouse of hidden compartments. What is your ship's name? What does it look like?