

# The XO

*...challenges the crew.*

*...replaces the captain*

*...make sure everyone comes home alive.*

## Rank

XO, Lieutenant Commander, Major, Number One,

## Names:

Rand, Jericho, Rockwell, Spiro, Sanchez, Noritoshi, Erhardt, Skaarsgard, Candida

## Stats:

Pick from the following stats:

- **Disgraced Captain:** Helm +2, Comms -1, Tactics +2, Engineering+1, Science -1
- **Loyal Second:** Helm +1, Comms=0, Tactics +2, Engineering +1, Science -2
- **Admiral's Child:** Helm +2, Comms+1, Tactics +2, Engineering -2, Science=0
- **Mercenary:** Helm +2, Comms -2, Tactics +2, Engineering +1, Science=0

## Moves (Pick Two)

- **They Don't Pay Me To Talk Pretty:** Roll+Tactics when *manipulating someone* through force, intimidation or threats. On a 7-9, you have to follow through on the threat.
- **I Will Not Stand Down:** Take a minor harm condition to change your roll on a *hold steady* roll to 10+ after you roll.
- **Sucker Punch:** You may choose to *fight with honor* or *fight to win* after you roll.
- **Divert Power:** Take +1ongoing to *reconfigure the ship's systems*.
- **The Art of War:** You get +1Tactics. (Tactics+3)
- **Perfect Instincts:** when you've *assessed a dangerous situation* and you're acting on the MC's answers, take +2 instead of +1.
- **Stow Your Opinion:** When you divert hostility from the ship's crew towards the Captain onto yourself, mark xp.

### Ship Move:

**I'm In Charge:** When you try to impose your will on the crew, roll+Helm. On a 10+, all 3. On a 7-9, choose 1. On a miss, someone in the crew makes a dedicated bid to replace you as XO.

- they do what you want
- they don't fight back over it
- you don't have to make an example of one of them

### Away Team Move:

**You Do Not Have My Permission To Die:** Roll+Helm. On 10+, remove 1 major harm condition from a crewmember and give +1 forward. On 7-9, choose one or the other.

### Links (Pick One)

- *Band of Brothers*
  - You've served with \_\_\_\_\_ for as long as you can remember. Mark XP when you have their back, even when they are in the wrong.
    - Exhaust this Link by covering up a major error, one that makes you rethink your loyalty. Claim an Advance and take *Suspicious*.
    - Break this Link by openly siding against your ally. Claim an Advance and take *Traitor*.
- *Critical*
  - You don't think \_\_\_\_\_ deserves their spot on the crew. Mark XP when you express this opinion in front of them.
    - Exhaust this Link by finding evidence that they aren't fit for duty. Claim an Advance and take *Disciplinary Action*.
    - Break this Link by admitting that they know their stuff. Claim an Advance and take *Tough Love*.

Minor Harm Condition	Major Harm Condition

## Tech Picks:

Pick three +tags and two -tags to describe the technology available to the crew. +tags can be activated for a +1 forward once per session. -tags may be activated by the MC to impose a -1 after the roll once per session.

### Standard Issue Weapons

+versatile, +long-range, +stun, +high-power, +sniper  
-needs ammo, -low-power, -hackable, -short-range, -costly

### Standard Issue Armor

+absorption, +deflection, +light, +invisible, +undetected  
-bulky, -battery-powered, -outdated, -visible, -heavy

## Security Deck Expansion: (Pick 1)

- **Brig:** When manipulating an NPC imprisoned on your ship, roll +Tactics instead of +Comms.
- **Armory:** Before going on an away team, roll+Tactics. 10+ hold 3. 7-9 hold 1. Spend a hold to either add or a remove a tag from any weapons or armor before the crew leaves the ship.
- **Internal Security Systems:** When attempting to subdue or capture hostile forces on your ship, roll+Tactics. On a 10+, hold 3. 7-9, hold 1. You may spend the hold 1 for 1 to:
  - Give a +1forward to your allies
  - Deal +1 harm to the hostiles
  - Dodge an attack by hostile forces, ignoring all harm