

COHORT NAME

RALLYING CRY

Choose Destiny or Doom to use your Motto as A6 / 1D. You may use this once per scenario.

VEHICLE NAME

ETHERTECH—(●) SOLARTECH—(●)

VEHICLE DESCRIPTION

COHORT DESCRIPTION



CREATE AN OPPORTUNITY

One PC forgoes contributing modifiers that favor the Cohort this round. These are Beneficial(+) modifiers on the Cohort turn and Hindering(-) modifiers on the Challenge turn. At the end of the round, add one Destiny to the Destiny pool. This may be used by the Cohort once per round.

CHECK THIS OUT

The Cohort chooses Destiny or Doom to introduce a new piece of information into the narrative. This information is improvised and not found as an existing trait. It creates a temporary Rank 1 trait that applies a Beneficial(+) modifier to the Cohort or a Hindering(-) modifier to the Challenge (the Cohort must choose which). This may be used by the Cohort once per scene and lasts for the duration of the scene.

< TACTICS >

ARMOR

RANK

STRESS

1 2 3 4 5 6 7 8 9 10

Disable a Vehicle Attribute

Pilot

Expertise: Stallion

SPEED

RANK

HANDLING

RANK

Navigator

Expertise: Stallion

SENSORS

RANK

Mulekick

Expertise: Venger

TURRET

RANK

Supply Runner(s)

Expertise: Any

CARGO CAPACITY

RANK

🔪/🔪: Use Scav Supplies. Roll **SCAV** test. Remove 1 🔪 per success.
🔪🔪: Major **SCAV** 10 challenge, Scav Supplies rank ≥ attribute rank.

< ADVERSARIES >

RANK	
RANK	
RANK	

RANK	
RANK	
RANK	

< ALLIES >

RANK	
RANK	
RANK	

RANK	
RANK	
RANK	

SLOT 1

RANK	If used:	If traded:
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SLOT 2

RANK	If used:	If traded:
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SLOT 3

RANK	If used:	If traded:
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SLOT 4

RANK	If used:	If traded:
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SLOT 5

RANK	If used:	If traded:
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SLOT 6

RANK	If used:	If traded:
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