spacenoir

A TECHNOIR TRANSMISSION

BRIAN ENGARD

GALILEO GAMES

Spacenoir is for use with the core rules found in Technoir, a hightech hard-boiled roleplaying game by Jeremy Keller. Visit TechnoirRPG.com for more information and downloads.

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TECHNOLOGY

Technology in the Frontier Zone varies a great deal. Some worlds are advanced, brimming with technology that borders on magic, while the inhabitants of others eke out a meager existence with tools not much more advanced than our own. One commonality exists, though: space flight is possible, real, and common. Even the relatively poor can afford to go off-world once in a while, and many businessmen and...entrepreneurs have their own ships with which they conduct business. Laser guns, blasters, cybernetic implants, advanced AIs: all of these things are a reality in the Frontier Zone.

ENVIRONMENT

Planets range from lush and fertile to openly hostile to organic life. Ice planets, jungle planets, and desert planets are all found here, along with myriad space stations and inhabited asteroids. Many people live in their ships, and most ships are perfectly livable. Ships include cabins that, while not spacious, are comfortable enough for long flights. Artificial gravity, hydroponic gardens, and environment recyclers make extended stays on these ships not just possible but the norm.

SOCIETY

In the Frontier Zone each system—and in some cases, each planet—governs itself. This means that laws vary wildly; some planets are orderly, strict, and somewhat safe while others are lawless and incredibly dangerous. The Frontier Zone itself is a buffer between two vast galactic empires locked in an uneasy truce; in many ways it is all that prevents outright war.

	1	2	3	4	5	6
1 CONNEC-TIONS	SQUISHY	RYLA MEAGER	OBROMÉ	DOCTOR MODORION	SILAS TIEGE	TWIST BALLAST
2 EVENTS	INFORMATION STOLEN	OFFICIAL MURDERED	PIRATE RAID	STOLEN SHIPMENT	TERRORIST BOMBING	TREATY VIOLATION
3 FACTIONS	G'N'VA MERCHANTS' BANK	THE BARRACADO PIRATES	THE FALLON SYNDICATE	THE DEVAL-KAMANCHAN REPUBLIC	THE UNION OF THE SALDRALLA	TRANS-GALAXY PGC
4 LOCATIONS	ARSUBAR	APOLLONIA	G'N'VA	INFOCITY	JOB TOWER	STAKES
5 OBJECTS	HOT CARGO	INCRIMI-NATING DATA	LOCK SPOOFING KIT	SECURITY DRONE	STINGER	NEURO-COMM
6 THREATS	CREW OF THE *FIRESTARTER*	PODGE'S CREW	THE CLEANERS	THE FIST OF KAMANCH	THE RED CRESCENTS	QUIETUS

CONNECTIONS

SQUISHY

Tetsuashan scrapyard owner with a nasty reputation.

COAX:	■ ■ ■ ■ □
DETECT:	■ ■ ■ □ □
FIGHT:	■ □ □ □ □
HACK:	■ ■ ■ □ □
MOVE:	■ □ □ □ □
OPERATE:	■ ■ ■ ■ □
PROWL:	■ ■ □ □ □
SHOOT:	■ ■ □ □ □
TREAT:	■ □ □ □ □

CLEVER _____
CONNECTED _____
INSCRUTABLE _____
UNFORGIVING _____
_____ _____

OBJECTS: Scatterblaster, Defense Screen, Toolkit
FAVORS: **CHOP, FENCE, FIX** (guns, gear)

1D6	UNCONNECTED	CONNECTED
1	OBROMÉ (CONNECTION)	DOCTOR MODORION (CONNECTION)
2	STOLEN SHIPMENT (EVENT)	PIRATE RAID (EVENT)
3	THE FALLON SYNDICATE (FACTION)	THE BARRACADO PIRATES (FACTION)
4	ARSUBAR (LOCATION)	JOB TOWER (LOCATION)
5	HOT CARGO (OBJECT)	LOCK SPOOFING KIT (OBJECT)
6	CREW OF THE *FIRESTARTER* (THREAT)	THE CLEANERS (THREAT)

RYLA MEAGER

Information broker for the Fallon Syndicate.

COAX:	■ ■ ■ ■ □
DETECT:	■ ■ ■ □ □
FIGHT:	■ ■ □ □ □
HACK:	■ ■ ■ □ □
MOVE:	■ ■ □ □ □
OPERATE:	■ □ □ □ □
PROWL:	■ ■ ■ □ □
SHOOT:	■ ■ □ □ □
TREAT:	■ □ □ □ □

SNEAKY _____
UNTHREATENING _____
QUICK _____
DANGEROUS _____
_____ _____

OBJECTS: Blast Pistol, Ballistic Cloth
FAVORS: **DATE, DEAL, SHARK**

1D6	UNCONNECTED	CONNECTED
1	SILAS TIEGE (CONNECTION)	TWIST BALLAST (CONNECTION)
2	INFORMATION STOLEN (EVENT)	OFFICIAL MURDERED (EVENT)
3	G'N'VA MERCHANTS' BANK (FACTION)	THE UNION OF THE SALDRALLA (FACTION)
4	APOLLONIA (LOCATION)	INFOCITY (LOCATION)
5	INCRIMINATING DATA (OBJECT)	SECURITY DRONE (OBJECT)
6	THE RED CRESCENTS (THREAT)	QUIETUS (THREAT)

OBROMÉ

Smuggler and crack pilot.

COAX: ■ ■ □ □ □
DETECT: ■ ■ ■ □ □
FIGHT: ■ ■ ■ □ □
HACK: ■ ■ □ □ □
MOVE: ■ ■ □ □ □
OPERATE: ■ ■ ■ ■ □
PROWL: ■ ■ □ □ □
SHOOT: ■ ■ □ □ □
TREAT: ■ □ □ □ □

HUGE _____
CUNNING _____
FRIENDLY _____
OPPORTUNISTIC _____
_____ _____

OBJECTS: Cutlass, Blast Rifle, Ship (the *Golden Eagle*)
FAVORS: **FIX** (weapons, guns), **RIDE**

1D6	UNCONNECTED	CONNECTED
1	TWIST BALLAST (CONNECTION)	SQUISHY (CONNECTION)
2	TERRORIST BOMBING (EVENT)	TREATY VIOLATION (EVENT)
3	THE DEVALKAMANCHAN REPUBLIC (FACTION)	TRANSGALAXY PGC (FACTION)
4	G'N'VA (LOCATION)	STAKES (LOCATION)
5	STINGER (OBJECT)	NEUROCOMM (OBJECT)
6	PODGE'S CREW (THREAT)	THE FIST OF KAMANCH (THREAT)

DOCTOR MODORION

Unlicensed underground surgeon.

COAX: ■ ■ □ □ □
DETECT: ■ ■ ■ □ □
FIGHT: ■ ■ ■ □ □
HACK: ■ ■ □ □ □
MOVE: ■ □ □ □ □
OPERATE: ■ ■ □ □ □
PROWL: ■ □ □ □ □
SHOOT: ■ ■ ■ □ □
TREAT: ■ ■ ■ ■ □

PATIENT _____
INTELLIGENT _____
CAUTIOUS _____
CALCULATING _____
_____ _____

OBJECTS: Blast Pistol, Medkit
FAVORS: **DEAL**, **SPLICE**

1D6	UNCONNECTED	CONNECTED
1	SQUISHY (CONNECTION)	TWIST BALLAST (CONNECTION)
2	OFFICIAL MURDERED (EVENT)	TREATY VIOLATION (EVENT)
3	THE FALLON SYNDICATE (FACTION)	THE DEVALKAMANCHAN REPUBLIC (FACTION)
4	JOB TOWER (LOCATION)	APOLLONIA (LOCATION)
5	NEUROCOMM (OBJECT)	HOT CARGO (OBJECT)
6	THE FIST OF KAMANCH (THREAT)	THE CLEANERS (THREAT)

SILAS TIEGE

Crooked TransGalaxy exec.

COAX: ■■■■□
DETECT: ■■■■□
FIGHT: ■■□□□
HACK: ■■■□□
MOVE: ■■□□□
OPERATE: ■□□□□
PROWL: ■□□□□
SHOOT: ■■□□□
TREAT: ■■□□□

- CHARMING
- CONNECTED
- WEALTHY
- MANIPULATIVE
- _____

_____
_____
_____
_____
_____

OBJECTS: Blast Pistol
FAVORS: **DATE**, **SHARK**

1D6	UNCONNECTED	CONNECTED
1	DOCTOR MODORION (CONNECTION)	OBROMÉ (CONNECTION)
2	INFORMATION STOLEN (EVENT)	TERRORIST BOMBING (EVENT)
3	G'N'VA MERCHANTS' BANK (FACTION)	THE UNION OF THE SALDRALLA (FACTION)
4	INFOCITY (LOCATION)	G'N'VA (LOCATION)
5	STINGER (OBJECT)	INCRIMINATING DATA (OBJECT)
6	CREW OF THE *FIRESTARTER* (THREAT)	THE RED CRESCENTS (THREAT)

TWIST BALLAST

Casino mogul on Stakes.

COAX: ■■■■□
DETECT: ■■□□□
FIGHT: ■■□□□
HACK: ■■■■■
MOVE: ■■■□□
OPERATE: ■■□□□
PROWL: ■■■□□
SHOOT: ■■□□□
TREAT: ■□□□□

- SLIPPERY
- SHARP
- RUTHLESS
- OPPORTUNISTIC
- _____

_____
_____
_____
_____
_____

OBJECTS: Flechette Pistol, Ballistic Cloth
FAVORS: **DATE**, **SHARK**

1D6	UNCONNECTED	CONNECTED
1	RYLA MEAGER (CONNECTION)	SILAS TIEGE (CONNECTION)
2	PIRATE RAID (EVENT)	STOLEN SHIPMENT (EVENT)
3	TRANSGALAXY PGC (FACTION)	THE BARRACADO PIRATES (FACTION)
4	ARSUBAR (LOCATION)	STAKES (LOCATION)
5	HOT CARGO (OBJECT)	LOCK SPOOFING KIT (OBJECT)
6	PODGE'S CREW (THREAT)	QUIETUS (THREAT)

EVENTS

INFORMATION STOLEN
A very important piece of information is stolen.

OFFICIAL MURDERED
An important and high-ranking official in one of the Pangalactic Corps is found murdered.

PIRATE RAID
The Barracado Pirates are raiding a nearby planet.

STOLEN SHIPMENT
A shipment of high-value goods is out there, up for grabs.

TERRORIST BOMBING
An important space station is bombed by parties unknown.

TREATY VIOLATION
One of the Empires is violating the Treaty of Arsubar.

FACTIONS

G'N'VA MERCHANTS' BANK
The largest financial institution in the Galaxy.

THE BARRACADO PIRATES
The most feared and dangerous pirate gang in the Galaxy.

THE FALLON SYNDICATE
Powerful organized crime family based on Job Tower.

THE DEVALKAMANCHAN REPUBLIC
A militaristic theocracy that owns a third of the Galaxy.

THE UNION OF THE SALDRALLA
A vast Galactic empire run by the Saldrallans.

TRANSGALAXY PGC
A large, powerful, and influential Pangalactic Corporation.

LOCATIONS

ARSUBAR
An incredibly populous and famous planet in the Galactic Central Point system.

APOLLONIA
The famed pleasure satellite.

G'N'VA
The largest of Arsubar's moons, and home to the Galactic Stock Exchange.

INFOCITY
A massive computer and space station the size of a small moon.

JOB TOWER
A satellite in the GCP where everyone goes to get work.

STAKES
A planet where everything is for sale and you can indulge any vice.

OBJECTS

HOT CARGO
Sixteen crates of extremely valuable—and extremely illegal—wares.
➕ ILLEGAL, IMPRINTED, LARGE, STOLEN, VALUABLE

INCRIMINATING DATA
A datapad containing video recordings of a compromising nature.
➕ ENCRYPTED, LEVERAGE, SMALL, VALUABLE

LOCK SPOOFING KIT
A mini-computer used for bypassing electronic security.
➕ ADAPTIVE SUBROUTINES, ANTI-SEC, SMALL

SECURITY DRONE
An automated security robot.
➕ ALERT, BLAST, GUNS, QUICK

STINGER
A quick and agile fighter ship.
➕ AGILE, FAST, LASER TURRETS, MISSILES, SHIELDS

NEUROCOMM
A metal crown that allows for telepathic communication.
➕ EXPERIMENTAL, PSYCHIC, SILENT

TERACI

CUSTOMS CHECKPO

THREATS

CREW OF THE *FIRESTARTER*
A rival Class D Freight crew.

PODGE'S CREW
A crew of ruthless pirates.

THE CLEANERS
A group of professional killers for the Fallon Syndicate.

THE FIST OF KAMANCH
An elite Templari military group.

THE RED CRESCENTS
Hired mercenaries.

QUIETUS
Black ops for the Saldrallan government.

THREAT: CREW OF THE *FIRESTARTER*

HEAVIES

BARKER

COAX: ■■■■□□ :➕ TOUGH   _____ ➖:
DETECT: ■■■□□□ :➕ MENACING   _____ ➖:
FIGHT: ■■■■□□ :➕ WEATHERED   _____ ➖:
HACK: ■■□□□□ :➕ VIOLENT   _____ ➖:
MOVE: ■■■□□□ :➕ _____   _____ ➖:
OPERATE: ■■■□□
PROWL: ■■■□□   OBJECTS: Flechette Pistol, Defense
SHOOT: ■■■■■□   Screen
TREAT: ■■□□□

MS. HOBB

COAX: ■■■□□□ :➕ HUGE   _____ ➖:
DETECT: ■■■□□□ :➕ QUICK   _____ ➖:
FIGHT: ■■■■■□ :➕ SCARRED   _____ ➖:
HACK: ■■□□□□ :➕ DANGEROUS   _____ ➖:
MOVE: ■■■■□□ :➕ _____   _____ ➖:
OPERATE: ■■■□□
PROWL: ■■■■□□   OBJECTS: Chainaxe, Power Armor
SHOOT: ■■■□□
TREAT: ■□□□□

HENCHMEN

SHAWPROWL

COAX: ■□□□□   :➕ ACE   _____ ➖:
DETECT: ■■□□□
FIGHT: ■■■□□
HACK: ■□□□□
MOVE: ■■□□□
OPERATE: ■■■■□
PROWL: ■■■□□   OBJECTS: Blast Pistol
SHOOT: ■□□□□
TREAT: ■□□□□

CALLIA

COAX: ■■■□□   :➕ AGILE   _____ ➖:
DETECT: ■■■□□
FIGHT: ■□□□□
HACK: ■□□□□
MOVE: ■■■□□
OPERATE: ■■□□□
PROWL: ■□□□□   OBJECTS: Blast Rifle, Ballistic Cloth
SHOOT: ■■■□□
TREAT: ■□□□□

THREAT: PODGE'S CREW

HEAVIES

PODGE

Stat	Boxes		Trait
COAX:	■■■□□	▪➕	CUTE
DETECT:	■□□□□	▪➕	SHORT
FIGHT:	■■■■□	▪➕	SADISTIC
HACK:	■□□□□	▪➕	UNPREDICTABLE
MOVE:	■■□□□	▪➕	_____
OPERATE:	■■■□□		
PROWL:	■■■□□		
SHOOT:	■■■□□	OBJECTS:	Flechette Pistol, Neutron Scrambler, Ballistic Cloth
TREAT:	■□□□□		

HENCHMEN

KILLBOT 9000

Stat	Boxes		Trait
COAX:	■□□□□	▪➕	PRECISE
DETECT:	■■□□□		
FIGHT:	■■□□□		
HACK:	■■□□□		
MOVE:	■■■■□		
OPERATE:	■□□□□		
PROWL:	■□□□□	OBJECTS:	Scatterblaster, Mini-Missile Launcher, Defense Screen
SHOOT:	■■■■□		
TREAT:	■□□□□		

BASSESH

Stat	Boxes		Trait
COAX:	■□□□□	▪➕	INTELLIGENT
DETECT:	■■□□□		
FIGHT:	■■□□□		
HACK:	■■■□□		
MOVE:	■■□□□		
OPERATE:	■■■□□		
PROWL:	■■□□□	OBJECTS:	Cutlass, Blast Pistol
SHOOT:	■■□□□		
TREAT:	■□□□□		

GALROÇ

Stat	Boxes		Trait
COAX:	■□□□□	▪➕	SNEAKY
DETECT:	■■■□□		
FIGHT:	■□□□□		
HACK:	■□□□□		
MOVE:	■■□□□		
OPERATE:	■□□□□		
PROWL:	■■■■□	OBJECTS:	Laser Sniper Rifle
SHOOT:	■■■■□		
TREAT:	■□□□□		

THREAT: THE CLEANERS

HEAVIES

HOWROWL

COAX:	■■□□□	▪➕ EFFICIENT _____ ➖▫
DETECT:	■■□□□	▪➕ COLD _____ ➖▫
FIGHT:	■■■■□	▪➕ DEADLY _____ ➖▫
HACK:	■□□□□	▪➕ LITHE _____ ➖▫
MOVE:	■■■■□	▫➕ _____ _____ ➖▫
OPERATE:	■□□□□	
PROWL:	■■■■□	OBJECTS: Cutlass, Ballistic Cloth
SHOOT:	■■□□□	
TREAT:	■□□□□	

HENCHMEN

KAVIS

COAX:	■□□□□	▪➕ DEADEYE _____ ➖▫
DETECT:	■■■□□	
FIGHT:	■□□□□	
HACK:	■□□□□	
MOVE:	■■□□□	
OPERATE:	■■□□□	
PROWL:	■■■□□	OBJECTS: Blast Pistol, Laser
SHOOT:	■■■■□	Sniper Rifle
TREAT:	■□□□□	

SSALATH

COAX:	■■□□□	➕ MAVERICK _____ ➖▫
DETECT:	■□□□□	
FIGHT:	■■□□□	
HACK:	■■■□□	
MOVE:	■■□□□	
OPERATE:	■■■■□	
PROWL:	■□□□□	OBJECTS: Blast Pistol, Defense
SHOOT:	■■□□□	Screen, Grav Sled
TREAT:	■□□□□	

THREAT: THE FIST OF KAMANCH

HEAVIES

LIEUTENANT VENDRIS

COAX: ■ ■ ■ □ □   ⊞ DECISIVE _____ ▭
DETECT: ■ ■ □ □ □   ⊞ AUTHORITATIVE_____ ▭
FIGHT: ■ ■ ■ ■ □   ⊞ IMPATIENT _____ ▭
HACK: ■ □ □ □ □   ⊞ MARTIAL _____ ▭
MOVE: ■ ■ □ □ □   ⊞_____ _____ ▭
OPERATE: ■ ■ □ □ □
PROWL: ■ ■ □ □ □   OBJECTS: Blast Rifle, Defense
SHOOT: ■ ■ ■ ■ □   Screen
TREAT: ■ □ □ □ □

SERGEANT BALAR'N

COAX: ■ ■ □ □ □   ⊞ HARSH _____ ▭
DETECT: ■ ■ □ □ □   ⊞ STRONG _____ ▭
FIGHT: ■ ■ ■ □ □   ⊞ DISCIPLINED _____ ▭
HACK: ■ □ □ □ □   ⊞ INSPIRING _____ ▭
MOVE: ■ ■ □ □ □   ⊞_____ _____ ▭
OPERATE: ■ ■ ■ ■ □
PROWL: ■ □ □ □ □   OBJECTS: Blast Pistol, Chainaxe,
SHOOT: ■ ■ ■ ■ □   Defense Screen
TREAT: ■ ■ □ □ □

HENCHMEN

CORPORAL KEZZ'TH

COAX: ■ □ □ □ □   ⊞ QUIET _____ ▭
DETECT: ■ ■ ■ □ □
FIGHT: ■ ■ □ □ □
HACK: ■ ■ □ □ □
MOVE: ■ ■ □ □ □
OPERATE: ■ □ □ □ □
PROWL: ■ ■ ■ ■ □   OBJECTS: Blast Rifle, Ballistic
SHOOT: ■ ■ □ □ □   Cloth
TREAT: ■ □ □ □ □

PRIVATE MAR'N

COAX: ■ □ □ □ □   ⊞ TECHNICAL _____ ▭
DETECT: ■ □ □ □ □
FIGHT: ■ ■ ■ □ □
HACK: ■ ■ ■ ■ □
MOVE: ■ □ □ □ □
OPERATE: ■ ■ ■ □ □
PROWL: ■ □ □ □ □   OBJECTS: Blast Pistol, Toolkit,
SHOOT: ■ ■ ■ □ □   Lock Spoofing Kit
TREAT: ■ □ □ □ □

THREAT: THE RED CRESCENTS

HEAVIES

CAPTAIN BARTLETT

COAX:	■■■□□	▪➕ GREGARIOUS	_____ ▬▪
DETECT:	■■□□□	▪➕ COMMANDING	_____ ▬▪
FIGHT:	■■□□□	▪➕ FUNNY	_____ ▬▪
HACK:	■□□□□	▪➕ ACCURATE	_____ ▬▪
MOVE:	■■□□□	▪➕ _____	_____ ▬▪
OPERATE:	■■■□□		
PROWL:	■■□□□	OBJECTS: Laser Sniper Rifle,	
SHOOT:	■■■■□	Neutron Scrambler,	
TREAT:	■■□□□	Power Armor	

EX-920

COAX:	■□□□□	▪➕ PROGRAMMED	_____ ▬▪
DETECT:	■■■□□	▪➕ TOUGH	_____ ▬▪
FIGHT:	■■□□□	▪➕ POWERFUL	_____ ▬▪
HACK:	■■■■□	▪➕ CALCULATING	_____ ▬▪
MOVE:	■■□□□	▪➕ _____	_____ ▬▪
OPERATE:	■■■□□		
PROWL:	■□□□□	OBJECTS: Blast Rifle, Chainaxe	
SHOOT:	■■■■□		
TREAT:	■□□□□		

HENCHMEN

MASTERS

COAX:	■□□□□	▪➕ SMART	_____ ▬▪
DETECT:	■■□□□		
FIGHT:	■■□□□		
HACK:	■□□□□		
MOVE:	■■■□□		
OPERATE:	■■■■□		
PROWL:	■■□□□	OBJECTS: Flechette Pistol, Cutlass,	
SHOOT:	■■■□□	Defense Screen	
TREAT:	■□□□□		

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CUSTOMS CHECKPO

THREAT: QUIETUS

HEAVIES

SASSIEN

COAX:	■■■■□	:+ CHARMING	_____ ▬□
DETECT:	■■□□□	:+ SILENT	_____ ▬□
FIGHT:	■■■■□	:+ PRAGMATIC	_____ ▬□
HACK:	■□□□□	:+ CUNNING	_____ ▬□
MOVE:	■■□□□	□+ _____	_____ ▬□
OPERATE:	■□□□□		
PROWL:	■■■■□	OBJECTS: Cutlass, Defense Screen	
SHOOT:	■■□□□		
TREAT:	■□□□□		

BRUGA

COAX:	■■□□□	:+ BURLY	_____ ▬□
DETECT:	■□□□□	:+ MENACING	_____ ▬□
FIGHT:	■■■□□	:+ QUICK-WITTED	_____ ▬□
HACK:	■■■□□	:+ MERCILESS	_____ ▬□
MOVE:	■■■□□	□+ _____	_____ ▬□
OPERATE:	■■■□□		
PROWL:	■■□□□	OBJECTS: Flechette Pistol, Neutron	
SHOOT:	■■■□□	Scrambler, Ballistic Cloth	
TREAT:	■□□□□		

GENERATION

1. SELECT THREE TRAINING PROGRAMS

Pick three *programs* that your protagonist has undergone from the tables below, one from each table. These represent your Species, your Troubled Past, and your Job on the ship you now call your home. You must pick one program from each table; you may not pick the same program twice.

2. DETERMINE VERB RATINGS

Fill in the first box on each *verb* on your protagonist sheet. For each program, fill in an additional box for each of the three verbs it teaches.

3. SELECT ADJECTIVES

For each *training program*, select one of the listed *adjectives* that best describes your protagonist and write it down on your sheet next to a +. You can also come up with your own. Mark both boxes next to that adjective to indicate that it is *locked*.

4. SELECT THREE CONNECTIONS

Pick connections from the previous chapter. Write down the name of each *connection*. You can (and should) also add your fellow protagonists to your connections list. You must add the captain to your list.

5. ASSIGN RELATIONSHIP ADJECTIVES

Go around the table. When it's your turn, pick a *relationship adjective* from the "Relationship Adjectives" section on page 5 of the *Technoir Player's Guide* and assign it to one of the characters on your connections list. Repeat as often as necessary for everyone to get at least one relationship adjective. Feel free to assign these adjectives to other player characters, and assigning one to the captain can make for some interesting times.

6. CREATE SHIP

Name your *ship*; make it something good. Then choose six *ship programs* from page 16. You can choose the same one up to three times. Each time a program is chosen, add one *tag* to your ship. Write these on the ship sheet.

7. PURCHASE OBJECTS AND UPGRADE SHIP USING KREDS

You start with 10 Kreds. Buy *objects* from the catalog in this booklet by paying the listed cost. Write the object and its tags on your protagonist sheet. You can buy additional upgrade tags for 1 Kred each. Objects with the *implant* tag cost 5 Kreds to install. You may also add additional tags to your ship at a cost of 1 Kred each; write them on the ship sheet. Connections with the *shark*, *fix*, *chop*, or *splice* favors can provide loans and discounts. Tell the GM whenever you want to call in a favor. Each connection can be used to call in 2 favors maximum.

8. FINISH THE PROTAGONIST

Name your character. Write a short description. Start with three *Push dice*.

TRAINING PROGRAMS

SPECIES

PROGRAM	VERBS (INCREASE EACH BY 1)	ADJECTIVES (PICK ONE)
ARSUBARAN	COAX, MOVE, OPERATE	ADAPTABLE, APPROACHABLE, ENTHUSIASTIC
HACRAGORKAN	COAX, DETECT, FIGHT	SCARY, VOLATILE, TOUGH
KEN REEG	COAX, DETECT, PROWL	SNEAKY, CHARMING, CLEVER
TETSUASHAN	HACK, OPERATE, TREAT	SQUISHY, TECHNICAL, INSCRUTABLE
URSEMINITE	FIGHT, OPERATE, SHOOT	SMALL, CUDDLY, MEAN
ROBOT	HACK, MOVE, OPERATE	ARTIFICIAL, EQUIPPED, PROGRAMMED
DOLOM	FIGHT, MOVE, OPERATE	STRONG, SURPRISING, LOYAL
SALDRALLAN	DETECT, FIGHT, PROWL	PRAGMATIC, UNSETTLING, INTELLIGENT
TEMPLAR	COAX, FIGHT, SHOOT	SUPERIOR, MARTIAL, DISCIPLINED
RYJYLLIAN	MOVE, PROWL, SHOOT	QUICK, AGILE, HONORABLE

TROUBLED PAST

PROGRAM	VERBS (INCREASE EACH BY 1)	ADJECTIVES (PICK ONE)
PIRATE	FIGHT, SHOOT, OPERATE	VIOLENT, SCARY, RUTHLESS
SMUGGLER	COAX, PROWL, OPERATE	WITTY, RESOURCEFUL, SNEAKY
FUGITIVE	FIGHT, MOVE, PROWL	WARY, TOUGH, QUICK
EXILE	HACK, MOVE, SHOOT	INDEPENDENT, UNCONVENTIONAL, DETERMINED
GRIFTER	COAX, HACK, PROWL	CHARMING, CUNNING, OPPORTUNISTIC
GAMBLER	COAX, DETECT, FIGHT	IMPULSIVE, PERCEPTIVE, SUBTLE
MERCENARY	FIGHT, SHOOT, TREAT	HARD, STRONG, TOUGH

JOB

PROGRAM	VERBS (INCREASE EACH BY 1)	ADJECTIVES (PICK ONE)
CAPTAIN	COAX, DETECT, OPERATE	AUTHORITATIVE, INSPIRING, DETERMINED
PILOT	HACK, SHOOT, OPERATE	DEXTEROUS, STEADY, ACE
ENGINEER	DETECT, MOVE, OPERATE	TECHNICAL, STRONG, INTUITIVE
TECH	DETECT, HACK, SHOOT	EDUCATED, TECHNICAL, QUICK
GUNNER	DETECT, MOVE, SHOOT	PRECISE, GUNG-HO, MARTIAL
BROKER	COAX, PROWL, TREAT	SAVVY, CONNECTED, CHARMING
DOCTOR	DETECT, OPERATE, TREAT	INTELLIGENT, PRECISE, EDUCATED

SHIP

When you create your *ship*, everyone gets a chance to participate in its creation. Go around the table taking turns choosing a Ship's Past *program* until six have been chosen. You can choose the same one up to three times; each time you choose a program, add one *tag* from that program to the ship. You should have six tags when you're done; you can add more with Kreds at the cost of 1 Kred per tag added (you can do this after purchasing gear). These tags need not come from the list below.

PROGRAM	TAGS (PICK ONE)
FREIGHT CARGO	CARGO HOLD, BIG, STURDY, SPACIOUS, REGISTERED
COMBAT	LASER TURRETS, ION CANNON, HULL PLATING, SHIELDS
LUXURY	ROBOT BUTLER, FOOD SYNTHESIZER, COMFORTABLE, WELL-APPOINTED
TRANSPORT	PASSENGER QUARTERS, REC ROOM, DINING ROOM, MED BAY
SURVEY	SENSORS, CONNECTED, EXTENDED LIFE SUPPORT, CRYO-TUBES
CRIME	HIDEY-HOLES, WELL-ARMED, FAST, REPUTATION
SCIENCE	SCIENCE BAY, PROBE BOTS, INFOLINK, CRYO STORAGE

OBJECTS

Objects are your stuff. High-tech devices that gain you advantage over your enemies. Each object has a handful of *tags* that describe its abilities.

GUNS

BLAST PISTOL

A pistol that shoots a metal slug enveloped in energy.
Tags: ✚ BLAST, LOUD
Base Cost: 2

BLAST RIFLE

The standard rifle of the Galaxy.
Tags: ✚ BLAST, LARGE, LONG-RANGE, LOUD, STOCK
Base Cost: 5

SCATTERBLASTER

A gun that shoots in a spread pattern.
Tags: ✚ BLAST, LOUD, SCATTERSHOT
Base Cost: 3

FLECHETTE PISTOL

A pistol that shoots a swarm of tiny explosive needles.
Tags: ✚ EXPLOSIVE ROUNDS, FLECHETTE, POWERFUL, SCARY
Base Cost: 4

LASER SNIPER RIFLE

An elegant rifle lethal at long-range.
Tags: ✚ LARGE, LASER, LONG-RANGE, POWERFUL, SCOPE, SILENT, STOCK
Base Cost: 7

MINI-MISSILE LAUNCHER

A huge weapon that fires tiny missiles.
Tags: ✚ ANTI-VEHICLE, EXPLOSIVE ROUNDS, GUIDANCE SYSTEM, LARGE, LONG-RANGE, LOUD, POWERFUL, SPLASH DAMAGE
Base Cost: 8

GUN UPGRADES:
✚ ARMOR-PIERCING, CAM, EXPLOSIVE ROUNDS, IMPLANT, LASER-SIGHT, SCOPE, SILENCER

WEAPONS

CUTLASS

A pirate's weapon of choice for close combat.
Tags: ✚ SHARP
Base Cost: 1

CHAINAXE

Picture an axe. Now add a chainsaw.
Tags: ✚ DEADLY, LOUD, SCARY
Base Cost: 3

NEUTRON-SCRAMBLER

Generates a shaft of energy that disrupts organic targets at an atomic level.

Tags: ➕ ANTI-ORGANIC, DEADLY, POWERFUL, SCARY

Base Cost: 4

WEAPON UPGRADES:

➕ IMPLANT, VIBRO

PERSONAL DEFENSE

BALLISTIC CLOTH

Little more than reinforced clothing.

Tags: ➕ BALLISTIC ARMOR

Base Cost: 1

DEFENSE SCREEN

A belt-mounted force-field generator.

Tags: ➕ SMALL, SHIELDS

Base Cost: 2

POWER ARMOR

A suit of full armor with built-in shield generator and strength-enhancing servos.

Tags: ➕ LARGE, POWERFUL, RAY-COATING, ARMORED, SHIELDS

Base Cost: 5

PERSONAL DEFENSE UPGRADES:

➕ ENVIRO-SUIT, IMPLANT, RAY-COATING, SHIELDS, STEALTH FIELD

GEAR

MEDKIT

A kit containing basic medical supplies.

Tags: ➕ BANDAGES, STIMS

Base Cost: 2

TOOLKIT

All the tools you need for basic repairs.

Tags: ➕ PARTS, TOOLS

Base Cost: 2

INFOCITY TEMPLATE BOOK

A book-like device that allows you access to the information stored in the Infocity.

Tags: ➕ INFOLINK, SMALL

Base Cost: 2

UPGRADES:

➕ RESTRICTED CLEARANCE

VEHICLES

HOVERCYCLE
A single-occupant vehicle that hovers quickly over the ground.
Tags: ⊞ AGILE, HOVER, TURBO
Base Cost: 13

GRAV SLED
A small overland vehicle that can seat up to four.
Tags: ⊞ CARGO, HOVER, LONG-RANGE, PASSENGERS
Base Cost: 14

VEHICLE UPGRADES:
⊞ ARMORED, BURST-FIRE, GUN, HEAVY, HUGE, LONG-RANGE

TAGS

Tags describe the capabilities and features of objects. Here are definitions of each tag listed with the objects in the previous section.

3D-shocks: a 2-axis suspension system
agile: flexible limb articulation that can perform complicated positioning
anti-organic: a weapon designed to deal maximum damage to soft targets
anti-vehicle: a gun that is designed to deal heavy damage to vehicles (requires gun category or tag)
armor-piercing: fires ammunition designed to penetrate ballistic armor
armored: a thick shell that protects from ballistic and impact attacks
ballistic armor: protective garments designed to stop bullets
bandages: cloth or spray to bind wounds
blast: a gun that shoots a tiny metal projectile surrounded by plasma (requires gun category or tag)
blunt: a weapon designed to inflict crushing trauma on its target
burst fire: sprays a cluster of bullets (requires gun category or tag)
cam: bi-lens camera system capturing stereoscopic eyeRez video images
cargo: can be used to transport large, heavy crates
cow catcher: attaches to the front of a vehicle to push away obstacles
deadly: a weapon designed to inflict fatal wounds
display: high resolution imaging projected into the viewer's vision
encryption: protects stored data from being read or manipulated
enviro-suit: a suit that allows survival in hostile environments
experimental: state-of-the-art but untested technology
explosive rounds: fires rounds that explode on impact
firewall: protective software to prevent hacking
flechette: a gun that fires a swarm of tiny needles (requires gun category or tag)
gun: adds a mounted firearm to a vehicle or drone
guidance system: a weapon that can guide itself to its target
harness: straps and rigging worn to suspend the wearer comfortably
heavy: weighs more than other objects in its category
hover: a device that uses anti-gravity fields to hover above the ground
huge: significantly larger than other objects in its category (trumps large)
implant: an object not puposefully cybernetic is installed inside the body

infrared: senses light beyond the human-visible spectrum

infolink: a wireless link to the Infocity

large: bigger than other objects in its category

laser: a gun that fires a focused beam of light (requires gun category or tag)

laser-sight: projects a harmless laser for accurate aiming

long-range: fires projectiles over long distances (requires gun category or tag)

loud: makes a high volume, imposing noise

matched pair: the object comes with an mirrored twin

mic: a sensitive omni-directional microphone

parts: spare parts for repairing machines

passengers: can transport more people than just a pilot/copilot

plow: attached to the front of a vehicle to push away snow or other debris

powerful: a gun that fires high-caliber rounds

protective: a barrier to shield the user from attacks

ray-coating: special armored coating that is resistant to lasers

reach: a melee weapon that is longer than most

retractable cable: a length of steel cable that winds up with a small motor

riot-hose: a non-lethal weapon to push back pedestrians

rotor-fan(s): rotor blades housed in a cylindrical shell

scattershot: sprays projectiles in a widening pattern (requires gun category or tag)

scary: a weapon, tool, or vehicle that inspires fear

scope: an aiming mechanism with zoom lenses

sharp: designed to cut or pierce a target

shields: a device that projects an energy shield to protect anything inside

silencer: gun attachment that dampens noise (incompatible with burst fire, loud, scattershot)

silent: a gun that is silent without requiring a silencer (incompatible with loud or scattershot)

small: reduced in size, generally concealable

sonar-imaging: emits and senses sound waves, presents data visually

sound: three-dimensional, immersive audio playback

splash damage: a weapon that deals damage to a radius rather than a single target

spring-loaded: stores kinetic energy to be released at an opportune time

stealth field: a field that bends light, rendering a person or object nearly invisible

stims: a dosage of steroids to jumpstart the adrenaline system

stock: an attachment for a gun to help hold it steady against the shoulder

strong: limb articulation that can apply great force

syringe: a needle that can deliver a dose of a drug

thermal dampeners: coolant used to fool thermal sensors

thermal-imaging: heat sensors displayed as a visual overlay

thrown: a weapon that is hurled at a target

thrusters: jets that provide increased speed in the air

tools: tools for repairing machines

treads: traction system to provide mobility over rough terrain

tough: can endure large amounts of wear and impact

turbo: engine enhancement that provides increased speed over smooth streets

vibro: a weapon that vibrates at high frequency, allowing it to deal more damage