

BASIC MOVES

The following moves are available to all players, in addition to the moves in their Playbooks.

Survey: When a **fight breaks out**, roll +mind. On a **6-**, gain 2 hold. On a **7-9**, gain 3 hold. On a **10+**, gain 5 hold. Collaborating with the other players, spend hold to establish cover, obstacles, and features of the terrain on the combat map, as established by the fiction.

- A small piece of natural cover (1)
- A small patch of terrain with particular properties (1)
- A wall or 2m tall obstacle (2)
- An obstacle or piece of difficult terrain (2)
- A neutral danger or threat (2)
- A position that provides a unique advantage (3)
- A computer terminal or object capable of controlling or affecting the terrain (4)
- A vehicle (light 2, medium 3, heavy 5).

The GM then adds cover, obstacles, and features as established by the fiction that have not already been added.

Shoot: When you **use a weapon that has more than 0 ammo to attack an enemy**, declare which weapon you are attacking with and roll +gun. On a **10+**, gain 2 hold. On a **7-9**, gain 1 hold, and take -1 Ammo. On a **6-**, take -1 Ammo and an enemy of the GM's choice inflicts harm on you. Spend hold 1 for 1 to do the following. You can only choose each option once per roll.

- Cause harm based on your weapon damage, or spend 2 hold to inflict your weapon damage +1d4 harm and an enemy of the GM's choice inflicts harm on you
- Force your target to move and roll their Cover Dice;
- Reload, returning one weapon to full Ammo.

Shoot 'n' Loot v 1.0

Reposition: When you **manoeuvre through combat to a new position**, move your token to a piece of cover or draw a new piece of cover on the map. Roll your Cover Dice, then roll +run. On a **10+**, add +1 to your Cover Die, up to your Cover Die's maximum. On a **7-9**, choose one: halve your Cover Dice (rounded up) or, the GM chooses an enemy to also move and roll their Cover Dice. On a **6-**, the GM chooses up to two enemies to also move and roll their Cover Dice.

Drive: When you **pilot a vehicle**, roll +mind. On a **10+**, choose two, on a **7-9**, choose one: Destroy the cover of an enemy in your path (if Medium or Heavy vehicle), cause 4 harm to cover (if Light vehicle), or cause Direct Harm to an enemy without cover; Avoid hazards and damage to your vehicle; Damage an enemy vehicle; Move to an advantageous position (if Light or Medium vehicle); Bail out before the vehicle explodes.

Deal: When you try to convince someone to do what you want, roll +mind. On a **10+**, they do it. On a **7-9**, they will do it, but first need something from you.

High Octane: When you **do something risky, bombastic, or daring**, roll +whichever skill is most relevant. On a **10+**, you do what you set out to do. On a **7-9**, you achieve your goal, but something goes wrong. The GM makes a move. On a **6-**, you fail to do it, and the GM makes a move as hard as they want.

Loot: When you **loot the area in the calm after a conflict**, roll +number of enemies killed, minus the number of players (maximum +3). Only one player can roll Loot per encounter, but every player benefits from



the result. On a **10+**, each player gains 3 hold. On a **7-9**, each player gains 1 hold. On a **6-**, each player gains no hold.

Every player generates a single weapon by rolling on the Loot Tables. Then, spend hold 1 for 1 to do the following.

- Add a tag to your loot (roll once on the tag table)
- Re-roll a Loot Table roll (any table)
- Plus or minus 2 to a Loot Table roll
- Plus or minus 5 to a Loot Table roll
- Plus or minus 10 to a Loot Table roll

Death's Door: When you suffer direct harm, roll with no bonuses. On a **10+**, you shake it off and return to the fray, setting your Cover Dice to 2. On a **7-9**, you are incapacitated and are permanently injured or scarred, you and the GM must agree how. You cannot participate in combat until the end of the encounter, at which point your allies may help you up. On a **6-**, you die outright. But don't worry! Thanks to the miracles of modern technology, you can respawn as long as you have current Respawn Insurance.

mgsalmon.itch.io/shootnloot

THE SOLDIER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Body: Scarred, tattoos, cyberware, _____

Eyes: Alert, haunted, suspicious, _____

Demeanour: Disciplined, dour, jumpy, _____

GEAR

You have: A uniform from your former corporate militia. A token or memento of a past relationship. A fine first aid kit. Grenades (3 uses per encounter).

DRIVES

Mark EXP when...

- Your rigid thinking complicates the mission.
- You choose the honourable thing over the expedient thing.
- A person or faction from your past complicates the mission.

WEAPONS

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

MOVES

You get:

■ **Insta-Cover:** You have a deployable force shield. When you **deploy your shield**, draw a new piece of cover and roll +gun. On a **7-9** choose one of the following, or on a **10+** choose three: Increase Cover Die by 1 up to its maximum for any character who takes cover behind the shield; Increase the damage of allies attacks by 1 when they attack through the shield; Prevent all characters from moving through the shield.

When you level up, you can choose:

- Hunker Down:** When you **hold position rather than reposition**, roll +gun. On **7-9**, increase your Cover Die by 1. On **10+**, increase your Cover Die by 2.
- Demolition Man:** When you **use explosives to damage buildings or cover**, roll +gun. On **7-9**, you destroy a thin wall, a small piece of cover, or a light vehicle, or anything more fragile. On **10+**, you destroy a reinforced wall, a large piece of cover, or a medium or heavy vehicle, or anything more fragile.

Armoured: When your Cover Die is on 0, it takes 2 or more damage to cause you Direct Harm, rather than 1.

First Aid: When you **provide medical aid to an ally who has been injured but not killed**, roll +mind. On a **10+**, the ally may immediately return to the fight as if they rolled **10+** on their Death's Door move. On a **7-9**, the ally may return to the fight next round as their move.

Sure Wish We Had Some Grenades: When you **throw a grenade at 2 or more enemies that share cover**, roll +run. On a **7+**, inflict 2 harm against all enemies sharing that piece of cover. On a **10+** choose one additional effect: Inflict 1 additional harm, or restore 1 use of your grenades. (Grants Grenades gear)

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

THE BERSERKER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Eyes: Wild, piercing, unnatural, _____

Hair: Shaggy, sculpted, burned, _____

Body: Muscled, mutated, scarred, _____

GEAR

You have: A totem or memento of your planet of origin.

A pile of wanted posters of you/a dangerous fugitive (choose one). An experimental anaesthetic (1 use per session).

DRIVES

Mark EXP when...

- Your irrational aggression complicates the mission.
- You cause a fight that could have been avoided.
- You destroy something precious.

WEAPONS

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

MOVES

You get:

- **In Your Face:** When you **attack an enemy at point-blank range**, roll +gun. On a **7+**, set your Cover Die to 1, deal your weapon damage +1d4 additional harm, and take 1 hold. On a **10+**, take 1 additional hold. Spend hold 1 for one to:
 - Deal an additional +1d4 damage
 - Immediately roll the Run action
 - Increase your Cover Die by 2.

When you level up, you can choose:

- Living On The Edge:** When you use the **Run** move, you can choose to set your Cover Die to 2 rather than roll and then take +2 weapon damage next time you inflict harm.
- I'm Immortal!:** When you die, expend your Experimental Anaesthetic. Make one move immediately, then die. (Grants Experimental Anesthetic gear)
- Shrug It Off:** You can move through hazardous terrain without penalty.

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

- Hulk Out:** When you **charge through flimsy cover with brutal force**, roll +run. On a **7-9**, destroy a light piece of cover and set your own Cover Die and the Cover Dice of all characters behind that cover to 0. On a **10+**, cause Direct Harm to one enemy who was behind that cover in addition to the **7-9** effect.
- Battle Cry:** When you **let loose a barbaric yawp**, roll +run. On a **7-9**, enemies can cause harm only to you for the remainder of this round. On a **10+**, enemies can cause harm only to you, and you also increase your Cover Die by 2.

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE AGENT

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Face: Suave, chiselled, masked, _____

Clothes: Elegant, black, bodysuit, _____

Eyes: Cold, smiling, cyberware, _____

GEAR

You have: Forged credentials. A concealable weapon. A vial of deadly poison (1 use per session).

DRIVES

Mark EXP when...

- You make a calculated decision that values the mission over lives.
- You act decisively and complicate the mission.
- You betray an agreement or understanding.

WEAPONS

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

MOVES

You get:

■ **Stealth Field Generator:** You have a personal camouflage device. When you **activate camouflage**, set your Cover Die to 0 then flip a coin. On heads, you are invisible and cannot be seen, heard, or detected by conventional means. You cannot be fired upon by enemies. Your Cover Die is set at 0 as long as you are invisible. After rolling a move while you are invisible, flip a coin. On heads, you remain invisible. On tails, your camouflage breaks and your turn ends.

■ **Sleight of Hand:** When you **perform a discreet action**, roll +mind. Then, roll +mind. On a **7-9** choose one from the following list, or on a **10+** choose two: The NPC doesn't have their own agenda, the NPC regards you favourably, the NPC has useful connections or access.

When you level up, you can choose:

Assassin: When you **strike an enemy within touch range while invisible**, you may inflict Direct Harm on that enemy regardless of their Cover Die. Your camouflage breaks.

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

Contact: Once per session you can introduce an allied NPC. Name the NPC, describe them, and establish which Corporation they work for. Then, roll +mind. On a **10+**, choose two from the list below. On a **7+**, choose one: The NPC doesn't have their own agenda, the NPC regards you favourably, the NPC has useful connections or access.

Agile Combatant: When you roll your Cover Die, roll twice and take the higher result.

Reliable Stealth Field: Once per encounter you can re-toss a failed Stealth Field Generator coin toss.

Corporate Espionage: When you **access sensitive files**, roll +mind. On a **7-9**, you gain a piece of useful intelligence, the GM will tell you what. On a **10+**, you gain useful intelligence and it is valuable to a particular Corporation.

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE WHEEL-JOCKEY

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Face: Grease streaks, goggles, crash helmet, _____

Clothes: Windbreaker, jumpsuit, toolbelt, _____

Attitude: Enthusiastic, hyped up, death wish, _____

GEAR

You have: A custom detachable steering wheel. A good luck charm. Fine mechanic's tools.

DRIVES

Mark EXP when...

- You act recklessly without considering the consequences.
- You destroy something that is needed later.
- You become distracted by the lure of adventure and excitement and complicate the mission.

WEAPONS

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

Type: _____ Ammo: ___ / ___

Tags: _____

Look: _____

MOVES

You get:

■ **Catch A Riiiiiiide:** When you or an ally rolls Survey, vehicles cost 1 less Hold to place on the map.

■ **Daredevil:** When you roll Drive, you ignore the next point of damage inflicted on your vehicle for the rest of the round.

■ **I'm On Your Six:** When you roll Drive, on a 7+, all allies in the vehicle with you gain +1 to the Shoot for the rest of the round.

When you level up, you can choose:

Defensive Driving: All vehicles gain +1 damage threshold while you are the driver.

Guess I'm Walking: You always bail out of a vehicle before it explodes.

Guess We're Walking: You can always bail one ally out of a vehicle that you are also in before it explodes (requires Guess I'm Walking).

RESPAWN DEBT

When you die and respawn, mark a box. When you mark the 5th box, your respawn provider refuses you service and respawns you offworld and into indentured servitude.

Your Provider is: _____

Witness Me! When a vehicle you are driving explodes, it deals Direct Harm to all enemies in the immediate vicinity.

Whiz-Kid: When you **use tools or a workshop to repair a vehicle**, roll +mind. On a 7-9, you repair a vehicle that has at least one point of damage remaining to its full damage threshold. On a 10+, you repair a completely destroyed vehicle to half (rounded up) of its full damage threshold.

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE GUN RUNNER

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Smile: Charming, devilish, tricky, _____

Hair: Greasy, luscious, perfect, _____

Clothes: Expensive, cheap, tailored, _____

GEAR

You have: An almost inexhaustible bank account. A portable lockbox keyed to your DNA. An expensive wrist computer.

DRIVES

Mark EXP when...

- You betray a deal and complicate the mission.
- You lie or cheat your way to personal gain at the expense of an ally.
- You gain something at the expense of an ally.

WEAPONS

Type: _____ Ammo: ____ / ____
 Tags: _____

 Look: _____

Type: _____ Ammo: ____ / ____
 Tags: _____

 Look: _____

Type: _____ Ammo: ____ / ____
 Tags: _____

 Look: _____

Type: _____ Ammo: ____ / ____
 Tags: _____

 Look: _____

MOVES

You get:

■ **Wheel and Deal:** When you **strike a bargain with another character**, roll +mind. On a **7-9** choose one from the following list, or on a **10+** choose two: The character will not willingly betray you; The deal is worth more than the other character realises; The deal costs you less.

■ **Ha! You're a Terrible Negotiator:** When you **offer a deal with a weapon as currency**, the weapon is considered to have the Valuable tag.

When you level up, you can choose:

Bulk Discount: When you take -1 Ammo, flip a coin. On heads, take +1 Ammo (bringing the total Ammo change to 0).

One Person's Trash: When you **enter a secure facility or private location**, you can immediately identify an object that will be valuable to someone down the line. Roll +mind. On a **7-9**, choose one from the following list, or on a **10+** choose two: The object

is easy to transport; You immediately know who will value this; The object will not be immediately noticed as missing.

Smiling Assassin: When you **have someone else's confidence and are in control of a situation**, roll +gun. On a **7+**, you inflict Direct Harm on the character. On a **10+**, you inflict Direct Harm and remain in control of the situation.

An Eye For A Bargain: When someone rolls Loot, you take 1 additional hold.

Home Away From Home: You have a secret hideout where you and your allies can rest, restock on basic items, and prepare for missions. Choose one: Your hideout is mobile, your hideout is secure, your hideout contains advanced surveillance equipment, your hideout gives you access to rare gear and equipment.

RESPAWN DEBT

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Your Provider is: _____

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.

THE SENTRY

Name: _____ Pronouns: _____



At character creation, set one skill at +1, one at 0, one at -1.

LOOK

Choose one for each, or write your own.

Clothes: Camouflage, leathers, cloak, _____

Eyes: Goggles, hawkish, cybernetic, _____

Body: Tattoos, skinny, athletic, _____

GEAR

You have: A memento of an impressive kill. Thermal binoculars. A laser tripwire and alarm. Wilderness survival gear.

DRIVES

Mark EXP when...

- You use the natural world to your advantage.
- You protect the natural world and complicate the mission.
- You go off on your own and complete a dangerous objective without backup.

WEAPONS

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

Type: _____ Ammo: ___ / ___
 Tags: _____

 Look: _____

MOVES

You get:

■ **Steady:** When you **line up a shot**, roll +gun. On a **7-9**, take +1 Steady. On a **10+**, take 2 Steady. Spend 2 Steady to cause Direct Harm to one enemy in your line of sight regardless of cover. Clear all Steady at the end of the encounter.

When you level up, you can choose:

Quick Draw: Immediately after **a fight breaks out after a tense negotiation** (before the first turn of the round), roll +mind. On a **7-9**, choose one enemy in range and halve their initial Cover Die roll (rounded up). On a **10+**, inflict Direct Harm on one enemy.

You Activated My Trap Card: When you **lay a trap for an unsuspecting enemy**, roll +mind. On a **7-9** choose one from the following list or, on a **10+** choose two: The trap will incapacitate; The trap can be easily reset; The trap will not attract attention when sprung; The trap will affect more than one person.

Big Game Hunter: Take +1 to Shoot against targets as large as a medium vehicle or larger.

Peek And Shoot: When you roll Shoot, you may choose to reduce your Cover Die by 2 to take +1 on your Shoot roll.

Stalker: Your weapons all gain the Nocturnal tag in addition to their other tags, unless they already have the Diurnal tag.

RESPAWN DEBT

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Your Provider is: _____

PROGRESSION

When you mark the 5th EXP box, clear all EXP and choose one:

Increase one Skill by 1, to a maximum of +2. Choose another move from your playbook. Choose another move from a different playbook. Reduce your Respawn Debt by 2.