

Name

Callsign

Stamina

Cohesion

Credits:

Careers

2d6 +...

Drift

You may Drift one time for free at the end of your turn. Additional Drifts have a Cost of 1.

When you fall to 0 Stamina you fall unconscious. You may chose to...

- remain unconscious, waking with 1 Stamina at the end of the battle
- regain Stamina by spending points of Cohesion (1 Cohesion for 1 Stamina)
 - regain all lost Stamina and suffer a new Scar

If you have 3 Scars and drop to 0 Stamina, you replace the third option with the following:

- go out in a blaze of glory. Immediately end combat in victory, then leave the story.

Spend 1 Cohesion to...

- reroll any one die
- gain advantage on a Task roll
- give advantage to another Drifter on a Task roll
- clear a drone system of a Drift Die
- regain 1 Stamina

Gain 1 Cohesion when...

- you Assist another Drifter
- another Drifter Assists you
- an enemy combatant is wrecked
- you score a critical success in a Task roll

Stars

Scars

[illegible]This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. At the right end of each line, there is a small, dark gray diamond shape. There are 11 such lines visible on the page.