

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...

- spend 1 Collision token
    - 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

The diagram consists of two parallel horizontal black lines. On the left line, there are nine small diamond-shaped markers placed at regular intervals along its length. Similarly, on the right line, there are nine corresponding diamond markers aligned with the same positions on the left line.