

INFINITE GALAXIES

DRIVES & RELATIONSHIPS TRACKING SHEET

ACE – Drives

- Charm people with stories of visiting strange places.
- Destroy a ship more powerful than yours.
- Earn a reward for finishing a job.
- Impress someone with your fine piloting skills.
- Modify a vessel to improve its performance.
- Pilot your ship through dangerous territory.

ACE – Relationships

SR: I need _____ to get me somewhere in a hurry.

Relationship: I must train _____ in their ship duties.

Relationship: _____ needs me to get them out of danger.

Relationship: I'll show _____ how speed kills.

Relationship: I need to keep _____ somewhat grounded.

Relationship: _____ must push me to try new things.

EXPLORER – Drives

- Ambush someone who is unaware of you.
- Challenge an established tradition or law.
- Discover someone's hidden motivations.
- Find goods or resources to help your allies.
- Learn information about a new place or people.
- Safely rest in dangerous territory.

EXPLORER – Relationships

SR: _____ must push me to try new things.

Relationship: I need to show _____ how to be self-reliant.

Relationship: I need _____ to protect me in times of crisis.

Relationship: I must guide _____ to safety.

Relationship: _____ must help me build or repair something.

Relationship: I must make _____ see their own flaws.

JACK – Drives

- Beguile your way into a social circle or institution.
- Defeat someone by taking advantage of them.
- Explore a seedy and dangerous place.
- Find critical information no one else can.
- Get someone out of danger using skill and guile.
- Spend your last credit to help your allies.

JACK – Relationships

SR: I'll get _____ to tell me secrets.

Relationship: I need _____ to keep me somewhat legit.

Relationship: I use _____ as a tool to get what I want.

Relationship: _____ advises me when it comes to money.

Relationship: I'll get _____ to abandon their strict morals.

Relationship: I need _____ as a distraction while I do my thing.

LEADER – Drives

- Convince your allies that you know the right way forward.
- Discover how to survive in a dangerous situation.
- Lead your allies to victory against a significant enemy.
- Negotiate a deal that critically benefits you and your allies.
- Spend a critical resource getting an ally back into the fight.
- Use sound rationale to get someone out of danger.

LEADER – Relationships

SR: I must show _____ the error in their thinking. Again.

Relationship: _____ must keep me safe and able to lead us.

Relationship: I need to get the very best out of _____'s abilities.

Relationship: _____ must admire my magnetic personality.

Relationship: I must keep _____ ready and available for action.

Relationship: _____ must help me find the way out.

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PSI – Drives

- Commune with a Kreth jewel.
- Defeat a force of superior numbers or firepower.
- Infiltrate a social institution using your psionic powers.
- Investigate a new psionic tradition or community.
- Steal critical information from someone's mind.
- Use your psionics to spirit someone from danger.

PSI – Relationships

SR: I must make _____ better understand my powers.

Relationship: _____ must take me to dangerous places.

Relationship: _____ will make me reveal secrets.

Relationship: I will save _____ from certain death.

Relationship: I need to show _____ that psionics are superior.

Relationship: _____ must keep me grounded in reality.

ROBOT – Drives

- Free someone from real or figurative imprisonment.
- Impress your allies with a show of force.
- Investigate a new and interesting place.
- Protect someone from imminent danger.
- Show your innate superiority to biologicals.
- Solve a complex social dilemma.

ROBOT – Relationships

SR: _____ needs me to watch over them.

Relationship: I must help _____ destroy something.

Relationship: I must ensure that _____ keeps their word.

Relationship: _____ relies on my vast knowledge.

Relationship: I need _____ to keep me in good repair.

Relationship: I must learn _____'s secrets.

SCIENTIST – Drives

- Break with established tradition or rules.
- Bring someone or something back from the brink of death or destruction.
- Convey hidden knowledge to someone.
- Create or modify something to further your cause.
- Investigate a new technology or species.
- Take a valuable commodity for your future use.

SCIENTIST – Relationships

SR: I must keep _____ in tip-top shape.

Relationship: _____ must protect me from injury.

Relationship: I need to prove that I am smarter than _____.

Relationship: I need _____ to take me to new places.

Relationship: I must help _____ solve a perplexing mystery.

Relationship: _____ must reward me for my services.

SOLDIER – Drives

- Destroy something important in a spectacular way.
- Discover something critical about an enemy or obstacle you face.
- Explore a dangerous area where combat is likely.
- Heal someone who is dangerously close to death.
- Impress someone with a war story.
- Intimidate someone with a show of force.

SOLDIER – Relationships

SR: I need _____ to show me some respect when it matters most.

Relationship: I must keep _____ vertical and ready.

Relationship: I must train _____ to make better choices in combat.

Relationship: _____ must remind me that I am brave.

Relationship: _____ needs to keep me healed and ready to fight.

Relationship: _____ and I will destroy something together.