

The Fish Out of Water

You don't belong here. You may have passed the training, but you suspect there was some sort of mistake because you are so clearly not suited for this. You have some sort of expertise that is useful, but it doesn't justify your presence in an elite exploration team representing your planet.

Charm
Manipulate Someone

Cool
Act Under Pressure, Help Out

Sharp
Investigate, Read a Bad Situation

Tough
Kick Some Ass, Protect Someone

Technobabble
Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Harm

When you reach 4 or more harm, mark Unstable.

Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

Moves

You get all the basic moves, plus three Fish Out of Water moves.

Pick three of these:

- Lucky bastard:** You regain a Luck point every time you get 10+ on a roll
- Pitiful:** Bad guys feel bad attacking you, so they prefer to target your allies instead
- Is this important?** When other explorers are investigating, you stumble into something important, but misidentify it
- Behind you!** When an ally is protecting you, you help them by calling out the locations of bad guys (+1 help out while being protected)
- I've got a bad feeling about this:** Mark experience any time you get 10+ on read a bad situation rolls
- Time to shine:** Whenever you are separated from the group, you get +1 to all rolls
- Underdog:** Once per mission, get an automatic 12 on a kick some ass roll
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Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

- Stun gun** (1 harm, close, stun)
- Net launcher** (1 harm, close, restraining)
- Pocket knife** (1 harm, intimate, innocuous)
- Walking stick** (1 harm, close, balance, useful)
- Pepper spray** (1 harm, close, stun)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Camouflage** (hide in the woods if things get too real)
- ☐ **Camera** (document things that you discover)
- ☐ **Orthopedic shoes** (+1 act under pressure when fleeing)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Fish Out of Water by name and look, and tell the group what they know about you.

History

Go around the group again. When it’s your turn, pick one of each for the other explorers.

- This explorer recommended you for this job
- This explorer fought extremely hard to prevent you from getting this job
- This explorer has saved your life too many times to count
- This explorer is desperately trying to train you to be good at fighting
- This explorer has way too much faith in your abilities
- This explorer begrudgingly watches your back because the paperwork would be a pain in the ass if you died
- You practically worship this explorer, and you wish you could be more like them
- You somehow managed to save this explorer’s life
- You made a terrible mistake that almost got this explorer killed

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you’ve marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Technobabble (max +3)
- ☐ Get +1 Charm (max +2)
- ☐ Get +1 Sharp (max +2)
- ☐ Take another Fish Out of Water move
- ☐ Take another Fish Out of Water move
- ☐ Gain an ally
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.

- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer