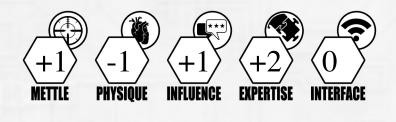# UNCHARTED WORLDS

Name Carol Tadiff

DESCRIPTION

Reptile Alien. Origin: Colonist, Career: Industrial, Military

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

SKILLS

Heavy Lifting (colonist)
  You are trained in wearing cumbersome armor and carrying heavy weight or wearing heavy armors. You can don or remove armor in little to no time. Ignore the clumsy trait from heavy weapons or armor.

Construction (industrial)
  A few hours of work creates a small structure with the following traits or adds that trait to an existing room:
  Shelter
  Defensible
  Concealed
  Workspace

Repair (industrial)
  When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

Unique Weapon (Military)

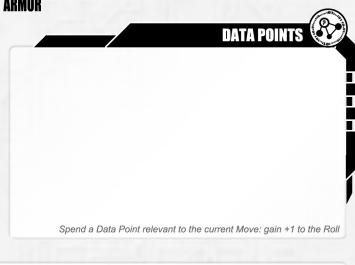Refinery Workspace - material storage tanks

ASSETS

Class 3 Weapon - Range Rifle Close/Far
Firearm
  Shrapnel
  Burst
  Explosive

Attire
  Shielded
  Carapace

Land Vehicle
  Transport

Crew
  Soldiers
  Fearless

+4
ARMOR

DATA POINTS

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

All characters mark xp the first time…

ADVANCEMENT

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 malfunction or minor debility.
• Stabilize a major debility.
• 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

Debts
  1 Fable
  1 Invisible
  1 Scarlet Shark Soldiers

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

Minor / Major / Severe / Critical / Fatal

Major - Burn