

COHORT NAME

THE SETTING SUN

RALLYING CRY

"We Rise!"

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

The Setting Sun is known as a well-rounded Cohort capable of taking on any challenge that comes their way. Respected and derided by their friends and foes in equal measure, nothing stands in their way when it comes to Moonshards.



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.

VEHICLE NAME

THE TWILIGHT

ETHERTECH—(●) SOLARTECH—(●)

A large, treaded transport resembling a cross between an armored carrier and a tank. Its dusk-colored sides glitter with Ethertech-powered "stars" and a stylized version of the Glittering Ring. Despite its bulk, the Twilight is surprisingly quick. Just make sure to point it in a straight line unless Zan is behind the wheel.

ARMOR **3** RANK -2 / 2D

STRESS 1 2 3 4 5 6 7 8 9 10 Disable a Vehicle Attribute

Pilot

Expertise: Stallion

SPEED **3** RANK +2 / 2D

HANDLING **1** RANK +1 / 1D

Navigator

Expertise: Stallion

SENSORS **2** RANK +1 / 2D

Mulekick

Expertise: Venger

TURRET **2** RANK +1 / 2D

Supply Runner(s)

Expertise: Any

CARGO CAPACITY **3** RANK 6 slots

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

< ADVERSARIES >

3 RANK The Bluestripes

2 RANK

1 RANK

3 RANK

2 RANK

1 RANK

< ALLIES >

3 RANK Baron Drayk

2 RANK

1 RANK

3 RANK

2 RANK

1 RANK

SLOT 1 Moonshards

If used: **1** RANK Power Up

If traded: +1 / 1D

SLOT 2 Scav Supplies

If used: **2** RANK +2D6 to Scav

If traded: +1 / 2D

SLOT 3

1 RANK

SLOT 4

1 RANK

SLOT 5

1 RANK

SLOT 6

1 RANK