

NAME

LOOK

Body:
Eyes:
Fashion:
Hair:
Weapon:

Assign the following to your Ability Scores: +2, +1, +1, 0, 0, -1

STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> Weak	<input type="checkbox"/> Shaky	<input type="checkbox"/> Sick	<input type="checkbox"/> Stunned	<input type="checkbox"/> Confused	<input type="checkbox"/> Scarred
DAMAGE DIE	D8	ARMOR		VITALITY 16 + CON	WOUNDS <input type="checkbox"/> <input type="checkbox"/>

DEFAULT MOVE – CHOSEN ENVIRONMENT

Choose one environment from the list below. Add +1 ongoing to any Explorer moves when in your chosen environment.
 Wilderness Urban Space

DEFAULT MOVE – THE HUNT

When you seek someone or something specific, roll + WIS. Any Success: You learn the location of what you seek. Partial Success: The GM chooses 1 option from: you or someone else is put in danger, you mark 1 Use of your Survival Gear or Utility Belt, or it takes a long time.

DEFAULT MOVE - SCOUT

When you explore a dangerous place, roll + WIS. Any Success: You learn something interesting and useful about this place. Complete Success: You also have the drop on anyone there. If this triggers a Drive, add +1 ongoing to your moves for the rest of the current scene.

Select one of the following Packages. Take all of the moves.

INTUITION

- READ A PERSON: When you size up someone to evaluate them, roll + WIS. Any Success: The GM tells you one motivation, strength, or flaw. Complete Success: You choose which the GM reveals.
- SPOT VULNERABILITY: When you examine an object for its weakness, roll + WIS. Any Success: The GM reveals its vulnerability. Partial Success: You either draw unwanted attention or are put in danger (your choice).
- EXPLOIT WEAKNESS: If you know someone's or something's weakness, add +1 ongoing to exploit it. This lasts for the current scene.

PILOTING

- INTO THE UNKNOWN: When you pilot your vessel into unknown places, roll + INT. Any Success: The GM reveals a previously unknown threat in this place. Complete Success: Add +1 ongoing against this new threat; this bonus lasts no longer than the current scene.
- PATCH: When you repair a vessel, roll + INT. Any Success: Restore 1d8 Hull or 1 Critical to the vessel. Partial Success: Choose 1: It takes twice as long as expected or spend 1-Barter or 1-Credit on parts.
- IMPROVED SENSORS: Choose one additional option on Sensor Scan, even on a failure.

TRAILBLAZING

- A SAFE PLACE: When you seek a safe place in unknown or hostile territory, roll + WIS. Any Success: You find a place and can Rest there. Partial Success: It is still dangerous; take -1 forward to Take Watch. If seeking such a place triggers a Drive, no one gets the drop on you while resting.
- TRACKING: When you track someone, roll + WIS. Complete Success: Choose 3 from the list. Partial Success: Choose 1.
 - When you find them, you have the drop on them.
 - You learn the direction they traveled and when they passed this spot.
 - You learn the numbers and species of your quarry.
 - You pick up a tendency; add +1 forward when dealing with them.
- FLORA AND FAUNA: When you Understand a beast or plant species, add +1 ongoing to deal with that species. This bonus lasts until you leave the species' presence or the end of the session (whichever comes first).

When you advance, you can acquire individual moves from the other packages.

MARK EXPERIENCE

Mark when you trigger a Drive or Relationship, or when otherwise directed:

THE EXPLORER

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- Ambush someone who is unaware of you.
- Challenge an established tradition or law.
- Discover someone's hidden motivations or fears.
- Find goods or resources to help your allies.
- Learn information about a new place or people.
- Pilot a vessel into or out of danger.

Gain 1xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:

- Alien: You are not human. Name and describe your alien race. When you Travel Dangerous Territories in your species' home system / planet, you get a Complete Success when you are the lead.
- Search & Rescue: You have found and rescued people. Once per scene, when you are put in danger, you may take -1 forward to immediately get out of danger.
- Sniper: You are a trained rifleman. When you have the drop on someone, add +1 forward against them.

RELATIONSHIPS

Choose a Relationship for each other character. You may make one of these a Special Relationship.

SR: _____ must push me to try new things.

Relationship: I must guide _____ to safety.

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

Relationship: _____ needs me to fix their mess.

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

Relationship: I will take _____ to strange, new places.

Gain 1xp when you trigger any of these Relationships.

EQUIPMENT

Your Load is (8 + STR):

You start with the following:

Laser Rifle (+2 Damage, Far, Near, 3 Recharge, 2 Wt), Space Rations (3 Uses, 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn), and 2-Credit.

Choose 2 of the following options:

- +1 Credit
- A Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Wt)
- An Electro-Net (Consumable, Electrical, Thrown, 1 Wt)
- Metabolic Tonic (Consumable, 0 Wt)
- Scanning Module (3 Uses, 1 Wt)
- Survival Gear (3 Uses, 2 Wt)
- Synthleather Vest (1 Armor, 1 Wt, Worn)

ADVANCES

When you have marked 9 Experience and you Advance, select one of these options:

- Add +4 to your Vitality or add a Wounds checkbox
- Increase Damage Die to D10
- Increase one of your Ability Scores by 1 (maximum +3)*
- Take a move from another starting Explorer package*
- Choose another environment
- Take a move from another playbook#
- Permanently enhance a Basic or Special move*
- Take on a Companion
- Unlock a 3rd Drive. When a new Milestone is introduced, you may mark 3 Drives.
- ADVANCED WARNING: When you have the drop on someone, you and everyone traveling with you adds +1 forward.
- AMBUSH: When you have the drop on someone, add +1d6 Damage forward.
- EXPERIENCED SCAVENGER: When you successfully Scavenge, you may create a Repair Module instead of taking the 1-Barter.
- FORAGE: When you search for food or supplies, roll + WIS. Any Success: Recover 1 Use of Space Rations or your Utility Belt. Partial Success: Choose to either draw unwanted attention or you are put in danger; if this move triggers a Drive, you do not choose one.
- FOUND ITEMS: When you Scout and get a result of 10+, you also recover 1 item's Use or marked Ammo/Recharge.
- FRINGE TRADER: Add +1 ongoing when you Barter.
- GUARDED WATCH: Everyone in your group adds +1 Armor forward when they Take Watch.
- HUNTER-GATHERER: When you Rest, you hunt/scavenge for food and need not mark a Space Ration.
- INSIGHT: When you know someone's motivation, strength, or flaw, you may Negotiate using WIS instead of CHA. If this triggers a Drive, you also get a resource from them (the GM will tell you what).
- LAY OF THE LAND: When your group Travels Dangerous Territories, you add +1 ongoing while you lead.
- SCAVENGE: When you search a damaged or abandoned vessel or machine for usable parts, roll + WIS. Any Success: You find something valuable; take 1-Barter. Complete Success: Add +1 forward to use what you found.
- SHIELDED EXPLORER: While you have the +1 ongoing from Into the Unknown, your vessel also adds +1 ongoing to its Shields.
- STRIKE THE WEAK SPOT: When you know a target's weakness, add +1d4 Damage ongoing against it. This lasts until the end of the current scene.
- SUPERIOR AMBUSH (req. Ambush): When you have the drop on someone, anyone traveling with you also has the drop on them and adds the +1d6 Damage forward.

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance