

THE MERC

Privileged Commercial Military



Name

ASSETS



Adv. Battle Plate – Unique Attire: Armored, Carapace, Shielded
+6 Armor, Clumsy, heavy plating, personal forcefield.

Fatigues – Uniform Attire

Unique Firearm – Ivy, Char or War (See Skills)

Shoulder Laser – Firearm (Pistol): Laser, Mounted (Shoulder)
Shoulder-mounted on Adv. Battle Plate, focused laser beam

Sidearm – Firearm (Pistol)

Combat Knife – Melee Weapon: Severing
Severs limbs, causes bleeding

Frag Grenades – Explosive (Grenade): Shrapnel
Thrown grenade, small area of effect, disfiguring/bleeding

Field Medkit - Medical Kit
Perform medical treatment, provide first aid.

DESCRIPTION

(Choose one from each line)

Manicured, Plump, Groomed, Snobbish, Sleek, Pompous.
Well-Fed, Manicured, Harried, Miserly, Cunning.
Scarred, Grizzled, Massive, Skittish, Weary, Grim.

+2 **METTLE**
+1 **PHYSIQUE**
+1 **INFLUENCE**
+0 **EXPERTISE**
-1 **INTERFACE**



SKILLS

PRIVILEGED (Choose one)

Born to a life of abundance and comfort.

- LUXURY:** Your clothing, belongings and quarters are lavish. Your loyal accountant NPC handles your affairs.
- DECORUM:** Your refined upbringing shows in the way you act and speak. Your Influence stat increases by +1 (becoming +2).

UNIQUE FIREARM (Choose one)

- "Ivy", Sniper Rifle**
Firearm (Rifle): Scope, Silenced, Armor Pen.
Very far range, no sound/muzzle flash, pierces armor
- "Char", Plasma Rifle**
Firearm (Rifle): Explosive, Plasma, Launcher
Lobbed projectile, burning plasma, AoE
- "War", Pulse Rifle**
Firearm (Rifle): Rapid Fire, Shrapnel, Attachment (Sharp)
Suppressing fire, causes bleeding, bayonet blade

ADV. BATTLE PLATE

The heaviest armor money can buy. (See Assets)

TACTICS

When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

+6
ARMOR

DATA POINTS



Spending a Data Point relevant to the current Move: gain +1 to the Roll

Each session, all characters mark xp the first time... (Choose one)

- ...a solution is purchased.
- ...a rich resource is found.

ADVANCEMENT



Nil Mortifi Sine Lucre...



COMMON MOVES

FACE ADVERSITY (+Stat)

When you overcome opposition or danger, Roll + the appropriate Stat.
 On a 10+ you overcome the opposition or danger, just as you described.
 On a 7-9, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

ASSESSMENT (+Stat)

When you collect critical information about an important, dangerous or mysterious subject, Roll + the appropriate Stat.
 On a 10+, you gain significant information and earn a Data Point.
 On a 7-9, the GM will reveal interesting, information about the subject.
 On a 6-, the GM will reveal facts you probably wish were not true.

GET INVOLVED (+Stat)

When you involve yourself in an ally's Move, Roll + the appropriate Stat.
 On a 10+ Choose 1

- Turn a failure(6-) into a partial success (7-9)
- Turn a partial success(7-9) into a complete success (10+)
- Turn a complete success(10+) into a partial success(7-9)
- Turn a partial success(7-9) into a failure(6-)

On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.
 On a 13+, the severity is reduced by two.
 On a 10-12, the severity is reduced by one.
 On a 7-9, you suffer an injury of that severity.
 On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM's discretion.

OPEN FIRE (+Mettle)

When you engage enemy forces in long-ranged firefights, Roll+Mettle.
 On a 10+, you win this engagement, describe the shot-by-shot of the fight.
 On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in close quarters combat, Roll+Physique.
 On a 10+, you win this battle, describe the blow-by-blow of the fight.
 On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

PATCH UP (+Expertise)

When you perform first aid or repairs, Roll+Expertise.
 On a 10+, choose 1 from the list below.
 On a 7-9, choose 1, but you've reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.

- Treat a single minor, major or severe injury/breakage
- Treat a minor debility/malfunction
- Stabilize a major debility/malfunction
- Perform a medical/technical procedure

COMMAND (+Influence)

When you command to a group of NPCs, Roll+Influence.
 On a 10+, they follow those orders to the best of their ability.
 On a 7-9, as above, but they have been significantly impacted, and will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you access a locked, protected system or network, Roll+Interface.
 On a 10+, credentials verified, access granted. The system is now open to Interface-based Moves.
 On a 7-9, as above, but your breach is detected. The owners of the system will likely retaliate soon, either electronically, legally or physically



FACTIONS

Distribute 3 Debt between 1, 2 or 3 Factions



Shards of Xa

Space Pirates
Smugglers, Criminals



Nakamoto Horizons

Trade Consortium
Expansionist, Rapacious



Ironclad

Galactic Navy
Regimented, Authoritarian



Epoch Trust

Scientific Cabal
Advanced, Eilitist



Call in a favor: Earn 1 Debt, cancel financial/social/legal consequences
Refuse to repay a Debt when requested: Earn 1 additional Debt
Perform a task for a faction: Repay 1 Debt



INJURIES

Minor / Major / Severe / Critical / Fatal