THE WRECKER

Rustic Clandestine Industrial

IJ·UJ
UNCHARTED WORLDS

Name

DESCRIPTION

(Choose one from each line)

Wrinkled, Creaking, Rangy, Aged, Weary, Strong.
Muscled, Grimy, Wrinkled, Rigorous, Rugged, Focused.
Hawk nosed, Sinister, Wiry, Bland, Suspicious, Bald.

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

SKILLS

RUSTIC *(Choose one)*

A life of toil on the fringes of civilized space

☐ **CONSTRUCTION:** A few hours 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 the aches and pains from a lifetime of toil. Your Physique stat increases by +1 (becoming +2).

ENGINEERING *(Choose one)*

☐ **REPAIR:** When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This treats critical breakages.

☐ **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 dismantling, demolishing or breaking something, Roll+Physique. On a 10+, choose 2. On a 7-9, choose 1.
  • It doesn't take very long.
  • It doesn't attract too much attention.
  • You recover useful components.
  • You could rebuild or reassemble it.
  • You gain a Data Point about it.

SABOTAGE

When you tamper with something (machinery, plans, relationships, etc) Roll + the appropriate 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.

ASSETS

EVA Work Suit – Simple Attire: Sealed, Rig (Engineering)
Pressurized, spaceworthy, integrated engineering tools.

Overalls – Simple Attire

Tools (Choose two)

☐ **Buzzsaw Gauntlet** – Melee Weapon: Glove, Ripper
  Heavy, weaponized glove. Loud mechanical grinding/cutting

☐ **Sledgehammer** – Melee Weapon: Hafted, Destructive
  Two-handed, property damage, damages vehicles

☐ **Arc Welder** – Melee Weapon: Energy, Shock
  Incandescent, cuts/melts/welds, electrocutes, stuns

☐ **Laser Cutter** – Pistol: Laser
  Precision beam weapon, can cut or weld materials

☐ **Hullbuster** – Explosive Charge: Breaching
  Placed, timer trigger, can breach starships.

☐ **Flamethrower** – Heavy Weapon: Chemical (Incendiary)
  AP, two-Handed, Clumsy, burns, creates fires.

+0 ARMOR

DATA POINTS

Spend 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 piece of junk proves pivotal.*

☐ *...a structural weakness is exposed.*

ADVANCEMENT

If it ain't broke, you aren't trying hard enough...

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, Elitist

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