

DRIFTER

Drifters from Other Eras

Drifter Service Skills (Cowboy Era)

- 1 Athletics (any) or Art (any)
- 2 Melee (unarmed)
- 3 Recon
- 4 Streetwise
- 5 Stealth
- 6 Survival

Specialist: Cowboy Era Drifter

- 1 Carouse
- 2 Gun Combat or Bow Combat (any)
- 3 Melee (unarmed)
- 4 Survival
- 5 Animals (any)
- 6 Gambling

Specialist: Cowboy Era Barbarian

- 1 Bow Combat or Gun Combat (any)
- 2 Survival
- 3 Stealth
- 4 Recon
- 5 Melee (blade or unarmed)
- 6 Animals (any)

Specialist: Cowboy Era Sailor or Pirate (Barbarian)

- 1 Animals (any)
- 2 Seafarer (any)
- 3 Survival
- 4 Melee (blade)
- 5 Gun Combat or Bow Combat (any)
- 6 Carouse

Specialist: Cowboy Era Charlatan (Wanderer)

- 1 Gun Combat or Bow Combat (any)
- 2 Gambling
- 3 Deception
- 4 Medical
- 5 Melee (blade or unarmed)
- 6 Animals (any)

Ranks and Benefits

Rank	Barbarian (Medieval)	Skill or Benefit	Barbarian (Cowboy)	Skill or Benefit	Wanderer (any)	Skill or Benefit
0						
1		Survival 1		Survival 1		Streetwise 1
2	Warrior	Melee (blade) 1	Hombre	Gun Combat (any) 1		
3						Deception 1
4	Chieftan	Leadership 1	Boss	Leadership 1		
5						
6						

Drifter Service Skills (Medieval Era)

- 1 Athletics (any) or Art (any)
- 2 Melee (unarmed)
- 3 Recon
- 4 Streetwise
- 5 Stealth
- 6 Survival

Specialist: Medieval Adventurer (Barbarian or Wanderer)

- 1 Animals (any)
- 2 Melee (blade, polearm, or unarmed)
- 3 Bow Combat (any)
- 4 Deception
- 5 Seafarer (or Survival if no water)
- 6 Carouse

Specialist: Medieval Soldier (Barbarian)

- 1 Animals (any)
- 2 Melee (blade, polearm, or unarmed)
- 3 Bow Combat (any) or Melee (polearm)
- 4 Siege Engine / Heavy Weapon (any)
- 5 Seafarer (or Survival if no water)
- 6 Tactics

Personal Development (all)

- 1 +1 Str
- 2 +1 End
- 3 +1 Dex
- 4 Jack of all Trades
- 5 +1 End
- 6 +1 Int

Qualification: Automatic

Basic Training: Unlike other careers, a Drifter gains level 0 skills from the appropriate Specialist table instead of the Service Skills table in basic training.



MISHAPS

1d6 Mishap

- 1 Severely injured. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table (page 37) and take the lower result.
- 2 Injured. Roll on the Injury table.
- 3 You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
- 4 You suffer from a life-threatening illness. Reduce your Endurance by 1.
- 5 Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy.
- 6 You don't know what happened to you. There is a gap in your memory.

EVENTS

2d6 Events

- 2 Disaster! Roll on the mishap table, but you are not ejected from this career.
- 3 A patron offers you a chance at a job. If you accept, you gain a +4 DM to your next Qualification roll, but you owe that patron a favour.
- 4 You pick up a few useful skills here and there. Gain one level of Jack of all Trades, Survival, Streetwise or Melee (any).
- 5 You manage to scavenge something of use. Gain a +1 DM to any one Benefit roll.
- 6 You encounter something unusual. Go to the Life Events table (page 34) and have an Unusual Event.
- 7 Life Event. Roll on the Life Events table (page 34).
- 8 You are attacked by enemies. Gain an Enemy if you do not have one already, and roll either Melee (any) 8+, Gun Combat (any) 8+ or Stealth 8+ to avoid a roll on the Injury table.
- 9 You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1d6:
On a 1–2, you are injured – roll on the Injury table.
On 3–4, you survive, but gain nothing.
On a 5–6, you succeed. Gain +4 to one Benefit roll.
- 10 Life on the edge hones your abilities. Increase any skill you already have by one level.
- 11 You are forcibly drafted. Roll for the Draft next term.
- 12 You thrive on adversity. You are automatically promoted.



CAREER PROGRESS

	Survival	Advancement
Barbarian	End 7+	Str 7+
Wanderer	End 7+	Int 7+
Scavenger	Dex 7+	End 7+

When advancing as a Drifter, even if you roll under the number of terms spent in this career, you are not forced to leave the career.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	None	Contact
2	None	Weapon
3	1,000	Ally
4	2,000	Weapon
5	3,000	+1 Edu
6	4,000	Ship Share
7	8,000	Two Ship Shares

Behind the Claw

A slang term used by inhabitants of the Spinward Marches, Deneb and Trojan Reach sectors to refer to those areas. The term derives from a supposed resemblance between a claw and the Great Rift as seen on maps of the Imperium. Inhabitants of this region feel a certain pride in this designation, and is used to imply they share a camaraderie and common interest. The name was once used as the title of a popular news magazine with a circulation area encompassing the three sectors named above. The term is rarely used by inhabitants of other areas of the Imperium.