

PATH ASSETS

Path assets represent your character's specialization, training, or personal calling — the largest and most varied asset category in Starforged, with 46 distinct paths to choose from.

These assets are earned and managed by a single character.

ACE

Abilities:

- When you Face Danger or React Under Fire by guiding your vehicle through a hazard or out of harm's way, add +1 and take +1 momentum on a hit.
- When you Gain Ground by maneuvering your vehicle against a foe, add +1. If you score a strong hit with a 4, 5, or 6 on the action die, you may put yourself in firing position. If you do, set aside the action die or note its value. If you or an ally Strike using the vehicle's weapons, preset your action die with that value. This persists until you fail to score a strong hit on that move, or until you make another move which changes your vehicle's position.
- When you must Endure Stress while piloting a vehicle, you may roll +integrity. If you do, take +1 momentum on a strong hit.

ARCHER

If you wield a power bow... Ammo, max 6

Abilities:

- You carry 6 ammo. When you Strike or Clash, you may add +1 or +2 and suffer that amount as -ammo. To replenish your ammo by crafting projectiles, roll +wits. On a strong hit, take up to +6 ammo. On a weak hit, take up to +4 ammo and Sacrifice Resources (-1). On a miss, Sacrifice Resources (-1).
- You may Enter the Fray by unleashing a volley of bow shots. If you do, roll +ammo and suffer -1 ammo. On a hit, mark progress.
- When you load a specialized projectile such as a zip line, explosive, or electromagnetic disrupter, suffer -1 ammo. If you then take your shot by making a move, you may preset your action die to 5. On a hit, envision the effects and take +1 momentum.

ARMORED

If you wear your finely crafted set of personal armor...

Abilities:

When you Face Danger, React Under Fire, or Clash against physical attacks or impact, you may put trust in your

- ♦ armor's strength. If you do, preset your action die to 4. On a strong hit with a match, take +2 momentum as you build confidence, make an impression on your foes, or improve your position.

You add an important new piece to your set of armor, or upgrade its materials. As above, but preset your action die to 5 instead of 4.

When you must Endure Harm, you may instead let your armor take the hit. If you do, roll your action die. On a 4 or

- ♦ greater, ignore the harm. On a 1-3, ignore the harm but your armor is now broken; you must Repair and spend 5 repair points to bring it back to working condition.

ARTIST

Abilities:

When you make a move to craft an artistic work, present an artistic gift or performance, or leave your artistic mark

- ♦ on an item or location, you may reroll your action die if its value is less than your spirit. On a strong hit, take +1 momentum or +1 spirit.

When you Gather Information or Secure an Advantage by studying the aesthetics of a being or culture, add +2.

When you create or perform a significant artistic work as a public memorial or tribute, roll +the stat which best represents the work's nature. On a strong hit, the work will stand the test of time; mark 2 ticks on your bonds legacy track. On a weak hit, its impact is short-lived; mark 1 tick instead of 2. On a miss, the work is ignored, misunderstood, or co-opted, and you must Pay the Price.

AUGMENTED

You are equipped with advanced prosthetics, implants, or mechanical enhancements. Choose or name your augments.

Abilities:

You are equipped with an advanced prosthetic, implant, or mechanical enhancement. When you make a move directly aided by the augment, envision how it gives you exceptional capabilities and add +1. On a strong hit with a

- ♦ match, your augment exceeds expectations; take +2 momentum. On a miss with a match, the augment is broken; you must Repair and spend 3 repair points to bring it back to working condition.
- ♦ You are equipped with a second augment. It functions as above, but the benefits of the two augments do not stack.
- ♦ When you must Endure Harm or Face Death, you may instead mark an augment as broken. Repair it as detailed above.

BANNERSWORN

You are bound to a clan, faction, or creed. Name your ideology.

Abilities:

- ♦ You are bound to a clan, faction, or creed. When you Swear an Iron Vow in service to this ideology, reroll any dice. On a hit, mark 1 tick on your bonds legacy track.

When you or an ally Sojourn and score a strong hit with a match, you may envision meeting someone of the same

- ♦ ideology. If you Make a Connection with them and score a hit, mark 1 tick on your bonds legacy track. When you Forge a Bond with anyone of your ideology, make the legacy reward one rank higher (1 extra box if already epic).

When you make a progress move in direct service to your ideology, you may reroll one challenge die. If you score a

- ♦ strong hit with a match, your reputation grows among those who share your ideology; mark 1 tick on your bonds legacy track.

BLADEMASTER

If you wield a bladed weapon...

Abilities:

- ♦ When you Clash or Strike in close quarters, add +1. On a strong hit with a match, you are unstoppable; mark progress.

- ♦ If you Gain Ground by moving into close quarters against your foe, choose your approach: charge (roll +heart, mark progress on a hit) or evade (roll +edge, take +1 momentum on a hit).

You wield an iconic blade. Give it a name. When you Swear an Iron Vow by binding your promise to the blade, add +1.

- ♦ On a hit, fill the box below. If you make a move (including a progress move) using this oathbound blade and score a miss, you may clear the box to reroll any dice.

BOUNTY HUNTER

Abilities:

- ♦ When you take a bounty contract and Swear an Iron Vow to see it done, add +1. On a strong hit, you've got a solid lead and may mark progress on the quest. When you Fulfill Your Vow on a hunt, make the legacy reward one rank higher (1 extra box if already epic).

When you Gather Information related to a bounty, add +1. On a match, you reveal a surprising or sinister aspect of the contract; envision what you discover, and choose one: forge ahead (mark progress on the quest; if you scored a

- ♦ strong hit with a match, also take +2 momentum) or change loyalties (Forsake Your Vow and mark 2 ticks on your bonds legacy track).

BRAWLER

If you fight unarmed or with a close quarters weapon...

Abilities:

- ♦ When you Gain Ground by attempting to disarm, trip, shove, grapple, or stun your foe, add +1 and take +1 momentum on a hit.

When you Clash in close quarters, you may draw on your momentum to gain advantage. If you do, Lose Momentum

- ♦ (-2) and choose one (before rolling): aggressive (count a weak hit as a strong hit) or defensive (count a miss as a weak hit).

-
- ♦ When you Enter the Fray already positioned in close quarters against your foe, mark progress on a hit. On a strong hit with a match, your initial assault leaves them stunned; also take +2 momentum.

COURIER

Safety, max 5

Abilities:

- ♦ When you Swear an Iron Vow to transport and protect something precious, set its safety to 5. When you Undertake an Expedition or Set a Course and score a weak hit or miss, you may suffer -1 safety as the cost. On a miss with a match, you must suffer -2 safety as the cost. When safety falls to 0, envision a major complication related to this mission. If you overcome the threat, mark progress twice on this quest. Then, set safety to 3.

-
- ♦ When you Fulfill Your Vow to an unbonded connection by completing a courier mission, mark progress twice on the relationship.

-
- ♦ When you Sojourn during a courier mission, you may roll +safety. On a strong hit, take +1 safety or +1 momentum.

DEMOLITIONIST

Abilities:

- ♦ When you make a move to attack, destroy, or sabotage by deploying or triggering an explosive device, choose the value of your charge before rolling: normal=1, high=2, or overcharged=3. If either challenge die is equal to or less than the charge, count a weak hit as a strong hit. If not, and your action die is equal to or less than the charge, you are caught up in the destruction or set off an unintended effect; count a weak hit as a miss.

-
- ♦ When you make a move to craft, modify, or disarm an explosive device, or if you threaten or provoke by arming an explosive device, add +1 and take +1 momentum on a hit.

-
- ♦ When your momentum is at its max, you may reset momentum (before rolling) to trigger an explosive device as you Take Decisive Action. If you do, reroll any challenge dice.

DEVOTANT

You worship a god, power, or entity. Name it and link it to one of your stats.

Abilities:

You worship a god, power, or entity. Give it a name and choose one of your stats to represent its nature. When you

- ♦ Secure an Advantage or Gain Ground by calling on it for guidance or aid, roll +linked stat. On a hit, take +1 momentum or +1 spirit. On a strong hit with a match, a miracle or sign manifests; take another +1 momentum or +1 spirit.

When you Swear an Iron Vow in service to your faith, roll +linked stat and take +2 momentum or +2 spirit on a hit.

- ♦ When you Fulfill Your Vow on a divine quest (formidable or greater) and score a hit, also mark 2 ticks on your bonds legacy track.

When you Hearten through contemplation or sharing of your faith, you may roll +linked stat. If you do, take +1 spirit or +1 momentum on a strong hit.

DIPLOMAT

Abilities:

When you Swear an Iron Vow to resolve a dispute, negotiate an agreement, or gather support, add +1. On a strong hit,

- ♦ mark progress on the quest. When you Fulfill Your Vow on a diplomatic mission (formidable or greater) and score a hit, also mark 2 ticks on your bonds legacy track.

When you make a move to defuse, reason, or negotiate, add +1. On a miss, you may take a different tack. Envision

- ♦ this new approach, reroll all dice, and add +2. If you score a miss yet again, face a dire complication or blow to your reputation as you Pay the Price.

When you Make a Connection or Sojourn, add +1. If you Sojourn and score a strong hit with a match, you are shown great kindness or respect; take +2 momentum or make an extra recover move with an automatic strong hit.

EMPATH

Abilities:

When you read the intent, emotions, or memories of a nearby being, roll +heart. On a strong hit, you glimpse a

- ♦ helpful aspect of their inner self. Envision what you learn, take +2 momentum, and add +1 when you make moves to interact with them in this scene. On a weak hit, the visions are murky; take +1 momentum. On a miss, you reveal a troubling motive or secret; Pay the Price.

As above, and if you score a hit as you read them, you may subtly influence their attitude or actions, such as making a hostile being hesitate. Take another +1 momentum. If in a fight, mark progress.

- ♦ When you Face Danger to soothe a being's distress by creating an empathic bond, roll +spirit and take +1 momentum on a hit. If they are an ally, also give them +2 spirit on a hit.

EXPLORER

Abilities:

- ♦ When you Explore a Waypoint, take +1 momentum on a hit. When you Finish an Expedition and score a hit, mark 1 extra tick on your discoveries legacy track.
- ♦ When you come across a wondrous sight or phenomenon, such as an extraordinary planet, majestic creature, or dazzling stellar object, choose one: find inspiration (take +1 momentum) or soak it all in (Hearten; add +1, and take +1 momentum on a hit).
- ♦ When you Secure an Advantage by studying a newfound place from a safe position, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum and envision an unusual aspect of the site.

FATED

Abilities:

- ♦ When you fill a box on your background vow progress track, also mark 1 tick on your quests legacy track. When you Fulfill Your Vow on the background vow, your fate is at hand; take an automatic strong hit and envision the final sacrifice that brings your story to an end.
- ♦ When you Face Death or Face Desolation while your background vow is unfulfilled, it is not yet your time. Instead of rolling, you may take an automatic strong hit. If you do, this asset counts as an impact (and you no longer have this protection) until you next Reach a Milestone on the background vow.
- ♦ When you make any progress move directly related to your background vow, and roll a 10 on either challenge die, you may reroll that die. On a strong hit, take +2 momentum.

FIREBRAND

Fire, max 5

Abilities:

- ♦ You wield fiery energy. When you rest and meditate to gather this energy, roll +spirit. On a strong hit, take up to +3 fire. On a weak hit, take up to +2. On a miss, take up to +2 fire but Endure Harm (-2). Your max fire is +5. When you make moves aided by this energy to attack or overcome obstacles, add +2 and suffer -1 fire.
- ♦ When you Endure Harm and score a strong hit with a match, you may instead ignore the harm and take +fire equal to the amount of harm faced (+1, +2, or +3).
- ♦ When you have at least +3 fire, you may Gain Ground or Strike by unleashing hell. If you do, take an automatic strong hit and mark progress. Then, set your fire to 0.

FUGITIVE

You are hunted by a power or authority.

Abilities:

- ♦ You are hunted by a power or authority. When you make a move, you may improve the result to a strong hit. If you do, fill one segment of a four-segment clock to represent hunters closing in. When the clock is filled, a notable foe or force has tracked you down. If you overcome them or escape, reset the clock and mark 1 tick on your quests legacy track.
- ♦ When you make a move by hiding, concealing your identity, or fleeing from a pursuer, add +1 and take +1 momentum on a hit.
- ♦ When you Fulfill Your Vow (extreme or greater) by clearing your name or defeating the power or authority who marked you as a fugitive, gain this ability at no cost. You may then exchange this asset for another with the same number of marked abilities.

GEARHEAD

Abilities:

- ♦ When you make a move to craft, repair, repurpose, or modify equipment or technology, add +1 and take +1 momentum on a hit.
- ♦ When you Gather Information by studying or disassembling a machine or device, reroll any dice. On a match, you reveal an unexpected function, capability, or danger; mark 1 tick on your discoveries legacy track.
- ♦ With sufficient time (a couple of hours or more), you may Secure an Advantage to assemble or enhance a device for a powerful but limited role. On a hit, the device is ready for use. One time only, when you or an ally make a move aided by the device, take an automatic strong hit. If you are in a fight, also mark progress.

GUNNER

If you wield a heavy ranged personal weapon...

Abilities:

- ♦ When you Strike, choose one (before rolling): pin them down (add +1 and take +1 momentum on a hit) or make them hurt (mark progress on a hit).
- ♦ When you Take Decisive Action by emptying your gun (decide before rolling), you may Sacrifice Resources (-1) and reroll one challenge die. If the fight continues or you are caught up another fight, Check Your Gear to see if you have more ammo on-hand.
- ♦ Give your favorite gun a name. When you Clash with it, add +1. When you Enter the Fray or Endure Stress while wielding it, add +1 and take +1 momentum on a hit.

GUNSLINGER

If you wield a pistol...

Abilities:

- When you Enter the Fray by facing off against your foe (+heart), or by preparing to act without tipping them off (+shadow), add +1 and take +1 momentum on a hit. On a strong hit with a match, you may immediately take a shot (without making a move) and mark progress twice.

- When you Gain Ground or React Under Fire by moving into cover, add +1. On a strong hit, this cover gives you leverage; add +1 when you make a move to attack or defend at range. If you then score a miss, the cover is lost or compromised.

- When you Compel or Gain Ground with the threat of violence by holding someone at gunpoint, add +1 and take +1 momentum on a hit.

HAUNTED

You are haunted by the spirit of someone whose death you caused or mourn (or both).

Abilities:

- You are haunted by the spirit of someone whose death you caused or mourn (or both). When you make a move to call upon their insight, add +1. On a weak hit, also Endure Stress (-1). On a strong hit with a match, mark 1 tick on your bonds legacy track.

- When you Face Death guided by the spirit, add +1. On a strong hit, envision what you learn from them or about them, and mark 2 ticks on your bonds legacy track.

- One time only, when you Fulfill Your Vow (extreme or greater) in service to the spirit, take this ability at no cost and choose one: let them go (mark 2 ticks on your bonds legacy track for each marked ability, and discard this asset) or bolster your link (when you use a Haunted asset ability, take +1 momentum on a hit).

HEALER

Abilities:

- When you give medical care to Heal yourself or another character, add +1. If you are treating someone other than yourself, take +1 spirit or +1 momentum on a hit.

- When you Gather Information by studying medical evidence or biological remains, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also reveal an unexpected medical anomaly; mark 1 tick on your discoveries legacy track.

- Once every day or so, when you are in a safe place with plenty of time on your hands, you may Sacrifice Resources (-1) and provide basic medical care for yourself, companions, or allies without risk. If you do, roll only your action die. On a 1-4, automatically give +1 health to everyone whose health is greater than 0. On a 5-6, make it +2.

INFILTRATOR

Abilities:

- When you make a move to break into a secure site, infiltrate a protected area, or hack or manipulate a secure system, add +1 and take +1 momentum on a hit. On a strong hit with a match, access is easier than expected; take another +1 momentum.

- When you Face Danger or Secure an Advantage to establish a false identity, add +1. On a hit, you may add +1 when using that identity to deceive or influence others. If you score a miss with a match when using that identity, your deception is completely and dramatically undone.

- When you Check Your Gear for a device with a specific function to aid in infiltration, espionage, or sabotage, add +1. On a hit, reroll any dice the first time you make a move aided by the device.

KINETIC

Abilities:

- You wield kinetic powers. By focusing, you may remotely push, pull, lift, or constrict objects and beings that are about your size or smaller. When you are in a risky situation and draw on your powers to make a move, add +2 and Lose Momentum (-2).

- As above, but you may instead draw on your powers in a desperate effort to change the outcome of an action. If you do, add +2 (after you roll) and Lose Momentum (-3).

- When your momentum is at its max, you may attempt great kinetic feats, such as manipulating large objects and creating destructive bursts of concussive force. To do so, reset momentum. Then, as you make a single move fueled by your powers, take an automatic strong hit. If you are in a fight, mark progress.

LEADER

Abilities:

- When you Aid Your Ally through leadership, coordination, or planning, add +1. On a strong hit, any allies who are present take +1 momentum.

- When you Enter the Fray (+heart) by coordinating with your team as they wade into the fight, make your move before your allies act. On a strong hit, all allies may take an automatic strong hit. On a strong hit with a match, also mark progress on any objectives in this fight.

- When you make a move to influence someone (not an ally) through leadership, add +1 and take +1 momentum on a hit. On a strong hit with a match, your command galvanizes them into unexpected action. Take another +1 momentum, and mark 1 tick on your bonds legacy track.

LOOPER

Abilities:

- When you score a miss on a suffer move (not Endure Stress), you may loop back a second or two. If you do, Lose Momentum (-2), reroll any dice, and take +1 momentum on a strong hit.

-
- When you create a link to the current point in time, note the value of condition meters for you and your allies. You can retain only one active link. If you later loop back to this moment, roll +the gap in time: +4 if minutes, +3 if hours, or +2 if days. You may not burn momentum on this roll. On a strong hit, return to the linked point, retain any progress, and set condition meters (except for spirit) to their original values. On a weak hit, as above, but Endure Stress (-2). On a miss, as with a strong hit, but you find the timeline corrupted; Pay the Price.
 - When you make a reroll granted by any asset ability on an action roll, also add +1.

LORE HUNTER

Abilities:

- When you Swear an Iron Vow (formidable or greater) to recover valuable knowledge or an extraordinary relic, reroll any dice. When you Reach a Milestone in the pursuit of that quest, take +2 momentum. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your discoveries legacy track.
- When you make a move to conduct extended research or study, reroll any challenge dice. On a match, you piece together an extraordinary or harrowing new theory; envision the nature of this revelation and mark 1 tick on your discoveries legacy track.
- When you recall esoteric knowledge to Secure an Advantage or Gain Ground, add +1. On a hit, envision the obscure but helpful fact, theory, or technique you put to use, and take +1 momentum.

LOYALIST

Abilities:

- When you Aid Your Ally, add +1 and take +1 momentum on a hit. This is in addition to the benefits taken by your ally. On a strong hit with a match, envision how this moment marks a breakthrough or milestone in your relationship; both of you may mark 1 tick on your bonds legacy track.
- You may burn momentum on behalf of an ally to improve their result on a move. If you do, your ally takes +1 momentum.
- When you stand with your ally as they make a progress move, envision how you support them. Then, roll one challenge die. On a 1-9, your ally may replace one of their challenge dice with yours. On a 10, envision how you inadvertently undermine their action; your ally must replace their lowest challenge die with yours.

MERCENARY

Abilities:

- When you agree to wage war or defend others from war in exchange for payment or promises, you may Swear an Iron Vow to see the mission done. If you do, reroll any dice. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).
- When you Make a Connection by searching out or making contact with someone in need of your services, add +1 and take +1 momentum on a hit. On a strong hit with a match, this mission pits you against an unresolved aspect of your past or a hated foe; mark 2 ticks on your quests legacy track.
- When you Check Your Gear in the midst of a fight, or Resupply by looting the field of battle in the aftermath of a fight, add +2.

NATURALIST

Abilities:

- When you Secure an Advantage or Gather Information using your knowledge of lifeforms or planetside ecosystems, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also confirm an obscure theory or reveal a surprising aspect of the encounter; mark 1 tick on your discoveries legacy track.
- When you make a move by taking a risky action to pacify, avoid, or outwit a creature (decide before rolling), you may reroll any dice, but must Lose Momentum (-2).
- You are skilled at planetside survival. When you Resupply to scavenge resources in a life-bearing natural environment, take +1 supply on a hit. When you Face Danger against an environmental threat, add +1 and take +1 momentum on a hit.

NAVIGATOR

Abilities:

- When you Set a Course, choose one: follow the fastest path (take +2 momentum on a strong hit) or follow the safest path (add +1). On a strong hit with a match, you charted a new path during the journey; mark 1 tick on your discoveries legacy track.
- When you Secure an Advantage by charting the way forward, Face Danger to find a path around a hazard, or Gather Information about a location by studying your charts, add +1 and take +1 momentum on a hit.
- Once per expedition, when you or an ally Undertake an Expedition and score a weak hit or miss, you may ignore that result, plot an alternate path, and make it an automatic strong hit.

OUTCAST

Abilities:

- ♦ When you Hearten in isolation, you may attempt to find solace in fond memories or a hopeful wish. If you do (decide before rolling), reroll any dice but count a strong hit as a weak hit.
-
- When you Sacrifice Resources and your supply is reduced to 0, roll +wits. On a strong hit, you manage to scrape by and take +1 supply. On a weak hit, you may Lose Momentum (-1) in exchange for +1 supply. On a miss, your supply remains at 0 and you Lose Momentum (-1).
-
- When you or an ally Sojourn and score a strong hit with a match, you may envision encountering someone who knows or understands you. If you Make a Connection with them, take an automatic strong hit and mark 2 ticks on your bonds legacy track.

SCAVENGER

Abilities:

- When you Gather Information or Resupply by scavenging a wreck, ruin, or abandoned site, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also find something of unique value, significance, or function; envision the nature of this discovery, take +2 momentum, and mark 2 ticks on your discoveries legacy track.
-
- When you Secure an Advantage to cobble together an ad hoc tool, device, or weapon, envision what you intend to create. On a hit, you may add +1 when making a move aided by the item. If you roll a 1 on your action die while using the item, it is permanently broken, lost, or depleted.
-
- ♦ When you Check Your Gear, roll +wits or +supply (whichever is highest) and take +1 momentum on a hit.

SCOUNDREL

Abilities:

- ♦ When you make a move by lying, bluffing, stealing, or cheating, add +2. On a strong hit with a match, your deception creates an unexpected opportunity; take the value of your shadow as +momentum.
-
- ♦ When you Make a Connection to search out a new contact, you may roll +shadow. If you do, reroll any dice on a miss and envision how your reputation or underworld contacts lead you to a disreputable connection.
-
- When you make a quick escape or con your way out of a situation and burn momentum to gain a strong hit, take +1 momentum after you reset. If you envision how this momentary success leaves you fated for future trouble, mark 2 ticks on your quests legacy track.

SEER

Abilities:

- When you envision experiencing a prophetic dream, you may Ask the Oracle for details using an interpretive oracle such as Action/Theme or Descriptor/Focus. If you record the answer, and later face a situation which gives truth to the vision, take an automatic strong hit (one time only) when making a move to act on your foresight. Then, clear the prophecy. Only one prophecy can be active at a time.
- When you focus or meditate to Gather Information about a place, being, or situation (in person or remotely), roll +spirit and take +1 momentum on a hit.
- When you or an ally roll a match as you Sojourn in a community or Undertake an Expedition within a site, you may envision gaining sudden and unbidden insight about the location. If you do, take +2 momentum.

SHADE

Drawing on esoteric energies, you may instantly cloak your form in the shadowy veil of the void.

Abilities:

- Drawing on esoteric energies, you may instantly cloak your form in the shadowy veil of the void. When you are veiled and make a move to ambush, hide, or sneak, you may preset your action die to 5. In darkness, make it 6. On a miss, in addition to any other cost, you are revealed and can't veil yourself again until the current situation is resolved.
- When you expand your veil to immerse your surroundings in darkness, roll +shadow. On a strong hit, the darkness extends to all adjacent spaces. On a weak hit, only your immediate surroundings are made dark. On a miss, you fail and draw unwanted attention.
- When you intentionally drop your veil to reveal yourself for dramatic or surprising effect, foregoing its further use in this situation, take +2 momentum.

SLAYER

Abilities:

- When you make a move to investigate, track, or stalk an inhuman foe, add +1 and take +1 momentum on a hit.
- When you Swear an Iron Vow (formidable or greater) to slay an inhuman foe in service to a community, reroll any dice. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Enter the Fray with an objective to slay an inhuman foe, take +2 momentum. If you choose to face the creature on its own terms as you begin the fight, envision the crucial weapon, protection, or aid you set aside, and set the objective one rank higher. If you Take Decisive Action after making this sacrifice and score a strong hit, take a trophy of your victory and mark 2 ticks on your quests legacy track.

SLEUTH

Abilities:

When you Swear an Iron Vow to solve a murder, disappearance, theft, or other mystery, make the rank of the quest no greater than formidable. Then, when you Gather Information in the course of the investigation, roll three

- ♦ challenge dice and choose two. If any challenge dice match, you must use those values. On a miss with a match, envision what you learn of a deepening conspiracy or betrayal, make the rank of your quest one higher (no greater than epic), and use the new rank when marking future progress.

- ♦ When you make a move to avoid detection as you put a person or place under surveillance, add +1 and take +1 momentum on a hit.

- ♦ When you Make a Connection with a potential informant, you may (instead of rolling) take an automatic weak hit.

SNIPER

If you wield a rifle...

Abilities:

When you target a minor foe from a distance (outside of a fight), roll +wits. On a strong hit, they are out of action. If

- ♦ other foes remain and you Enter the Fray against them, mark progress. On a weak hit, as above, but you sacrifice time or position; Lose Momentum (-1). On a miss, you draw attention or face a reprisal; Pay the Price.

- ♦ When you Strike from a distance with time enough to line up your shot, you may roll +wits. If you do, mark progress on a strong hit.

When you Secure an Advantage by studying a distant situation through your rifle scope, or Gain Ground by taking

- ♦ careful aim, you may sacrifice time for greater certainty. If you do (decide before rolling), Lose Momentum (-1, -2, or -3) and add that amount. Then, take +1 momentum on a strong hit.

TECH

Abilities:

- ♦ When you make a move to configure, optimize, hack, or disrupt an electronic system, add +1. On a weak hit, you can choose to press your luck. If you do, reroll all dice and add +2 (instead of +1).

- ♦ When you Withstand Damage and score a miss, you may attempt to reroute power or reboot critical systems. If you do, first Lose Momentum (-2). Then, reroll all dice, add +wits instead of +integrity, and count a weak hit as a miss.

When you Face Danger or Secure an Advantage by creating a computer program to perform a specific, complex

- ♦ function, add +2 and take +1 momentum on a hit. One time only, when you trigger the program to fulfill its purpose, reroll any dice.

TRADER

Abilities:

- ♦ When you Sojourn or Compel, you may roll +supply. If you do, Sacrifice Resources (-1).
- ♦ When you Make a Connection with a merchant or supplier, add +1. When you Resupply by bartering with them, reroll your action die if its value is less than your supply. On a strong hit, take +1 momentum or +1 supply.
- ♦ When you or an ally Sojourn and score a strong hit with a match, you have a chance to secure a unique item or valuable payload. Envision the nature of the opportunity and the obstacle you must overcome to acquire it. If you are successful, mark 2 ticks on your quests legacy track. One time only, you may use this acquisition to gain an automatic strong hit on any move where your resources are a factor.

VESTIGE

You are all that remains of a people, culture, or tradition.

Abilities:

- ♦ You are all that remains of a people, culture, or tradition. When you Face Death or Face Desolation, visions of your heritage give you the strength to carry on. Envision how this manifests, and reroll any dice. On a strong hit with a match, a surprising new aspect of your heritage is revealed; take +2 momentum and mark 2 ticks on your bonds legacy track.
- ♦ When you Secure an Advantage or Compel through a tale, performance, or ceremony, envision what you reveal of your heritage. Then, add +1 and take +1 momentum on a hit.
- ♦ You carry a physical relic of your heritage. Envision its powers or nature. When you make a move directly aided by the relic and score a miss, you may reroll your action die.

VETERAN

Abilities:

- ♦ When you are in a fight, increase your momentum reset by 1. Then, if you burn momentum to improve your result, add +1 on your next move.
- ♦ When you Make a Connection, add +1. If you roll a match, you have a history: on a strong hit with a match, you once fought beside them, and they owe you a favor — mark 1 tick on your bonds legacy track, and Develop Your Relationship now; on a miss with a match, you once fought against them, and they hold a grudge.
- ♦ When you Secure an Advantage or Gain Ground by recounting or recalling a hard-won lesson from your battlefield experiences, envision the memory and add +1. On a hit, take +1 momentum.

VOIDBORN

You are most suited to life in the limitless void.

Abilities:

- ♦ You are most suited to life in the limitless void. When you are in space (or a spacebound vehicle or station), increase your momentum reset by 1. When you enter a planetside or high gravity environment, Lose Momentum (-1).
- ♦ When you Sojourn or Make a Connection within a spacebound community, add +1. If you Hearten there and score a strong hit, take +1 spirit or +1 momentum.
- ♦ When you make a move to perform an agile physical maneuver (such as leaping or evading) in a low gravity environment, add +1 and take +1 momentum on a hit. On a strong hit with a match, you build speed or put yourself in perfect position; take another +1 momentum.

WEAPON MASTER

You are a walking armory, with a weapon for every occasion.

Abilities:

- ♦ You are a walking armory, with a weapon for every occasion. When you Enter the Fray in personal combat, add +1 and take +1 momentum on a hit. Once per fight, when you Gain Ground by switching weapons or changing tactics, take an automatic strong hit.
- ♦ When you Strike using a personal weapon which has limited ammo or a single-use mode, add +1 and mark progress on a hit. Then, Sacrifice Resources (-1). If you score a strong hit on this attack and immediately Take Decisive Action, you may retain the value of one challenge die from your Strike action instead of rolling that die.
- ♦ When you Secure an Advantage by suiting up and gathering your gear for a perilous encounter or mission, you may roll +supply. If you do, take +2 momentum on a hit.