

# THE SCOUT



*Pathfinder. Trailblazer. Wayfarer... They have given you so many names! All because you rule where they fear to tread, off the beaten path.*

## STATS

Choose one:

- Force 0, Lore 0, Steel 1, Sway 0
- Force 0, Lore 1, Steel 1, Sway -1
- Force 0, Lore 0, Steel 2, Sway -1

## LOOKS

*Masculine, feminine, concealed, transgressing*

*Weathered face, scarred face, grizzled face, rugged face*

*Keen eyes, clear eyes, canny eyes, haunted eyes*

*Husky body, sinewy body, gaunt body, lanky body*

## BACKSTORY

Read these out and ask for volunteers:

*I raised \_\_\_\_\_ on the wild frontiers of the homeland.*

*\_\_\_\_\_ and I found Dead Man's Gorge and survived its curse.*

*\_\_\_\_\_ 's actions doomed scavengers I counted as friends.*

NAME: \_\_\_\_\_

FORCE  LORE  STEEL  SWAY

## CHOOSE TWO MOVES:

### SHADOWS UNBOUND

*When you harass your foes as they travel the wastelands, hold 1 for each of the following: they traverse Hostile Grounds, they are not natives to that area, they are not expecting you, you have perfect cover, you lead a team to attack.*

Spend hold to:

- **Savage them.** Gain 1-Treaty on a witness' Family/Faction as fearful tales spread.
- **Waylay them.** Critically delay their actions or force them to take a route of your choice.
- **Harry them.** Pick their numbers apart, priming an overwhelming force for Fiercely Assault.
- **Sabotage them.** Destroy their cargo, their vehicles or their supplies.
- **Elude them.** Avoid revealing your position or identity.

You can chose each options more than once. A force much larger than yours may require more than one hold spent, at the GM's discretion.

### SIGHTS UNSEEN

*When you Unearth Forgotten Lore in the wilds, you can always ask a followup question that the GM must answer truthfully. If you discover an unexpected treasure or enemy force, gain 1 Data.*

### WORDS UNSPOKEN

*When you find a new people deep in the Wastelands you can roll Familiar Face and Find Common Ground with Lore. When you do, you can overcome any language barrier.*

### PATHS UNTRIDDEN

*When you lead an expedition through Hostile Grounds, pick two from:*

- You leave no tracks
- You move unseen.
- You travel in forced march
- You travel safely

*When you evade your enemies in the wilds, roll Forge a Path with Steel.*

### LA LONGUE CARABINE

Chose two of the following:

- Your *melee* weapons have the tag *brutal*.
- Your *ranged* weapons have the tag *far*.
- Your outfits always have the tag *thermo*.
- Your vehicles always have the tag *durable*.

### INHERITANCE

Get an Inheritance move from your Family:

## ROLES

*Trigger one at character creation.*

**Leader:** when you take some of your People to settle a new land, describe its harshest season and how you plan to survive it.

**Agent:** when you go on a journey to a unknown land, describe its riches. The GM will tell you what the journey will cost you.

**Rebel:** when you discover a new people, tell us about their customs and why you love them. The GM will say how they're doomed.

**Outsider:** when you find a new home among the wasteland's inhabitants, say how the experience has made you wiser and tougher. The GM will say what's called you away from your new home.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

## HARM

- On the run** *When you mark off your Dead box, you return as a revenant dead set on one last task. Keep all*
- Pinned** *your penalties, but heal two Harm boxes. You*
- Feverish (-1 Sway)** *gain 3-Armor until your task is done - then you*
- Lame (-1 Force)** *find rest.*
- Dead**

## GEAR AND NOTES

You and those you travel with add the *camo* tag to their outfits.