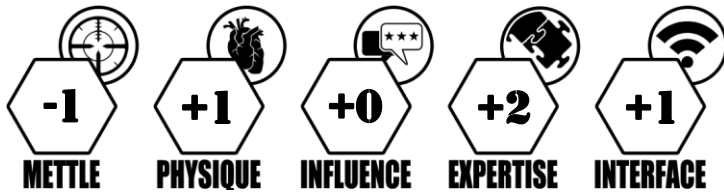


THE WRECKER

Rustic Clandestine Industrial



Character Description/Portrait



SKILLS

► Rustic (choose 1)

Born to a life of toil on the fringes of civilization.

- Construction:** A few hours of work creates a small structure with one of the following traits, or adds that trait to a room: Shelter, Defensible, Concealed, Workspace.
- Hard Labor:** You've got aches and pains from a lifetime of toil. Increase your Physique stat by +1.

► Engineering (choose 1)

Repair

When using a repair bay or workshop, your Patch Up can be used to treat critical breakages on machinery and install replacement parts.

Tinker

You can assemble the following from scrap metal and spare parts: Shoddy Class 0 melee weapon, Makeshift Class 0 explosive, Crude engineering kit.

► Dismantle

When forcefully breaking, dismantling, or demolishing something,

Roll+Physique. On a 10+, choose 2. On a 7-9, choose 1.

- It doesn't take long.
- It doesn't attract attention.
- You recover useful components.
- You could rebuild or reassemble it.
- You gain a Data Point about it.

► Sabotage

When you tamper with something (machines, plans, relationships, etc) **Roll+Stat.**

On a 10+, the target of your tampering fails, just as you planned.

On a 7-9, the target of your tampering is doomed to fail spectacularly, horrifically or comically, at the GM's discretion.

ADVANCEMENT TRIGGER

All characters mark XP the first time...

...a piece of junk proves pivotal (Industrial 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

▷ Tools (choose 2)

Buzzsaw Gauntlet

Class 1 Melee Weapon

Glove – Heavy glove, can still manipulate objects.

Ripper – Loud, mechanical grinding/cutting.

Sledgehammer

Class 1 Melee Weapon

Hafted – Two handed, heavy damage.

Destructive – Damages vehicles, property damage.

Laser Cutter

Class 1 Firearm - Pistol

Laser – Precision beam, can cut or weld.

Hullbuster

Class 1 Explosive Charge (timer trigger)

Breaching – Damages structures/starship hulls.

Flamethrower

Class 1 Heavy Weapon (Clumsy, two-handed)

Chemical (Incendiary) – Burns, creates fire, ignores armor.

▷ EVA Worksuit

Class 2 Simple Attire

Sealed – Pressurized, space worthy.

Rig (Engineering) – Integrated engineering tools (Hammers, drills, cutters, wrenches, cables, grips, cage lights, etc).

▷ Overalls

Class 0 Simple Attire

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.