

MOON PUNK

DUSTER



"I am going to live the end. Apocalypse man. What the hell else is there to do? I want a mission, not a gig or a good time, I want a mission."
—Armageddon, *Black Flag*

Known for the gunpowder smell of moon dust they tend to track in and their distinctive pressure suits, Dusters are responsible for all the work done outside the Domes. From 0-grav welds to space walks to emergency dome collapses, they perform the most dangerous jobs on The Moon.

SPECIALTY

You get the following

- **Under Pressure:** Dusters work outside The Domes. It is the most dangerous job on Luna. With it comes pride and a personalized pressure suit that allows you to go in unatmosphered areas. Dusters take +1 ongoing when using their P-Suits.

DUSTER MOVES

Pick three to start

- Practiced Hand:** At the beginning of each session roll, +Cool.
 - On a miss, The Authority may replace 1 of your rolls later in this session with your result. They may decide after you roll.
 - On a 7-9, you may replace 1 roll later in this session with this result. You must decide before you roll.
 - On a 10+, you may replace 1 roll later in this session with this result. You may decide after you roll.
- Survival Kit:** Roll +Smarts to heal yourself or an ally.
 - On a 7-9, heal 2 Harm, but The Authority adds a negative temporary [tag] to your target.
 - On a 10+, heal 2 Harm.
- Running on Instinct:** Once per scene, when you see something bad about to happen, you can take a single action to try to prevent it.
- Ice in My Veins:** You may automatically take a 10 on Think Fast rolls.
- Danger Sense:** You're always looking for anything that can go wrong. When anyone Reads the Room while you're there, you may always ask "anything dangerous here?" even if they miss.

- Juke Box Hero:** You have 1 Armor as long as you're not restrained.
- Space Cowboy:** Roll +Cool to Throw Down if using your hands or your Safety Tether.
- Rope Trick:** You trained with the Safety Tether enough to make it like an extension of your body. Take +1 to Throw Down when using it. In addition, the tether now deals 1 Harm when you use it.
- Tell Me I Can't:** When you prove an Authority Figure wrong, gain 1 EXP.

STATS

Pick one of the following

- 1 Presence, +2 Cool, +1 Smarts, +1 Bones
- 1 Presence, +2 Cool, +2 Smarts, -1 Bones
- +0 Presence, +2 Cool, +1 Smarts, +0 Bones
- +1 Presence, +2 Cool, +1 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You are convinced they are attracted to you.
- You're worried that they're cooler than you and feel a bit insecure around them.
- You saved them during a moon walk before. Ask them what happened.
- They gave you a recommendation that helped you get your job.
- They've witnessed you do something embarrassing once. Tell them what it was.
- You hit it off with them right away.
- You've seen them from the other side of the Domes, but you've never had a chance to talk.
- You've opened an airlock for them unauthorized. Ask them why they needed it open.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
-----	------

Harm

minor	<input type="checkbox"/>
	<input type="checkbox"/>
moderate	<input type="checkbox"/>
	<input type="checkbox"/>
major	<input type="checkbox"/>
	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

temporary
needs attention
permanent

EXP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Moves/Notes

Gear

■ P-Suit: [airtight], 0 Armor
■ Safety Tether: [innocuous], [entangle], 0 Harm

MOON PUNK

ENFORCER



"Nazi punks fuck off."

—Nazi Punks Fuck Off, Dead Kennedys

Through prowess or power, the Enforcer has made a habit out of keeping safe those that can not protect themselves. They are willing to put themselves in harm's way so others don't have to.

SPECIALTY

You get one of the following

- Ex-Military:** Thanks to your years of training with a team, you can always forgo a Protect Someone roll and take a 10 instead. You can not use this move to hurt the enemy.
- Athlete:** Anything can be a thrown weapon with some hand-eye coordination. When using a thrown item as a weapon, call your shot and roll to Throw Down.
 - On a 7-9, you miss your specific target, but still deal at least 1 Harm to the general target.
 - On a 10+, you hit exactly what you wanted to hit (either a specific body part or object), deal at least 1 Harm, and apply a [tag] to the target.
- Cornfed:** You are just downright big and strong. When you use Throw Them during a Throw Down roll, you deal Harm to both the person you threw and the object or person you threw them at.
- Brawler:** You're an expert in hand-to-hand combat. When you use Stick N Move or Restrain Them during a Throw Down roll, deal an additional 1 Harm.

ENFORCER MOVES

Pick three to start

- Indomitable Will:** Ignore injury effect [tags] until your allies and innocent bystanders are out of danger.
- Practice Makes Perfect:** You've been in enough fights to know how it works. Take +1 when Throwing Down, or +2 if your opponent isn't used to moon gravity.
- Buddy System:** At the beginning of any dangerous situation, choose a buddy. Take +1 ongoing to any Protect Someone, Think Fast, or Help Out rolls to help this person until the danger is over.

- Bash-Baller:** When you're outnumbered or outgunned in a fight, it just makes you tougher. Take +1 ongoing until you even the odds.
- You Talking to Me?:** Before a fight starts, you can taunt or threaten the enemy and roll +Presence.
 - On a 7-9, this only works on one target.
 - On a 10+, all hostility is focused on you until another ally joins in.
- Don't Touch Them:** If an ally or innocent bystander takes harm, you gain +1 forward to Protect Someone and Throw Down. This can stack if multiple people are harmed before you have a chance to act.
- I Thought I Told You:** When you warn someone not to do something, but they do it anyway, you get +1 forward to either help them get out of trouble or to punish them for it.

STATS

Pick one of the following

- 1 Presence, +1 Cool, +1 Smarts, +2 Bones
- 1 Presence, +2 Cool, -1 Smarts, +2 Bones
- +0 Presence, +1 Cool, +0 Smarts, +2 Bones
- +1 Presence, +1 Cool, -1 Smarts, +2 Bones

LINKS

Pick one for each other Punk

- You've gotten in trouble with The Authority before together. What did you do?
- The two of you are childhood friends.
- They used to be on a team with you. Ask them what kind of team.
- You've gotten in a physical tussle with this person before. Ask them why and how this affected your relationship.
- You feel obligated to keep this person safe. Tell them why.
- You believe in this person.
- This person always keeps you out of trouble.
- You share a hobby or interest that you don't want other people to know about. Ask them what.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
-----	------

Harm

minor	<input type="checkbox"/>
	<input type="checkbox"/>
moderate	<input type="checkbox"/>
	<input type="checkbox"/>
major	<input type="checkbox"/>
	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

	temporary
	needs attention
	permanent

EXP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Moves/Notes

Gear

■ Cool Outfit [] (choose a [tag]), 1 Armor
■ Brass Knuckles [concealable], 1 Harm

MOON PUNK

GUILDY



"Now I long for the morning that they realize brutality and unjust laws cannot defeat us. But who'll defend the workers who cannot organise when the bosses send their lackeys out to cheat us?"

-*There Is Power in a Union*, Billy Bragg

Expanded reach, fair wage, and some security. The unionized workers of The Moon keep things running, and their collective power may be the only shelter many have protecting them from The Authority's corruption.

SPECIALTY

You get the following

- **Power in a Union:** You have membership to a labor union. Choose what profession you belong to. Anytime you act within this profession, take +1 ongoing.
- **Union Dues:** Start with a major TANSTAAFL debt to your union.
- **Call Your Rep:** You can set up a meeting with your union representative at any time. They will counsel you and offer help within reason.

GUILDY MOVES

Pick three to start

- **I Know Somebody:** When you're looking for someone with a particular skill set, roll +Presence.
 - On a 7-9, you know someone who could help you out, but pick one: they have a bad reputation, they're hard to get a hold of, they'll want something from you right away.
 - On a 10+, you find the right person for the job, no complications.
- **Check the Blueprints:** Roll to inquire about the physical layout of the domes. Take +1 ongoing as long as this knowledge helps you out.
- **Work Contact:** You have contacts in different unions.
 - On a 7-9, they want to help, but can only steer you in the right direction.
 - On a 10+, they can get you some information. They can tell you one of the following: where something is, what a location's weakness is, how something works, when something might happen.
- **Sterling Reputation:** Your reputation with the population can not be hurt through attacks from The Authority.
- **Professional Training:** Add +1 to any rating.

- **Proper Leverage:** If you roll a 10+ to Throw Down you can always use Gain Leverage in addition to another effect.
- **Picket Line:** If there's a valid danger of letting Authority Figures into a location, you can delay their entry non-violently so long as there are people willing to physically be by your side.
- **Bargaining Power:** You can get out of minor trouble with The Authority by manipulating your union ties. Roll +Presence.
 - 7-9 The problem can disappear... For a price.
 - 10+ They got your back.
- **Cross Training:** Take a move from any playbook's non-specialty moves.
- **Seize the Means:** One of your options when you roll 10+ to Throw Down is to disarm your opponent and take what's in their hands.
- **Si, Se Puede:** Anytime you roll to Help Out with non-violent action, you can take a 10.

STATS

Pick one of the following

- +2 Presence, +1 Cool, -1 Smarts, +1 Bones
- +2 Presence, +2 Cool, -1 Smarts, -1 Bones
- +2 Presence, +1 Cool, +0 Smarts, +0 Bones
- +2 Presence, +1 Cool, +1 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You have lunch at the same place as them every day but you've never actually spoken.
- You've worked with them before. Ask them how.
- The two of you are drinking buddies.
- You've accidentally pissed them off before. Ask them what you did.
- You've helped get them out of a bad situation. Ask them how.
- The two of you helped raise someone. Who was it?
- You know them by reputation. Tell them what you've heard.
- They showed solidarity to your cause in some way. How?

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed

Harm

minor

moderate

major

dying

Tags

temporary

needs attention

permanent

EXP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Moves/Notes

Gear

- Work uniform [official], 0 Armor

MOON PUNK

LABCOAT



"Why are you always trying to organize things? Can't you understand simple entropy? Why put order where it's not meant to be? You can't control atoms, and you can't control me!"

—Entropy, Leucine Zipper and the Zinc Fingers

The very core of the DIY attitude is embodied in the research and development of scientific fields. Challenge the accepted, reject the status quo, and maybe learn something. New ideas, new thoughts, and new technology all lead to a new world.

SPECIALTY

You get the following

- **Laboratory:** You have a scientific specialty and a lab that goes along with it. Your lab counts as a workshop for Hi Tech as long as you're working in your field. Anytime you're working within this specialty, take +1 ongoing. Pick one:
 - **Agriculture:** Hydroponics lab with access to grow beds, plumbing, fertilizer, and 2 large silos for storage.
 - **Chemistry:** Access to a stockpile of chemicals and the tools to manipulate them.
 - **Medicine:** Expertise in medicine. People with critical injuries can recover here, including permanent [tags]. There is space for 1-2 patients to stay.
 - **Astronomy:** Observatory equipped with instruments to monitor and communicate with celestial objects... Or local pilots.
 - _____: Choose your own specialty and discuss with The Authority and your crew about what it might have inside.
- **Education:** How did you learn your trade? Pick one:
 - **Formal Education.** A degree is expensive, so you needed an Authority gig to pay it off. Your lab is [funded] but by an Authority source, so it's [monitored].
 - **Apprenticeship.** A single person or small group helped nurture your growth and education. Your lab is within a [co-op], but you're expected to contribute back to the co-op. Every time you use the lab for yourself, mark a minor TANSTAAFL debt.
 - **Auto-Didact.** You are self taught, and that comes with its own ups and downs. Your lab is [homemade] but [off-grid].

LABCOAT MOVES

Pick three to start

- **Think Tank:** Through your time in academia you have made quite a few contacts. You can contact another scientist to answer a question for you. Roll +Presence.
 - On a 7-9, they have part of the solution, or can solve it but want payment.
 - On a 10+, they will do their best to help out.
- **Would You Hit Someone with Glasses?:** Until you use physical violence, physical violence cannot be used against you.
- **Hold My Glasses:** Roll +Smarts instead of +Bones for your first Throw Down roll of the scene.
- **Sawbones:** Make a +Smarts roll to heal yourself or an ally.
 - On a 7-9, you heal 1 Harm and get rid of all negative tags or you heal Harm equal to your Smarts rating, but don't remove any [tags].
 - On a 10+ you heal harm equal to your Smarts rating and all injury [tags] are removed.
- **Actually...:** Roll +Smarts to Influence Someone as long as you sound smart, even if you're just making stuff up.
- **What's Happening, Doc?:** When another crew member asks you for your scientific help or expertise, you can give them +1 forward. If they follow your advice, gain 1 EXP.

STATS

Pick one of the following

- -1 Presence, +1 Cool, +2 Smarts, +1 Bones
- -1 Presence, +2 Cool, +2 Smarts, -1 Bones
- +0 Presence, +1 Cool, +2 Smarts, +0 Bones
- +1 Presence, +1 Cool, +2 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You secretly pine for this person.
- You tutored this person. What did you teach them?
- They're your extroverted friend and get you to leave your lab every once in a while.
- You often patch them up after fights.
- You've saved the life of someone they know.
- Your lab is near their home or workplace.
- You went to the same school together. Ask them how you got along.
- They helped you clean up a lab accident you had. Tell them what they did for you.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed

Harm

minor

moderate

major

dying

Tags

temporary
needs attention
permanent

EXP

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Moves/Notes

Gear

<ul style="list-style-type: none"> ■ Lab tool [innocuous]. 1 Harm

MOON PUNK

MUTANT



"Cause I don't care where I belong
no more. What we share or not I will
ignore.

And I won't waste my time fitting in.

'Cause I don't think contrast is a
sin."

-No Cigar, Millencolin

Unfair and unjust treatment of the "other" is all too common. This systematic oppression has hidden a rich and vibrant culture, and too few are trying to bring their plight to the forefront.

SPECIALTY

You get the following

- **Mutation:** The inherent dangers of living in space include lunar radiation. Some people are born with mutations such as unnaturally colored skin, the growth of fur, or extra appendages. Your mutation manifests in some physical manner of your choice. Describe it to your crew and give yourself an appropriate descriptive [tag].
- **Support Structure:** While The Authority and many ignorant people look down upon mutants, they have created a strong support structure together. Whenever you are in danger, other mutants will freely give you and your friends shelter, medical help, and food without expecting anything in return.
- **Rising from Hardship:** If you change your class at any point, you do not lose any of the moves from this Playbook.

MUTANT MOVES

Pick two to start

- **Always on the Run:** Use +Smarts instead of +Cool to roll to Act Casual.
- **Blend In:** You might be quiet, but you're not a wallflower. If enough time goes by and you haven't yet been acknowledged or engaged in activity, you can reveal what you've been doing in the background while the others have been in the spotlight. If you can say how you set up your next move, you can take a 10 on your next roll.
- **Natural Armor:** Your mutation manifests in a way that keeps you safe from physical harm. +1 Armor.
- **Hey, Fuck You!:** When you directly and publicly stand up to oppression or bigotry, take +1 forward.

- **Strain:** Go past normal human limits. Take 1 Harm (ignoring armor) to deal an extra 1 Harm when using Throw Down or to accomplish a feat of strength.
- **Inner Strength:** You shrug off injuries that could stop a normal person. Once a session take a moment to collect yourself and roll +Bones.
 - On a 7-9, heal 2 Harm or remove a temporary injury effect [tag].
 - On a 10+, heal 2 Harm and remove a temporary injury effect [tag].
- **Poke the Pig:** You really know how to get under someone's skin. When you're trying to piss someone off to manipulate them, Roll +Smarts.
 - On a 7-9, you goad them into action but not necessarily in the way you wanted.
 - On a 10+, they get played like a fiddle.
- **Born Leader:** You are known for your dedication to the Mutant community. You can take a 10 on an Influence Someone roll against any non-Authority Figure Mutant as long as you can make the argument that what you want is within the Mutant community's interests.

STATS

Pick one of the following

- -1 Presence, +1 Cool, +1 Smarts, +2 Bones
- -1 Presence, -1 Cool, +2 Smarts, +2 Bones
- +0 Presence, +0 Cool, +1 Smarts, +2 Bones
- +1 Presence, -1 Cool, +1 Smarts, +2 Bones

LINKS

Pick one for each other Punk

- They showed you kindness in the past, and you feel obligated to repay them.
- They are your love interest.
- They've done something that you admired. Tell them what.
- Every time this person is around, something bad happens. You think they're bad luck.
- The two of you have fought together against The Authority before. What happened?
- This person helped shape the way you see the world. Tell them how.
- They've done something small to annoy you, and you've blown it out of proportion. Tell them what they do that bugs you.
- They are a member of your family, birth or chosen.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed

Harm

minor	<input type="checkbox"/>
moderate	<input type="checkbox"/>
major	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

temporary
needs attention
permanent

EXP

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Moves/Notes

Gear

MOON PUNK

NEW MOONER



"Now that I am categorized, officer gets me naturalized. Immigrant punk, immigrant, immigrant, immigrant punk! Now that I'm living up in God knows where, sometimes it gets hard without a friend."

-Immigrant Punk, Gogol Bordello

Fresh off the shuttle, a New Mooner has just arrived on Luna. Getting used to low grav and high stakes, things are different up here. Young, old, skilled, inexperienced only one thing; the only thing for sure is you're off to a fresh start.

SPECIALTY

You get one of the following

- Pioneer:** Something didn't feel right earthside, whether it be wanderlust, ennui, or plain old groundhog melancholy. The Moon is a new adventure, and you're prepared for anything. Once per session, roll +Smarts.
 - On a 7-9, The Authority gives you a vague hint about what's to come.
 - On a 10+, The Authority reveals a possible future obstacle.
- Migrant:** Either by choice or necessity, you're here for a new start. Luckily, you have people to back you. Pick a specific group (cultural or social) that will look out for you. They will reliably help you out when they can, but they expect your loyalty, too.
- Political Dissenter:** You spoke up a little too often or a little too loud, and pissed off just the right (or wrong) person, and now you're here. Once per session, you can whip up a fervor about a just cause and get people to rally on the streets. Roll +Presence.
 - On a 7-9, people are fired up, but need an extra push to get them to protest.
 - On a 10+, you can start up a sizable public demonstration.
- Convict:** You were declared guilty and your punishment was exile. Your "partner in crime" is here, too. They'll act as an Ally for you and your crew. Problem is, they're a scumbag. Choose their specialty and describe them to the table. Then, the table will choose a shitty ethos for them.

NEW MOONER MOVES

Pick two to start

- Helpful Idiot:** When you Help Out, your ally receives a +2 to their roll instead of the normal +1.

- Greenhorn:** When you play dumb trying to avoid trouble, roll +Presence instead of +Cool to Act Casual. This doesn't work twice on the same person or in the same location.
- No Bullshit:** If you feel like you're being taken advantage of by someone, you can take +1 ongoing against that person if you start to Throw Down.
- No Credit:** TANSTAAFL debts do not incur EXP negatives.
- First Impressions:** When you meet a new person, you can choose to roll +Presence.
 - On a 7-9, you make a good impression, but there's a catch. Describe what goes wrong.
 - On a 10+ you make a good impression and the person may become a contact or friend to you.
- High Gravity:** Before you roll to Throw Down, you can decide to take up to +3 forward, but you will take up to -3 forward on a roll of The Authority's choice in the same scene.
- Dense:** Growing up with Earth grav means your body is stronger. Gain +1 bones.

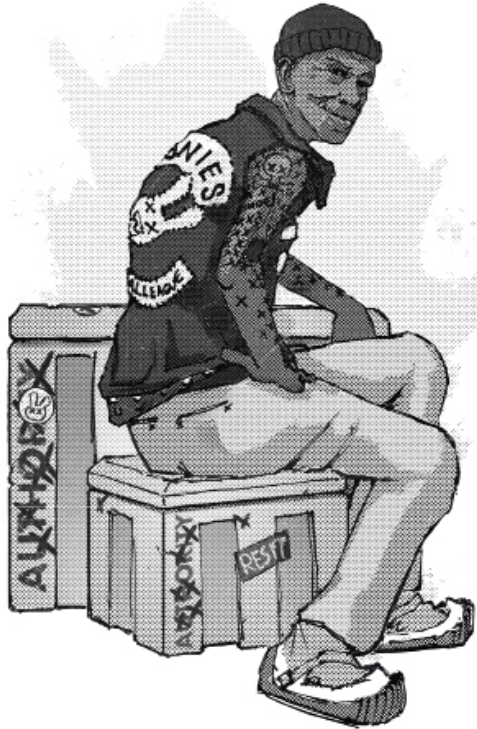
STATS

Pick one of the following

- +1 Presence, +1 Cool, -1 Smarts, +2 Bones
- +2 Presence, -1 Cool, -1 Smarts, +2 Bones
- +1 Presence, +0 Cool, +0 Smarts, +2 Bones
- +1 Presence, -1 Cool, +1 Smarts, +2 Bones

MOON PUNK

OLD TIMER



"The men at the factory are old and cunning You don't owe nothing, boy, get runnin' It's the best years of your life they want to steal."

—Clampdown, the Clash

The Old Timer helped build these domes and sculpt the culture. They've forgotten more about The Moon than most people know. Whether still in the game or long retired, The Old Timer is here to guide the revolution once again.

SPECIALTY

You get one of the following

- Pioneer:** The call to adventure hit you hard, and you were one of the first to go to The Moon. Once per session, you can roll +Smarts and ask The Authority one simple question about Lunar history, politics, or survival.
 - On a 7-9, The Authority will answer, but it might not be the whole picture.
 - On a 10+, The Authority will answer your question truthfully.
- Migrant:** You came to The Moon for the chance at a better life. It wasn't easy, but now you have a place you can call home. Pick a Dome to call home. Give this Dome a [tag] and name and give an ethos to an NPC there who you trust completely.
- Political Dissenter:** You never liked how they ran things earthside, and they didn't like you all that much either. Once per session, you can try to get the people to take subversive action. Roll +Presence.
 - On a 7-9, they do what you wanted but with a complication. Choose something that definitely goes according to plan.
 - On a 10+, everything goes according to plan.
- Convict:** The Moon is the Earth's largest prison colony, and that's how you ended up here. It doesn't matter if you did it or not anymore-when you're treated like a criminal, you learn to think like a criminal. When you want to get a witness to look the other way, you can roll +Smarts before you ask.
 - On a 7-9, they'll want something in exchange for silence.
 - On a 10+, you know what to say to get them to keep quiet, or you know they'll blab.

OLD TIMER MOVES

Pick two to start

- Experienced Loonie:** You Think Fast with +Smarts instead of +Cool.

- Scarred:** You were in a few scraps when you were young, and it made you tough. You get +1 Armor when not wearing other armor. You also take +1 to Throw Down if you can reminisce about how this fight reminds you of that one glorious fight...
- Spin a Yarn:** When you want to distract an NPC, start telling a story about your past. For as long as you can tell it believably, they'll be distracted and won't leave your side. However, anything plainly suspicious will get their attention.
- Ol' Stomping Grounds:** You can remember the environmental [tag] of a location. Roll +Smarts.
 - On a 7-9, The Authority reveals a [tag] of their choosing.
 - On a 10+, you choose a [tag] the location has.
- You Know, I Used to Know Someone Around Here:** Once per location, you can roll +Presence to find an old acquaintance.
 - On a 7-9, you find them, but they have some unsettled business with you.
 - On a 10+, you can ask around and find them and they're happy to see you.
- Social Call:** You know a lot of people in a lot of places. When you drop in to see how they are, you can get the latest rumors. Roll +Presence.
 - On a 7-9, they're hesitant to talk but will drop a vague hint.
 - On a 10+, they tell you something interesting and valuable.
- Remember the Fundamentals:** You always take +2 to Throw Down, but you can only use Stick N Move on a 10+.

STATS

Pick one of the following

- +1 Presence, -1 Cool, +2 Smarts, +1 Bones
- +2 Presence, -1 Cool, +2 Smarts, -1 Bones
- +1 Presence, +0 Cool, +2 Smarts, +0 Bones
- +1 Presence, +1 Cool, +2 Smarts, -1 Bones

MOON PUNK

PILOT



"So, so, so, so listen up, 'cause you can't say nothin'. You'll shut me down with a push of your button. But, yo, I'm out and I'm gone. I'll tell you now, I keep it on and on."
-Sabotage, Beastie Boys

From long haul logistics to frenzied dog fights, pilots take their lives in their hands every time they jump in the cockpit. Nerves of steel, a death wish, and predisposition for very cool jackets bring pilots to the front lines.

SPECIALTY

You get the following

- **Callsign:** You choose a personal callsign. Share it with The Authority (and your crew, if you're not embarrassed). This callsign can be invoked like a [tag].
- **Ship:** You can't be a pilot without a ship. Give it a name and choose two assets and one liability. These assets and liabilities can be invoked like [tags].

Assets

- Smuggler's cache
- AI autopilot
- Thrusters
- Living quarters
- Weapons
- Escape pod

Liabilities

- Recognizable
- Company-owned
- Unreliable
- Slow
- Still making payments (start with a Major TANSTAAFL debt—this liability goes away when the debt is paid)

PILOT MOVES

Pick three to start

- Here's a Cool Trick!:** Even when you don't know what you're doing, you still know what you're doing. You may roll +Cool when rolling to Use Tech.
- Never Tell Me the Odds:** When you do something someone told you was a bad idea, take +1 forward.
- Bang:** You can get in the way when someone else is about to take Harm without rolling to Protect Someone. However, when you do this, you always take at least 1 Harm. If this knocks you unconscious, you can take one more action before going out.
- Everything's Fine Here. How are You?:** When you fail a +Presence roll, you can dictate one thing that does not happen as a consequence.

- Professional Smuggler:** Take +1 ongoing to all +Cool rolls when you are hiding something or someone. If you're hiding this thing or person in your ship's smuggler's cache (if you have one), you can take a 10.
- The Need:** When you roll Think Fast, if your solution to a problem is to go fast, you can take a 10.
- Don't Get Cocky, Kid:** If you brag about your skills before doing something, you get +1 forward. However, if you miss the roll, you do not gain EXP.
- I Got Your Six:** If you step back and let someone else do something you honestly want to do yourself, give them a +1 forward. If you make it painfully obvious that you're letting them do this, gain 1 EXP if they roll a 10+.

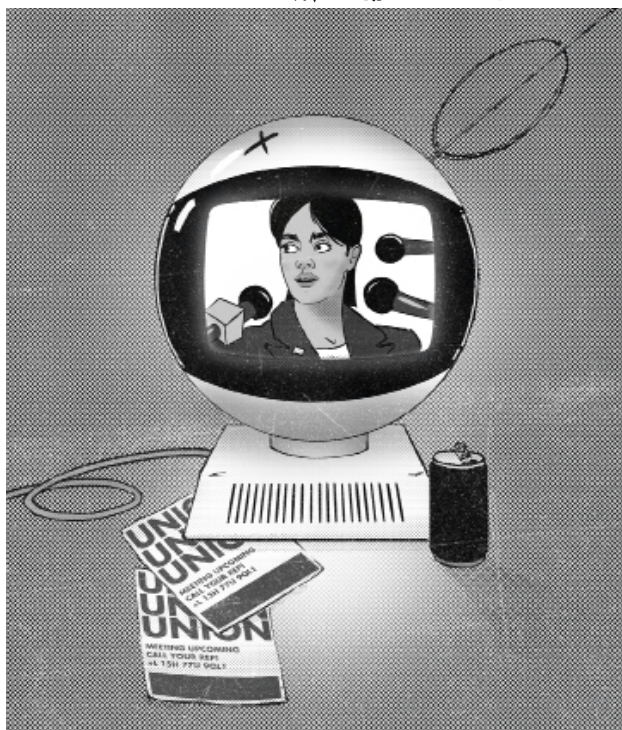
STATS

Pick one of the following

- +1 Presence, +2 Cool, +0 Smarts, -2 Bones
- +1 Presence, +2 Cool, -1 Smarts, -1 Bones
- +1 Presence, +2 Cool, -2 Smarts, +0 Bones
- +0 Presence, +2 Cool, -0 Smarts, +1 Bones

MOON PUNK

POLITICIAN



"They want us to allege and pledge and bow down to their God. Lost the culture, the culture lost. Spun our minds and through time. Ignorance has taken over. Yo, we gotta take the power back!"

—Take the Power Back,
Rage Against the Machine

There are a thousand ways to fight injustice, and in a world filled with sellouts and posers, you decided to buy in. It's not easy being a public figure, and it's not easy fighting the government at their own game. But be careful. Power corrupts.

SPECIALTY

You get one of the following

- Oppo Expert:** You're an expert on digging up dirt. Once per session, pick any target for your research and roll +Presence.
 - On a 7-9, you get a rumor you can follow up on.
 - On a 10+, if they have dirt to be found, you find it.
- Incumbent:** You're a mainstay in Lunar politics. Once per session, take a single "factoid" (be it true or false), and spread it to the people. Roll +Presence.
 - On a 7-9, the people believe any truth you've spread but doubt any lies.
 - On a 10+, many people tend to know and believe this factoid, regardless of truth.
- Volunteer Brigade:** You have a cohort of up to 10 unskilled volunteers dedicated to your cause. They will do any reasonable political activism or dissidence. Once per session, set your volunteers on a specific task that will advance the cause. They will work on that task until it is complete—they cannot be used for any other work this session. Roll +Presence.
 - On a 7-9, they find partial success or succeeded in a way you didn't expect.
 - On a 10+, they succeed in what you asked them to do.
- Pollster:** Statistics and data are what make politics run, and you know just the questions to ask. Once per session, you can send out a poll to find the answer to a single question. Roll +Presence.
 - On a 7-9, the answer is incomplete or insufficient in some way.
 - On a 10+, you get the answer.

POLITICIAN MOVES

Pick three to start

- Think of the Cause:** If you successfully roll to ask for a minor TANSTAAFL with a person who is already politically aligned with you, you do not need to repay them.

- Diplomatic Immunity:** You may roll +Presence instead of +Cool to Act Casual when dealing with Authority Figures.
- Rousing Speech:** Once per session, when your team needs a boost of inspiration, give a rousing motivational speech. The entire crew (including you) receives a +1 forward.
- Mudslinging:** You can apply [tags] to opponents and knock them off balance. Provoke them with insults or lies and roll +Presence.
 - On a 7-9, The Authority will give the target an appropriate [tag].
 - On a 10+, you may give the target an appropriate [tag] of your choice.
- We Need YOU:** When an ally receives an injury effect [tag], remind them of why they're important and roll +Presence.
 - On a 7-9, they can ignore the effects of the [tag] until the end of their next action.
 - On a 10+, they ignore the effects of the [tag] until the end of the scene.
- Silver-Tongued Devil:** When you look someone in the eyes and lie to them, take a +1 to your next +Presence roll with them.
- Campaign Promise:** When someone tries to cash in a TANSTAAFL debt with you or an ally, you can roll +Presence to hold off repayment.
 - On a 7-9, they will agree to wait if you either sweeten the pot or make a persuasive political argument.
 - On a 10+, they agree to wait until a condition you both agree to is met.

STATS

Pick one of the following

- +2 Presence, -1 Cool, +1 Smarts, +1 Bones
- +2 Presence, -1 Cool, +2 Smarts, -1 Bones
- +2 Presence, +0 Cool, +1 Smarts, +0 Bones
- +2 Presence, +1 Cool, +1 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You helped them out of a jam before. Ask them what you did.
- You used to be close. What came between you?
- Despite your best efforts, you could not convince them to back you in a recent campaign.
- You screwed this person over. Ask them how.
- They have volunteered for you before and might still be a regular volunteer.
- You have intertwined interests. What are they?
- They have some dirt on you. Tell them what it is.
- They protected you from a political attack. What happened?

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
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Harm

minor	<input type="checkbox"/>
	<input type="checkbox"/>
moderate	<input type="checkbox"/>
	<input type="checkbox"/>
major	<input type="checkbox"/>
	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

temporary
needs attention
permanent

EXP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Moves/Notes

Gear

MOON PUNK

ROCKER



"If you're gonna scream, scream with me. Moments like this never last."

—Hybrid Moments, Misfits

Art is a political statement. From songs of resistance to political cartoons, art is always at the center of a revolution. Rockers are artists of all types that are talented in both spreading messages and raising spirits.

SPECIALTY

You get the following

- **What's My Name!:** You have a specific aesthetic you can use. Pick one:
 - You have a completely different persona that will effectively hide you from the public eye when you are not embracing it.
 - Give yourself a permanent aesthetic [tag] of your choice.
- **The Underground:** You can spread the revolution subversively through your art. Once per session, pick a succinct political message you're trying to share and describe how you want to spread it (a song, art, poetry, etc.) Roll +Presence.
 - On a 7-9, you spread the message, but you may need to do something extra to get people to really listen.
 - On a 10+, your message spreads to like-minded folks and will lead to trustworthy contacts.

ROCKER MOVES

Pick three to start

- Grab the Mic:** You can make a big scene to force the attention on yourself for a short while. Roll +Presence out of combat, but +Bones if people have already started to Throw Down.
 - On a 7-9, you only get a little attention or you get too much. You choose.
 - On a 10+, all eyes are on you.
- The Rawk Show:** When you're making plans with your team, praise an ally's abilities to give them +1 ongoing when executing the plan, as long as they keep succeeding. The effect ends on their first miss.
- Stay Close to Me:** You do better when you're surrounded by a lot of people. Take +1 ongoing when you're in a crowd.

- Redemption Song:** When an ally receives Harm, you can try to raise your team's spirits. Shout out a cry of support and roll +Presence.
 - On a 7-9 one member of the party gains a +1 forward.
 - On a 10+ the whole crew has +1 forward.
- Strange Things Happening Every Day:** Read the room using +Presence instead of +Smarts.
- Vibe Check:** Once per session, you can get a good sense of the type of person someone is. You have to be in their presence, actively listen to them, and try to figure out their values. Then, The Authority will tell you what your target's ethos is.
- Doesn't Make it Alright:** Once a session you can attempt to bandage and stitch up your own wounds with whatever you have on hand. Roll +Bones.
 - On a miss, you'll have to heal normally and can't use this move again until you've done so.
 - On a 7-9 heal 1 Harm.
 - On a 10+ heal 2 Harm.

STATS

Pick one of the following

- +2 Presence, -1 Cool, +1 Smarts, +1 Bones
- +2 Presence, -1 Cool, -1 Smarts, +2 Bones
- +2 Presence, +0 Cool, +0 Smarts, +1 Bones
- +2 Presence, +1 Cool, -1 Smarts, +1 Bones

LINKS

Pick one for each other Punk

- They're your muse.
- They're your secret rival. You haven't told them, but maybe they know. Or don't.
- You know them from "the scene." Ask them how they feel about your performances.
- You've collaborated on a project before. Ask them how they helped.
- You took them under your wing and you consider yourself their mentor. Do they feel the same way?
- They supported you early on.
- You got into a pretty public fight with them, but you've worked things out. What was the fight over?

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
EXP	

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Moves/Notes

Harm

minor	
moderate	
major	
dying	

Tags

temporary
needs attention
permanent

Gear

MOON PUNK

TECHIE



"Look out honey, 'cause I'm using technology. Ain't got time to make no apology."

—Search and Destroy,
Iggy and the Stooges

A lot of people talk about a great show, but few talk about the amps that brought the noise. Oft forgotten but always necessary, the Techie is all about dialing up the noise, hacking together what they got, and making sure the show will go on.

SPECIALTY

You get
the following

- **Magnum Opus:** You start with a major piece of Hi Tech, which you do not need to roll for. Give it 2 positive [tags] and 1 negative [tag]. If it's stolen or destroyed, you can make a new one at the beginning of the next session and skip the Research Phase for Hi Tech.
- **Workshop:** You have a small space with basic tools and materials that you are able to work in. This allows you to use Hi Tech without penalty.

TECHIE MOVES

Pick two
to start

- Mouse Trap:** If your team goes along with a wild, complicated plan you came up with, everyone gains +1 ongoing while the plan works. If it goes wrong, you gain 1 EXP.
- MacGyver:** If you can explain how it works, you can use the objects around you to create a tool or weapon. This new item only works once.
- Instructions Not Included:** You have a creative take on "instructions" and "blueprints." During the Research Phase of a Hi Tech roll, you can reroll the result if you are not satisfied with it, but you have to keep the new result.
- Turn It Up to 11:** If you fail a roll to use a piece of tech you created or own, you can take 11 on the roll instead. However, this permanently breaks the tech.
- Grease Monkey:** Once per session, when you have downtime, you can tinker with an item, exchanging a [tag] with a comparable one.
- Private Line:** You have access to an encrypted, private mode of communication you can share with anyone. Decide if it is text or voice when you choose this move.

- Transhumanist:** When an ally has suffered a major wound, you can attempt to treat the wound using technological enhancements, such as a prosthetic or artificial body part. Roll +Smarts.
 - On a 7-9, you are not able to remove the permanent injury effect [tag], but you can add another [tag] of your choice to the enhancement. They are also stabilized if they were dying.
 - On a 10+, you both remove the permanent injury effect [tag] and add a [tag] of your choice to the enhancement. They are also stabilized if they were dying.

STATS

Pick one of
the following

- 1 Presence, +1 Cool, +2 Smarts, +1 Bones
- 1 Presence, -1 Cool, +2 Smarts, +2 Bones
- +0 Presence, +0 Cool, +2 Smarts, +1 Bones
- +1 Presence, -1 Cool, +2 Smarts, +1 Bones

LINKS

Pick one for each other Punk

- You sometimes fix their things.
- This person helped get your workshop off the ground.
- You've done some shady work for this person. Ask them what invention or skill of yours helped them out.
- You constantly try to one up this person.
- They're your neighbor, and they hate it. Ask them why.
- They hang around your workshop. How do you feel about this?
- They help you get hard-to-find items. Ask them how they help you out.
- You're convinced that they love your tech. Ask them how they really feel.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
-----	------

Harm

minor	<input type="checkbox"/>
	<input type="checkbox"/>
moderate	<input type="checkbox"/>
	<input type="checkbox"/>
major	<input type="checkbox"/>
	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

temporary
needs attention
permanent

EXP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Moves/Notes

Gear

<ul style="list-style-type: none"> ■ Wrench [small], [innocuous], [1 harm]

MOON PUNK

VENDOR



"Drugs are neat And you can buy them relatively cheap. And when you do them people think that you're cool."

-Drugs Are Good," NOFX

Capitalism. A dirty word, yet the Vendor makes their living that way. So how do you keep your soul intact while being in the midst of it all? Well you bleed The Authority a little bit at a time. You can bribe, embezzle, fraud, defraud, traffick, distribute, infringe, forge, smuggle, launder, or just plain steal from them. It's a buyer's market!

SPECIALTY

You get the following

- **Shop:** You have a shop and a specialty, such as a bar or a furniture depot. You have access to your product, and you can pick 2 [tags] that help identify your store.
- **Dirty Laundry:** You can launder money or fence stolen or illegal goods through your shop. If you do so, roll +Cool.
 - On a miss, The Authority takes notice.
 - On a 7-9, someone realizes what you're doing and might ask something of you to stay quiet.
 - On a 10+, you pull off the transaction successfully.

VENDOR MOVES

Pick three to start

- **I Got Just the Thing:** When looking for an item (within reason), roll +Presence.
 - On a 7-9 you know who would have it.
 - On a 10+ you just happen to have it.
- **High Pressure Sales Tactics:** When attempting sleight of hand on someone while they are aware of you roll +Presence.
 - On a 7-9 you don't get the item and get away clean, or get the item and The Authority takes a hard move.
 - On a 10+ You get away clean.
- **Reliable Front:** Your establishment is known and reliable, as such meetings at this area are never seen as suspicious.
- **Always Holding:** You have a single substance that can be used to temporarily negate a [tag]. It can also be used to temporarily imbue a [tag]. The imbiber must roll +Cool to see how they react.
 - On a 7-9, the [tag] change is successful, but with a side effect.
 - On a 10+, there are no (unintended) side effects.

- **Trade Secret:** Once per session, you can ask The Authority, "Who would benefit from this situation?" Roll +Presence.
 - On a 7-9, you get a general answer.
 - On a 10+, you get a specific answer.
- **Case the Joint:** Spend some time watching a potential mark. Roll +Cool. On a 7-9, ask one question. On a 10+, ask three.
 - Who will be there?
 - How are they defended?
 - What's valuable there?
 - Is there an opening?
 - Will we need anything?
 - Where could we flee?
- **Size 'em Up:** When you meet someone new, you can ask The Authority, "What does this person value?" They must give a truthful, one-word answer.
- **Fake Smile:** Gain +1 Presence when you're lying, deceiving, or trying to sell something.

STATS

Pick one of the following

- +1 Presence, +2 Cool, +1 Smarts, -1 Bones
- +2 Presence, +2 Cool, -1 Smarts, -1 Bones
- +1 Presence, +2 Cool, +0 Smarts, +0 Bones
- +1 Presence, +2 Cool, -1 Smarts, +1 Bones

LINKS

Pick one for each other Punk

- They're a regular of yours.
- You've caught them stealing from you before. Ask them what happened.
- You make money off of them. Ask them how.
- Your business is named after them. Ask them how they feel about that.
- You want them to partner with you.
- The two of you go way back. They get the friends and family discount.
- They gave you some good advice early on. Ask them what they told you.
- They claim you ripped them off. Ask them how.

LEVELING UP

Pick one when you mark 5 EXP

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

NAME

PRONOUNS

ETHOS

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL

Owe	Owed
EXP	

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Moves/Notes

Harm

minor	<input type="checkbox"/>
moderate	<input type="checkbox"/>
major	<input type="checkbox"/>
dying	<input type="checkbox"/>

Tags

temporary
needs attention
permanent

Gear
