

Space Moves

○ Drive a Vehicle

- When you try to drive while under stress, pilot an unfamiliar vehicle, or use a vehicle a way it wasn't intended, say where you're headed or what you're trying to do and roll Alertness or Cunning. **S:** You manage to pull it off with a minimum of bouncing around. **T:** Your vehicle is Dealt 1 Harm Past Armor, but you make it. **F:** Fate intervenes. Maybe you went to the wrong place, or you got trapped somewhere between.

○ Endure a Hazardous Environment

- When you are confronted with a dangerous or hazardous environment, roll Alertness or Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate interferes.
- You make it through or across the space.
- You *are not* Dealt 2 Harm Past Armor.
- Your equipment is *not* damaged.
- You perform the action you came here to do.

○ Exchange Rate

- When you try to exchange money or goods, roll Cunning. **S:** You get a 10% better price on the deal than the going rate. **T:** You get a 10% worse deal than the going rate. **F:** You got scammed. You get 20% less currency, and also got involved in some kind of crooked deal or scam.

Space War Moves

○ Swarm Tactics

- You and your allies get +1 harm when driving a large number of small vehicles against a smaller number of large vehicles.

○ Volume Control

- When you patrol a volume to maintain control, roll Power or Alertness. **S:** You intercept any and all bogeys. What you do with them is up to you. **T:** You're prepared for contact, but you don't necessarily get to them before they infiltrate the control volume. **F:** Whatever's out there is doing whatever it wants. Fate intervenes.

○ Head to Head

- When you engage an opponent vehicle of similar size in combat, roll Cunning, Power, or Alertness and Exchange Harm. **S:** Choose 3. **F:** Choose 2. **F:** Choose 1 but fate intervenes.
- You inflict +1 harm.

○ Dangerous Reentry

- When there is any danger during reentry into an atmosphere, roll Alertness or Cunning. **S:** Nominal landing: get all three. **T:** It gets a little hairy, choose 2. **F:** Fate intervenes, choose 1. At least you're alive. For the moment.
- You make it down safely, ship intact.
- You make it down accurately, landing where you intended.
- You make it down quietly, without alerting the entire region.

○ Figure It Out

- When you try to use or manipulate a machine or piece of technology you might be unfamiliar with, roll Cunning or Spirit. **S:** Somehow it works without exploding in your face. **T:** It works and you mark 1 health star, or it doesn't and you don't. Your choice. **F:** Fate intervenes.

○ Attack a Vehicle

- When you attack a vehicle with a non-Classified personal weapon, you calculate your harm differently. Inflict +3 harm if your weapon has the Area or Anti-Vehicle tag. Divide the final amount of harm you're dealing by 3, then apply the vehicle's armor to get the final damage. Classified weapons deal harm to vehicles as normal.

• Scuttle a Vehicle

- When you intentionally sink, destroy, or detonate a vehicle, roll Alertness. **S:** You escape in some sort of pod or ejection system unharmed. **T:** Either as a success but you mark 3 health stars, or you take no damage but merely escape the vehicle with no other means or transport. **F:** Fate intervenes.

- You suffer -1 harm.

- You've got them lined up. Take +1 forward on further maneuvers.

- You box them in. Allies take +1 forward against them.

- You disable some of their systems, they take -1 ongoing until they're repaired.

○ Get In Close

- When your vehicle is 2+ sizes smaller than an opponent, you can get so close that their defenses can't deal with you properly. Roll Alertness or Cunning. **S:** As tie, but ongoing until you leave proximity. **T:** The enemy can only engage you with weapons tagged Point Defense. You take this effect forward. **F:** Fate intervenes.

○ Bombardment

- When your vehicle is 2+ sizes larger than an opponent, all your attacks become Suppressive. Enemies must either get out of the area or are Dealt Harm by your weapons Past Armor.

Engineered Traits

○ Photosynthesis

- When you are exposed to sunlight for a few hours, you can clear 1 health star. While you have access to sunlight, your need for food is greatly reduced. *Traits: green skin or hair, large ears, leafy fronds*

○ Environment Adaptation

- Select a type of planetary environment, for example desert, frozen tundra, or underwater. You function perfectly fine in that environment, and take +1 ongoing against foes that are not properly adapted. *Traits: hardened skin, closeable nose and mouth, nictitating membranes, fluffy fur, radiator fins*

Modifications

○ Machine Linkage

- You get +1 to Figure it Out. *Traits: skull plug port, armored cable tail, electronic hair*

○ Dermal Armor

- You have +1 Armor. *Traits: armor panels, stiff skin, pearly skin, composite armor patches*

○ Neuro Hardening

- When you spend Willpower, roll Power. **S:** You gain 1 Will-

Mutations

○ Bio-Instability

- Whenever you mark a health star, you hold 1 instability. Spend 1 hold to make a small change in your anatomy. *Traits: crawling skin, unstable limb configuration, occasional tumors, everchanging surface detail*

○ Adaptive Organics

- As long as you have access to external biomass, you don't need to eat, breathe, or sleep. *Traits: powerful teeth and jaws, semiliquid body, thick organic tail*

○ Infective Carrier

- Whenever someone comes into contact with your body

○ Organ Control

- You can spend 1 Willpower to heal 1 health star. *Traits: morphable bodytype*

○ Cerebral Control

- You can split your mind into sub-components the way a computer would delegate tasks. You gain +1 Armor against all mental and psychic attacks, and you can Read a Person or Situation even while you would otherwise be distracted. *Traits: elongated head, obvious cerebral implants*

○ Plug In

- You do not need to eat, sleep, or breathe as long as you are jacked into an appropriate support mechanism or pack. *Traits: plug port, access panel, arm readout display*

power. **T:** Take +1 forward against mental and psychic attacks. **F:** Fate intervenes. *Traits: electronic crown, temple implants, cyber horns, Flowlight halo*

○ Layered Composite Skin

- You are immune to the effects of heat, cold, and radiation. You gain +2 Armor against fire or ice-based attacks.

○ Easily Repaired

- Whenever you are healed, you are healed for +1 health star. *Traits: panel lines, modular body parts, nanoswarm body*

fluids, they're likely to contract a little bit of what makes you special. They take -1 ongoing until cured of it. *Traits: sparkly flaky skin, cloud of nanites, open sores*

○ Exoform

- Pick a Stat. When you make use of your alien components, you take +1 forward with that Stat, you also take -1 forward on the next use of Hama technology. *Traits: elongated limbs, extra limbs, fewer limbs, unusual torso, extra eyes, eyestalks, tentacles*

○ Acid for Blood

- Whenever you are harmed in Close range, the person or object that harmed you is Dealt 1 Harm Past Armor. *Traits: green veins, yellowish pallor, slimy coating*

Archetypes moves

Aristo

○ Call It In

- When you call upon nearby assets for an overwhelming orbital strike on a target, roll Power. **S:** Overwhelming devastation. Usually, only ancient artifacts and Galactic Mysteries survive, the rest is glass. **T:** Widespread destruction, but you're not absolutely sure that you've annihilated *all* the enemy. **F:** Nice fireworks, but it looks like an NI, a negative impact. Regardless of success or failure, fate intervenes. *Traits: forward observation drone, trailing fire support squadron*

○ Only the Best

- When you or someone else uses equipment that you own, they take +1 ongoing. *Traits: gold skin details, fancy everything, elegant integrated clothing flourishes*

○ Me and This Army

- When you call in your nearby forces, roll Cunning or Power. **S:** You call in assets worth up to 60kE. **T:** You call in assets worth up to 20kE. **F:** You call in assets worth up to 10kE, but fate intervenes, probably in the form of an escalation of force.

Biomech

○ Overdrive

- When you push yourself to generate as much energy as possible, roll Power. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. All Flow-based Moves in the area take a penalty equal to your hold. Spend 1 hold for 1 of the following. *Traits: cracks with glowing interior, belching smoke and fire*
- Take +1 forward on Risky Proposition, Seize by Force, or Melee.
- Give an Energy weapon +1 forward to Battle Moves and Harm.
- Give a vehicle +1 forward to maneuvers and speed.
- Give a shielded device +1 forward to Armor.

○ Beast Mode

- When you spend 2 Willpower and enter the backdoor code, you enter Beast Mode. While in this state, you take +1 ongoing to Power, Alertness, and Harm, but you can't make clear rational judgments. Beast Mode lasts for a maximum of a few minutes at a time, after which you mark 2 health stars. *Traits: glowing eyes, temporarily savage body, screaming hot exhaust ports*

○ Release Power Limiters

- Limiters keep your power in check. When they are released

Traits: surrounded by tracking lasers, tactical assistant drone, holographic lieutenant

○ Really Confident

- Hold 3 confidence per session. Spend 1 hold for one of the following.
- Take +1 Charm forward
- Take +1 Cunning forward
- Take +1 Power forward

○ Move the Heavens

- When you influence Hama politics on a galactic scale, roll Charm or Power. **S:** It takes a few weeks, but things start to move in the direction you want them to. **T:** It's going to take years, but it'll eventually come to pass. **F:** Fate intervenes; someone more powerful wants things to go the other way. *Traits: emblem of a major family or corp*

○ Elite Hobbyist

- Select a highly-specific physical skill or an topic of knowledge. When you make a Move pertaining to your hobby, you get +1 on the Move.

by you or your handler, you gain the Super Ability move with Superstrength, Hyperspeed, and Gigamagic. Unfortunately, it's usually very hard to perform delicate or fine actions when your limiters are released; you cause collateral damage everywhere you go. Replacing the limiters takes time. *Traits: large limiter blocks, thick neck collar, Flowlight containment bands*

○ Deployable Assets

- When you deploy the independent parts of your body, you can perform actions and attack at Close, Visual, and BVR range. At BVR, you risk losing those parts if they get too far away. *Traits: numerous bodypods, hovering drone carriers*

○ Interfacing

- When you tap into a machine, device, AI, or other piece of tech, roll Charm. **S:** You are in control, the device will perform as you wish. **T:** You and the machine come to an understanding. It will give you any information or perform any action for you that is not strictly prohibited. **F:** Fate intervenes. *Traits: hacking cable tail, electronic hair, hacking claws*

○ Flowlight Defense Barrier

- When you are able to recharge, you gain 3 hold. You can spend 1 hold to take +1 forward on armor, or to give +1 forward on armor to another target.

Character

Player

Esper

○ Distant Senses

- When you reach out to sense distant events through the Galactic Flow, roll Spirit. **S:** Ask 3. **T:** Ask 2. **F:** Ask 1 but fate intervenes. *Traits: glowing eyes, subtle echoing sounds*
- Is this likely to be good or bad for me?
- What forces are in play there?
- Which, if any, Galactic Mysteries are involved?
- How is the Galactic Flow moving there?
- How do people there feel about it?

○ No Language Barrier

- You do not need to share a language with something to communicate with it. You can communicate equally well with machines, aliens, and speakers of foreign or dead languages. This doesn't necessarily mean everything you attempt to communicate with can or will actually communicate back, however. *Traits: empathic behavior, always speaks to the mind*

○ Psychometry

- When you lay your hand on an object, you can Read a Person or Situation on the most recent event of interest that happened around that object. *Traits: wears gloves, sensory reduction goggles*

Ghost

○ Advanced Infiltration

- When you use specialist equipment and skills to enter or cross guarded territory, roll Cunning or Spirit. **S:** You are psychically aware of and bypass all sensors that would pick you up. **T:** As Success, but it takes you more time than you'd like. **F:** Accidents happen. Fate intervenes. *Traits: advanced electronic horns, glowing eyes*

○ Assassination Techniques

- When you get the drop on someone, roll Cunning or Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose one, but fate intervenes. *Traits: assassination tool compartments, weapons expert, optical camouflage*
- You are *not* spotted
- You render them unconscious
- You take them out
- You hide the evidence
- You exfiltrate to a safe distance
- Your methods are untraceable
- You avoid all detection through the Flow

Grunt

○ Fire Support

- When you call in a target for a precision airstrike or artillery fire, roll Cunning or Alertness. The amount of damage depends on what sort of fire support you have access to at the time. **S:** Fire support occurs immediately on your command. **T:** The fire support is either imprecise or slightly delayed, your choice. **F:** Your asset is tied up somewhere else. Fate intervenes. *Traits: targeting reticle eyes, stealth skin mod*

○ Active Scanning

- When checking a potentially hostile area for threats, roll Cunning or Alertness. You and your allies take +1 forward against marked targets. **S:** You mark all active threats. **T:** You mark one of the active threats. **F:** You mark one of the active threats, but fate intervenes and more arrive. *Traits: radar horns, large radio/sonar ears*

○ Combat Drones

- When you deploy your drones, roll Power or Cunning. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend hold for

○ Combat Psychokinesis

- When you lash out with your psychic power, roll Spirit. You Exchange Harm with your enemy with a 2 Harm Close Visual Flow Energy Weapon that Deals Harm Past Armor. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 but fate intervenes. *Traits: secondary kinetic motion, shell of force*
- You inflict +1 harm.
- You suffer -1 harm.
- You throw your enemy out of the way.
- You cause your enemy mental anguish.
- You burst open barriers.

○ Capture Blast

- When someone fires an Energy tagged weapon at you, roll Spirit or Alertness. **S:** You catch the blast and can return or deflect it. **T:** You take +1 Armor against the attack. **F:** Fate intervenes. *Traits: shell of force*

○ Astrogator

- When you navigate through interstellar space using the Galactic Flow, roll Spirit. **S:** You plot a fast and safe course through trouble. **T:** You plot *either* a fast or a safe course, your choice. **F:** Fate intervenes. *Traits: Flowlight constellation tattoos, galactic eyes*

○ Cracking Kit

- When you bypass electronic counter measures or security systems, roll Cunning. **S:** All 3. **T:** Choose 2. **F:** Choose 1 but fate intervenes. *Traits: electronic hair, technical component body-pods, holographic interface*
- You are *not* caught in the act
- You neutralize the system
- You finish quickly enough

○ Technical Kill

- When you take out an opponent, you do so in such a way that none of their clone systems, recording devices, brain backups, or other contingencies activate.

○ Slip Through the Cracks

- You are never detectable through the Galactic Flow unless you choose to be. Even then, you can control what others perceive of you through the Flow. *Traits: hazy form, Flowlight camouf age, dark halo*

one of the following.

- Take +1 forward to Cunning or Alertness.
- Take +1 forward to Harm inflicted.
- An enemy takes -1 forward to Armor.

○ Battle-Speed

- You get +1 Armor against attacks from further than Close range, and you get +1 Harm with Close range Weapons. *Traits: piston legs, thrust jets, acceleration wings*

○ There Are Others

- You have a series of backup clone bodies and replacement parts that can be sent in as long as you're not too far off the grid. You don't permanently lose a health when knocked out. *Traits: number tattoo, low emotional expression, red eyes and silver hair*

○ Target Marking

- When you mark a target for support fire, roll Cunning or Alertness. **S:** Allies take +1 ongoing to attacks from BVR or Strategic range. **T:** Allies take +1 forward to attacks from BVR or Strategic range. **F:** Fate intervenes. *Traits: eye or head laser, laser drone compartment*

Character

Player

Hotshot

- **Master Dogfighter**
 - You get +1 harm with all vehicle weapons. *Traits: targeting reticle eyes, battle scarred equipment*
- **Space Combat Maneuvering**
 - You get +1 to Get In Close, Head to Head, and Drive a Vehicle. *Traits: control plugs, cockpit comfort*
- **Go Evasive**
 - When you go evasive under heavy fire, break of your attack and roll Alertness or Cunning. You take +2 ongoing to Armor until you reengage the enemy. *Traits: shy behavior*
- **Commence Attack Run**
 - When you line up for a run at a vehicle's weak point, roll Alertness or Cunning. **S:** You and all following allies get +1 forward on attacks and harm. **T:** You take +1 forward to attack

Martial Artist

When you forget, that is when you are at peace. When you are at peace, your body moves in accordance with the Flow. When your body moves in total accordance with the flow, you are invincible.

–Master Vapur Naratt, of the Path of 99 Trials

- **The Flow of the Fight**
 - You get +1 to Risky Propositions and Seize by Force Moves in combat. *Traits: graceful behavior, Flowlight body trails*
- **Shifting Sand Stance**
 - When you take or change style in combat, roll Alertness or Spirit. **S:** Hold 3. **T:** Hold 2. **F:** Choose one, but fate intervenes. Spend 1 hold to choose one.
 - Ocean Style: you take +1 forward against Burners or people using Burner equipment.
 - Song Style: you take +1 forward to avoid harm or escape the area.
 - Stone Style: you take +1 forward to harm in Close range.
 - Wind Style: you take +1 forward to Armor.

Mechanist

- **Toolmaker**
 - You can convert Industrial currency directly into personal equipment, without need for external manufactories or tool shops. You can divide 1I up into the equivalent 1kE for the purposes of calculating what you can afford to make. It takes you 1 hour per 50E to construct something. *Traits: bedecked with pockets and tools, mechanical tool limb, finger welder*
- **There's Still Life In It**
 - When you repair something damaged, roll Cunning. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 but fate intervenes. *Traits: tool belt, diagnostic sensor systems*
 - You repair 2 hull on the thing.
 - You restore power to it.
 - You fix the instrumentation.
 - You get life support back online.
 - Engines and drivetrain restored.
 - It's refueled and rearmed.
- **Rig Explosive**
 - When you rig something to detonate, either through the use of explosives or the intentional over-charging of technology, roll Cunning or Alertness. **S:** The device will detonate whenever you want it to, collapsing the structure or Dealing 4 Harm to all nearby. **T:** As a Success, but the device may or may not go off
- **Alpha Strike**
 - When you deploy all the vehicular weapons at your disposal all at once, roll Power. After any Alpha Strike, you take -1 forward on attacks. **S:** Add up all harm from all your vehicular weapons and Deal that much Harm. If the enemy is destroyed outright, they do not Deal Harm back. **T:** Pick 2 vehicular weapons and Deal Harm with them separately. Your enemy Deals Harm back. **F:** Exchange Harm with the enemy, but fate intervenes.
- **Stay On Em**
 - When you hit an enemy vehicle in a dogfight, you take +1 forward for your next attack. *Traits: tracking eyes, unnerving stare*
- **Path of Peace**
 - You can always opt to deal Stun damage with any non-vehicle weapon you wield. *Traits: warning stance, apologetic behavior, bow before and after battle*
- **Guide the Blow**
 - When you are attacked at Close range, roll Spirit or Alertness. **S:** You redirect the attack into an enemy. **T:** You take +1 Armor forward against that attack. **F:** Fate intervenes, probably causing unintended collateral damage. *Traits: highly mobile, Flowlight field*
- **The Serpent Coils**
 - When fighting a humanoid opponent who is more heavily armored or encumbered than you, your opponent takes -2 Armor ongoing. *Traits: lightning fast, light clothes*
- **Dance in the Flowlight**
 - You get +1 to harm with Flowlight weapons. *Traits: Flowlight body trails*
- **Machine Heart Secrets**
 - When you tinker with a Machine Heart (found in nearly every sort of powered device, weapon, and vehicle) roll Cunning. **S:** Put 3 hold on the device. **T:** Put 2 hold on the device. **F:** Put 1 hold on the device. When the last hold is spent, or when anyone tinkers with it again, fate intervenes. Anyone operating the thing can spend hold to take +1 forward when using it. *Traits: Flow diagnostics, depth-scan goggles*
- **Pumped Energetics**
 - When you feed more energy into an Energy Weapon or a vehicle, anyone using it takes +1 forward to Harm. *Traits: cables, battery backups, Machine Heart pack*
- **Burner Tank**
 - When you get a chance to repair or retrofit a vehicle, you go crazy on it. Roll Cunning or Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but when someone uses your enhancement, fate intervenes.
 - You give the vehicle +1 Armor forward.
 - You give the vehicle +1 against Burner moves and attacks.
 - You give the vehicle +1 against Energy Weapons.
 - The inside of the vehicle is protected from psychic, mental, Flow, and electronic attacks.

or to harm, your choice. **F:** Fate intervenes. *Traits: targeting reticle eyes*

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Character

Player

Settler

○ Hard Vacuum Adaptation

- You're hardened against the effects of space radiation and vacuum. You can effectively stop breathing if you choose to, but eventually you'll have to hibernate to survive if you have no way to intake food or energy. *Traits: rubbery skin, sealing nose and ears, carbon skin scales, light horns*

○ Plasma Field Adaptation

- Not only are you immune to the effects of most plasmas and nebulae below the temperature of a star, but you actually gain energy from them, healing 1 star per hour of exposure. *Traits: Flowlight skin fields, plasma core belly, glowing eyes*

○ Redundant Internals

- When you would otherwise be knocked out, roll Power or Spirit. **S:** Set your health to 1 star remaining. **T:** you can make

one last action or move before unconsciousness. **F:** fate intervenes.

○ Turn Off the Pain

- You are essentially immune to pain, and gain 1 health star. *Traits: forgotten wound, bandages, warning stripes*

○ Regeneration Core

- You can come back from pretty much anything. Unless the enemy that takes you out knows in advance to find your core and destroy it, you will rapidly regenerate. You don't permanently lose a health when knocked out. *Traits: well-hidden core gem, decoy core*

○ Unflappable

- When something otherwise unexpected happens and you choose to capitalize on it, you take +1 forward to either a Move or to armor. *Traits: unperturbed demeanor, cynical attitude*

Wizard

○ Supercharge

- When you draw in more energy than you can use, roll Spirit or Power. **S:** Hold 3. Spend 1 hold to take or give +1 forward on a Burner move. **T:** You can take or give +1 forward on a Burner move. **F:** You've used up the Flow in the area. Fate intervenes. *Traits: power capacitors, Flow flywheels*

○ Energy Blast

- When you unleash a targeted Burner blast, roll Power or Spirit and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 but fate intervenes. *Traits: crackling with smoky power, sooty arms*
- Inflict +2 Harm from fire, force, or electricity.
- Gravitationally slow the target, they take -1 forward when speed is necessary.
- They take -1 forward on Flow related Moves.
- You block or wall off an area with debris, force, or flame.
- Your attack causes collateral damage.

○ Afterburner

- When flying in air or space using any means, roll Spirit or Power. **S:** Take or give +1 ongoing to all speed and maneuver related Moves. **T:** As Success, but forward instead of ongoing. **F:** As Tie, but fate intervenes. *Traits: smoky vortices*

○ Chaos Storm

- When your hellish power goes berserk, roll Power or Spirit. All relevant targets within Close range are effected. **S:** You can

choose one effect for every target in the area. **T:** Roll 1d6 for every enemy in the area. **F:** Roll 1d6 for every target, friend or foe, in the area. *Traits: draws Flowlight sparks from Machine Hearts, sooty clothes, local Flowquakes*

- 1: Target is set On Fire, taking 1 harm ongoing.
- 2: Target is Magnetically Bound and must break free to move.
- 3: Target is Gravitationally Compressed, taking -1 ongoing to harm dealt.
- 4: Target is Lased, taking -1 Armor ongoing.
- 5: Target is Shielded and takes +1 to Armor ongoing.
- 6: Target is a Flowsink takes +1 ongoing to Burner Moves and -1 ongoing to Ardent Moves.

○ Flare the Excess

- When you intentionally burn the Flow out of the area, roll Power. **S:** You direct all that power into a target of your choice, Dealing 3 Harm Past Armor. **T:** You vent all that excess power safely. **F:** The power scours you, Dealing 3 Harm Past Armor. After you Flare the Excess, everyone in the area takes -3 ongoing to all Flow-related moves. *Traits: skin burns, sooty arms, searing-hot vents*

○ Ablative Energy Shield

- When you are targeted by an Energy Weapon, you can try to burn the attack off before it hits you. Roll Spirit or Power. **S:** You counter the attack completely, but take -1 forward to Spirit. **T:** You take +1 Armor forward against the attack. **F:** Fate intervenes. *Traits: smoky defensive sphere*