

THE JOBBER

You've got a bit of tech, and can support a companion

NAME

BACKGROUND (PICK ONE)

- Lifestylist +1 Love
- Gamer +1 Twitch
- Programmer +1 Hack

LOOK

INJURIES

FAVOR

0 0 0

SPECIAL ABILITIES (PICK TWO)

Start with 3 Favor.

- Internet Famous: Increase your maximum Favor by 1 (to 4).
- Well-off: It is difficult to become broke: two boxes must be ticked to be out of cash.
- Battlestation: It is difficult for one piece of tech to become crapped out: two boxes must be ticked for it to be out of commish.
- Random Tiny Tools: Take one item in your rig's loadout that doesn't count towards heavy.
- Knows Your Heart: On two 6s to Love when it's difficult, mark off all situations as successful. (This even works if you had zero in the stat.)

CONNECTIONS

ITEMS

- Phone (portable computer)
- Keys
- Wallet
- Pocket knife
- Multi-tool
- Flashlight
- Notepad and pen
- Sidearm

CRAPPED OUT

BROKE?

STATS (SPEND \$, MAX 2)

BRAINS

- Scan
- Bodge
- Hack

MUSCLES

- Twitch
- Burn
- Smash

BONES

- Scrape
- Love
- Endure

WHEELS ON THE ROAD

THE GOAT

You've got an old uniform and an old sidearm, and the capacity for violence.

NAME

BACKGROUND (PICK ONE)

- Con +1 Endure
- Vet +1 Burn
- Retired enforcer +1 Smash

LOOK

INJURIES

FAVOR

0 0

SPECIAL ABILITIES (PICK TWO)

Start with 2 Favor.

[] Knows Violence: On two 6s to Smash or Endure when it's difficult and bloody, mark off all situations as successful.

[] Badass Rig: It is difficult for your one part of your rig to become crapped out: two boxes must be ticked for it to be out of commish.

[] Well-oiled: It is difficult for your sidearm to become crapped out: two boxes must be ticked for it to be out of commish.

[] Shield: One nearby ally can use your endure rating for a dicey situation; describe how you intervene. On a 1-4 as the highest number, you have a bad thing happen.

[] Disguise: You can re-assume the dress and mannerisms from your old life, and pass as a Con/Vet/Enforcer until thoroughly examined.

CONNECTIONS

ITEMS

- Phone (portable computer) 0
- Keys 0
- Wallet 0
- Pocket knife 0
- Multi-tool 0
- Flashlight 0
- Notepad and pen 0
- Sidearm 0

CRAPPED OUT

BROKE? 0

STATS (SPEND \$, MAX 2)

BRAINS

- Scan 0 0 0
- Bodge 0 0 0
- Hack 0 0 0

MUSCLES

- Twitch 0 0 0
- Burn 0 0 0
- Smash 0 0 0

BONES

- Scrape 0 0 0
- Love 0 0 0
- Endure 0 0 0

WHEELS ON THE ROAD

THE WEIRDY

You've got a specialized skill, and the distrust of the "normals."

NAME

BACKGROUND (PICK ONE)

- Old fuck +1 Bodge
- Neurodiv +1 Scan
- Refugee +1 Scrape

LOOK

INJURIES

FAVOR

0 0

SPECIAL ABILITIES (PICK TWO)

Start with 2 Favor.

[] Odd Wavelength: On two 6s to Scan or Endure when it's difficult, mark off all situations as successful.

[] Unusual Value System: When you criticize someone harshly enough to make an enemy, regain one Favor.

[] Blend In: You find it easy to hide yourself in a crowd. Roll an extra die in dicey social situations where you're trying to avoid attention.

[] Destructor: You can see where the weaknesses are. When you use Bodge, Hack, or Love in a destructive, dicey situation, roll an additional die.

[] Provoke: Roll an additional die when you try to attract attention during a dicey situation.

CONNECTIONS

ITEMS

- Phone (portable computer) 0
- Keys 0
- Wallet 0
- Pocket knife 0
- Multi-tool 0
- Flashlight 0
- Notepad and pen 0
- Sidearm 0

CRAPPED OUT

BROKE? 0

STATS (SPEND \$, MAX 2)

BRAINS

- Scan 0 0 0
- Bodge 0 0 0
- Hack 0 0 0

MUSCLES

- Twitch 0 0 0
- Burn 0 0 0
- Smash 0 0 0

BONES

- Scrape 0 0 0
- Love 0 0 0
- Endure 0 0 0

WHEELS ON THE ROAD

THE DROPOUT

You have a chip on your shoulder, and a bunch of weird knowledge.

NAME

BACKGROUND (PICK ONE)

- Spacer** take Brainy
- Brat** take Snotty
- Anarchist** take Snark

LOOK

INJURIES

FAVOR

0 0 0

SPECIAL ABILITIES (PICK TWO)

Start with 3 Favor.

[] Brainy: Burn one Favor to re-roll a failed Scan, Hack, or Scrape situation (maximum one use per situation).

[] Snotty: If you're ever broke, burn one Favor to restore your access to cash, you trust fund baby.

[] Snarky: Burn one Favor to re-roll a failed Burn, Smash, or Endure situation (maximum one use per situation).

[] Googolplex Sources: Factual information is your specialty. With time and internet access, you can learn one relevant fact (ask the GM), burn one Favor to learn how that fact might be useful.

[] Making Connections: If you have quiet time and your vice of choice (mushrooms, family Skype session, red literature), you can gain insight: Ask the GM two different questions, the GM will answer one truthfully.

ITEMS

- Phone (portable computer) 0
- Keys 0
- Wallet 0
- Pocket knife 0
- Multi-tool 0
- Flashlight 0
- Notepad and pen 0
- Sidearm 0

CRAPPED OUT

BROKE? 0

STATS (SPEND \$, MAX 2)

BRAINS

- Scan 0 0 0
- Bodge 0 0 0
- Hack 0 0 0

MUSCLES

- Twitch 0 0 0
- Burn 0 0 0
- Smash 0 0 0

BONES

- Scrape 0 0 0
- Love 0 0 0
- Endure 0 0 0

CONNECTIONS

WHEELS ON THE ROAD

CARGO CLASS

So roomy!

NAME

LOOK

BATTLE SCARS

SPECIAL ABILITIES (PICK TWO)

[] Basically a Bus: Your rig can hold 12 more people (at light loadout) or 8 more people (at heavy loadout).

[] Smuggler's Haven: You've got all kinds of secret voids for contraband. It's never difficult to keep things hidden.

[] Armoured: Your rig is decked out with plates, grates, and guardrails. Increase Shell by 1 (which is max 3 to start, instead of max 2).

[] Luxury Apartment: Your car-house feels more like a car-home. Letting others spend significant time there lets the character regain one Favor.

[] Cargo Hold: Your rig could hold someone else's rig for 4 points of loadout. This is useful for repairs or stealth.

STATS (START AT 1, SPEND 4, MAX 20)

ENGINE

Acceleration 0 0
Torque 0 0 0
Handling 0

ELECTRICAL

Batteries 0 0 0
Autopilot 0 0 0
Environmental 0 0 0

INTEGRITY

Shell 0 0 0
Drivetrain 0 0 0
Tires 0 0 0

LOADOUT

CRAPPED OUT

CRAPPED OUT

- Engine system 0
- Drivetrain system 0
- Battery bank 0
- Electrical systems 0
- Toilet 0
- Kitchen 0
- Bed 0
- Personal effects 0
- _____ studio 0
- Additional beds 0
- Additional personal effects 0

- Solar system 0
- Fast-charge system 0
- Contraband 0
- Weapons 0
- Food shipment 0
- _____ shipment 0
- _____ shipment 0

(Light: <8, Heavy: 8-14)

WHEELS ON THE ROAD

COMMUTER CLASS

So basic!

NAME

LOOK

BATTLE SCARS

SPECIAL ABILITIES (PICK TWO)

[] Carpool: Your rig can hold 2 more people at light loadout.

[] Cheap Parts: Nothing about this rig is special. It's never difficult to repair or replace things.

[] Supercap Booster: Your rig has a speed booster. Roll 3 dice for one Acceleration situation, but then it's crapped out (in addition to any bad stuff on a fail).

[] Dull: You've got the generic model, with no upgrades, in gray. It is never difficult to be inconspicuous with this vehicle.

[] Commuter-web™: Roll an extra die in dense traffic.

STATS (START AT 1, SPEND 2, MAX 20)

ENGINE

Acceleration 0 0 0

Torque 0 0

Handling 0 0 0

ELECTRICAL

Batteries 0 0 0

Autopilot 0 0 0

Environmental 0 0 0

INTEGRITY

Shell 0 0

Drivetrain 0 0

Tires 0 0 0

LOADOUT

CRAPPED OUT

CRAPPED OUT

- Engine system 0
- Drivetrain system 0
- Battery bank 0
- Electrical systems 0
- Toilet 0
- Kitchen 0
- Bed 0
- Personal effects 0
- _____ studio 0
- Additional beds 0
- Additional personal effects 0

- Solar system 0
- Fast-charge system 0
- Contraband 0
- Weapons 0
- Food shipment 0
- _____ shipment 0
- _____ shipment 0
- Supercap booster 0

(Light: <7, Heavy: 7-10)

WHEELS ON THE ROAD

TECHNICIAN CLASS

So useful!

NAME

LOOK

BATTLE SCARS

LOADOUT

- Engine system
- Drivetrain system
- Battery bank
- Electrical systems
- Toilet
- Kitchen
- Bed
- Personal effects
- _____ studio
- Additional beds
- Additional personal effects

CRAPPED-OUT

- Solar system
- Fast-charge system
- Contraband
- Weapons
- Food shipment
- _____ shipment
- _____ shipment
- Tool bench
- Tool chest
- Heavy duty kit

CRAPPED-OUT

SPECIAL ABILITIES (PICK TWO)

- Heavy Duty: Your rig has a chainsaw, a welder, a jackhammer, and a winch.
- Test Bench: You've got a 'scope, a multi-meter, and a soldering iron. When you Bodge, you can spend one Favor to re-roll a failed roll (maximum once per situation).
- Long Range: Your rig has a ton more batteries. It is difficult for your rig to have its batteries crap out (add a second box).
- Towing Power: Torque for days! Increase Torque by 1 (which is max 3 to start, instead of max 2).
- Tool Chest: You've got that size of wrench and that gauge of wire. People can come to you with crapped out vehicle systems, which you can fix (and gain one Favor if it helps the community).

STATS (START AT 1, SPEND 2, MAX 20)

ENGINE

- Acceleration
- Torque
- Handling

ELECTRICAL

- Batteries
- Autopilot
- Environmental

INTEGRITY

- Shell
- Drivetrain
- Tires

(Light: <8, Heavy: 8-12)

**WHEELS
ON THE
ROAD**

SPORTS CLASS

So speedy!

NAME

LOOK

BATTLE SCARS

SPECIAL ABILITIES (PICK TWO)

[] Pure Class: Your rig has heated leather seats and a powerful sound system (for one point of loadout). Your car has one Favor that you can spend when impressing people (there's no harm in the car having zero Favor).

[] Speed Demon: You've got the need. Roll one more die for Acceleration when not using auto-pilot.

[] On a Dime: You don't need "auto" anything. Roll one more die for Handling when not using auto-pilot.

[] Long Drive: You can take the scenic route to regain one Favor.

[] A Thing of Beauty: She's gorgeous. If your rig becomes visibly damaged in public, gain one Favor.

STATS (START AT 1, SPEND 2, MAX 20)

ENGINE

Acceleration 0 0 0
Torque 0 0 0
Handling 0 0 0

ELECTRICAL

Batteries 0 0 0
Autopilot 0 0
Environmental 0 0 0

INTEGRITY

Shell 0 0
Drivetrain 0 0
Tires 0 0 0

LOADOUT

CRAPPED OUT

CRAPPED OUT

- Engine system 0
- Drivetrain system 0
- Battery bank 0
- Electrical systems 0
- Toilet 0
- Kitchen 0
- Bed 0
- Personal effects 0
- _____ studio 0
- Additional beds 0
- Additional personal effects 0

- Solar system 0
- Fast-charge system 0
- Contraband 0
- Weapons 0
- Food shipment 0
- _____ shipment 0
- _____ shipment 0
- Sound system 0

(Light: <6, Heavy: 6-9)

FAVOR

0

WHEELS ON THE ROAD