

ZOYA_WADE

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(Straggler)



Zoya was born and raised on Bulwark (the center of human civilization in The Forge). Her duty and destiny was to become a scion of her powerful clan (one of the five that compose The Founders). During an internecine power struggle she was framed for the murder of one of her family's political foes. Now a fugitive sought by the Keepers, she fled to the outlands and has steadily made a name (callsign) for herself as a vigilante for hire solving crimes, major and minor, in the outlying settlements. She stays one step ahead of any Keepers trying to haul her back to Bulwark.

Zoya acquired her starship the "Luminous Sorrow" in trade for a precious family heirloom -- an antique statuette of her clans founder. The ship is powered by an ancient precursor device.

STATS

Edge	Heart	Iron	Shadow	Wits
2	1	1	2	3

METERS

ASSETS

Fugitive

FUGITIVE

Path

Hunted by:

ABILITIES:

- ☒ You are hunted by a power or authority. When you make a move, you may improve the result to a strong hit. If you do, fill one segment of a four-segment clock to represent hunters closing in. When the clock is filled, a notable foe or force has tracked you down. If you overcome them or escape, reset the clock and mark 1 tick on your quests legacy track.
- ☐ When you make a move by hiding, concealing your identity, or fleeing from a pursuer, add +1 and take +1 momentum on a hit.
- ☐ When you [Fulfill Your Vow](#) (extreme or greater) by clearing your name or defeating the power or authority who marked you as a fugitive, gain this ability at no cost. You may then exchange this asset for another with the same number of marked abilities.

Sleuth

SLEUTH

Path

ABILITIES:

- ☒ When you [Swear an Iron Vow](#) to solve a murder, disappearance, theft, or other mystery, make the rank of the quest no greater than formidable. Then, when you [Gather Information](#) in the course of the investigation, roll three challenge dice and choose two. If any challenge dice match, you must use those values. On a miss with a match, envision what you learn of a deepening conspiracy or betrayal, make the rank of your quest one higher (no greater than epic), and use the new rank when marking future progress.
- ☐ When you make a move to avoid detection as you put a person or place under surveillance, add +1 and take +1 momentum on a hit.
- ☐ When you [Make a Connection](#) with a potential informant, you may (instead of rolling) take an automatic weak hit.

Starship

STARSHIP

Command vehicle

Name:

ABILITIES:

- ☒ Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you [Advance](#), you may spend experience to equip this vehicle with module assets.
- ☐ When you [Finish an Expedition](#) (dangerous or greater) in your starship and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.
- ☐ When you [Withstand Damage](#), you may roll +heart. If you do, [Endure Stress](#) (-1) on a weak hit or miss.

INTEGRITY:

File (1)	Integrity	Max
Starship	2	5

CONDITIONS:

- ☐ Battered
- ☐ Cursed