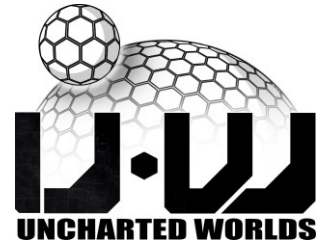


THE DRIFTER

Impoverished Scoundrel Explorer



Character Description/Portrait



SKILLS

► Impoverished (choose 1)

Born to a life of poverty and oppression.

- Recklessness:** When you make a risky Move, roll 1d6 instead. A 4, 5 or 6 is a fantastic success. A 1, 2 or 3 is a spectacular failure.
- Scrappy:** You've never backed down, even when you should have. Increase your Mettle stat by +1.

► Addict (choose 1)

As long as you dose yourself regularly, you gain +1 in the chosen stat. Otherwise you suffer -2 to that stat.

- Ketracel Addict:** +1 Mettle
- Buffout Addict:** +1 Physique
- Obscura Addict:** +1 Influence
- Melange Addict:** +1 Expertise
- ThreeEye Addict:** +1 Interface

► Survival

You can scrounge up the following in all but the most barren, inhospitable surroundings:

- Somewhat edible food and drink.
- Basic medicine or first-aid materials.
- Rustic wilderness Kit.
- Primitive melee weapon.

► Scapegoat

When you would suffer social, legal or financial consequences, name someone and **Roll+Expertise**.

On a 10+, they suffer instead.

On a 7-9, as above. They know it was you.

On a 6-, it didn't work, and they know what you tried to do.

ADVANCEMENT TRIGGER

All characters mark XP the first time...

...a needed item is scrounged up. (Explorer career)

Faction <i>Faction keywords/description.</i>	DEBT	FAVOR
Nakamoto Horizons <i>Trade Consortium. Expansionist, Rapacious</i>		
Ironclad <i>Galactic Navy. Regimented, Authoritarian</i>		
Shards of Xa <i>Space Pirates. Smugglers, Freedom Fighters</i>		
Epoch Trust <i>Scientific Cabal. Advanced, Elitist</i>		

ASSETS – WORKSPACES – DATA POINTS

▷ Firearm (choose 1)

Hand Cannon

Class 1 Pistol

Impact – Heavy kinetic force, breaks bones, knocks down.

Machine Pistol

Class 1 Pistol

Rapid Fire – Suppressing fire, multiple targets.

▷ Ceramic Flickblade

Class 1 Melee weapon

Severing – Chops, cuts, causes bleeding and can sever limbs.

Concealed – Easily hidden, passes scans.

▷ Lucky Duster

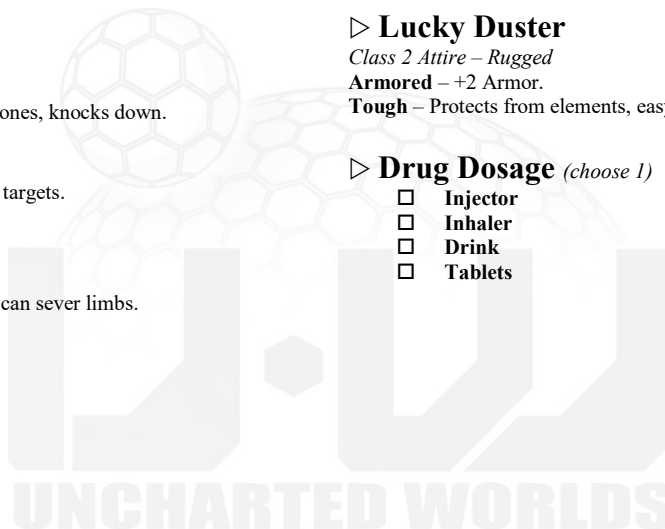
Class 2 Attire – Rugged

Armored – +2 Armor.

Tough – Protects from elements, easy to repair.

▷ Drug Dosage (choose 1)

- Injector**
- Inhaler**
- Drink**
- Tablets**



FACE ADVERSITY (+Stat)

When you overcome opposition or danger, **Roll+[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+[Stat]**

On a 10+, you gain significant information about the subject, and earn a Data Point about it as well.

On a 7-9, the GM will reveal interesting, potentially useful information about the subject. Or they might ask you.

On a 6-, the GM will reveal facts about the subject you probably wish were not true

GET INVOLVED (+Stat)

When an ally makes a Move and you affect the result, **Roll+[Stat]**

On a 10+ Increase or decrease the level of success by one step.

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

OPEN FIRE (+Mettle)

When you engage enemy forces in long ranged, cover-to-cover firefights, describe your tactics, primary targets and **Roll+Mettle**.

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following 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 suffer a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in chaotic close-quarters combat, describe your tactics and primary targets, then **Roll+Physique**

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following 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 suffer a lesser fate (GM chooses).

PATCH UP (+Expertise)

When using appropriate medical supplies/tools to repair harm to people or machinery, **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/damage
- Treat a malfunction or minor debility
- Stabilize a major debility
- Perform a medical/technical procedure

COMMAND (+Influence)

When you issue a command to a group that is inclined to follow your orders, **Roll+Influence**.

On a 10+, they follow those orders to the best of their ability, though there may be costs in time, resources or personnel.

On a 7-9, as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you spend several minutes accessing a locked, protected system or network with the appropriate tools, **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.

CAMPAIGN NOTES



INJURIES – DEBILITIES – SCARS

Minor – Major – Severe – Critical – Fatal



BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity. **Roll+Armor**

On a 13+, the severity is reduced by two levels.

On a 10-12, the severity is reduced by one level.

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.