

THE DRIFTER

Impoverished Scoundrel Explorer



Name

ASSETS



Armored Duster Coat – Rugged Attire: Armored, Tough
+2 Armor, protects from elements, easy to repair

Ceramic Flickblade – Melee Weapon: Severing, Concealed
Chops, cuts, causes bleeding, easily hidden, passes scans

Firearm (Choose one)

Hand Cannon – Pistol: Impact

Heavy kinetic force, breaks bones and knocks people over

Machine Pistol – Pistol: Rapid Fire

Suppressing fire, multiple targets

Drug Dosage (Choose one)

Injector

Inhaler

Drink

Tablets

Trinket (Choose one)

Family Memento

Religious Trinket

Good Luck Charm

Miniature Holo-portrait

DESCRIPTION

(Choose one from each line)

Gaunt, Haggard, Sickly, Filthy, Vulgar, Fierce.

Thick, Dapper, Sly, Meaty, Slick, Cold.

Weathered, Battered, Unkempt, Rude, Cheerful, Brash.

+1 **METTLE**
+2 **PHYSIQUE**
-1 **INFLUENCE**
+1 **EXPERTISE**
+0 **INTERFACE**



SKILLS

IMPOVERISHED (Choose one)

Born of poverty, desperation and filth.

CRIMINAL: Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

SCRAPPY: No matter how bad things got, you never backed down, even when you should have. Your Mettle stat increases by +1 (becoming +2)..

ADDICT (Choose one)

As long as you dose yourself regularly, you gain +1 in that 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 from 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.

+2
ARMOR

DATA POINTS



Spending a Data Point relevant to the current Move: gain +1 to the Roll

Each session, all characters mark xp the first time... (Choose one)

...a bold act fails spectacularly.

...a needed item is scrounged up.

ADVANCEMENT



Maybe tomorrow I'll want to settle down...



COMMON MOVES

FACE ADVERSITY (+Stat)

When you overcome opposition or danger, Roll + the appropriate 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 + the appropriate Stat.
 On a 10+, you gain significant information and earn a Data Point.
 On a 7-9, the GM will reveal interesting, information about the subject.
 On a 6-, the GM will reveal facts you probably wish were not true.

GET INVOLVED (+Stat)

When you involve yourself in an ally's Move, Roll + the appropriate Stat.
 On a 10+ Choose 1

- Turn a failure(6-) into a partial success (7-9)
- Turn a partial success(7-9) into a complete success (10+)
- Turn a complete success(10+) into a partial success(7-9)
- Turn a partial success(7-9) into a failure(6-)

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

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.
 On a 13+, the severity is reduced by two.
 On a 10-12, the severity is reduced by one.
 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.

OPEN FIRE (+Mettle)

When you engage enemy forces in long-ranged firefights, Roll+Mettle.
 On a 10+, you win this engagement, describe the shot-by-shot of the fight.
 On a 7-9, as above, but the GM will choose 1 or more 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 suffered a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in close quarters combat, Roll+Physique.
 On a 10+, you win this battle, describe the blow-by-blow of the fight.
 On a 7-9, as above, but the GM will choose 1 or more 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 suffered a lesser fate (GM chooses).

PATCH UP (+Expertise)

When you perform first aid or repairs, 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/breakage
- Treat a minor debility/malfunction
- Stabilize a major debility/malfunction
- Perform a medical/technical procedure

COMMAND (+Influence)

When you command to a group of NPCs, Roll+Influence.
 On a 10+, they follow those orders to the best of their ability.
 On a 7-9, as above, but they have been significantly impacted, and will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you access a locked, protected system or network, 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



FACTIONS

Distribute 3 Debt between 1, 2 or 3 Factions



Shards of Xa

Space Pirates
 Smugglers, Criminals



Nakamoto Horizons

Trade Consortium
 Expansionist, Rapacious



Ironclad

Galactic Navy
 Regimented, Authoritarian



Epoch Trust

Scientific Cabal
 Advanced, Eilistic



Call in a favor: Earn 1 Debt, cancel financial/social/legal consequences
Refuse to repay a Debt when requested: Earn 1 additional Debt
Perform a task for a faction: Repay 1 Debt



INJURIES

Minor / Major / Severe / Critical / Fatal