

U·W

UNCHARTED WORLDS

Name

ASSETS



DESCRIPTION



METTLE



PHYSIQUE



INFLUENCE



EXPERTISE



INTERFACE



SKILLS



ARMOR

DATA POINTS



Spend a Data Point relevant to the current Move: gain +1 to the Roll

All characters mark xp the first time...

ADVANCEMENT





COMMON MOVES

FACE ADVERSITY (+Stat)

When you overcome opposition or danger, Roll + the appropriate Stat.
On a 10+ you overcome the opposition or danger, just as you described.
On a 7-9, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

ASSESSMENT (+Stat)

When you collect critical information about an important, dangerous or mysterious subject, Roll + the appropriate Stat.
On a 10+, you gain significant information and earn a Data Point.
On a 7-9, the GM will reveal interesting, information about the subject.
On a 6-, the GM will reveal facts you probably wish were not true.

GET INVOLVED (+Stat)

When you involve yourself in an ally's Move, Roll + the appropriate Stat.
On a 10+ Choose 1

- Turn a failure(6-) into a partial success (7-9)
- Turn a partial success(7-9) into a complete success (10+)
- Turn a complete success(10+) into a partial success(7-9)
- Turn a partial success(7-9) into a failure(6-)

On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.
On a 13+, the severity is reduced by two.
On a 10-12, the severity is reduced by one.
On a 7-9, you suffer an injury of that severity.
On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM's discretion.

OPEN FIRE (+Mettle)

When you engage enemy forces in long-ranged firefights, Roll+Mettle.
On a 10+, you win this engagement, describe the shot-by-shot of the fight.
On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in close quarters combat, Roll+Physique.
On a 10+, you win this battle, describe the blow-by-blow of the fight.
On a 7-9, as above, but the GM will choose 1 or more consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffered a lesser fate (GM chooses).

PATCH UP (+Expertise)

When you perform first aid or repairs, Roll+Expertise.
On a 10+, choose 1 from the list below.
On a 7-9, choose 1, but you've reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.

- Treat a single minor, major or severe injury/breakage
- Treat a malfunction or minor debility.
- Stabilize a major debility.
- Perform a medical/technical procedure

COMMAND (+Influence)

When you command a group of NPCs, Roll+Influence.
On a 10+, they follow those orders to the best of their ability.
On a 7-9, as above, but they have been significantly impacted, and will not accept a new Command until those issues have been dealt with.

ACCESS (+Interface)

When you access a locked, protected system or network, Roll+Interface.
On a 10+, credentials verified, access granted. The system is now open to Interface-based Moves.
On a 7-9, as above, but your breach is detected. The owners of the system will likely retaliate soon, either electronically, legally or physically

FACTIONS



Call in a favor: Earn 1 Debt, cancel financial/social/legal consequences
Refuse to repay a Debt when requested: Earn 1 additional Debt
Perform a task for a faction: Repay 1 Debt

INJURIES



Minor / Major / Severe / Critical / Fatal