

ROLL FOUR / TELL STORIES

4d4

SPACE MINERS THE DRIFT



CLAIM / CUT / HAUL / COME HOME

Written and designed by Aron Pence

Published by Roll4d4 / roll4d4.com

PLAYTEST EDITION 0.2

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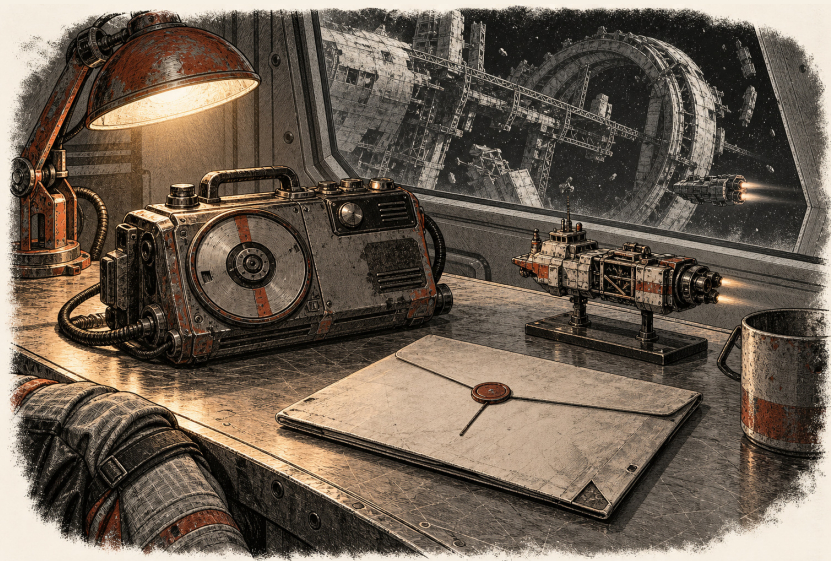
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HOW TO USE THIS BOOK

This book is a complete industrial-space setting for 4d4. It assumes one 4Caster and two to five players. Everyone needs four-sided dice, pencils, and a visible place to track Ready, Spent, Strained, and

Damage Dice.

Rules marked **CORE 4D4** restate the current Rules Kernel. If a summary here is unclear, the current kernel controls. Rules marked **DRIFT RULE** add a procedure for this setting. A Drift rule replaces core procedure only when it explicitly says **REPLACEMENT** and names the rule it replaces. Skills, Powers, Statuses, items, Agents, and Scenes control only their printed effects.

If the group already knows 4d4, begin with character creation on page 19. If nobody knows it, play pages 5–10 first. Choose the three ready characters, place them outside the Dead Array, and learn by making the first cut. The opening scene is deliberately small: one goal, a Scene Pool total allocated among three Agent-owned Pools, and two clocks.

Read ability notation literally. P2 + 2 requires a **Power Die** showing 2 and a separate surviving Normal or **Power Die** showing 2. SPEND removes surviving Normal and Power results used to pay a Pattern. **Combo Dice** are already Spent and never enter the contest. “On success” means the acting side must win that comparison. “Regardless” means the Effect resolves when its paid Pattern survives, even if the acting side loses.

The Drift is dangerous, but danger should be legible. State decompression, debt, pursuit, contamination, and violence before dice are committed. A bad roll changes the situation; it does not give the 4Caster permission to hide the stakes.

GET TO THE WRECK

The crew's cutter, **Good Intent**, is six payments behind and one bad burn from becoming inventory. A derelict survey spindle called the Dead Array has appeared beyond Sable Anchorage. Its registry says it was dismantled eleven years ago. Its transponder is still broadcasting a valid salvage waiver in the voice of a woman who died there.

Tonight's job is simple: enter the Array, reach the sealed core, and recover its claim recorder before rival cutters arrive.

AT THE TABLE

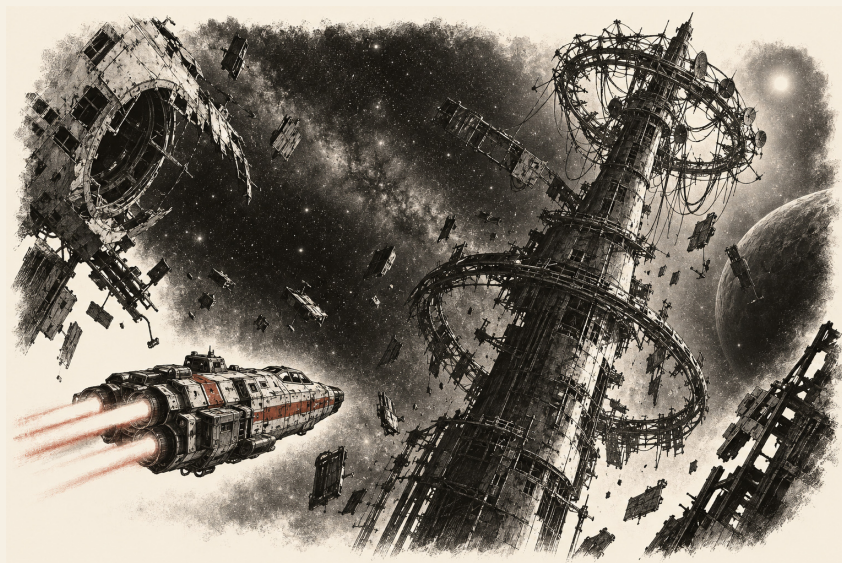
1. One player takes Nia Rook, one takes Ors Mako, and one takes Pell Juno.
2. Put twelve **Normal Dice** beside each character. Mark each Power and **Combo Die** separately. Their suit provides the listed **Armor Die**.
3. The 4Caster prepares a Scene Pool total of twenty-seven **Normal Dice** and allocates Pool 9 to each of the Dead Array's three starting Agents. Each allocation is separate and nonfungible.
4. Read the opening on page 7. Ask each player what the Array took from their character the last time they worked near it.

WHAT YOU ARE TRYING TO LEARN

Do not memorize the book. Say what your character wants, choose how they do it, and let the Axis cap the wager. Matching Normal and **Power Dice** form Clusters. More Clusters control the result. Unmatched 1s and 2s can become Help; 3s and 4s move the Scene.

CORE 4D4: Each character receives one action opportunity per Round. Direct defense does not spend it. Helping or interfering for someone else does. Spent Normal and **Power Dice** refresh only when the Turn ends; **Combo Dice** refresh each Round.

The first person to touch the Array hears the dead woman say: "Please do not let them sell me twice."



THE ROLL AT THE TABLE

When an uncertain action can change the scene, use this **CORE 4D4** sequence.

- 1. Declare.** State intent, immediate risk, honest cardinal or composite Axis, and at most one active Skill or Power. Declare Damage or Strain for an ordinary harmful action.
- 2. Commit.** Spend at least one Ready **Normal Die**, up to the Axis cap. You may add Ready **Power Dice** up to **POWER**. If an ability is declared, you may add Ready **Combo Dice** up to **COMBO**. Applicable directional **Damage Dice** roll automatically.
- 3. Cancel.** Matching Damage results cancel the roller's Normal or Power results. The target then rolls applicable Armor; matching Armor results cancel more. Damage and Armor never pay Patterns.
- 4. Pay and divide.** Check the declared Pattern. Pay SPEND or record TRIGGER, discard Combo results from the contest, then divide surviving Normal and **Power Dice**. Matching pairs or larger groups are Clusters. The rest are Stragglers.
- 5. Move the Scene and react.** Resolve any printed POST-DIVISION reaction, then leftover 3s and 4s. The targeted participant or Agent may then directly react at ORDINARY from its own Pool; it may react again to a later incoming action while dice remain. Eligible non-targets may spend their unused Round opportunity to support or interfere. An earlier printed reaction replaces that participant's ordinary entry within this exchange. Reactions never open reactions.
- 6. Help and compare.** A held 1 adds one Help Cluster to its roller's roll. A held 2 helps another participant. Help has tie value 0. More Clusters wins; on a tie, add every die inside retained rolled Clusters; if still tied, the defender holds.

Margin is the Cluster-count difference. A tie won by value has Margin 0. Ordinary successful harm equals Margin. Each Damage converts one **Normal Die** into directional Damage. Each Strain sets aside one Ready **Normal Die** until Turn refresh. At Damage equal to the fixed Pool, a living character dies by default.

OPENING SCENE: THE DEAD ARRAY

Read or paraphrase:

The Array turns without lights, a black needle caught in a slow wreath of antenna wire. Your cutter matches its spin. Frost feathers the airlock seam. Then the dead transponder speaks across your suit channel: “Claimant present. Witnesses requested.”

Goal: Open the core lock and leave with the claim recorder.

Dominant Axis: E.

Scene Pool total: Easier, 75% of Party Total; 27 for the three ready characters. **Agent Pools:** 9 / 9 / 9.

Mode: ATTRITION. **Defeat and break:** An Agent is defeated when Damage equals its own Pool. It also has EARLY BREAK 3 accumulated Damage or 3 Strain in one exchange; on either result, ATTRITION removes that Agent and its remaining resources.

Agents (3):

SPINNING HULL — N3, S3, E2, W1. It shears lines, jams doors, and throws bodies into open space.

WIRE BLOOM — N2, S4, E3, W1. It snags suits, relays false motion, and lashes exposed equipment.

CLAIM RECORDER — N1, S1, E4, W4, Armor E1. It tests identity, refuses unsafe access, and asks questions nobody prepared to answer.

Encounter Axes: N6, S8, E9, W6.

EXPOSURE 0/4. Leftover 3: Exposure +1. At 4, every living participant outside a sealed compartment takes 1 Strain; reset Exposure to 2.

ACCESS 0/4. Leftover 4: Access +1. At 4, the core lock opens. The next successful action at the recorder secures it and ends the scene.

Failure never seals the only route. It costs dice, time, position, air, or evidence. When the crew wins, the recorder contains one impossible line: its owner filed a new claim three hours ago.

NIA ROOK

VOID RIGGER; STEADY HANDS, UNPAID PROMISES

Nia learned to cross a spinning hull before she learned why the company kept changing its name.

N 3 | S 4 | E 3 | W 2 | POOL 12

NE 3 | SE 3 | SW 3 | NW 2

COMBO 1 | POWER 1 | ARMOR S 1 | DAMAGE 0

VOIDWALKING: LINE WORK [SKILL]

Category: Voidwalking. **Training:** EVA movement, tethers, suit procedure, and work on unstable exteriors.

Axis: S. **Pattern:** Any pair. SPEND.

Timing: On success.

Effect: Nia crosses one exposed gap, rotating surface, or watched exterior position. She may also place herself where one nearby ally can cross it without an Untrained penalty before the end of the Round.

SALVAGE: LISTEN TO THE METAL [SKILL]

Category: Salvage. **Training:** wreck assessment, safe cuts, component recovery, and structural value.

Axis: E. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask which nearby component is valuable, dangerous, or still connected to something important. The 4Caster answers honestly and names one sign Nia notices.

MAGNETIC PRAYER [POWER]

Mode: ACTIVE. ACTION ONLY.

Axis: S or SE. **Pattern:** P2 + 2. SPEND.

Timing: Regardless.

Effect: Move along connected metal up to 40 feet / 4 cells, carrying what Nia can normally carry. Intervening open space does not stop her, but a broken line, active field, or sealed barrier does.

Gear: line launcher, patch foam, cutter hook, survey chalk, pressure shell (Armor S1 against impacts, falls, and exterior hazards).



ORS MAKO

CUTTER ENGINEER; REFUSES TO CALL ANYTHING SCRAP

Ors can keep a machine alive long enough to decide whether it deserves the favor.

N 4 | S 2 | E 4 | W 2 | POOL 12

NE 4 | SE 3 | SW 2 | NW 3

COMBO 1 | POWER 1 | ARMOR N 1 | DAMAGE 0

FIELD PATCH [SKILL]

Category: Patchwork Engineering. **Training:** field repair, power isolation, pressure systems, and deliberate misuse of industrial equipment.

Axis: E. **Pattern:** Any pair. SPEND.

Timing: On success.

Effect: Remove 1 pip of BREACHED or OVERHEATED from a touched suit, compartment, or machine. At Margin 2+, remove 2 pips instead.

SALVAGE: CLEAN SEPARATION [SKILL]

Category: Salvage. **Training:** wreck assessment, cutting plans, component recovery, and structural value.

Axis: N or E. **Pattern:** 4,4. SPEND.

Timing: On success.

Effect: Separate one reachable human-scale component without ruining it or the structure holding it. For a larger job tracked by a Cut, Access, or Recovery clock, advance that clock 1 additional step after ordinary Scene effects, up to its threshold. Resolve a threshold only once during this exchange.

HEAT SINK [POWER]

Mode: ACTIVE. **REACTION:** personal, POST-COMPARISON.

Axis: N or E. **Pattern:** P1 + 1. SPEND.

Timing: After incoming Damage or Strain is calculated, before it is applied.

Effect: Prevent 2 Damage or Strain to Ors from heat, pressure, radiation, electrical discharge, or machinery. Then apply OVERHEATED (1) to one carried tool.

Gear: induction cutter, insulated bridge kit, diagnostic slate, pry bar, hard-shell work rig (Armor N1 against machinery, crushing, and tool kickback).



PELL JUNO

CLAIM SPEAKER; PILOT; OWNER OF ONE HONEST COAT

Pell knows the difference between law, custom, and the person currently holding the air valve.

N 2 | S 3 | E 3 | W 4 | POOL 12

NE 2 | SE 3 | SW 3 | NW 3

COMBO 1 | POWER 1 | ARMOR W 1 | DAMAGE 0

FILE THE FACT [SKILL]

Category: Claim Negotiation. **Training:** salvage law, lien records, crew shares, bargaining, and port authority procedure.

Axis: E or W. **Pattern:** Any pair. SPEND.

Timing: On success.

Effect: Apply CLAIMED [CREW] (1) to one identified object, route, or record that Pell can credibly describe. This does not compel a hostile witness; it establishes a concrete claim others must contest.

PILOTING: CLOSE WORK [SKILL]

Category: Piloting. **Training:** cutters, docking, matching spin, debris flight, and emergency burns.

Axis: S or SE. **Pattern:** 1,2. SPEND.

Timing: On success.

Effect: Put a vehicle or tethered load into a precise nearby position despite one visible obstacle. At Margin 2+, one carried participant also gains a safe exit position.

GHOST SIGNAL [POWER]

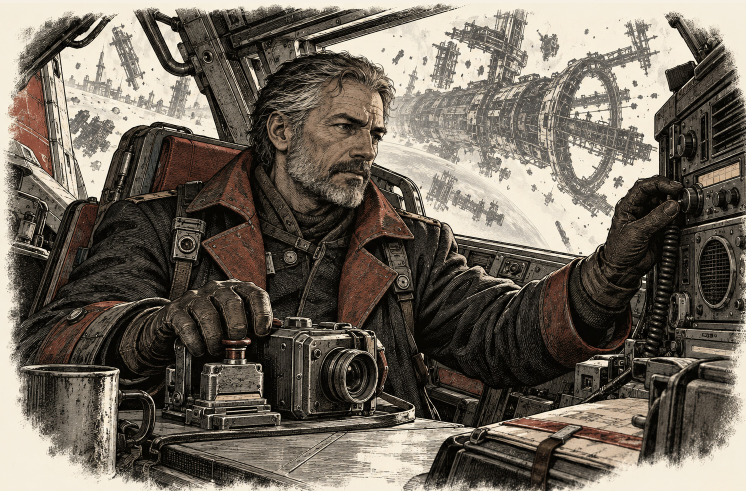
Mode: ACTIVE. ACTION ONLY.

Axis: E or W. **Pattern:** P4 + 4. SPEND.

Timing: On success.

Effect: Apply GHOSTED [PELL] (1) to one transponder, sensor, or network endpoint within 120 feet / 12 cells. Pell may make it report one plausible identity, location, or routine condition until the status Fades.

Gear: claim stamps, old port coat, pilot gloves, narrow-band radio, witness camera, insulated pressure mantle (Armor W1 against panic, coercive signals, and social pressure when its recorder is visibly running).



THE PLACE BETWEEN CLAIMS

The Drift is a moving region of wreckage beyond the settled lanes. It is not an asteroid field. It is where abandoned infrastructure goes after maps stop agreeing about who owns it.

Cargo shells tumble beside ice. Habitat ribs carry gardens gone white with vacuum. Relay towers whisper weather reports for planets that were never settled. Most debris follows known rivers of motion. Some pieces alter course when nobody is watching them directly.

People come because a recovered drive core can clear a cutter's debt, because a sealed archive can rewrite a family's history, or because the ports have already decided they are disposable. Salvage crews are mechanics, surveyors, litigants, medics, pilots, thieves, and witnesses. The work is physical. The danger is often administrative until the air leaves.

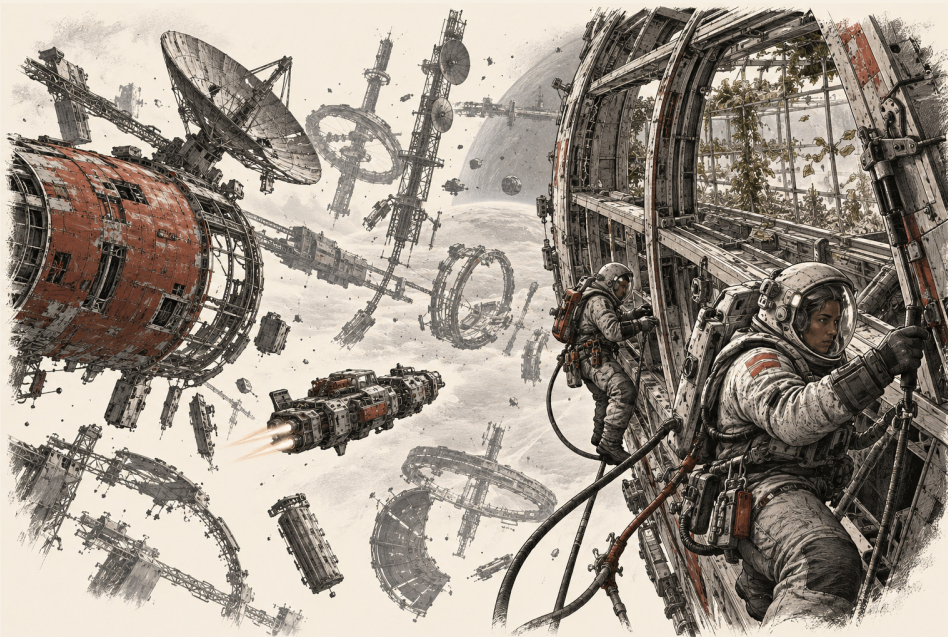
THREE TRUTHS

Nothing is ownerless. A wreck may have a registry owner, a lien holder, a dead crew, a copied intelligence, a station that kept paying its fees, or somebody who simply reached it first.

Everything is connected. Cutting a beam changes a spin. Moving cargo wakes a balance system. Selling a recorder changes who can prove what happened.

The Drift remembers badly. Signals repeat. Machines preserve fragments. People tell useful versions. The truth exists, but it rarely arrives as a clean file.

The setting does not require a single answer about the Drift's wrongness. Decide only what the current job proves. Leave the rest large enough to remain dangerous.



WORK, DEBT, AND SALVAGE

A cutter crew is a small business with an airlock. The ship has fuel, maintenance, docking, insurance, registry, and somebody who can repossess it. Crew members may love one another, hate one another, or simply know that replacing a reliable hand costs more than an apology.

Salvage pays because the work begins where ordinary warranty ends. A crew surveys uncertain property, establishes access, separates something worth moving, transports it without destroying it, and proves enough ownership to sell it. The valuable object may be a reactor vane, seed archive, navigation model, frozen body, court record, or twenty tonnes of clean structural alloy.

WHAT MONEY DOES

Credits keep the cutter operating. They also reveal priorities. A profitable claim can be used to:

- clear debt or prevent repossession;
- repair a damaged ship facet;
- buy access, maps, fuel, witnesses, or silence;
- improve crew quarters and long-term safety;
- pay injured people and the families of the dead;
- hold a recovered object instead of selling it.

Do not count individual bolts unless the group enjoys it. Later chapters measure ordinary salvage as Cargo and major obligations as Debt. Neither is a second health system. A job should create choices before arithmetic: which load is safe, which claimant is real, which evidence is worth more intact, and who gets paid first.

The crew is competent labor, not disposable comedy. Let tools matter. Let preparation remove impossible barriers. Make exploitation visible in contracts, time pressure, and safety shortcuts rather than declaring that poverty itself is a character flaw.

HABITATS AND SAFE PORTS

A safe port is a place where the air has an owner and the owner can be found.

SABLE ANCHORAGE is a refinery torus rebuilt into a market. Its inner wall smells of coolant, yeast, and hot insulation. Claims are filed beneath a scoreboard left over from ore auctions. Sable is neutral because everyone pays it to remain useful.

NEEDLEWORK is a chain of pressure drums welded along an elevator cable that no longer reaches a planet. Its riggers make the best suit seals in the Drift. Every household maintains one section of cable and knows who failed the last inspection.

THE QUIET CHOIR occupies a communications monastery. Its residents filter distress signals, archive final messages, and refuse to sell a voice without consent. Corporations call them data thieves. Crews call them when a beacon knows their name.

PORT MERCY is three hospital barges joined around a spin hub. Mercy takes salvage shares in place of cash and has accumulated a museum of useless ownership: half a warship, thirteen patent vaults, and a moon's ceremonial key.

A port scene should offer three things: somebody who can solve a practical problem, somebody who wants a favor, and somebody who can make the current claim harder. Safety does not mean peace. It means violence has witnesses, decompression is unlikely, and the crew can choose to walk away.

Ask each character which port will still admit them, which port they owe, and which port has a person they cannot bear to disappoint. Those answers make the return trip matter before the cutter leaves.



THE THINGS THAT KILL YOU

Vacuum is fast, but it is rarely the first mistake. The first mistake is a seal nobody inspected, a spin nobody matched, or a contract that made delay more expensive than caution.

Pressure loss turns doors, loose tools, and frightened people into moving hazards. Show the leak, the failing gauge, or the frost line before applying harm.

Spin changes every route. A slow habitat can become a long fall. A dead ship may tumble on three axes. Matching motion is often an S or E problem; surviving the structure when it catches is N.

Heat and fire cannot be treated as the same danger. A fire consumes atmosphere. A reactor hot spot cooks through a suit without flame. A frozen valve can be just as fatal.

Radiation and contamination are persistent problems. Use a Status when weakness should outlast Turn refresh. Name the source and the way it can be cleared.

Debris is weather with serial numbers. A cloud of paint flecks can cut a radiator apart. A cargo shell moving one meter per second faster than the crew can crush a hand against a rail.

People create deadlines, ambushes, bad information, and locked doors. Most rivals want the claim, not a body count. Make surrender, bargaining, retreat, and evidence meaningful before gunfire begins.

CORE 4D4: Build a major environmental threat with a Scene Pool total allocated among one or more Agents. Each Agent owns its Pool, Axes, Armor, Damage, Statuses, actions, and direct reactions. This keeps pressure finite and lets preparation remove parts of the threat.

The 4Caster should ask, "What warning would a trained worker notice?" Give that warning before commitment. Expertise should change the available decision even when it does not remove the roll.

CLAIM LAW

A claim is a story that can survive hostile retelling.

Drift ports recognize three kinds of proof:

Presence shows who reached the object and when. Suit logs, transponders, witnesses, and hull marks establish presence. Presence alone does not erase earlier ownership.

Access shows that a claimant could safely recover or preserve the object. A crew that opens a vault and leaves it venting may have proven entry while destroying its right to custody.

Continuity connects the recovered thing to a prior owner, waiver, debt, inheritance, or legal identity. Continuity is where dead corporations and living machines cause trouble.

DRIFT RULE: CLAIMS

When ownership matters inside a Scene, apply CLAIMED [OWNER] to the object, record, route, or cargo. Rival proof applies DISPUTED [CLAIMANT]. These Statuses organize what can be asserted; they do not mind-control witnesses, create evidence, or decide a port tribunal without a Scene.

A clean field claim usually needs two of the three proofs. An emergency rescue needs only credible presence until the immediate danger ends. A person is never ordinary Cargo. A living survivor's testimony defeats a property claim over their body; disputes about contracts, medical debt, or identity require their own scenes.

Claim law is useful because it gives every wreck more than a price. A recorder might prove the crew owns the drive but also prove the prior salvage team was abandoned deliberately. Selling the first fact may bury the second.

When law would stop play, ask who can enforce it here. If the answer is nobody, the claim remains evidence for the return to port, not a force field around the object.

WRONG SIGNALS

The Drift repeats information that should have decayed. This is not a universal ghost story and not permission for the 4Caster to make every instrument lie.

A wrong signal has three parts:

1. A useful surface. It resembles a distress call, registry ping, maintenance report, personal message, or navigational correction.

2. A specific impossibility. It uses tomorrow's timestamp, answers a question before transmission, comes from dismantled hardware, or contains the listener's private memory.

3. A material consequence. Following it reveals a route, wakes a system, changes a claim, draws a rival, or puts the cutter somewhere dangerous.

Signals do not know everything. Decide what source they can access, what they want repeated, and what breaks the pattern. Honest investigation can discover those boundaries.

Examples:

- A dead miner gives correct cutting instructions but always omits the compartment where he died.
- Three independent beacons transmit the same six seconds of breathing.
- A navigation buoy warns the cutter away from debris that has not arrived yet.
- A station's maintenance system treats the crew as employees who are 4,118 days late.
- A claim recorder recognizes one character as its owner under a name they have never used.

Use E to analyze structure, W to interpret a voice or intention, S to isolate a live channel, and N to confront or overload the source when those methods are honest. The signal does not dictate its Axis.

The best wrong signal offers real help at a cost the players can name. "It is spooky" is atmosphere. "It can guide us through the wreck if we let it write to our ship" is a decision.



POWERS IN THE DRIFT

A Power changes a rule or permission. It does not grant the competence implied by its appearance.

Some Powers come from tuned industrial implants. Some are learned around machinery that responds to ritual more reliably than software. Some appear after long exposure to the Drift. The setting does not require characters to agree about which explanation is true.

A magnetic pilgrim can cross connected hull without a tether, but Magnetic Prayer does not teach suit safety. A signal medium can make a transponder report a false identity, but Ghost Signal does not confer Hacking training. A heat sink can survive a reactor flare without knowing how to repair the reactor.

CORE 4D4: A character may voluntarily roll Ready **Power Dice** on any action or reaction up to **POWER**. Those dice enter Clusters, Stragglers, and tie value. Activating an Active Power additionally requires its typed P Pattern. Active Powers are ACTION ONLY unless they explicitly permit REACTION. Passive Powers use their printed Trigger.

Power use should look physical. Teeth ache beside active relays. Suit magnets leave branching bruises. A borrowed voice returns with static under it. The character decides how much of this is style and how much is evidence.

Ports regulate effects, not beliefs. A person who spoofs a docking transponder can be charged with signal fraud whether they used firmware, prayer, or a talent acquired in a dead satellite. Powers are tools under law, mysteries under study, and never an excuse to remove the user's choices.

The Drift-specific profiles on pages 40–42 are TEST material. Start with **POWER** 1. Do not raise permanent Power reserves until the table has seen several Turns of ordinary play.

THE SALVAGE LOOP

A Drift campaign moves through seven practical stages. Not every stage needs a roll or a full Scene.

- 1. TAKE CLAIM.** Choose a lead, patron, distress call, debt, or personal reason. State who else can contest it.
- 2. SURVEY.** Learn the wreck's motion, access, hazards, and apparent value. Good information changes routes and risks.
- 3. CHOOSE THE CUT.** Decide what the crew will recover and what they will leave connected. This is the job's central trade.
- 4. BREACH.** Enter the dangerous place. Pressure, security, residents, and wrong signals become active Agents.
- 5. HAUL.** Move people, evidence, and Cargo to the cutter. The most valuable object is often not the hardest one to lift.
- 6. SETTLE.** Return to a port, prove the claim, pay shares, answer rivals, and decide what must not be sold.
- 7. REFIT.** Repair, change the ship, pursue a lead, and show how the crew lives with the result.

DRIFT RULE: JOB LEDGER

At the beginning of a job, write four lines:

CLAIM — what the crew believes it may recover.

RIVAL — who can interfere or contest ownership.

HAZARD — what becomes worse with time.

QUESTION — what would make the crew reconsider the job.

At settlement, answer each line with one sentence. Award XP through the core encounter procedure. Cargo, debt, and ship changes are handled in later chapters; do not improvise extra XP because an item was expensive.

A failed scene does not erase the job. It may close one route, damage evidence, advance a rival, force a worse cut, or make the return more costly. Move to the next meaningful scene and let the crew decide whether the claim is still worth carrying.

BUILD A SPACE MINER

Use this procedure to make a standard Drift character.

1. Write a work role, a reason to take dangerous claims, and a trouble that creates decisions.
2. Describe what North, South, East, and West look like in their hands.
3. Assign 12 Axis points, each cardinal from 2 to 4.
4. Add the four ratings for Pool. Calculate composites by averaging neighboring cardinals and rounding down.
5. Record **COMBO** 1, **POWER** 1, **DAMAGE** 0, and twelve healthy **Normal Dice**.
6. Choose one suit frame. **DRIFT RULE:** every standard frame grants one conditional directional **Armor Die**. No character begins with more than one applicable **Armor Die**.
7. Choose two Drift Skills and one Drift Power. A Skill grants its Category training and printed moves. A Power grants only its printed rule changes.
8. Choose one work kit, one personal item, one crew bond, and one obligation.
9. Explain why this crew lets the character near its airlock.
10. Review fictional permissions with the table.

The recommended array is 4,3,3,2. An even 3,3,3,3 character is equally valid. Do not use a 1 or begin above 4 unless the whole table deliberately chooses an experimental campaign.

A standard character is capable but not secure. Their strongest Axis makes a clear approach reliable before cancellation. Their weakest still works when risk is worth spending dice. The fixed Pool measures endurance across a Turn and capacity for Damage; it is not a bag refilled after every roll.

If an idea needs a custom ability, begin with the closest profile and change its name, fiction, and equipment. Keep its Category, Axis, Pattern, Timing, and Effect intact for the first session.

CONCEPT, NEED, AND TROUBLE

A useful concept tells the table what the character does under pressure.

Write one sentence with three parts:

ROLE: the work people trust them to perform.

NEED: the reason they cannot simply leave the Drift.

TROUBLE: the habit, history, relationship, or belief that makes a clean solution difficult.

Examples:

- A hull medic needs to buy out a sibling's contract, but reports every unsafe captain.
- A former claim inspector needs proof that her office sold false waivers, but still thinks procedure can protect people.
- A zero-gravity loader needs a replacement body frame, but will not abandon anything that can speak.
- A survey pilot needs one final charting bonus, but the route in her dreams keeps proving accurate.

Avoid a concept whose trouble tells another player how to behave. "Nobody trusts me" is empty until the character has done something visible. "I falsified our cutter's ownership and only the lender knows" creates a decision.

Name one ordinary pleasure. Good coffee, clean socks, a card game, recorded rain, a carefully repaired chair, or a weekly call home gives survival a shape beyond not dying.

Name one line the character will not cross for money. The line may bend in play, but the player owns that decision. The 4Caster can offer pressure and consequences; they do not secretly revoke it.

Finally, answer: **What did the Drift return to you that should have stayed lost?** The answer may be small. A tool, a voice message, a childhood photograph, or a debt already paid is enough to make the setting personal.

PUT WORK ON THE COMPASS

The four Axes keep their core meanings. Write one work phrase beside each to show how this character uses them.

NORTH — power and command. Bracing a cutter, hauling a load, forcing a hatch, holding a frightened crew together, or confronting a rival.

SOUTH — agility and precision. EVA movement, docking, threading debris, delicate tool work, aim, timing, or hiding a signal.

EAST — knowledge and judgment. Survey, engineering, medicine, law, wreck interpretation, planning, or instrument reading.

WEST — empathy and connection. Negotiation, care, deception, morale, witness work, reading a voice, or understanding what a machine wants.

An Axis is an approach and a **Normal Dice** commitment cap. It is not a personality score. A quiet mechanic can use North by taking command of an emergency. A forceful pilot can use West by talking a frightened dock worker through a release.

Composite Axes use the lower whole-number average of neighbors:

$$NE = \text{floor}((N + E) / 2)$$

$$SE = \text{floor}((S + E) / 2)$$

$$SW = \text{floor}((S + W) / 2)$$

$$NW = \text{floor}((N + W) / 2)$$

Composites are useful when two approaches are inseparable: NE to hold a failing frame while diagnosing it, SE to pilot through a sensor solution, SW to move through a crowd without starting a fight, or NW to lead a rescue while understanding who might panic.

Do not buy composites separately. If a cardinal rating later changes, recalculate its two neighboring composites.

POOL AND THE FIVE DICE

Add N + S + E + W to find the fixed **Normal Dice** Pool. A standard Drift character has Pool 12.

Normal Dice begin Ready, become Spent when committed, and refresh at Turn refresh. Strain temporarily sets aside Ready **Normal Dice** until that refresh.

Combo Dice may be added only after one active Skill or Power is declared. They help pay that one Pattern, never form Clusters or Stragglers, and refresh each Round.

Power Dice may be voluntarily added to any action or reaction up to **POWER**. They join the contest. An Active Power still needs its typed P result. **Power Dice** refresh at Turn refresh.

Damage Dice are **Normal Dice** converted by persistent harm and marked with a cardinal direction. Applicable Damage rolls automatically with actions and reactions, then cancels matching Normal or Power results. At Damage equal to Pool, a living character dies by default.

Armor Dice are persistent and directional. They roll automatically against an applicable incoming action and cancel matching Normal or Power results. They do not become Spent.

Begin with **COMBO** 1, **POWER** 1, **DAMAGE** 0, and the one **Armor Die** printed by the chosen suit frame. Ratings of 2 in a special reserve and more than one applicable **Armor Die** are experimental.

Track each die physically. A row of twelve boxes can also work:

[][][][][][][][][][][][][]

[][][][][][][][][][][][][]

When Damage is taken, mark an open box N, S, E, or W. Direction changes when the harm source says it does, not according to which Axis has the highest rating.

CHOOSE SKILLS

A Skill is a broad trained Category with signature moves. Choose two from pages 34–39.

When the Category clearly covers a task, commit **Normal Dice** up to the honest Axis cap. You still need tools, access, time, and a plausible method. Training in Salvage does not let a character cut a reactor free with bare hands.

When a plausible specialized task falls outside every relevant Skill Category, it is **Untrained**. Halve the chosen Axis commitment cap, round down, minimum 1. Apply that halving first, then one strongest temporary cap boon and one strongest temporary cap penalty. The final cap may become 0. Combo and **Power Dice** remain outside the **Normal Dice** cap.

Ordinary actions do not require a Skill. Anyone can run, speak, carry a manageable object, notice an obvious alarm, use familiar equipment, or help when the fiction permits. Call for Untrained only when specialized knowledge or practice is actually decisive.

Drift Skills are deliberately practical:

SALVAGE — assess wrecks, plan cuts, recover components.

VOIDWALKING — work outside, cross spin, manage tethers.

PATCHWORK ENGINEERING — diagnose and repair field systems.

CLAIM NEGOTIATION — establish ownership, shares, and lawful pressure.

PILOTING — operate cutters, drones, and moving loads.

SURVEY AND SIGNAL — map hazards, read sensors, isolate transmissions.

A Skill does not decide which Axis must always be used. Its moves print practiced Axes, but ordinary trained use follows the method. A Salvage character may use E to understand a frame, N to force a planned separation, S to make a delicate cut, or W to recognize what a former crew valued.

CHOOSE A POWER

Choose one Drift Power from pages 40–42.

A Power changes a permission or law. It grants no neighboring competency. A character with Borrowed Breath can endure a short pressure loss; they are not automatically a medic or void rigger. A character with Ghost Signal can impose one specific false report after activation; they do not gain broad access to a network.

Every Active Power prints:

- an Axis;
- a typed Power requirement such as P2;
- SPEND or TRIGGER;
- an exact Timing;
- a bounded Effect;
- whether it can be used as a REACTION.

An Active Power is ACTION ONLY unless its profile explicitly permits a reaction. Merely rolling a **Power Die** never activates a Power. The typed result must survive Damage and Armor cancellation and be paid with distinct dice.

A Passive Power follows its printed Trigger. Passive does not mean optional omniscience or unlimited action. It creates only the stated effect when the condition is true.

Begin with **POWER 1**. A Ready **Power Die** may be rolled on any action or reaction even when no Power is declared. It can form Clusters, become a Straggler, add tie value, or satisfy an untyped Pattern face. Once rolled, it is Spent until Turn refresh.

The Powers in this 4Cast are marked TEST because they have not received broad table evidence. Do not improve them by making Patterns easier or returns faster during the same session. Record the troublesome situation and change one variable between sessions.

SUIT FRAMES

DRIFT RULE: A standard character begins with one suit frame. The frame grants one conditional directional **Armor Die** and the ordinary permission to survive sealed transit and routine EVA. Its Armor applies only when both its direction and described protection fit the incoming action.

ANCHOR FRAME

ARMOR N1 against crushing, machinery, tool kickback, and braced collision. Heavy magnetic boots and a rigid chest plate. It can anchor a human load to suitable structure but does not make the wearer immovable.

LINE FRAME

ARMOR S1 against falls, impacts, loose debris, and exterior movement hazards. Multiple tether points and low-profile joints. It includes one reusable line but does not cross a gap by itself.

SURVEY FRAME

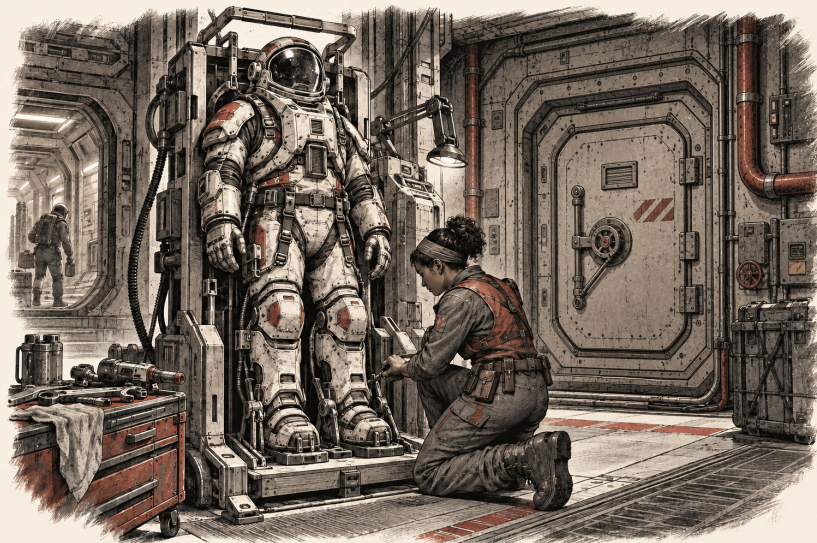
ARMOR E1 against radiation bursts, electrical discharge, sensor intrusion, and instrument-driven hazards. Shielded wiring and a replaceable diagnostic layer. It records exposure but cannot interpret an unknown source without training.

WITNESS FRAME

ARMOR W1 against coercive signals, panic effects, deceptive identity systems, and social pressure when its recorder is visibly running. Redundant audio, sealed timestamps, and a conspicuous evidence light. It does not force anyone to respect the record.

A suit frame is not an extra Pool. Damage still converts the wearer's **Normal Dice**. Armor is persistent and rolls automatically when applicable. The die never becomes Spent.

Frames can be renamed and restyled. Keep the direction, protective scope, and one-die limit. A frame with two applicable **Armor Dice** is experimental and should not be introduced as an ordinary purchase.



WORK KITS AND PERSONAL GEAR

Choose one work kit. A kit establishes fictional permission; it does not add dice unless an item prints an explicit rule.

CUTTER KIT: induction cutter, heat cloth, pry bar, isolation wedges, and patch compound. It can separate human-scale industrial material after a safe cut is identified.

SURVEY KIT: range puck, radiation badge, sample tubes, fiber camera, and inertial slate. It can map ordinary spaces and preserve field evidence.

MEDICAL KIT: pressure dressings, seal patches, splints, injectors, and a basic diagnostic reader. It permits emergency treatment, not surgery in open vacuum.

CLAIM KIT: witness camera, seal tags, registry keys, blank affidavits, and tamper tape. It can establish ordinary presence and preserve continuity evidence.

PILOT KIT: suit-linked controls, beacon darts, docking wand, thrust calculator, and emergency transponder. It can operate a compatible cutter or drone.

SECURITY KIT: restraint line, flare, inspection mirror, hardened light, and one declared weapon. A weapon permits ordinary Damage or Strain when it can plausibly harm the target. It adds no automatic Damage.

Also choose one personal item small enough to carry through an airlock. Give it a history, not a bonus: a union pin, cracked helmet plate, family recipe, obsolete key, hand-drawn map, lucky washer, or letter never delivered.

The 4Caster may say an action is impossible without the right tool. They should also say what substitute, access, or prior preparation would make it possible. Breaking gear should be a visible consequence, not a surprise method of deleting a character's Category.

CREW BONDS

Choose one other character and finish one statement:

- They pulled me out when _____.
- I know why they will not return to _____.
- We share the secret of _____.
- I owe them a full claim share because _____.
- They carry the only record of _____.
- I promised their family I would _____.

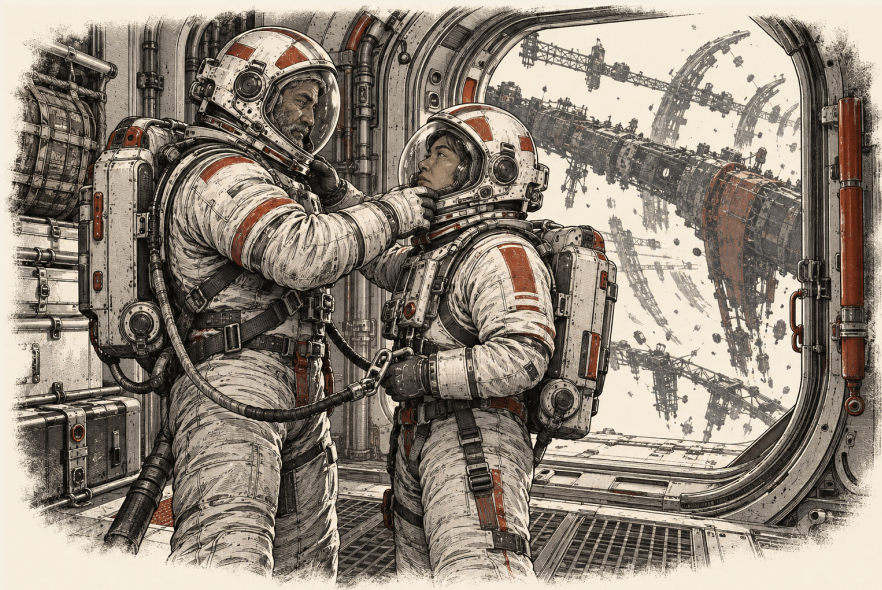
The other player may revise any detail about their character. A bond establishes shared history, not authority over another player.

Then choose what kind of help the bond makes easy to describe: keeping a line steady, checking figures, talking someone through panic, reading an old signal, sharing tools, or calling out a bad cut. This does not create free dice. It tells the table when a support reaction or held 2 has a clear fictional route.

CORE 4D4: A participant may support or interfere for someone else by spending its unused action opportunity for the Round. It contributes retained Clusters but never deals ordinary Margin harm. A held Straggler 2 may be spent during Help to add one Help Cluster to another participant's roll; doing so costs no action opportunity. Help has tie value 0.

A crew bond can fray. When a character acts against it, describe the disagreement. Do not erase the bond automatically. Replace it only after the characters address what changed or deliberately refuse to.

Finally name one crew ritual before a dangerous entry: touch helmets, read the waiver aloud, check every seal twice, insult the lender, share one song, or sit in silence. The ritual has no mechanical bonus. It tells the group when the job has truly begun.



OBLIGATIONS

Choose one obligation that can reach the character through a port, contract, or person.

DEBT: Somebody has a lawful or practical claim on the character's future earnings.

DEPENDENT: A person, household, clinic, or habitat relies on the character's shares.

WITNESS: The character saw something powerful people need forgotten.

PROMISE: They agreed to recover, protect, deliver, or destroy a specific thing.

LICENSE: Their right to work depends on a port, union, corporation, or forged credential.

OWNERSHIP: Somebody claims the character's body, memories, work product, cloned tissue, or legal name as property.

Write who holds the obligation, what they can actually do, and what would satisfy or transform it. "The company owns me" is too broad until the company has an enforcement path. "Vey-Rook Lending can seize my cutter share at Sable because I used it as collateral" gives the 4Caster a port scene, a deadline, and counterplay.

An obligation does not reduce starting abilities or grant extra power. It creates jobs and consequences. Never use it to force a player character into sexual content, involuntary betrayal, or surrender of character control.

When a claim would settle the obligation, say so before the crew accepts the job. If the creditor changes the terms, make the change evidence the crew can confront. The Drift is harsh enough without the 4Caster secretly rewriting every contract.

After a job, ask whether the obligation became smaller, stranger, or more personal. If nothing changed, it should not consume the next session merely because it exists on the sheet.

YOUR SHARE OF THE SHIP

The crew's cutter belongs to everyone, one person, a lender, a port, or an arrangement nobody has tested in court. Choose one answer together.

Then each player chooses one ship share:

WORK SHARE: The character owns a portion because their labor keeps the cutter operating.

CASH SHARE: They bought in with money, equipment, or inherited claim rights.

DEBT SHARE: They will own a portion after a named obligation is paid.

TRUST SHARE: They hold a portion for a person, family, union, or dead crewmate.

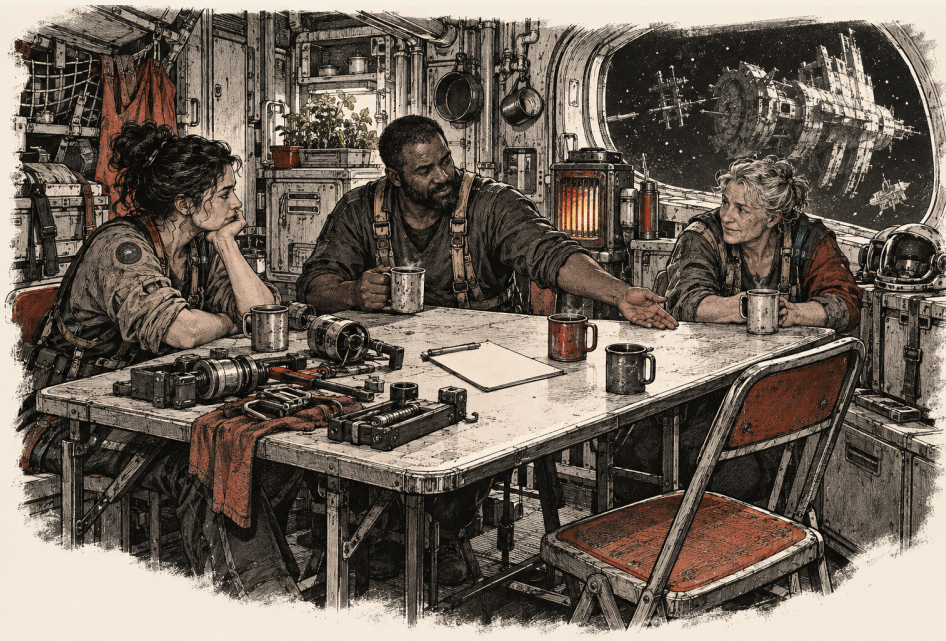
NO SHARE: They are paid by job, riding temporarily, hiding aboard, or refusing ownership.

A share is a relationship, not a bonus to character rolls. Later ship rules track the cutter as its own chart and Pool. Cooperation never merges the ship's Pool with a character's.

Give the character one place aboard: a bunk curtain covered in notes, the warm space behind the reactor baffle, a tool cage with a chair inside, the observation blister, an illegal garden tray, or a storage locker they insist is a room. Decide what another crewmate is always allowed to borrow from it.

Name one ship problem everyone knows and one only this character knows. The public problem might be a bad radiator or overdue registry. The private problem might be a patched pressure crack, a hidden message buffer, or the fact that somebody else still has command access.

The cutter should feel owned before its market value is calculated. Damage to it matters because the crew knows which light flickers over dinner.



SAFETY IS A PROCEDURE

Before entering a wreck, ask five questions:

1. What is moving relative to us?
2. Where does our air end?
3. What remains powered?
4. What can close behind us?
5. Who knows we are here?

A trained answer may remove the need for a roll. If the crew has time, correct tools, and no meaningful uncertainty, let them place the line, isolate the circuit, or verify the seal. Dice belong where the consequence can change the job.

DRIFT RULE: AIR

Do not count breaths by default. A sealed, functioning suit has enough air for an ordinary Scene. When air becomes the active pressure, create an AIR clock and state its threshold and triggers. Reaching the threshold applies LOW-AIR; it does not kill everyone without another visible step. A breached suit may also receive BREACHED.

DRIFT RULE: DECOMPRESSION

Treat active decompression as a Scene Agent or a printed threshold consequence. State its Axis, what Armor can apply, and whether it inflicts Damage, Strain, movement, or a Status. A pressure loss does not automatically bypass Armor, reactions, or established shelter.

The crew may choose a fast procedure. “We skip the survey and cut now” is valid after the 4Caster states what uncertainty remains. Do not punish haste with an unrelated twist. Let the omitted check create the kind of trouble it would have found.

Safety can be political. A patron may refuse time, a lender may reward speed, or a rival may force entry. Make that pressure visible so the crew knows which danger belongs to space and which belongs to somebody's profit.

EXAMPLE: WEN LARK

Wen's player writes: "A hospital-barge loader needs to recover a stolen cryo rack, but will not leave any speaking machine behind."

Role: loadmaster and emergency orderly.

Need: Port Mercy holds Wen's sibling's treatment contract.

Trouble: Wen treats every coherent machine as a possible patient.

The player assigns N4, S3, E2, W3 for Pool 12. Wen's phrases are:

N — moves mass without rushing

S — catches the load before it swings

E — knows hospital labels, not deep engineering

W — talks to people nobody else counts

Composites are NE3, SE2, SW3, NW3. Wen records **COMBO 1, POWER 1, DAMAGE 0**.

The Anchor Frame gives Armor N1 against crushing, machinery, tool kickback, and braced collision. The Medical Kit permits emergency treatment. Wen chooses Voidwalking and Piloting as Skills; both support moving people and cargo, but neither grants advanced medicine. Borrowed Breath is the Power.

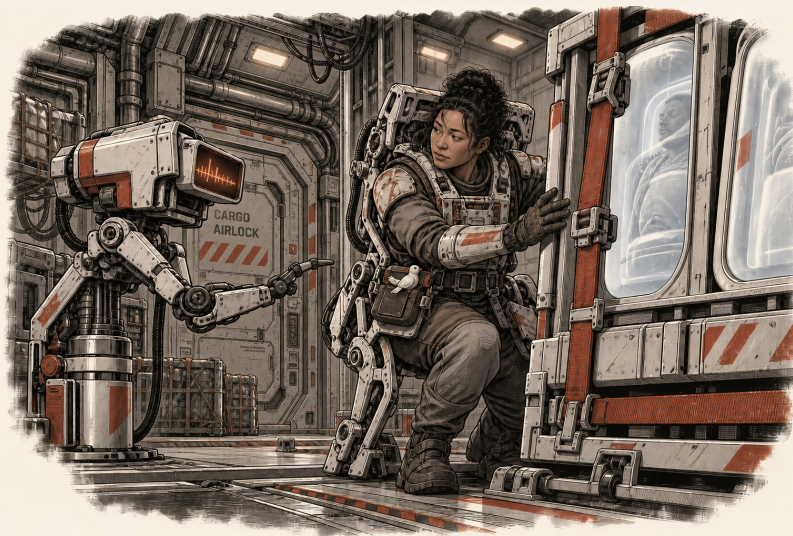
Personal item: a plastic bird from the first cryo patient Wen unloaded alive.

Bond: "Nia pulled me out when the spin changed."

Obligation: Port Mercy can redirect Wen's shares until the treatment contract is cleared.

Ship share: work share, recorded in a handwritten agreement taped above the galley heater.

The 4Caster and player review the edge case: Wen may attempt specialized medicine Untrained at half the honest Axis cap because the Medical Kit gives tools but no Medicine Skill. The concept remains intact. Wen is useful in an emergency without silently gaining a third Category.



GROWTH AND CHANGE

Award XP through the core encounter procedure. Record the Scene's peak rating before removed Agents lower its current Axes.

The current provisional advancement rule spends **10 XP to raise one cardinal Axis by 1, maximum 5**. Raising a cardinal adds one healthy **Normal Die** to the fixed Pool and changes its two adjacent composites when the average crosses a whole number.

An Axis 5 is a serious commitment cap. Before buying it, ask whether the character's fiction shows repeated mastery and whether the group wants the sharper probability. Do not raise a composite directly.

This chapter does not assign a universal point cost to Skills, Powers, Combo, Power, or Armor reserves. New abilities require table approval. When the group grants one, use a published STANDARD profile or a conservative reskin first. Introduce only one untested profile to one character between sessions, then record how often its Pattern survived, what it combined with, and whether its counterplay mattered.

Crew growth can occur without a rating:

- an obligation changes hands or becomes a promise;
- a port offers reliable access;
- a rival becomes a witness or employer;
- a compartment is made livable;
- a recovered machine joins the crew by consent;
- the cutter gains or loses a legal identity.

These changes should alter fictional permission and future scenes, not secretly add dice.

Damage, grief, and debt are not XP taxes. A character does not need to suffer in order to deserve advancement. The useful question is what their work has changed and which commitment they are willing to make next.

DRIFT ABILITY PROCEDURE

Every Drift Skill package on pages 34–39 grants its Category, Training, and both printed signature moves. The ready characters repeat only the move most useful in the opening; they know the other move in their chosen package as well. Every Drift Power on pages 40–42 is one separate choice.

These profiles use **CORE 4D4** notation:

1 — one surviving Normal or **Power Die** showing 1.

P1 — one surviving **Power Die** showing 1.

C1 — one **Combo Die** showing 1.

Any pair — two surviving dice with the same face.

Any triple — three surviving dice with the same face.

Every Pattern symbol needs a distinct die. Damage and Armor never pay Patterns. Combo results may fill untyped requirements for the one declared ability but never enter Clusters, Stragglers, or tie value. Every Pattern needs at least one surviving non-Combo result.

SPEND removes Normal and Power results used to pay. **Combo Dice** are already Spent. **TRIGGER** records the Pattern but leaves its Normal and Power results in the contest.

One roll declares at most one active Skill or Power. If several passive effects read the roll, order them as the core procedure states and never pay one die twice.

All profiles in this chapter are **TEST**. Their Construction Tier is STANDARD unless printed otherwise. TEST is not a penalty or permission to revise a result mid-scene. Record combinations involving forced movement, Armor, reserve returns, extra targets, or repeated reactions. Change the written profile between sessions, then identify the new version.

SKILL: SALVAGE

CATEGORY, TRAINING, AND SIGNATURE MOVES

Category: Salvage.

Training: Wreck assessment, cutting plans, component recovery, structural value, and safe separation.

Typical Axes: E to understand, N to force a planned cut, S for delicate recovery, W to recognize use or human significance.

Tier / Risk: STANDARD / WATCH / TEST.

LISTEN TO THE METAL

Mode: ACTIVE. ACTION ONLY.

Axis: E. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask which nearby component is valuable, dangerous, or still connected to something important. The 4Caster answers honestly and names one physical sign the character notices. This reveals no sealed contents the tools could not sense.

CLEAN SEPARATION

Mode: ACTIVE. ACTION ONLY.

Axis: N or E. **Pattern:** 4,4. SPEND.

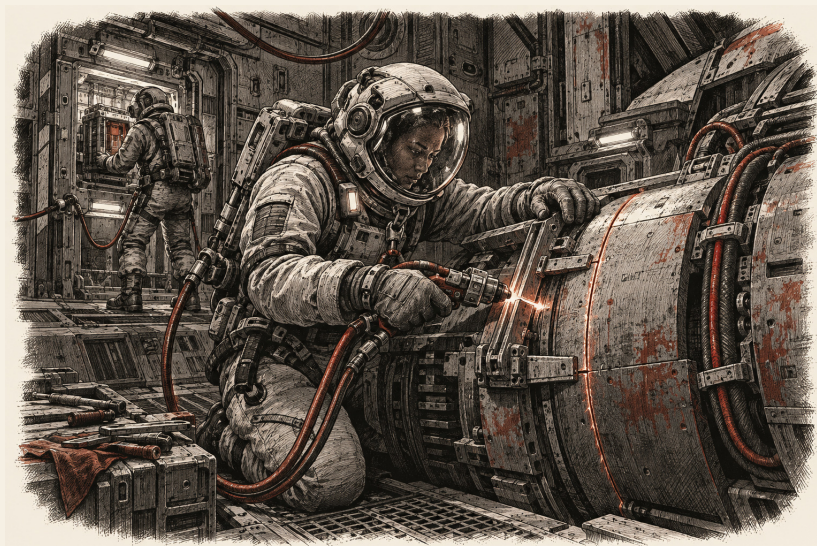
Requirement: Suitable cutting, release, or disassembly tools can reach the planned boundary.

Timing: On success.

Effect: Separate one human-scale component without ruining it or the structure holding it. For a larger job tracked by a Cut, Access, or Recovery clock, advance that clock 1 additional step after ordinary Scene effects, up to its threshold. Resolve a threshold only once during this exchange.

Salvage grants no ownership and no automatic market knowledge. Claim Negotiation establishes custody; Survey and Signal identifies remote structure; Patchwork Engineering makes a damaged system work. A single character may know more than one Category, but one roll declares only one active move.

Counterplay: Hidden connections, live power, inaccessible fasteners, counter-rotation, contaminated surfaces, and a rival willing to damage the target all change what a safe cut requires.



SKILL: VOIDWALKING

WORK WHERE FALLING NEVER ENDS

Category: Voidwalking.

Training: EVA movement, tethers, suit procedure, rotating structures, exterior rescue, and work in unstable gravity.

Typical Axes: S for timing, E for motion planning, N for bracing or hauling, W for guiding another person.

Tier / Risk: STANDARD / BASELINE / TEST.

LINE WORK

Mode: ACTIVE. ACTION ONLY.

Axis: S. **Pattern:** Any pair. SPEND.

Requirement: A reachable route, anchor, or carried line can support the described movement.

Timing: On success.

Effect: Cross one exposed gap, rotating surface, or watched exterior position. The user may also establish a line or body position that lets one nearby ally cross the same route without the Untrained penalty before Round end. The ally still acts and rolls if meaningful risk remains.

CATCH THE SPIN

Mode: REACTION: personal, POST-COMPARISON.

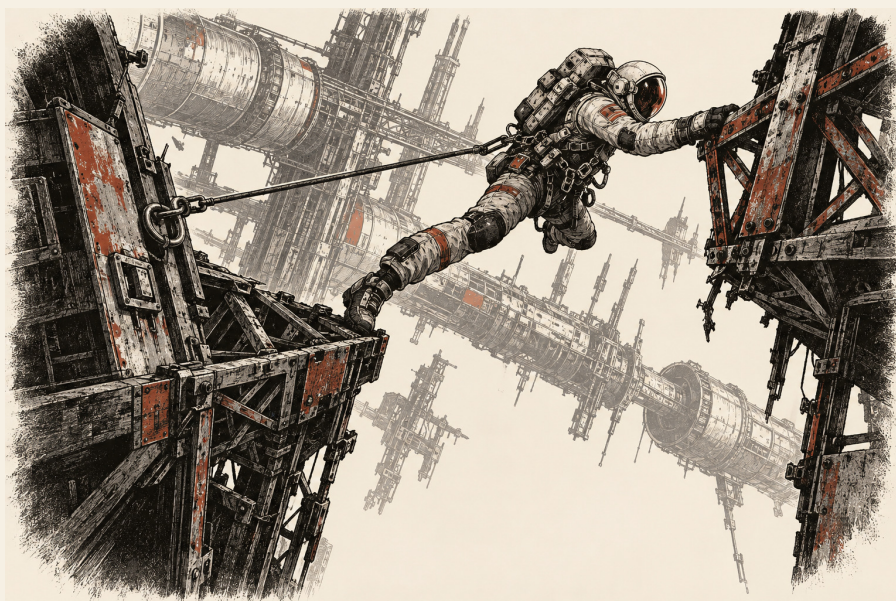
Trigger: The user or a tethered nearby ally would be forced to move, lose a handhold, or be separated from a safe surface.

Axis: S or E. **Pattern:** 2,2. SPEND.

Timing: Regardless, after the triggering movement is stated and before it occurs.

Effect: Reduce that forced movement by 20 feet / 2 cells. If this reaches 0, the subject keeps the current position. It does not cancel Damage, Strain, or another printed Effect.

A reaction used for Catch the Spin is the user's one entry into this exchange's reaction sequence. It opens no nested reaction. The line must plausibly reach and survive the force.



SKILL: PATCHWORK ENGINEERING

MAKE THE FAILURE HAPPEN LATER

Category: Patchwork Engineering.

Training: Field repair, power isolation, pressure systems, industrial controls, improvised interfaces, and safe misuse of machinery.

Typical Axes: E to diagnose, N to stabilize, S to bridge delicate contacts, W to interpret human maintenance practices.

Tier / Risk: STANDARD / WATCH / TEST.

FIELD PATCH

Mode: ACTIVE. ACTION ONLY.

Axis: E. **Pattern:** Any pair. SPEND.

Requirement: The user can touch the affected suit, compartment control, tool, or machine with a suitable Work Kit.

Timing: On success.

Effect: Remove 1 pip of BREACHED or OVERHEATED. At Margin 2+, remove 2 pips instead. This does not remove **Damage Dice**, restore spent reserves, or reconstruct missing material.

MAKE IT HOLD

Mode: ACTIVE. ACTION ONLY.

Axis: N or E. **Pattern:** 1,4. SPEND.

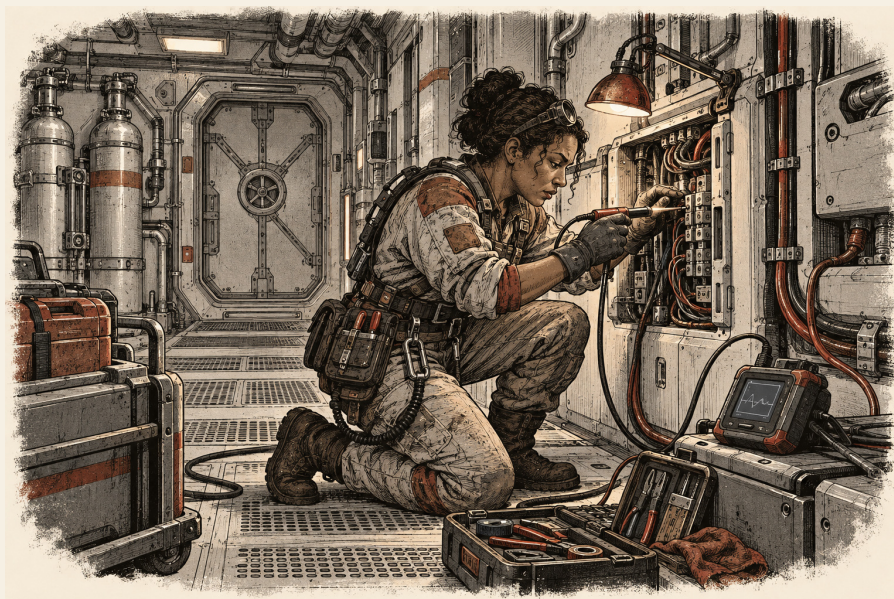
Requirement: The named item or system is functioning now or has just been restored to function.

Timing: On success.

Effect: Apply PATCHED [SYSTEM] (1), maximum 2. Name the visible temporary repair: bypass wire, pressure wrap, welded brace, coolant bag, or equivalent.

A patch establishes a temporary permission. It does not turn a hand tool into a ship drive or bypass a sealed security system unrelated to the fault. The 4Caster states what full repair would require.

Counterplay: Remove access, worsen the environment, separate the engineer from tools, or force the system beyond the patch's named scope. A deliberate saboteur may clear PATCHED as an ordinary successful action when they can reach the repair.



SKILL: CLAIM NEGOTIATION

OWNERSHIP WITH WITNESSES

Category: Claim Negotiation.

Training: Salvage law, liens, crew shares, bargaining, port procedure, testimony, and preservation of ownership evidence.

Typical Axes: W to persuade or bargain, E to establish continuity, N to issue a formal demand, S to conceal or deliver evidence.

Tier / Risk: STANDARD / WATCH / TEST.

FILE THE FACT

Mode: ACTIVE. ACTION ONLY.

Axis: E or W. **Pattern:** Any pair. SPEND.

Requirement: The user names the subject and presents credible presence, access, or continuity evidence.

Timing: On success.

Effect: Apply CLAIMED [NAMED OWNER] with pips equal to retained Clusters, maximum 2. This creates no evidence beyond what was presented and compels no witness to agree.

READ THE LIEN

Mode: ACTIVE. ACTION ONLY.

Axis: E or W. **Pattern:** Any triple. TRIGGER.

Timing: On success.

Effect: Ask one: Who currently claims this? What can enforce that claim here? Which proof is missing? What obligation is attached to transfer? What part of the record was altered? The 4Caster answers honestly from records, testimony, and context the character can access.

Claim Negotiation is not general social control. It does not make a hostile person friendly or turn possession into consent. It makes rights and leverage concrete enough to contest.

Counterplay: Present stronger evidence, attack continuity, expose a conflict, move beyond the relevant authority, apply DISPUTED, or prove that the claimed subject is a person rather than property.



SKILL: PILOTING

MAKE VELOCITY SOMEBODY ELSE'S PROBLEM

Category: Piloting.

Training: Cutters, docking, matching spin, debris flight, drones, moving loads, emergency burns, and traffic procedure.

Typical Axes: S for precision, E for plotted motion, N for hard burns and command, W for crew coordination.

Tier / Risk: STANDARD / WATCH / TEST.

CLOSE WORK

Mode: ACTIVE. ACTION ONLY.

Axis: S or SE. **Pattern:** 1,2. SPEND.

Requirement: The user has responsive controls for a vehicle, drone, frame, or tethered load they know how to operate.

Timing: On success.

Effect: Put the controlled thing into one precise nearby position despite one visible obstacle. At Margin 2+, one carried or tethered participant also gains a safe exit position. This does not cross a sealed barrier or ignore a collision already resolved.

BURN THE LINE

Mode: ACTIVE. ACTION ONLY.

Axis: N, S, or SE. **Pattern:** 3,3. SPEND.

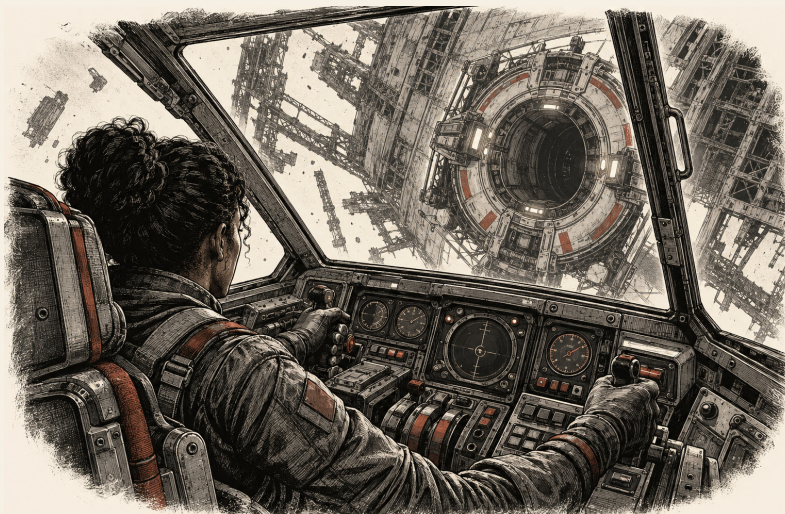
Requirement: A declared Approach, Escape, Pursuit, or Docking clock represents the controlled thing's motion.

Timing: On success, after ordinary Scene effects.

Effect: Move that clock 1 additional step toward the user's declared goal, up to its threshold. Resolve a threshold only once in this exchange. The 4Caster states before commitment whether the available thrust can produce that result.

Piloting does not grant ownership, navigation data, or immunity to scale. A suit thruster cannot tow a station because the Pattern survived.

Counterplay: Deny thrust, obscure position, change the debris field, seize controls, damage a relevant facet, or force a route the vehicle cannot physically enter.



SKILL: SURVEY AND SIGNAL

FIND THE ROUTE INSIDE THE NOISE

Category: Survey and Signal.

Training: Sensor operation, mapping, inertial analysis, radio isolation, material sampling, beacon work, and signal forensics.

Typical Axes: E to analyze, S to isolate, W to interpret, N to broadcast or overwhelm.

Tier / Risk: STANDARD / BASELINE / TEST.

MAP THE QUIET

Mode: ACTIVE. ACTION ONLY.

Axis: E. **Pattern:** Any pair. TRIGGER.

Requirement: The user has a Survey Kit or working sensors suited to the scale.

Timing: On success.

Effect: Ask one: What route is physically open? What is moving unexpectedly? Where does the hazard become strongest? Which reading is being concealed? The 4Caster answers honestly and identifies the measurement that supports the answer.

MARK THE CARRIER

Mode: ACTIVE. ACTION ONLY.

Axis: E or SW. **Pattern:** 1,3. SPEND.

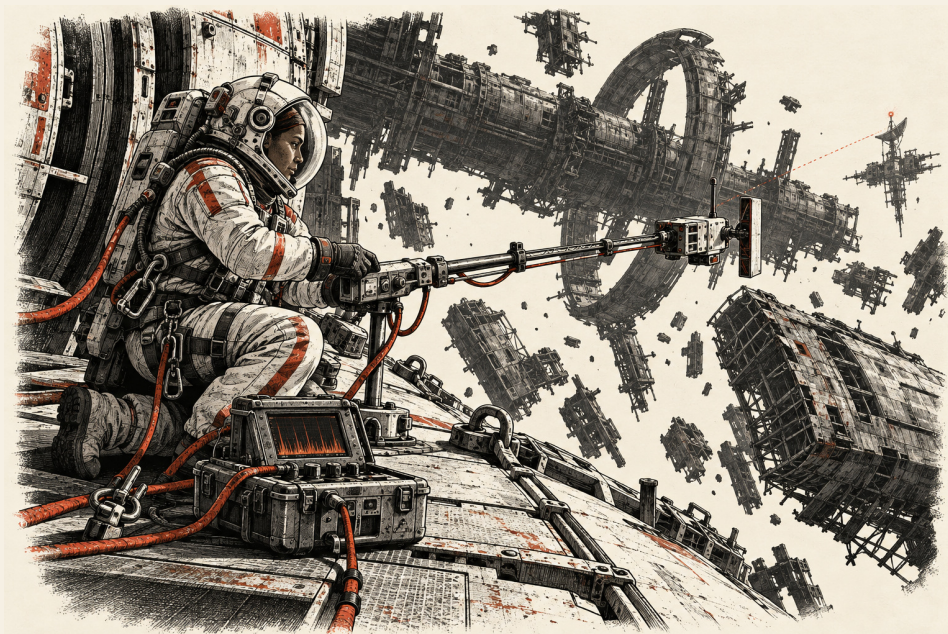
Requirement: The user can receive, sample, or directly observe the target signal.

Timing: On success.

Effect: Apply TAGGED [USER] (1), maximum 2, to the signal's source, relay, or physical carrier. If the apparent source is a relay, TAGGED follows only that relay until another action traces beyond it.

This Category detects evidence, not truth by decree. A correct instrument can still measure a deliberate decoy. The user learns what the data supports and can ask what does not fit.

Counterplay: Break line of sight, change carrier, shut down, flood the band, move outside sensor scale, remove the physical marker, or make the apparent source genuinely indistinguishable from nearby traffic.



POWERS: MAGNETIC PRAYER AND HEAT SINK

MAGNETIC PRAYER [POWER]

Mode: ACTIVE. ACTION ONLY.

Axis: S or SE.

Pattern: P2 + 2. SPEND.

Requirement: The user touches or stands within reach of a connected ferromagnetic structure.

Timing: Regardless.

Effect: Move along that connected metal up to 40 feet / 4 cells, carrying what the user can normally carry. Intervening open space does not stop the movement. A broken connection, active repulsion field, insulated gap, sealed barrier, or inadequate carrying capacity does.

Counterplay: Break the path, alter the field, force separation from metal, or move the destination.

Tier / Risk: STANDARD / WATCH / TEST.

Magnetic Prayer changes movement permission. It does not provide Voidwalking training, a safe destination, or control of the structure.

HEAT SINK [POWER]

Mode: ACTIVE. **REACTION:** personal, POST-COMPARISON.

Trigger: The user would take Damage or Strain from heat, pressure, radiation, electrical discharge, or machinery.

Axis: N or E.

Pattern: P1 + 1. SPEND.

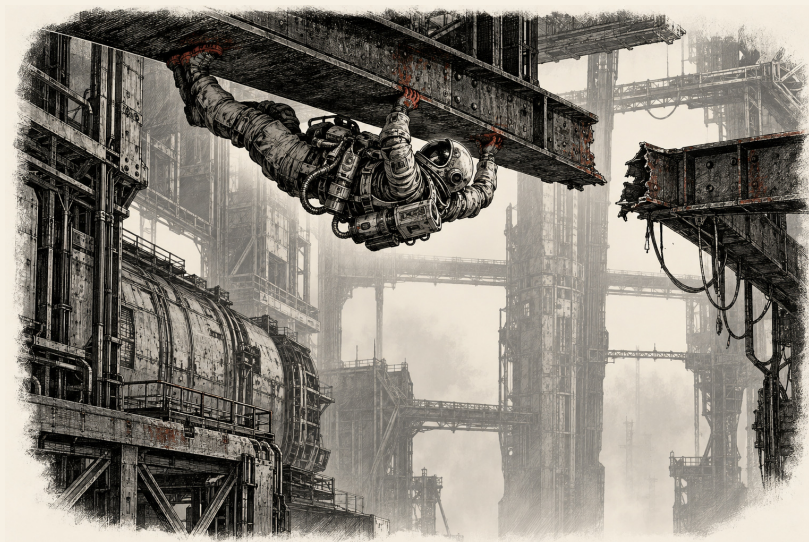
Timing: After incoming harm is calculated, before it is applied.

Effect: Prevent 2 of that Damage or Strain. Then apply OVERHEATED (1) to one carried tool chosen by the user. If no carried tool can accept the status, Heat Sink cannot activate.

Counterplay: Disarm tools, create repeated hazards, or force the user to choose which equipment overheats.

Tier / Risk: STANDARD / WATCH / TEST.

This reaction does not reopen comparison and cannot answer another reaction. It uses the user's one entry into the exchange's reaction sequence.



POWERS: GHOST SIGNAL AND BORROWED BREATH

GHOST SIGNAL [POWER]

Mode: ACTIVE. ACTION ONLY.

Axis: E or W.

Pattern: P4 + 4. SPEND.

Target: One transponder, sensor, or network endpoint within 120 feet / 12 cells that can receive the user's signal.

Timing: On success.

Effect: Apply GHOSTED [USER] (1). When the endpoint next reports identity, location, or routine condition, the user may replace that one report with a plausible false report and remove the pip. Ghost Signal grants no broader access, does not erase logs, and cannot make an impossible signal physically credible.

Counterplay: Verify through another channel, isolate the endpoint, inspect locally, require a changing credential, or clear GHOSTED.

Tier / Risk: STANDARD / WATCH / TEST.

BORROWED BREATH [POWER]

Mode: PASSIVE.

Trigger: Once per Turn, the user would take Strain or receive LOW-AIR from pressure loss, bad atmosphere, smoke, or interrupted suit supply.

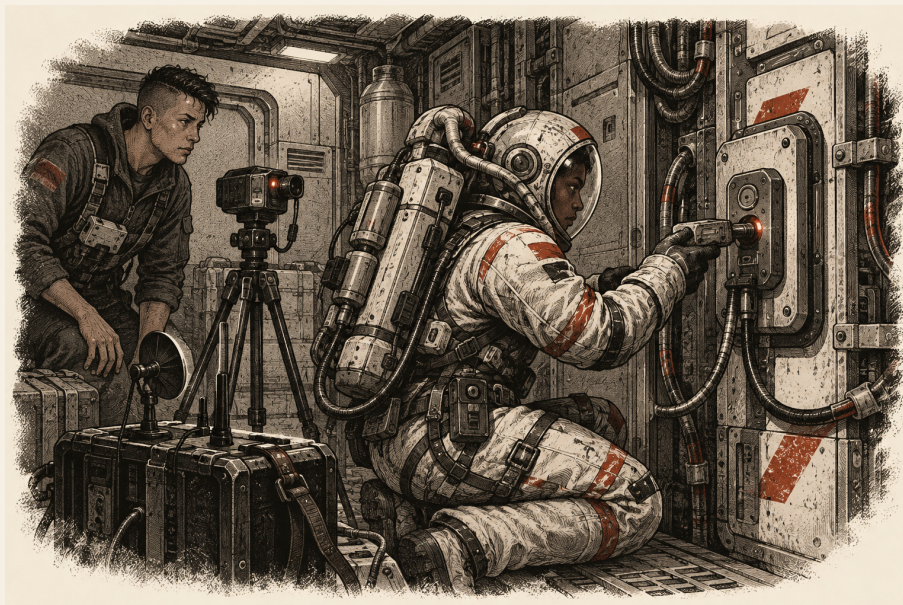
Effect: Prevent 1 of that Strain or 1 pip of that LOW-AIR application. State whether the user stores a reserve in blood, suit lining, a symbiotic filter, or something stranger.

Limit: It does not create breathable air, protect another subject, prevent Damage, clear existing LOW-AIR, or function when the user is already at the death threshold.

Counterplay: Sustained exposure, direct suit Damage, contamination the reserve cannot process, or several hazards in one Turn.

Tier / Risk: STANDARD / BASELINE / TEST.

Borrowed Breath grants survival time, not medical or Voidwalking competency.



POWERS: HARD BURN AND QUIET BAND

HARD BURN [POWER]

Mode: ACTIVE. ACTION ONLY.

Axis: N, S, or SE.

Pattern: P3 + 3. SPEND.

Requirement: The user controls a vehicle or powered frame they can ordinarily operate. A named Approach, Escape, Pursuit, or Docking clock must be active.

Timing: On success, after ordinary Scene effects.

Effect: If the action moved that clock toward the user's declared goal, move it 1 additional step, up to its threshold. Then apply OVERHEATED (1) to the drive, thruster pack, or control system. Resolve the threshold only once in this exchange.

Counterplay: Damage or isolate thrust, force a route without clearance, advance heat pressure, or make the goal require something velocity cannot solve.

Tier / Risk: STANDARD / WATCH / TEST.

QUIET BAND [POWER]

Mode: ACTIVE. ACTION ONLY.

Axis: E or W.

Pattern: P1 + 1. SPEND.

Target: One identified wireless transmitter or relay within 120 feet / 12 cells.

Timing: On success.

Effect: Until Turn end, the target cannot transmit beyond that range on the identified carrier. Local controls, stored records, wired connections, unrelated channels, and messages already received remain available. The effect does not silence a living voice.

Counterplay: Move the transmitter, change carrier, use a physical messenger, establish a wired route, or disable the user.

Tier / Risk: STANDARD / WATCH / TEST.

Quiet Band changes one transmission permission. It does not grant Survey and Signal training or reveal what the target intended to send.



DRIFT STATUSES: BODY AND EQUIPMENT

LOW-AIR [SOURCE]

Scope: One living participant; cap 3.

Trigger: The subject begins an action or ordinary reaction while outside breathable shelter and the recorded source still denies safe air.

Effect: Take 1 Strain, then remove 1 pip. If no Ready **Normal Die** remains, excess Strain is ignored as normal.

Fade: Remove all after the subject reaches breathable shelter and the supply is restored. A sealed suit alone does not clear LOW-AIR if its reserve is still exhausted.

BREACHED [SUIT]

Scope: One worn suit; cap 3.

Trigger: At Round end while the suit separates its wearer from vacuum, toxic atmosphere, smoke, or hostile fluid.

Effect: Apply LOW-AIR [BREACH] (1) to the wearer, then remove 1 BREACHED pip.

Fade: Field Patch, replacement seal, safe shelter, or removing the suit in a safe environment.

OVERHEATED [ITEM OR SYSTEM]

Scope: One named tool, suit function, drive, or control system; cap 3.

Trigger: Before the subject uses that item or system for a roll.

Effect: Reduce that roll's **Normal Dice** commitment cap by 1, minimum 1, then remove 1 pip. This is the roll's temporary cap penalty and does not lower an Axis.

Fade: Remove 1 after a full Round powered down in a safe state; remove all after proper cooling or repair.

PATCHED [SYSTEM]

Scope: One temporary repair; cap 2.

Trigger: The system would receive BREACHED or OVERHEATED from the specific fault the patch addresses.

Effect: Spend 1 pip to prevent 1 pip of that application.

Fade: Remove spent pips, all after full repair, or all when the patch is physically removed or bypassed.

DRIFT STATUSES: CLAIMS AND SIGNALS

CLAIMED [OWNER]

Scope: One object, record, route, cargo lot, or legal identity; cap 3 by owner.

Trigger: The recorded owner makes an E or W action to preserve custody or prove continuity over the subject.

Effect: Spend 1 pip before commitment to raise that roll's **Normal Dice** cap by 1. This is its temporary cap boon and creates no evidence.

Fade: Remove spent pips; remove all when the claim is surrendered, conclusively disproved, or transferred by a recognized process.

DISPUTED [CLAIMANT]

Scope: One claimed subject; cap 3 by claimant.

Trigger: The current holder attempts to sell, move, transfer, or authorize the subject where the claimant's evidence can matter.

Effect: Spend 1 pip before commitment to reduce that roll's **Normal Dice** cap by 1, minimum 1. This is its temporary cap penalty.

Fade: Remove spent pips; remove all when the dispute is settled, withdrawn, rendered unenforceable here, or defeated by conclusive proof.

GHOSTED [CONTROLLER]

Scope: One transponder, sensor, or network endpoint; cap 1.

Trigger: The endpoint next reports identity, location, or routine condition.

Effect: The controller replaces that one report with one plausible false report, then removes GHOSTED. The status grants no access to other functions and changes no physical condition.

Counterplay: Verify separately, isolate the endpoint, inspect locally, or clear the status with a successful relevant action. **Fade:** Remove after the false report, at Scene end, or when the endpoint is reset or rebuilt.

TAGGED [OBSERVER]

Scope: One signal source, relay, vehicle, object, or physical carrier; cap 2 by observer.

Trigger: The observer makes a Survey, pursuit, or recovery action against that subject while suitable sensors can receive the tag.

Effect: Spend 1 pip before commitment to raise that roll's **Normal Dice** cap by 1. This is its temporary cap boon and does not cross scale or sealed barriers.

Fade: Remove spent pips, all when the marker is removed or carrier changes, or all at Scene end unless a durable physical tag was established.

These Statuses change permissions and commitment caps; they do not alter printed Axes, composites, Pools, Damage capacity, or Encounter XP.

GEAR HAS A JOB

Equipment in the Drift is built to keep a tired person alive long enough to finish dangerous work. A tool grants permission. It does not add dice merely because it has a catalog number and a warranty sticker.

CORE 4D4 — GEAR. A weapon establishes reach and permission to cause Damage. A tool permits specialized work. Protective gear grants Armor only when its entry says so. Carry a reasonable load; if bulk becomes the point of a Scene, put the load in the risk or a visible clock.

DRIFT RULE — EQUIPMENT TAGS. These tags describe what a piece of gear can honestly do.

- **CUTTER:** can deal structural Damage to suitable material at its Scale.
- **SEALED:** functions in vacuum, smoke, spray, and ordinary industrial contamination.
- **TETHERED:** can arrest ordinary drift when attached to a rated anchor.
- **SURVEY:** can inspect composition, stress, signal, or ownership marks.
- **LIFT:** can move cargo at its printed Scale when braced.
- **HOT:** leaves obvious heat, light, residue, or telemetry.
- **QUIET:** can be used without an ordinary audible report; it is not invisible.
- **CONTRACT:** legal ownership, access, or liability may matter more than possession.

An item without a special profile uses no Pattern, reserve, or hidden bonus. If a torch can cut a maintenance panel, it cuts the panel when time and access are not in doubt. Roll only when speed, quality, danger, opposition, or what happens next matters.

Before commitment, state whether a tool can affect the target, what exposure its use creates, and whether an item is being treated as gear, a simple objective, or an independent participant with its own chart and Pool.

A WORKING LOADOUT

A starting miner chooses one item from each row. The choices establish method and vulnerability; they do not change the character's Axes.

SUIT: Yard Shell, Needle Suit, Kiln Wrap, or Quiet Skin. Their profiles appear later.

PRIMARY TOOL:

- **Friction Torch** [CUTTER, HOT]: person-Scale structural cutting within reach.
- **Cold Chisel Rig** [CUTTER, QUIET]: person-Scale cutting; slow unless braced against the target.
- **Survey Comb** [SURVEY, SEALED]: reads stress, voids, recent heat, and common claim beacons.
- **Dockspider** [LIFT, TETHERED]: magnetic feet and winch for person- or Scale 1 cargo.

LINE TOOL:

- **Hardline Spool** [TETHERED]: 200 feet / 20 cells of rated cable, one manual reel, and six anchors.
- **Signal Nail** [SURVEY]: establishes a local wired link through interference.
- **Patch Coffin** [SEALED]: three one-use pressure patches; a patch seals one person-size opening.
- **Cargo Veil** [QUIET]: masks ordinary visual markings and passive beacon pings on one crate.

PERSONAL: med roll, hand lamp, slate, two ration bricks, one liter of water, marker chalk, and a blunt pry bar.

DRIFT RULE — SPARES. The crew begins each job with **Spares (4)** as a shared, visible supply. Spend 1 Spare after a successful E repair to provide common seals, cable, fuses, or printed parts. The action still determines what is repaired; Spares only supplies material. Spares do not refresh during a job. A 4 may reveal one recoverable Spare only when the active Scene's printed 4 effect says so.

If the crew lacks a needed item, tell them where one could be borrowed, improvised, stolen, or recovered. Missing equipment should create a decision, not a dead end.



POWERED TOOLS AND RESERVE RETURNS

Most powered tools consume Charges. Two experimental tools touch personal reserves and therefore print the full restriction.

HAND-CRANK CAPACITOR [CHANNELLED ITEM] — WATCH

Charges 2; [SURVEY, HOT]. **Category:** Field Power Service. Axis E. ACTION ONLY. **Pattern:** 1,4 SPEND. **Timing:** ON SUCCESS. **Requirement:** reach a willing participant or occupied vehicle station and spend 1 Charge after activation.

Effect: Return one of the target's Spent **Power Dice** to Ready. It cannot be a die or cost used to activate this action. The target must not already have benefited from an ability-caused Power return this Turn. This return uses that target's one ability-caused Power-return entitlement for the Turn. The returned die cannot pay, trigger, or become the target of another reserve-return Effect during this exchange.

Counterplay: break contact, remove the capacitor, discharge the line, or refuse the service. Empty activation returns nothing and spends no Charge.

PATTERN INDEXER [GRANTED SKILL] — WATCH

Charges 2; [SURVEY, QUIET]. **Category:** Pattern Diagnostics. Axis E. ACTION ONLY. **Pattern:** Any pair SPEND. **Timing:** ON SUCCESS. **Requirement:** connect to the target's Combo reserve and spend 1 Charge after activation.

Effect: Return one Spent **Combo Die** to Ready, subject to the same no-self-return rule, the target's one ability-caused Combo-return entitlement this Turn, and the exchange lock above.

Counterplay: disconnect the indexer, remove access to the reserve, jam its diagnostic lead, or refuse service. An empty activation returns nothing, spends no Charge, and consumes no return entitlement.

CORE 4D4 — RETURN CEILING. A delayed return reserves its entitlement when armed. An empty delayed release still leaves that entitlement used for the Turn. Neither tool can restore its own Charge, cooldown, activating die, or cost.

Recharge either item only in downtime with a bench, a stable grid, and 1 Spare per Charge. These are uncommon field advantages, not standard kit.

CUTTERS, GUNS, AND BAD IDEAS

Ordinary hull pistols, flechette throwers, pry axes, and cutting torches use Margin for harm. They grant permission; they do not add flat Damage.

HOTWIRE LANCE [GRANTED SKILL] – STANDARD

Category: Industrial Cutting. Axis N. ACTION ONLY. **Target:** one adjacent object, vehicle, or exposed facet. **Pattern:** 1,4 SPEND. **Timing:** ON SUCCESS. **Requirement:** plant both feet or secure a tether; [CUTTER, HOT].

Effect: Replace ordinary Margin harm with one flat packet of **2 N structural Damage**. Applicable N Armor may prevent this packet; multiplier x1. Assign Armor first, then apply the final Scale modifier. It cannot target a living person as an ordinary use.

Counterplay: break reach, move the target, attack the power lead, force the operator to move, or present Armor from the cutting direction.

PIN DRIVER [GRANTED SKILL] – STANDARD

Category: Rigging. Axis N. Range 30 feet / 3 cells. **Pattern:** Any pair SPEND. **Timing:** ON SUCCESS. **Requirement:** a solid surface behind or beside the target.

Effect: Apply BOUND (1) with a cable, plate, garment, or carried object as the named restraint. The target may break or release it by the ordinary BOUND procedure. This move deals no printed extra harm.

SHAPED SEAM CHARGE [STORED ITEM] – MAJOR, RED FLAG

One use. Plant during an uninterrupted action; it detonates at Round end unless disarmed. Against the named unattended structure or vehicle facet, resolve one flat packet of **3 N structural Damage, Armor bypass, multiplier x1**. It deals no ordinary Margin harm. Apply Scale after the packet. Everyone can see or detect the armed charge through ordinary inspection.

Counterplay: leave the zone, remove the charge with a successful E action, break its trigger link, isolate the facet, or accept the breach and prepare the compartment. The charge never grants an extra action or reaction.

SUITS FOR PLACES THAT HATE LUNGS

A suit is worn gear, not a separate participant. Its wearer owns the Pool, spends dice, receives statuses, and suffers harm. A suit's Armor rolls only when both its direction and described coverage apply.

YARD SHELL

[SEALED, TETHERED]. Armor N 1 against physical impact, falling hardware, and direct industrial force. Bulky gloves make delicate bare-hand work impossible until the outer gauntlets are removed. Standard dock and wreck suit.

NEEDLE SUIT

[SEALED, QUIET]. Armor S 1 against collision and forced movement through debris. It has no lifting frame and no protection from tools designed to cut hull plate. Favored by inspectors and pilots.

KILN WRAP

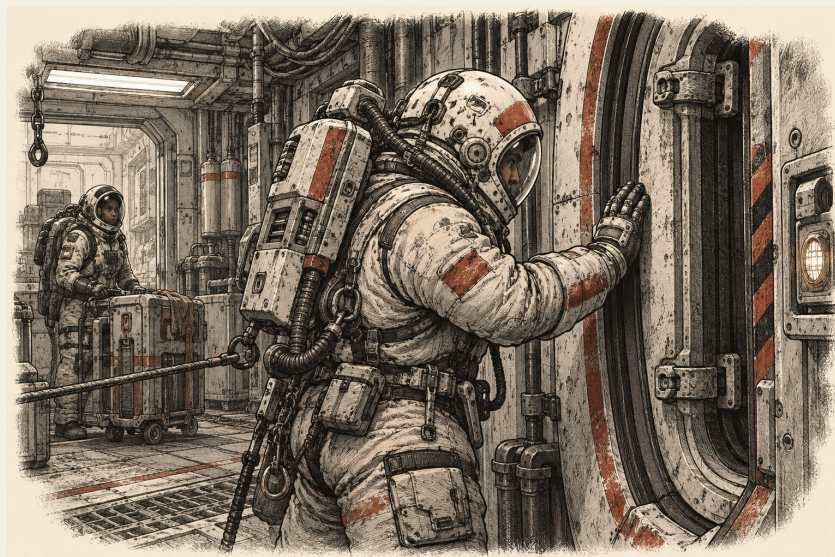
[SEALED, HOT]. Armor E 1 against radiation, electrical discharge, corrosive spray, and reactor-service hazards when E is the incoming direction. Its heat signature is unmistakable to ordinary sensors.

QUIET SKIN

[SEALED, QUIET]. Armor W 1 against signal intrusion, suit-command spoofing, and sensory overload when W is the incoming direction. Its passive cooling works for one Turn; afterward it is visible to thermal survey until serviced.

CORE 4D4 — ARMOR. Armor is persistent and rolls automatically whenever applicable, even without Ready **Normal Dice**. One Armor result does one job for each recipient copy of an activation: cancel one acting result or prevent 1 point from one eligible flat-Damage packet, never both. A copied or repeated Effect cannot reuse that result.

Suit Armor does not stop hunger, debt, lies, lack of access, or a bad route. If two Armor sources apply, roll both only when the table has deliberately accepted the Expanded Rules' experimental ceiling.



AIR, BREACHES, AND PATCHING

Use this procedure only when loss of atmosphere is a central pressure. Otherwise a sealed suit simply provides permission to work.

DRIFT RULE — AIR CLOCK (4). Create one visible Air clock for each isolated suit, vehicle compartment, or sealed work zone that matters. Start at 0. At Round end, mark 1 while its occupants have no working life support or breathable connection. A successful E action with a suitable patch, tank, valve, or scrubber removes marks equal to retained Clusters, maximum 2. Restoring a stable supply clears the clock.

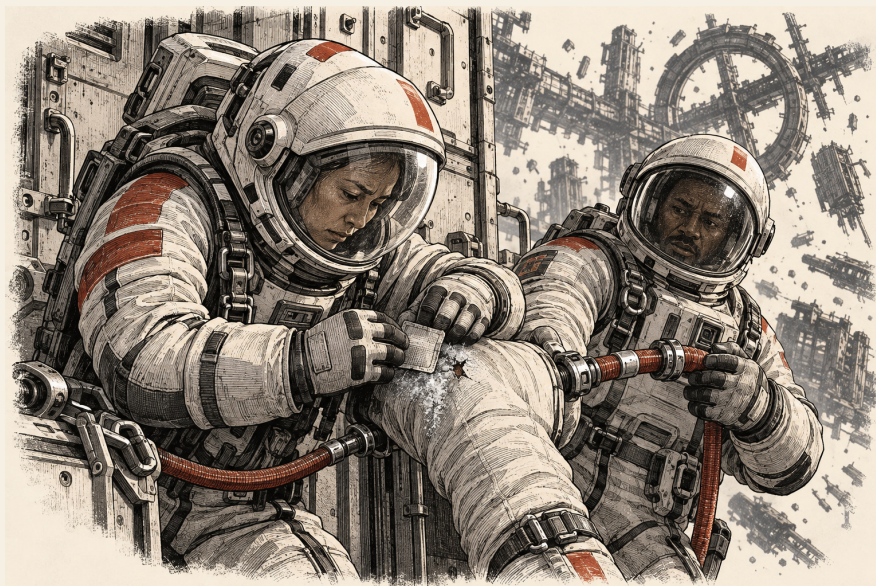
At 4, each unsealed occupant takes 1 Strain at Round end. A sealed suit prevents this while intact. The clock remains at 4 until reduced; it does not create multiple consequences inside one Round.

DRIFT RULE — LETHAL VACUUM. HULL-BREACH [COMPARTMENT] uses its printed Skills & Powers procedure, except its Trigger inflicts **1 S Damage** instead of Strain while that compartment is open to hard vacuum. This is a MAJOR environmental rule. State it before commitment. This 4Cast assigns the environmental packet S; Armor applies only if its item explicitly protects against vacuum exposure, and the packet has multiplier x1. An occupant in an intact SEALED suit is not eligible for that HULL-BREACH Trigger.

Counterplay must be present before the first **Trigger**: close a pressure door, evacuate, seal the opening, attach a rescue bottle, enter an intact suit, or move the vehicle into atmosphere. A successful E repair removes HULL-BREACH pips as printed.

PATCH COFFIN. Spend one of its three patches after a successful repair to remove one additional HULL-BREACH pip. This is not a reserve return, does not heal vehicle Damage, and opens no reaction window.

Never reveal that a suit was secretly empty only after someone commits to an EVA. Gauges can be faulty; the visible procedure cannot be.



SALVAGE, CARGO, AND CLAIMS

Salvage is valuable because somebody needs it, somebody abandoned it, and somebody else can prove neither point.

DRIFT RULE — CARGO UNITS. A person can safely carry 1 Cargo Unit in free fall or drag it in gravity with a suitable tool. A solo Frame carries its listed Units. A crew ship carries its Hold rating. Cargo Units are a permission and positioning limit, not another Pool. Exceeding capacity requires a visible route, rigging, or transfer Scene; it never silently reduces an Axis.

Common cargo:

- 1 Unit: recorder core, pressure door, sealed medicine case, worker's effects.
- 2 Units: survey drone, reaction wheel, compact refinery head.
- 4 Units: life-support rack, drive bell, loaded ore cradle.
- 8 Units: habitat spindle, intact shuttle, uncut reactor shield.

CORE 4D4 — OBJECT OR PARTICIPANT. Unopposed cargo is a simple objective. Dangerous machinery, an active expert system, or a contested wreck may own a chart and Pool. Decide before commitment.

DRIFT RULE — SALVAGE CLAIM. Use the canonical CLAIM [OBJECT OR PLACE] Status for physical custody. A successful action whose declared intent is establishing custody applies CLAIM (1); Margin 2+ applies CLAIM (2) instead. A printed ability uses its printed amount. A Scene ending may apply CLAIM (1) when one side remains in uncontested custody. CLAIM measures contestable control, not legal ownership.

The Claims Office recognizes evidence in this order: a living owner, a registered crew compact, an unexpired service lien, a filed claim, then possession. Local practice can ignore that order; the argument is what makes a job.

At settlement, each recovered **ordinary** Cargo Unit pays one share unless a contract says otherwise. Rare identity, medical, legal, or historic cargo has a negotiated value and should become a Scene, not a multiplication table. Shares pay fuel, food, docking, Spares, debt, or personal draws as the crew decides.

FRAMES

A **Frame** is a salvage-rated vehicle chassis: exoskeleton, work pod, skiff, walker, tug, or improvised machine that lets people meet mass on its own terms.

CORE 4D4 — VEHICLE. A Frame has Scale, four Axes, one fixed Pool, directional Damage, Armor, and listed reserves. If no Pool is printed, add its four Axes. Damage is not a second hit track; it converts dice in that Pool. A vehicle is defeated when Damage fills its Pool unless its entry gives a scenario ending.

DRIFT RULE — CHOOSE THE FRAME CAMERA. A worn rig with no important independent systems is gear on its wearer. A Frame whose movement, stations, reserves, and Damage matter is an independent participant. Use only one representation in a Scene. To climb from a disabled Frame and continue on foot, end the vehicle Scene, state the person-scale camera, and carry forward the fiction; no refresh is granted merely for changing sheets.

For solo Frames, the operator spends their own action opportunity and acts through the Frame sheet. For multi-crew Frames, each occupied station uses the core vehicle **procedure**: the lowest of operator Axis, Frame Axis, and station rating caps **Normal Dice**. All stations spend from the shared Frame Pool. A light Frame permits two station actions per Round; a heavy Frame permits three. One operator uses at most one station each Round.

Only Helm moves a multi-crew Frame, once per Round. One occupied station makes the vehicle's one direct defense against each incoming action. Armor still rolls when the Pool has no Ready **Normal Dice**.

Frame N is force and cutters; S is handling and thrust; E is survey and repair; W is shielding, communication, and crew control. Oppositions and composites remain unchanged.

SOLO FRAMES

These Frames act as one participant at their operator's opportunity.

TINLEG EVA RIG

Scale 1 | N3 S3 E4 W2 | Pool 12 | Combo 1 | Power 0 | Armor S 1 against collision | Cargo 2

Tags: SEALED, TETHERED, LIFT, SURVEY. A practical cage of thrusters and handholds. Its mounted tools can affect Scale 1 structures.

FEATHER THE JETS [SKILL]. **Category:** EVA Handling. Axis S. REACTION — ORDINARY, direct defense only. **Pattern:** Any pair TRIGGER. ON SUCCESS when resisting forced movement, apply ANCHORED (1) after that movement resolves. The Anchor protects against later movement and fades normally. **Counterplay:** attack another Axis, cut thrust, force repeated movement, or wait out the Anchor. This reaction opens no nested window.

KNUCKLE CUTTER

Scale 1 | N4 S2 E3 W3 | Pool 12 | Combo 1 | Power 0 | Armor N 1 against debris and tool impact | Cargo 1

Tags: CUTTER, HOT, LIFT. Its opposed jaws permit structural Damage at Scale 1.

LOCK THE BOOM [SKILL]. **Category:** Heavy Rigging. Axis N. ACTION ONLY. **Pattern:** 2,3 SPEND. REGARDLESS after payment. Apply BRACED-FRAME (1). Voluntary movement removes it as usual. **Counterplay:** force movement before it braces, cut the support, change angle, or make the rig move.

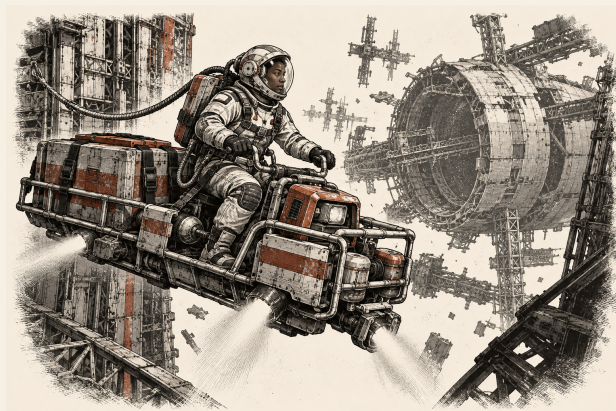
MITE CARGO SKIFF

Scale 1 | N2 S4 E3 W3 | Pool 12 | Combo 1 | Power 1 | Armor 0 | Cargo 4

Tags: TETHERED, LIFT. The open saddle is not SEALED; every occupant needs a suit.

SHORT BURN [POWER]. ACTIVE, ACTION ONLY, Axis S. Pattern P2 + 2 SPEND. ON SUCCESS. Move one additional tactical cell after the skiff's ordinary Move. This is movement inside the same opportunity, not another action. Collision and ADRIFT resolve normally.

These are field-tested shapes, not claims of perfect balance. Their differing reserves and Armor should be recorded during play.



HEAVY FRAMES

Heavy Frames are Scale 2 multi-crew vehicles and permit three station actions per Round.

SLAB HAULER

N4 S2 E3 W3 | Pool 12 | Combo 1 | Power 0 |
Armor N 1 against direct physical force and load
strike | Cargo 10

Stations: Helm S2; Boom N4 or E3; Signal W3.
Tags: LIFT, TETHERED. It can tow Scale 2 cargo
but cannot enter a pressurized habitat without
structural preparation.

TAKE THE LOAD [REACTION]. Boom, Axis
N. REACTION — ORDINARY. **Pattern:** 1,1
TRIGGER. ON SUCCESS when the hauler, its
cargo, or a tethered ally would be forcibly moved,
reduce that movement by one cell / 10 feet. For
the hauler this may be its direct defense; for cargo
or an ally it is support and spends the operator's
unused opportunity. It causes no harm and opens
no nested reaction.

BELLHOUSE SERVICE TUG

N3 S3 E4 W4 | Pool 14 | Combo 1 | Power 1 |
Armor W 1 against signal intrusion and command
spoofing | Cargo 8

Stations: Helm S3; Workhead N3 or E4; Survey
E4; Comms W4. Tags: SEALED, CUTTER,
SURVEY, TETHERED.

COLD BASELINE [SKILL]. Category:
Vehicle Survey. Survey station, Axis E, ACTION
ONLY. **Pattern:** 1,3 SPEND. ON SUCCESS after
examining one reachable wreck, drive, or signal
source, apply ATTUNED [SUBJECT] (1) to the
tug. The Status supplies only its printed
present-tense access or interpretation.

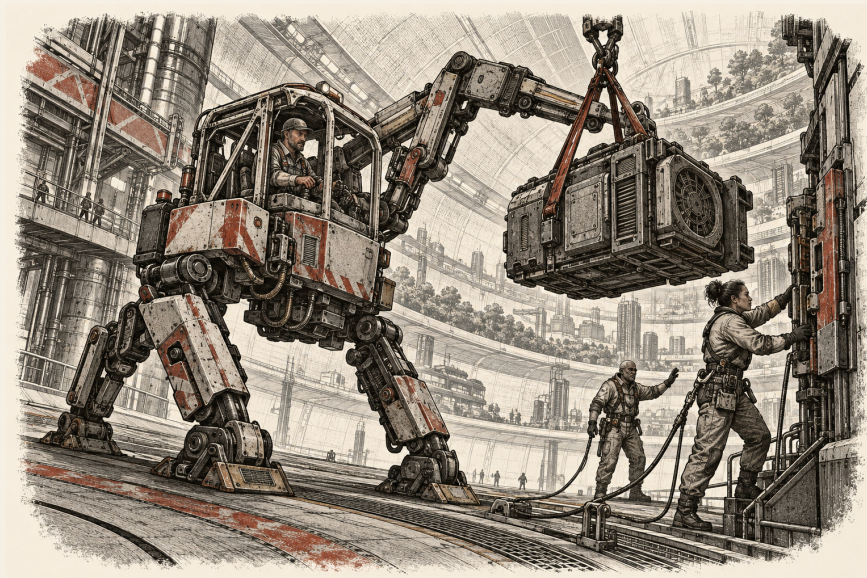
Counterplay: shield the subject, break the
survey link, move it out of the Scene, or corrupt
the sample.

CLINKER WALKER

N4 S3 E2 W3 | Pool 12 | Combo 0 | Power 1 |
Armor S 1 against terrain and collision | Cargo 6

Stations: Helm S3; Arms N4; Cage W3. Tags:
LIFT, CUTTER. It walks inside rotating habitats
where thrust would be vandalism.

When adapting any Frame, change one of Axes,
Armor, reserve, Cargo, or Scale at a time. More
stations change action pressure even if Pool and
Rating stay the same.



THE CREW SHIP: LONG NOTICE

The **Long Notice** is a Bellhouse tug assembled from three decommissioned service craft. Every pressure door has a different handle. The galley table is also the machine shop's clean bench. A prior crew painted *WE CAME WHEN CALLED* over the outer lock, then invoiced for the paint.

Scale 2 | N3 S3 E4 W4 | Pool 14

Combo 1 | Power 1 | Armor N 1 against physical impact and direct fire

Hold 8 Cargo Units | Spares 4 | Tags: SEALED, CUTTER, SURVEY, TETHERED

HELM — **S3 / SE2**. Translate, dock, evade, hold attitude, and cross unstable routes.

WORKHEAD — **N3 / NE3**. Cut, grapple, tow, brace, and operate the external arms.

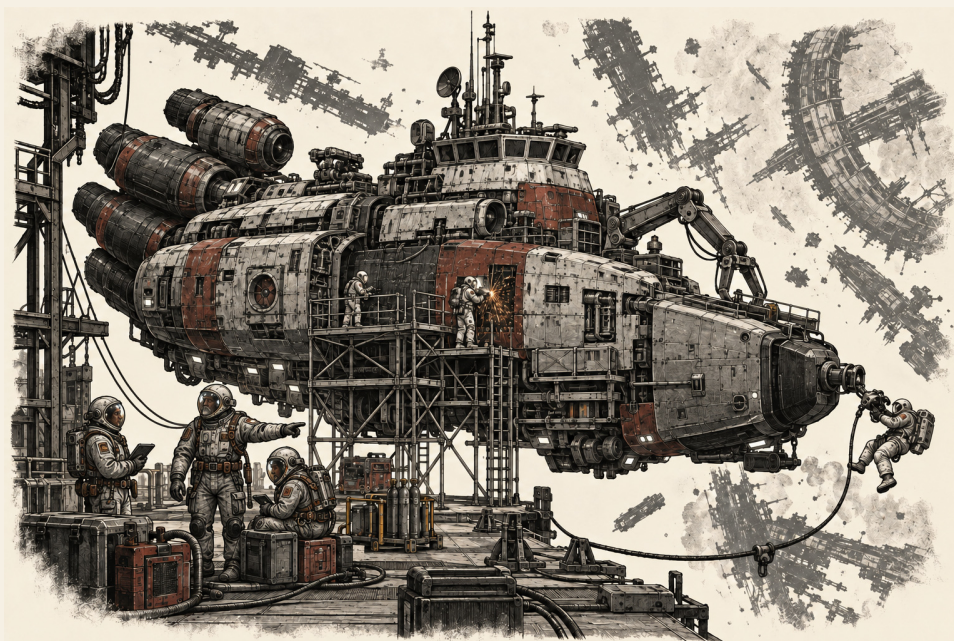
SURVEY — **E4 / NE3 / SE3**. Navigate, inspect structure, map interiors, identify signals, and repair.

COMMS — **W4 / NW3 / SW3**. Coordinate crew, negotiate, shield command links, and challenge claim beacons.

The Long Notice permits at most three station actions each Round. It receives no action of its own. Each station operator spends their own opportunity and vehicle dice; one operator uses one station per Round.

TENDER BURN [POWER]. ACTIVE, Helm, ACTION ONLY, Axis S. Pattern P1 + Any pair SPEND. ON SUCCESS. Apply ADRIFT in the ship's declared map direction (1) to the Long Notice, then immediately make its one ordinary Helm Move. At the start of its next opportunity, ADRIFT resolves before voluntary movement. This Power grants no extra action or second Helm Move.

The Power is a commitment to coast through a place where braking would be worse. Broken tethers, blocked routes, and collision remain honest counterplay.



RUNNING THE LONG NOTICE

CORE 4D4 — STATION DEFENSE. Against one incoming action, choose one occupied station able to answer. Its operator makes the ship's single direct defense using the lowest of operator, ship, and station ratings. Direct defense costs no action opportunity. No second station also directly defends. Other crew may support or interfere only by spending an unused opportunity under the ordinary rule.

REPAIR. An E repair with tools may heal 1 vehicle Damage, maximum once per target per Turn. Spend 1 Spare when ordinary replacement material is needed. A repair may instead reduce HULL-BREACH, STALLED, or another printed condition when its procedure says so; one success does not both heal Damage and clear a Status unless an ability explicitly says it does.

DAMAGE AS FICTION. N Damage compromises cutters, structure, and thrust loads. S Damage compromises handling and drive alignment. E Damage compromises sensors, power routing, and work systems. W Damage compromises shielding, communication, and crew coordination. Cancellation already models unreliability. Add STALLED [FACET] only when a printed effect calls out a specific system.

SCALE. Against Scale 1 targets, the Long Notice adds +1 final structural Damage or collision Strain. Against person-scale targets, ordinary direct structural harm adds +2; warn the table before commitment. Person-scale tools cannot ordinarily deal structural Damage to the tug across a two-step gap without equal-scale equipment, a facet, or WEAK POINT.

CAMERA CHANGE. Outside, the ship is one vehicle Agent with its own Pool. During boarding, fire, or compartment repair, end that representation and allocate the new Scene Pool total among person-scale system or facet Agents. Never keep the ship's complete outside Pool while also allocating it again among interior Agents.

FACTIONS ARE PEOPLE WITH PROCEDURES

The Drift has no central empire. It has maintenance compacts, registries, rescue channels, food cooperatives, insurers, work crews, and companies whose reach ends where their fuel bill does.

CORE 4D4 — INDEPENDENT SIDES. A faction becomes a participant only when it acts as one bounded side in the current Scene. Give it a Scene Pool total, then allocate that total among its listed Agents. Every allocation is separate whether friendly, hostile, or neutral. Attitude never merges or lends Pools.

Choose one working relationship before play:

- **TRUSTED:** they will hear the crew before deciding; no mechanical bonus.
- **WORKING:** ordinary professional contact.
- **OWED:** name a concrete debt, promise, or lien.
- **BURNED:** name the event and who knows.
- **UNKNOWN:** neither side has standing.

Use canonical Statuses when procedure matters: **AUTHORIZED** for recognized access, **CLAIM** for custody, **INDEBTED** for a creditor relationship, **DISCREDITED** before a named audience, **ON-GUARD** for an alerted force, and **SECURED** for control layers. Relationship words never create pips by themselves.

DRIFT RULE — FACTION 3/4. A faction-focused Scene may set its primary 3 to **their procedure tightens** and its primary 4 to **a human exception appears**. The entry must name the exact **effect**: advance a clock, apply one Status pip, expose a route, or introduce one Agent. Never let one Straggler trigger every organization present.

A field Agent's Axes are its own action caps. Add active Agents to obtain Encounter Axes; each spends only from its own allocated Pool. Damage equal to that Pool defeats it; a printed early break may remove it sooner. Removing a representative changes who can act, not what the entire faction believes.

The people below can oppose the crew, hire them, rescue them, or need something embarrassing. None exists solely to hand out quests.

THE ORRERY CLAIMS OFFICE

The Office is six linked registries that agree on file formats and little else. Its public purpose is to stop armed crews from settling ownership with cutting tools. Its private terror is approving a claim that contains a living person.

WANTS: intact logs, known custody, fees paid in the correct order, and disputes moved somewhere with chairs.

OFFERS: claim registration, ownership searches, sealed evidence storage, neutral hearings, and an address where a dead worker's family can be found.

PRESSURE: it can freeze a sale, notify a rival claimant, or demand that dangerous cargo remain where it is.

CLAIM EXAMINER — AGENT

N1 S2 E4 W3 | Combo 1 | **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain.

PROCEDURAL HOLD [SKILL]. Category: Claims Administration. Axis E. Pattern 1,4 SPEND. ON SUCCESS while the Examiner can identify one genuine conflict in custody, apply SECURED [DISPUTED OBJECT] (1) for the Office. This does not seize the object; it adds one contestable control layer to moving it through registered facilities.

Counterplay: produce superior evidence, move outside the registry, expose a conflict of interest, obtain a living owner's testimony, or remove SECURED through its ordinary procedure.

PRIMARY 3: mark **Review (1/4)**. At 4, the disputed property cannot be sold through registered docks until a new Scene resolves the review.

PRIMARY 4: reveal one useful provenance fact already present in the records, or reduce Review by 1 if the acting side submitted evidence.

The Office is not omniscient. A beacon proves that a beacon was planted. A signature proves that a key signed. A corpse may still own a ship if the death record never arrived. The useful question is not "what does the law say?" It is "which proof will this tired clerk risk their name on?"



TETHERHANDS MUTUAL

Tetherhands began as a rescue frequency shared by crews too poor to carry duplicate air. It became a mutual-aid compact after three insurers tried to bill the rescuers for unauthorized hull contact.

WANTS: people recovered before cargo, rescue gear returned, dangerous routes marked, and members who answer calls when they can.

OFFERS: emergency tow, union labor, loaned Frames, witness statements, and a bunk without a background check.

PRESSURE: members remember crews who cut lines, abandoned contractors, or claimed rescue work as salvage.

RIGGING PAIR — AGENT

N3 S3 E2 W2 | Armor N 1 against falling hardware | **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain.

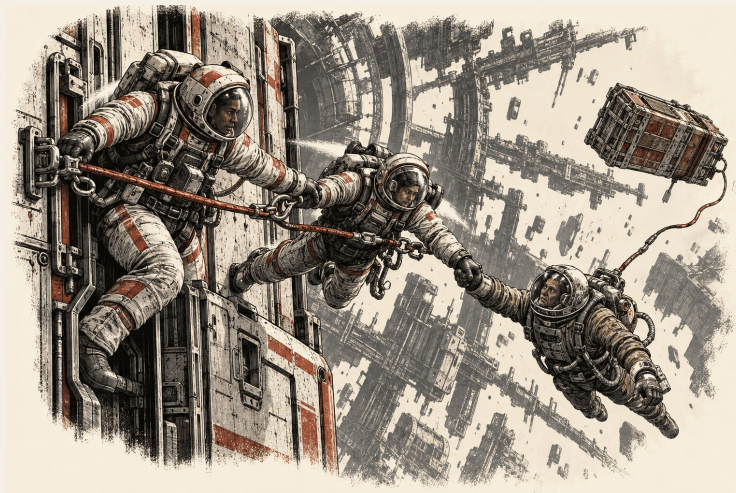
CATCH THE LINE [REACTION]. **Category:** Rescue Rigging. Axis S. ORDINARY direct defense or support. Pattern Any pair SPEND. ON SUCCESS when a visible tethered subject would be forcibly moved, reduce that movement by one cell / 10 feet after the triggering action resolves. Supporting another side spends this Agent's unused opportunity. The reaction opens no nested window.

Counterplay: sever sight or line, overload two routes at once, jam coordination, attack from another direction, or make the rescue target refuse.

PRIMARY 3: apply ON-GUARD [TETHERHANDS, CURRENT WORK ZONE] (1), representing a shouted warning and tightened procedure.

PRIMARY 4: place a viable anchor, pressure door, or rescue bottle already plausible in the location. It supplies permission, not a free action or die.

A Tetherhand can be angry, frightened, lazy, or wrong. The compact asks for solidarity, not sainthood. When used as opposition, let them defend a person, safe route, or labor boundary. They do not fight to protect an abstract logo.



BLACKWAKE RECOVERY

Blackwake is a private salvage company with clean invoices and dirty boots. It pays on time, supplies dependable suits, and writes contracts that make every unforeseen danger the subcontractor's fault.

WANTS: uncontested custody, predictable workers, proprietary survey data, and wrecks valuable enough to justify bringing lawyers.

OFFERS: fuel advances, heavy Frames, rapid extraction, licensed buyers, and cash before the job if the crew accepts a lien.

PRESSURE: it plants beacons early, buys local debt, hires witnesses, and calls its armed teams "site safety."

RECOVERY LEAD — AGENT

N3 S3 E2 W2 | Combo 1 | Armor N 1 against direct physical force | **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain.

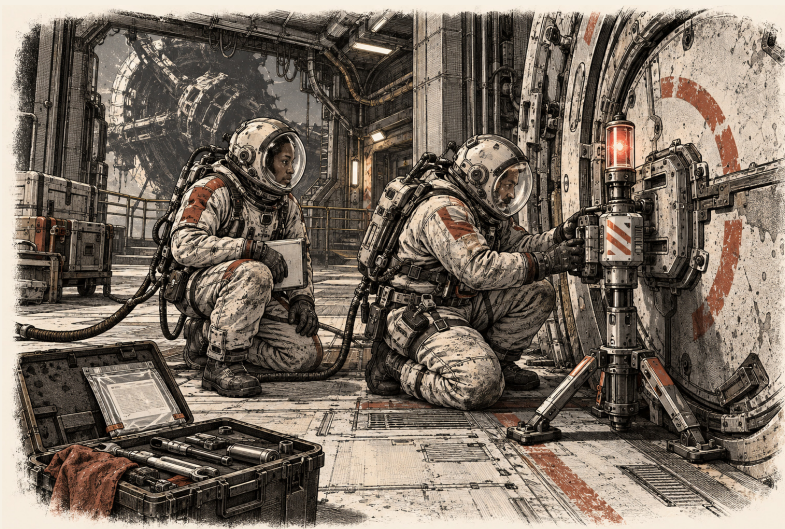
PLANT COMPANY COLORS [SKILL]. Category: Recovery Operations. Axis N. Pattern 1,3 SPEND. ON SUCCESS while physically occupying or tethered to one bounded objective, apply CLAIM [OBJECT OR PLACE] (2) for Blackwake. The Status supplies only its printed defensive Help and fades if the team abandons custody.

Counterplay: break the tether, force the team away, supersede the claim publicly, negotiate a split, or remove CLAIM pips through a successful action against the claim.

PRIMARY 3: advance **Reinforcements (1/4)**. At 4, introduce one Recovery Lead only if Blackwake has a plausible route. It arrives at Round end and becomes active next Round. It receives no immediate opportunity; clear Reinforcements after arrival.

PRIMARY 4: expose one Blackwake liability, unpaid lien, unsafe order, or worker willing to bargain.

Blackwake crews are workers too. Give each a reason to hesitate: a child on the same station, a previous rescue debt, a suit alarm, or a manager safely elsewhere.



FREE LANTERN PILOTS

The Lanterns are independent ferry and tug pilots who maintain open route lights around inhabited rocks. Membership is a shared map key, a rescue promise, and an annual argument over whose turn it is to replace the beacons.

WANTS: navigable lanes, honest hazard reports, docking priority for rescue craft, and enough fuel to keep one light ahead of the dark.

OFFERS: passage, route maps, discreet transport, small-craft pilots, and a witness who actually saw the approach vector.

PRESSURE: they can close a local route by refusing to certify it, or open one that an authority would rather remain obscure.

LANTERN PILOT — AGENT

N1 S4 E3 W2 | Bound Combo S 1 | **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain.

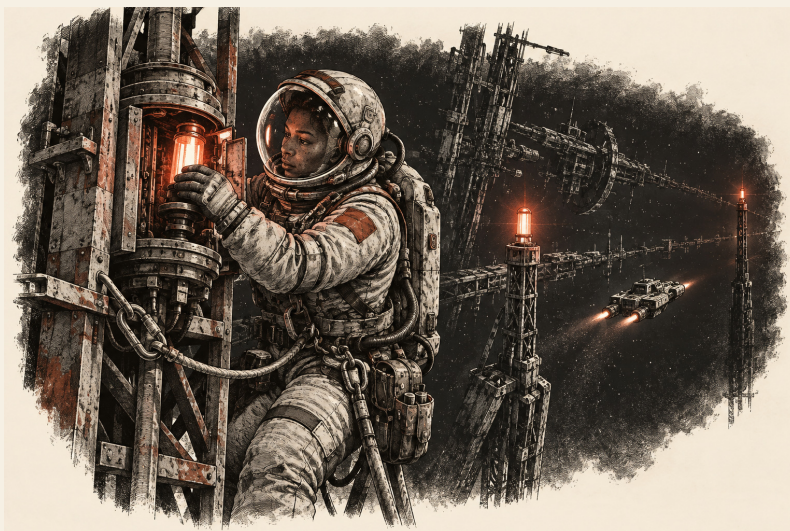
THREAD THE NEEDLE [SKILL]. Category: Drift Piloting. Axis S or SE. Pattern Any pair TRIGGER. ON SUCCESS while navigating a declared hazardous route, apply GUIDED [ROUTE] (1) to the operated vehicle. The Bound Combo S may be committed only because both listed Axes contain S; it never enters Clusters or tie value.

Counterplay: alter the route, extinguish its marker, move the hazard, feed false telemetry, or force another approach.

PRIMARY 3: mark **Route Shift (1/3)**. At 3, replace one known safe approach with a longer or exposed approach; do not erase every route.

PRIMARY 4: reveal a maintenance cut, beacon shadow, or patient timing window. Apply GUIDED [ROUTE] (1) only if the acting side successfully records or follows it.

Lanterns do not smuggle because they are romantic. They smuggle medicine, workers, evidence, and sometimes people nobody else will carry. Decide which before calling them criminals.



CHOIR NINE

Choir Nine keeps work-band recordings from wrecks: last calls, repair notes, jokes, arguments, and the mundane voices that registries discard after a claim closes. Their archive is built into nine pressure tanks because nobody could afford a proper vault.

WANTS: voices preserved with context, consent honored where it can be known, and dead workers treated as more than access credentials.

OFFERS: signal restoration, identity comparison, family contacts, oral history, and ugly truths no corporate report retained.

PRESSURE: a recording can prove negligence, invalidate a claim, identify a survivor, or reveal that a “haunted” system is replaying maintenance instructions.

WITNESS ARCHIVIST — AGENT

N1 S1 E4 W4 | Bound Power E 1 | **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain.

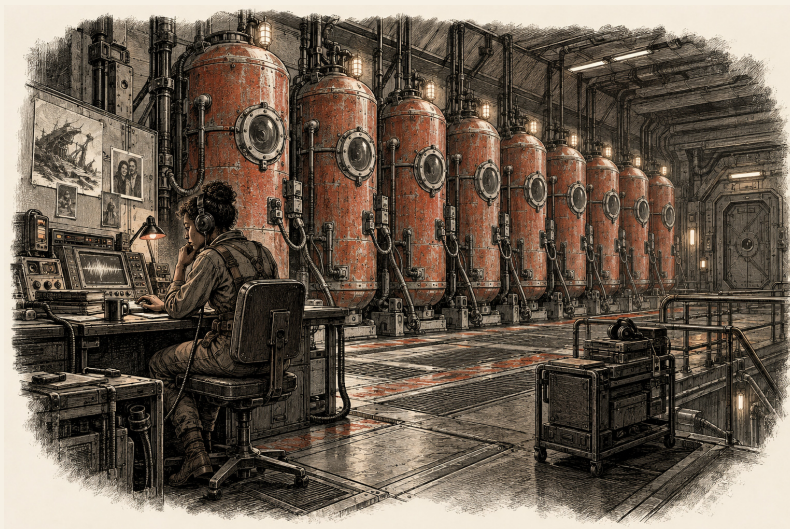
PLAYBACK UNDER OATH [POWER]. ACTIVE, ACTION ONLY, Axis E. Pattern P3 + 3 SPEND. ON SUCCESS. **Requirement:** an intact recording and a named statement it could actually contain. **Effect:** the 4Caster gives the exact relevant substance of the preserved statement and names one missing context. Apply IDENTIFIED [SPEAKER OR EVENT] (1) only when the recording supports that identity. The Power creates no new memory and cannot answer a question the source never recorded.

Counterplay: challenge provenance, compare another recorder, show an edit, identify signal contamination, or deny that the speaker had direct knowledge.

PRIMARY 3: mark **Degradation (1/4)**. At 4, one unrecovered segment becomes unreadable; state which segment is at risk before the last mark.

PRIMARY 4: isolate a clean phrase, timestamp, background alarm, or second voice.

Choir Nine is strange because grief stored at industrial scale becomes infrastructure. Its members remain archivists, technicians, relatives, and gossips.



THE MUDROOM COOPERATIVE

Every inhabited station has a room where outside dirt becomes inside air. The Mudroom Cooperative owns filters, seed stock, fungal beds, water assays, and the unpleasant authority to tell an armed crew that their boots are a public hazard.

WANTS: clean loops, repairable contamination, shared water, and no one venting a problem into somebody else's home.

OFFERS: decontamination, food, air, biological analysis, quiet lodging, and workers who understand old habitat systems.

PRESSURE: quarantine, rationing, denied docking, or the discovery that valuable cargo is alive and cannot be sold by the kilogram.

SCRUBBER STEWARD — AGENT

N1 S2 E4 W3 | Combo 1 | **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain.

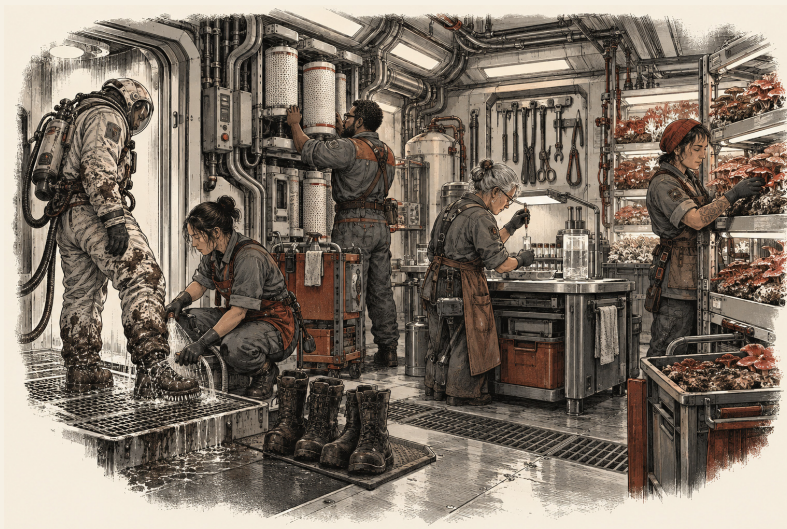
ISOLATE THE LOOP [SKILL]. **Category:** Habitat Maintenance. Axis E. Pattern 1,2 SPEND. ON SUCCESS while reaching a valve, duct, tank, or control point, reduce HULL-BREACH, INFECTED, FLOODED, or a named contamination clock by 1. Choose one. This does not heal Damage, restore air by itself, or clear an entire Scene.

Counterplay: deny access, rupture a second loop, hide the source, keep the system moving, or force the Steward to protect occupants instead.

PRIMARY 3: advance **Contamination (1/4)**. At 2, mark the affected zone; at 4, apply QUARANTINED [BOUNDARY] (2). Announce both thresholds.

PRIMARY 4: reveal a clean bypass, viable culture, safe sample, or person whose symptoms contradict the assumed source.

Mudroom people are powerful locally and nearly irrelevant two rocks away. Their authority comes from the fact that everyone breathes the same repaired machine.



PEOPLE YOU MEET BETWEEN SHIFTS

Use these people as employers, rivals, witnesses, dependents, or the one person still answering a broken channel. When dice are needed, pair them with the closest faction Agent or a Toolbox role Agent; their descriptions do not secretly add mechanics.

MARA VENN, CLAIMS CLERK. Speaks every number aloud before entering it. Wants one case decided without a threat. Keeps a drawer of unclaimed wedding rings.

SOL KETT, TETHERHAND. Lost two fingers to a line he still insists was tied correctly. Wants the crew to answer a rescue call that will cost them the job.

IVO QUARRY, BLACKWAKE LEAD. Excellent at extraction and ashamed of being excellent for Blackwake. Wants enough evidence to refuse one lethal order.

PELLA NINE, ARCHIVIST. Restores background noise before speech because machines lie less elegantly. Wants the crew to return a recorder to the family named inside.

JUNE MICA, LANTERN PILOT. Never takes the shortest route. Wants somebody else to confirm that a route light moved against thrust.

DR. ORA MUD, SCRUBBER STEWARD. Names fungal colonies after former landlords. Wants a living cargo declared a passenger before the Claims Office weighs it.

TAMS RILL, INDEPENDENT CUTTER. Carries a beautiful custom lance and a terrible suit. Wants one clean payout before the suit debt comes due.

“UNCLE” BELL, WRECK VOICE. A maintenance expert system copied from six retired workers. Wants its chassis recovered, not merely its useful procedures.

Give each person a tell the characters can perceive, a limit they will not cross, and one thing they misunderstand. If one changes sides, keep that Agent's Pool, Damage, Strain, Statuses, and resources attached to it. Allegiance changes fiction; it does not heal, refresh, merge Pools, or create an action opportunity.

D44 WRECKS

Roll two d4 in order or choose. The first die names the hull; the second names what prevents an easy invoice.

- 11 — MEAT FREEZER.** A food barge rotates gently. Its cargo survived; the crew's final meal did not.
 - 12 — WELDING CHAPEL.** A repair tender whose tool arms are folded around another ship like hands.
 - 13 — COMPANY SCHOOL.** A training habitat full of obsolete simulators and one current distress call.
 - 14 — ORE PILGRIM.** A bulk hauler with every hold empty and every scale ticket authentic.
 - 21 — SLEEP CLINIC.** Six open cryo cradles, seven patient charts, and a warm medical waste line.
 - 22 — GREY PARADE.** Linked construction Frames orbit a severed command cabin in perfect spacing.
 - 23 — THE LAST RECEIPT.** A pay tender whose expert system still calculates wages for a missing crew.
 - 24 — WATER WIDOW.** An ice tug venting a glittering ring around a pressurized garden.
 - 31 — BORROWED DAWN.** A solar service kite folded around a rock that should not cast a shadow.
 - 32 — QUIET MILE.** A cable layer with one kilometer of hardline paid out toward empty space.
 - 33 — LITTLE WEATHER.** An atmospheric processor producing one room of rain inside its hull.
 - 34 — HOUSE OF SPARES.** A parts depot where every labeled bin contains a carefully repaired personal object.
 - 41 — COURT OF DUST.** A Claims Office courier fused to an unregistered wreck it was sent to inspect.
 - 42 — SIXTH SHIFT.** A mining shuttle whose recorder contains a full shift after the official loss time.
 - 43 — MOTHER'S LADDER.** A habitat elevator with no habitat, still arriving every seventeen minutes.
 - 44 — GOOD INTENTIONS.** A rescue craft carrying three incompatible accounts of the same survivor.
- For each wreck, decide: who can still speak, what is immediately recoverable, what becomes worse when moved, and who arrives if the crew broadcasts honestly.

WRECK SCENE: THE LAST RECEIPT

Goal: recover the 4-Unit drive spindle, the worker-pay archive, or both before the spine folds. The pay archive insists that unpaid wages remain a superior claim.

Tags: VEHICLE, FACETS, CLAIMS. Recommended Even. Scene Pool total = 100% of Party Total; 75% Easier, 125% Harder. Allocate among the three standard Agents before play; equal shares are only a convenience.

BUCKLED SPINE — AGENT: N3 S2 E2 W1. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. **SHEAR [SKILL]:** **Category:** Structural Pressure; Axis N; **ACTION ONLY;** Pattern Any pair SPEND; ON SUCCESS instead of ordinary harm, force one reachable subject one position. Collision resolves normally. **Counterplay:** brace, leave reach, cut the stressed member, or relieve load with E.

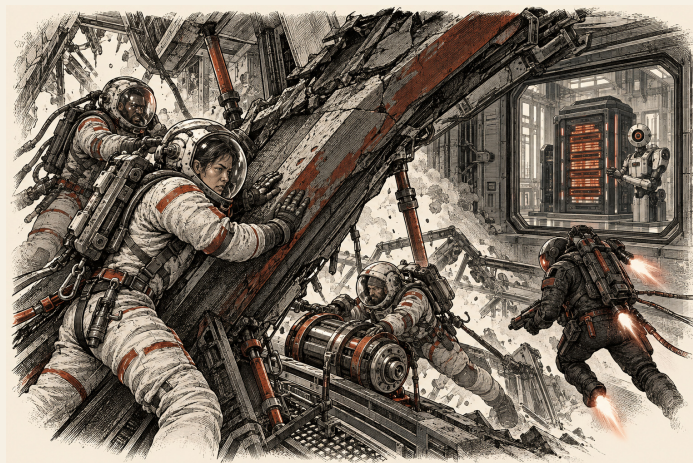
PAYROLL STEWARD — AGENT: N1 S1 E4 W4; Bound Power E 1. **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain. **DENY UNSAFE ACCESS [POWER] — MAJOR, RED FLAG:** ACTIVE, ACTION ONLY; Axis E; Pattern P2 + 2 SPEND; ON SUCCESS apply AXIS-LOCKED [W] (1). The fixed W lock affects only the target's direct defensive reactions and fades normally. **Counterplay:** prove employment, isolate its console, clear the Status, decline that reaction, or recover the missing timecard.

BLACKWAKE BOARDER — AGENT: N3 S3 E2 W2; Armor N 1. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. It begins with CLAIM [DRIVE SPINDLE] (1). It will split the spindle but not the archive unless threatened.

PRIMARY 3 — FOLD: mark Fold (1/4). At 4, the central route closes and everyone there receives one flat packet of **1 S Damage; Armor applies; multiplier x1.** A successful N brace or E stress-relief action removes marks equal to retained Clusters, maximum 2.

PRIMARY 4 — LOOSE RECORD: expose one worker record, safe handhold, or movable 1-Unit component. The roller chooses from what is plausible.

Endings: extract either objective; satisfy the Steward's wage claim; agree to a split; or evacuate before Fold 4. Use a Failure Move only if no opposition, Status, movement, harm, or clock result already changed the position. The wreck folds around choices, not around a hidden correct answer.



D44 HAZARDS

A hazard should advertise a source, a path, and at least one countermeasure before dice are committed.

- 11 — CABLE WEATHER.** Live hardline whips between tumbling anchors. Ground, cut, or ride its rhythm.
 - 12 — IRON SNOW.** Ferrous dust blinds optics and gathers on suit joints. Brush, reverse field, or leave.
 - 13 — COLD FIRE.** Leaking propellant burns too faintly to see. Sample, vent, or stop producing sparks.
 - 14 — FALSE FLOOR.** Rotating debris mimics a stable deck until weight transfers.
 - 21 — RADIO TIDE.** Every transmitter repeats messages seventeen seconds early. Go wired or use the prediction.
 - 22 — GLASS BREATH.** Silicate vapor plates lungs, seals, and lenses. Filter, cool, or avoid the plume.
 - 23 — PATIENT GRAVITY.** A damaged centrifuge changes “down” one degree each Round.
 - 24 — CLAIM MINE.** A beacon threatens automatic liens rather than explosives.
 - 31 — ORBITAL MILL.** Two wrecks grind each other into a widening fan. Brake one, time the gap, or retreat.
 - 32 — HUNGRY SCRUBBER.** A life-support culture consumes sealant, cloth, and dead skin.
 - 33 — WAKE SHADOW.** Thruster plumes hide a massive object from thermal survey. Change modality.
 - 34 — MEMORY FOG.** Suit logs overwrite the last minute with a maintenance tutorial.
 - 41 — WORK SONG.** A resonant truss amplifies speech into dangerous vibration. Use signs or change tension.
 - 42 — COPPER RAIN.** Charged fragments seek the longest conductive path. Shorten, shield, or offer ground.
 - 43 — FRIENDLY DOOR.** Pressure doors open for human heat and close on machinery. Separate crew and cargo.
 - 44 — EMPTY ALARM.** Every warning is false except the one with a broken lamp.
- When a hazard is only scenery, do not give it a Pool. When it repeatedly acts, reacts, spends endurance, or has several active parts, cast it as a Scene side with Agents.

HAZARD SCENE: CABLE WEATHER

A ruptured cable layer lashes energized lines around a survey pod tethered at the bay's center.

Goal: recover the 2-Unit pod, rescue its operator, or shut down the bus. **Recommended Even:** Scene Pool total = 100% Party Total, allocated among this hazard's three Agents before play.

LIVE LOOM — AGENT: N3 S2 E4 W1. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. **ARC SEEK [SKILL] — MAJOR, RED FLAG: Category:** Electrical Hazard; Axis E; ACTION ONLY; Pattern Any pair SPEND; ON SUCCESS apply DRAINED (1). The first application that actually increases a participant's DRAINED each Round immediately moves one Ready **Power Die** to Spent if available and consumes that participant's once-per-Round event even if none is Ready. Later increases that Round do not immediately spend another. **Counterplay:** disconnect the bus, insulate, break reach, or clear DRAINED.

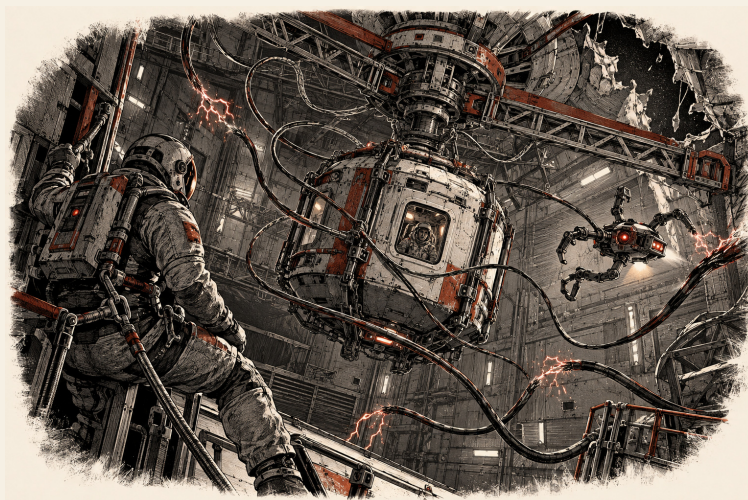
ROTATING TRUSS — AGENT: N4 S3 E1 W2. **Removal:** 4 attributed Damage or 3 ACCUMULATED Strain. **SWEEP [SKILL]: Category:** Moving Structure; Axis N; ACTION ONLY; Pattern 2,3 SPEND; ON SUCCESS instead of ordinary harm, force one position of movement. Collision and Scale apply. **Counterplay:** brace, time the rotation, leave its arc, or lock the bearing.

BLIND DOCK DRONE — AGENT: N2 S3 E3 W4. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. **PIN TRANSMITTER [SKILL]: Category:** Dock Security; Axis W; ACTION ONLY; Pattern 1,3 SPEND; ON SUCCESS apply BOUND (1) using a named clamp or line. **Counterplay:** stop transmitting, break the restraint, authenticate, spoof another source, or leave range.

PRIMARY 3 — CHARGE: mark Charge (1/4). At 4, every subject touching an uninsulated line takes one flat packet of **1 E Damage; applicable E Armor may prevent; multiplier x1**. Clear all marks after resolution.

PRIMARY 4 — SLACK: the roller places one safe anchor or opens one cable-free route between adjacent zones until Round end.

An Agent removed before its later opportunity loses it. This Scene grants no SECOND ENTRY, reserve return, Armor bypass, or reaction to a reaction.



CLAIM SCENE: COUNTER NINETEEN

The crew, Blackwake, and a person listed as dead all claim the same intact life-support rack. The hearing takes place in a prefab office bolted to a dock wall. Cast the disputed hearing as one Scene side: its three Agents all prevent immediate release, even though their reasons differ.

Goal: obtain a recognized release, negotiate shared custody, expose fraudulent evidence, or leave with a deliberate outlaw claim. **Recommended Even:** Scene Pool total = 100% Party Total, allocated among the listed Agents before play.

MARA VENN, EXAMINER — AGENT: N1 S2 E4 W3; Combo 1. **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain. She wants a ruling that will survive appeal.

IVO QUARRY, RIVAL LEAD — AGENT: N3 S2 E2 W3. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. He begins INDEBTED [BLACKWAKE] (1) and will trade testimony for release from the lien.

MISSING LEDGER — AGENT: N1 S1 E4 W4. **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain. This nonliving Agent searches, contradicts, delays, and produces records from its own allocated Pool. It cannot be intimidated, but it can be repaired, queried, or proved incomplete.

PRIMARY 3 — REVIEW TIGHTENS: mark Review (1/4). At 2, no routine AUTHORIZED pip bypasses this hearing. At 4, Mara must issue a narrow ruling on current evidence; announce what evidence is still missing before the last mark.

PRIMARY 4 — HUMAN EXCEPTION: reveal one witness, timestamp, family connection, unpaid wage, or clerical inconsistency already latent in the case. It supplies information, not automatic success.

Failure Move: only when a lost action changed nothing else, demand a bond, schedule an immediate inspection, or notify another claimant. Do not stack it with Review, a Status, or another printed consequence.

Violence may remove Agents but cannot create a legal release. The crew can still steal the rack; that ending creates pursuit, debt, and a very clear next Scene.



D44 JOB SEEDS

Each seed contains a job, a pressure, and a decision. Roll or choose; reskin handles, not mechanics.

- 11:** Tow a failed scrubber before the habitat runs out of clean air; its owner cannot pay, but its residents can vote.
- 12:** Recover a cutter from an iron-snow cloud; the tool contains evidence of its operator's negligence.
- 13:** Verify an empty mine; the claim beacon is current and the owner has been dead twelve years.
- 14:** Deliver fungal cultures through quarantine; the cultures are also the only witness to contamination.
- 21:** Strip a reactor shield before Blackwake arrives; moving it exposes a warm cryo niche.
- 22:** Re-light a Lantern route; the "failed" beacon moved under controlled thrust.
- 23:** Retrieve Choir Nine's recorder; one voice inside asks not to be returned.
- 24:** Cut a school habitat free from a wreck; the school expert system refuses to abandon enrolled students.
- 31:** Salvage a water spindle; Tetherhands declares the operation a rescue after hearing knocks.
- 32:** Carry a Claims examiner to a disputed hull; every claimant agrees the examiner must not arrive.
- 33:** Remove a dangerous drive bell; the local Mudroom needs its waste heat to grow food.
- 34:** Find a missing Frame crew; their rig keeps completing work orders without them.
- 41:** Clear cable weather from a dock; somebody profits each day the dock remains closed.
- 42:** Prove a ferry crossed a forbidden route; its passenger list contains the crew's employer.
- 43:** Recover an unpaid payroll archive; honoring it would consume the salvage payout.
- 44:** Bring home a living claim beacon; it remembers being a worker and has filed for wages.

Start with the decision, not a villain. Ask who benefits if the crew succeeds, who pays, and which ordinary person must live with the method.

4CASTING THE DRIFT

The Drift works when large machinery and small obligations occupy the same room. A wreck can kill people, but the decision is usually about who enters, who gets paid, whose testimony counts, and what the crew is willing to leave attached.

Use five setting truths:

- 1. Nothing is empty because a scanner says empty.** Ask what counts as alive, awake, owned, or still working.
- 2. Maintenance is history.** Repairs reveal who cared, who rushed, and which failure became normal.
- 3. Distance is political.** A faction is strong where its air, fuel, witnesses, and workers reach.
- 4. Salvage changes custody before ownership.** Possession creates leverage; it does not settle truth.
- 5. Every machine has a human consequence.** Even an expert system was trained, assigned, ignored, loved, or invoiced by somebody.

The strange parts should be specific. A kilometer of cable points toward nothing. A payroll program keeps paying dead workers. Rain falls in one room. Avoid replacing those details with a generic ancient mystery or a distant galaxy-wide authority.

Ask players what they are trying to change now. Then cast the fewest moving parts able to answer. A door can be permission. A live door under pressure can be an Agent. A whole wreck can be a Scene side. A faction needs a Pool only when it acts as one bounded participant in this Scene.

Do not prewrite the correct moral answer. Print costs and counterplay. Let rescuing a survivor invalidate a lucrative claim. Let honoring wages consume the payout. Let the crew take the money. Fallout should remember the choice without turning every compromise into punishment.

The 4Caster's job is to make procedure visible, play the opposition honestly, and ask what the new situation demands.

BUILD A DRIFT SCENE IN SIXTY SECONDS

Use this when the crew opens the hatch you did not prepare.

0:00 — NAME THE CHANGE. Complete: “If nobody acts, _____ changes before _____.” This supplies urgency without requiring combat.

0:10 — CHOOSE THE OBJECTIVE. Recover, rescue, cross, repair, prove, bargain, tow, contain, or escape. State at least two possible endings.

0:20 — SET THE SIDE. Use 75%, 100%, or 125% of Party Total for the Scene Pool total. Choose one to three Agents and allocate the total among them however the 4Caster wants. Record each fixed Pool; no lending. Start with one Agent per participating character only when standard action pressure is wanted.

0:30 — GIVE EACH AGENT A JOB. Use one high Axis at 4, one reliable Axis at 3, and two weaknesses at 1–2. Print separate attributed Damage and ACCUMULATED Strain removal thresholds. An Agent’s own Axes cap its rolls; summed Encounter Axes never do.

0:40 — PRINT THE 3 AND 4. One leftover 3 causes one primary effect. One leftover 4 causes one primary effect. Name the exact clock, Status, route, cargo, or position changed. Announce thresholds.

0:50 — SHOW COUNTERPLAY AND BEGIN. Name one perceived danger, one route or tool that can answer it, and one way to withdraw or accept a cost. Place the camera and ask who acts.

CORE 4D4 — ENTRY. Every active Agent receives one action opportunity per Round. An Agent entering on or after its current controller’s opportunity counts as having passed unless a printed exception grants an immediate opportunity. An ability-created immediate opportunity uses the shared action ceiling. Ordinary reinforcements in this book have no immediate exception.

If you freeze, take a Toolbox Scene and reskin the handles. Keep its Pool ratio, Agent count, Axes, clock shape, 3/4 effects, timing, and removal conditions until play shows a reason to change one.

PRESSURE IS MORE THAN A POOL

A large Pool provides endurance and reactions across a Turn. More Agents provide proactive actions every Round. A dangerous position, Armor, forced Axis, area Effect, or clock can outweigh either number.

CORE 4D4 — PARTY TOTAL. Fresh Scenes assume three characters. Add the fixed Pools of the actual participants. For a typical three-person crew with Pool 12 each, Party Total is 36:

- Easier 75%: Scene Pool total 27.
- Even 100%: Scene Pool total 36.
- Harder 125%: Scene Pool total 45.

Round up fractions. Do not add the party-size adjustment and then apply it again. Changing player count does not alter printed Agents, Agent Axes, Encounter Axes, directions, abilities, or clocks.

LIGHT ACTION PRESSURE: fewer Agents than characters.

STANDARD: equal counts.

HEAVY: more Agents than characters, even at an Easier Pool.

Use one or two Agents when the danger is a route, machine, negotiation, or single rival. Use three when different jobs demand competing answers. Use four only when the clutter itself is the point. Convert crowds to Cohesion or Scale instead of granting ten opportunities.

Before play, note the harshest non-Pool feature: repeated Armor, an automatic packet, a forced defense, lethal vacuum, a reinforcement threshold, or no safe position. Call an Even Scene Total with heavy action pressure “Even total, heavy pressure,” not simply Even.

After the Scene, change one lever. If opposition lasted too long, lower Pool. If it never acted, change position or add one Agent. If a status caused a lockout, change that profile or its counterplay before inflating every enemy.

Ratings and XP are playtest estimates. Do not secretly increase pressure because the crew prepared well.

TELEGRAPH THE MACHINE

Before commitment, tell the table what characters can perceive, the immediate risk, which Agent can oppose them, the active 3 and 4, visible clocks and thresholds, applicable Scale, and any rule that changes Armor, refresh, movement, or harm. A hidden fact is allowed. A hidden procedure is not.

Use these safeguards when importing abilities or improvising equipment:

REACTIONS. The targeted participant or Agent receives one direct reaction to the current incoming action from its own Pool and may directly react again to later actions while dice remain. Within one exchange, an early checkpoint replaces that participant's ORDINARY checkpoint. Drift profiles grant no SECOND ENTRY; an imported SECOND ENTRY names one later checkpoint, creates no nested window, never answers a reaction, and is always APEX and RED FLAG. A non-target spends its unused action opportunity to support or interfere; direct defense does not.

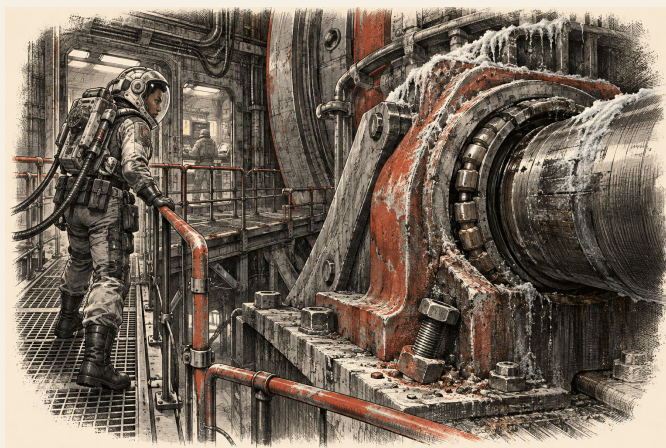
ACTION OPPORTUNITIES. A participant gains at most one additional personal opportunity from abilities per Turn. Across that participant and every ability-created Agent it controls, only one ability-created opportunity resolves each Round. Never let an additional opportunity create another.

ARMOR PACKETS. Every flat packet names direction, whether Armor applies or is bypassed, and multiplier. One Armor result cancels an acting result or prevents 1 eligible flat Damage, never both. Reduce before multiplying. A repeated copy cannot reuse the result.

RETURNS AND CONVERSIONS. Apply the one Combo-return and one Power-return ceiling per participant per Turn. Returned dice are locked for the exchange. A conversion preserves every input pip unless at least one output pip or state change is delivered, then consumes its full printed input; partial output still pays in full. Output remains locked until exchange end: it cannot satisfy a Gate or Requirement, pay a Cost, trigger a Passive or Status, or become conversion input. CASCADE is an APEX, RED FLAG atomic exception.

DRAINED AND AXIS-LOCKED. DRAINED immediately spends at most one Ready **Power Die** on the first real pip increase per participant each Round. Same-Axis AXIS-LOCKED adds pips; a different Axis replaces both Axis and pips. It changes direct defensive reactions only.

Print the procedure now so nobody has to trust a surprise later.



DRIFT 3/4 ENGINES

Choose one pair as the Scene's primary effects. Replace a handle, not its job. One Straggler produces one effect.

FOLD / ACCESS

3: mark Fold (1/4). At 4, close one announced route and apply one printed collision or Damage packet.

4: expose one safe handhold, service cut, or adjacent route until Round end.

HEAT / SPARES

3: mark Heat (1/4). At 4, apply OVERHEATED (1) to the named tool or facet, then clear Heat.

4: reveal one recoverable Spare after the roller reaches it; place it as an objective.

ATTENTION / PROOF

3: apply ON-GUARD [NAMED SIDE, AREA] (1), maximum as printed.

4: reveal one provenance fact, witness, timestamp, or contradiction already present.

DRIFT / ANCHOR

3: apply ADRIFT [PRINTED DIRECTION] (1) to the acting subject or its vehicle.

4: place one viable anchor or cancel one ADRIFT pip on a subject in reach.

CONTAMINATION / SAMPLE

3: mark Contamination (1/4). At 4, apply QUARANTINED [BOUNDARY] (2); announce the boundary at mark 2.

4: recover one clean sample that permits diagnosis or removes 1 Contamination after a successful E action.

CLAIM / EXCEPTION

3: apply CLAIM [OBJECT] (1) for the present opposing side only when it maintains custody; otherwise advance Review (1/4).

4: reveal a living owner, unpaid lien, rescue obligation, or valid competing authority.

Threshold consequences resolve when the mark lands. An ability may redirect or erase a 3 or 4 only before that threshold resolves and only when its full text names the active effect. Do not let a carried item also trigger an unrelated pair. When several locations matter, declare which one supplies the primary pair before commitment.

CAMERA, SCALE, AND RESKINNING

Choose the camera that answers the current question.

PERSON: individual movement, competency, survival, and relationships matter.

FRAME: one vehicle's handling, systems, cargo, and Damage matter.

SHIP FACETS: several compartments or stations become separate Agents with separately allocated Pools.

ORGANIZATION: policy, evidence, labor, and custody act through a few Agents.

DISTANT ASSET: a ship, habitat, or rock is one large Agent because only its broad exchange matters.

Change camera between Scenes. State the new representation, carry forward Damage and consequences that still make sense, and refresh only when the ordinary rules or fiction provide it. Never keep a vehicle's complete outside Pool while also allocating that capacity among interior Agents.

CORE 4D4 — SCALE. Scale changes structural Damage and collision Strain only. One step gives the larger source +1 final and requires a suitable tool from the smaller source, which suffers -1 final. Two steps prevents ordinary upward structural Damage without equal-Scale gear, a facet, or WEAK POINT; the larger source adds +2 downward. Scale never adds dice, Axes, Clusters, reserves, or social authority.

RESKIN CHECK. Keep objective, valid endings, Agent count, Axis pattern, Pool ratio, clock range, primary 3/4 pair, ability timing, die ownership, and removal conditions. Change names, materials, culture, sensory detail, and motive.

A Buckled Spine can become a jammed ore press, collapsing ice gallery, or overgrown pressure door. If the reskin adds Armor, changes Scale, removes a route, makes the Agent nonliving, or changes who can be harmed, it is a mechanical variant. Announce it and recalculate pressure.

The Drift needs no universal technology list. Decide what a device permits here, then keep that answer consistent through the Scene.

ZERO-PREP: WHO SENT THEM?

Roll one d4 on each list or choose.

EMPLOYER

- 1 — **A worker compact** that can pay in labor, berth, or future rescue.
- 2 — **A registry clerk** acting before their office notices.
- 3 — **A private recovery firm** offering cash and a dangerous indemnity.
- 4 — **A person speaking from inside the objective** who may not be legally alive.

VERB

- 1 — **Recover or tow** something that cannot move safely under its own power.
- 2 — **Rescue or verify** someone whose status changes ownership.
- 3 — **Repair or contain** a failure before it reaches inhabited space.
- 4 — **Prove or bargain** before another side establishes control.

PAYMENT

- 1 — **Four shares now**, but the crew assumes ordinary liability.
- 2 — **One share per Cargo Unit**, after registered settlement.
- 3 — **Fuel, air, and debt relief**, no cash.
- 4 — **Ownership of one recovered item**, if the employer had authority to promise it.

HUMAN STAKE

- 1 — **A family needs a body, voice, or honest cause of death.**
- 2 — **A habitat needs the machine more than the legal owner does.**
- 3 — **A rival crew needs this payout to keep their ship.**
- 4 — **Completing the contract will erase evidence of who caused the loss.**

Name the employer's limit: what will they not admit, risk, pay, or destroy? Then ask one player why their character takes the call despite that limit.

Do not roll a plot. These results establish a person, an action, compensation, and a choice. The next page establishes what answers back.

ZERO-PREP: WHAT ANSWERS BACK?

Roll one d4 on each list or choose.

WORKSITE

- 1 — **A slow-tumbling wreck** with one reliable approach.
- 2 — **An active dock** where witnesses and property rules matter.
- 3 — **A rotating habitat service space** built for smaller bodies.
- 4 — **A debris seam** between two large moving masses.

HAZARD

- 1 — **Structure:** fold, collision, bad gravity, or a closing route.
- 2 — **Environment:** vacuum, heat, contamination, or charged dust.
- 3 — **Signal:** false telemetry, repeating voices, spoofed command, or silence.
- 4 — **Procedure:** quarantine, claim review, rescue priority, or a work stoppage.

RIVAL POSTURE

- 1 — **Cooperative until custody is established.**
- 2 — **Already working and willing to split by task.**
- 3 — **Under orders to prevent removal, not to harm anyone.**
- 4 — **Desperate enough to lie, but not enough to die.**

STRANGE TRUTH

- 1 — **The “malfunction” is a correct instruction with obsolete context.**
- 2 — **The cargo has been maintaining the wreck.**
- 3 — **The recorded dead include one person still transmitting.**
- 4 — **The claim beacon is a recognized worker under an old compact.**

Now choose one Scene chassis. Use the worksite for position, the hazard for the primary 3, the strange truth for the primary 4, and the rival posture for an Agent's priorities. Set Pool ratio and Agent count separately.

If the truth would be knowable by ordinary survey, reveal signs before commitment. If it needs investigation, say what evidence can establish it. “Strange” is not permission to invalidate a successful action or move the target after the roll.

WORKED ZERO-PREP SCENE: CLOCKING IN

The rolls produce: worker compact, repair, debt relief, habitat need; rotating service space, signal hazard, cooperative rival, correct instruction with obsolete context.

A Scale 1 maintenance Frame is dismantling the occupied Mudroom habitat because its work order still identifies the module as retired. Blackwake is trying to preserve the Frame for resale.

Goal: stop or revise the work order, evacuate the threatened room, or tow the Frame clear. **Even Scene Pool total 36** for three Pool-12 characters; recalculate from actual Party Total and allocate it among the three Agents before play. They share an objective, never dice. If Blackwake agrees to help, remove its Agent from this side; its representative may support later only by spending an unused opportunity.

WORKING FRAME — AGENT: N4 S3 E2 W2; Armor S 1 against collision. **Removal:** 4 attributed Damage or 3 ACCUMULATED Strain. Scale 1. It cuts structure but avoids visible people.

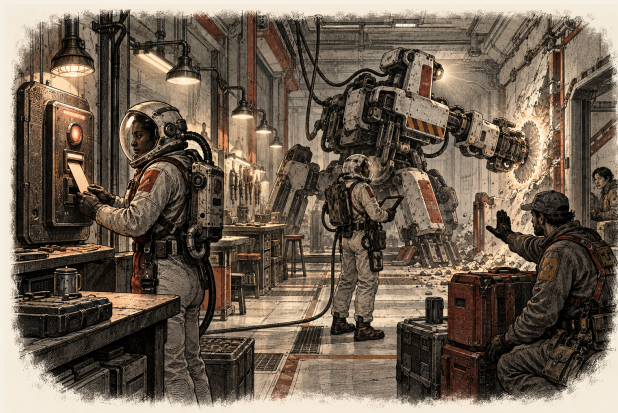
LIVE WORK ORDER — AGENT: N1 S1 E4 W4; Power E 1. **Removal:** 2 attributed Damage or 4 ACCUMULATED Strain. Its successful E action applies AXIS-LOCKED [W] (1) through command-loop certainty. Same-Axis reapplications add to cap 3; another Axis would replace it.

BLACKWAKE PRESERVER — AGENT: N2 S3 E3 W2. **Removal:** 3 attributed Damage or 3 ACCUMULATED Strain. It supports actions that protect the Frame and interferes with destructive actions, spending its opportunity normally.

PRIMARY 3 — DECONSTRUCTION: mark Cut (1/4). At 4, one announced pressure wall opens; apply HULL-BREACH [MUDROOM] (1) and clear Cut. Show the wall at mark 2.

PRIMARY 4 — OLD CONTEXT: reveal one maintenance annotation proving the order predates habitation. A successful E or W action using it may reduce Cut by 1 or apply IDENTIFIED [OBSOLETE ORDER] (1), chosen by the actor.

Counterplay: hardline into the order, physically brace the cutter, move residents, show current registry, cut power, negotiate custody, or tow the Frame. Scale makes person-scale structural attacks weaker; equal-scale tools, Workhead, or WEAK POINT answer it. End when the room is safe, the order is revised, the Frame leaves, or everyone accepts evacuation and fallout.



BEFORE YOU ROLL / AFTER IT ENDS

BEFORE THE FIRST COMMITMENT

Confirm:

- the objective and at least two endings;
- camera, Scale, zones, and known routes;
- every active side and separate Pool;
- Agent roster, action pressure, and removal thresholds;
- visible clock thresholds;
- the one primary 3 and one primary 4;
- Armor directions and every flat packet's direction, Armor rule, and multiplier;
- lethal vacuum, Bound reserves, or other optional rules;
- one countermeasure for every severe hazard;
- what withdrawal, surrender, or accepting the cost looks like.

Write DRAINED, AXIS-LOCKED, BACKLASH, CLAIM, HULL-BREACH, and other Status pips where everyone can see them. Mark which participant used each ability-caused reserve-return entitlement this Turn. Mark one reaction-sequence entry per participant inside an exchange when early checkpoints appear.

AFTER THE SCENE

Ask:

1. What changed in custody, safety, route, evidence, or debt?
2. Who wants something now?
3. Which machine, person, or promise cannot wait?
4. Which next Scene follows the crew's choice?

Do not run an invisible faction phase. Follow the specific consequence created at the table. Award XP once for one meaningful Scene ending under the core estimate; do not award separate XP for every Agent, clock, or recovered crate.

Record Party Total, Pool ratio, starting Agents, active 3/4, Turns and Rounds, removed Agents, final harm, Statuses that caused hesitation, and one ruling. For the next comparable test, change one variable.

This 4Cast adds equipment tags, Cargo Units, Spares, Air clocks, lethal-vacuum handling, Frames, factions, and Drift-specific procedures. Everywhere it does not print a replacement, the 4d4 Rules Kernel remains in force.

GET THAT SCRAP!

A DRIFT CAMPAIGN ENGINE

In the Drift, a claim is a promise made over something dangerous: a wreck no one has entered, a cargo no one has counted, a mining right whose owner stopped answering, or a machine that may object to being sold. **Get That Scrap!** turns those promises into repeatable jobs. It can carry a campaign for one night or fifty.

The job loop is:

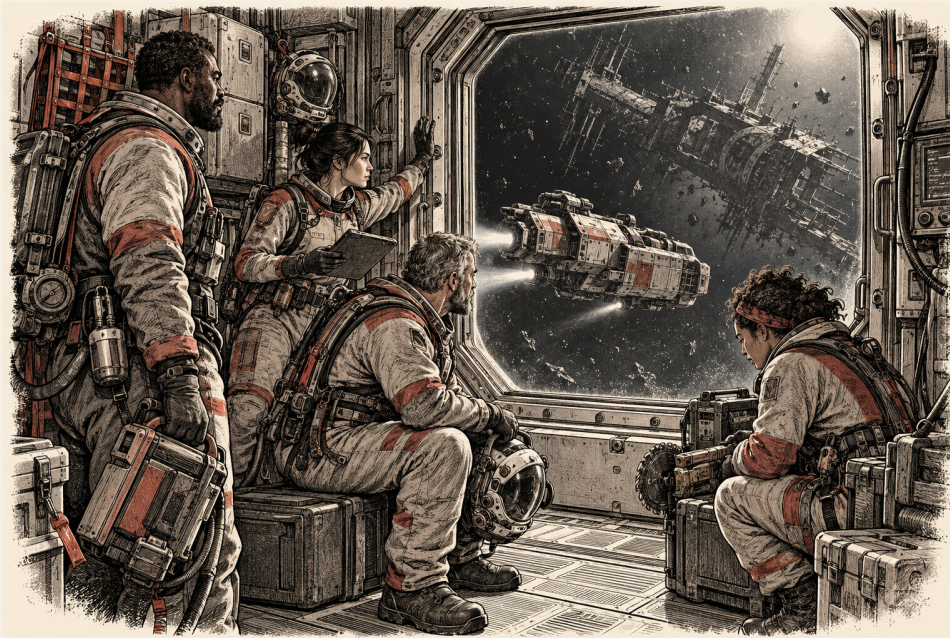
TAKE CLAIM -> SURVEY -> CHOOSE THE CUT -> BREACH -> HAUL -> SETTLE -> REFIT

Each stage asks a different question. What did the crew agree to? What is actually there? How deep are they willing to cut? What bars entry? What can they bring home? Who gets paid? What do they change before going out again?

CORE 4D4. Actions, reactions, Axes, finite dice, Clusters, Stragglers, harm, statuses, Scene Pools, Agents, and Turns work exactly as stated in the Rules Kernel. Every acting Agent owns its Axes, fixed Pool, Armor, Damage, Statuses, resources, action opportunity, and direct reactions. A prepared Scene Pool total is only an allocation budget; Agent Pools never merge.

DRIFT RULE. Scrap is a campaign resource, Claim Heat is a campaign clock, and the seven-stage job loop organizes play. Neither Scrap nor a clock mark is a die, Cluster, Status, or action opportunity. A later rule must explicitly say how one affects a roll.

Run every stage that contains a meaningful decision. If a stage has no pressure, answer its question in conversation and move on. The engine rewards preparation, but it never requires the crew to roll until the interesting part appears.



PREPARING A CLAIM

One claim normally fills one session of two to four hours. A short claim can resolve Survey and Breach as one Scene. A large wreck may turn each stage into several connected Scenes.

Before play, make one Claim Card with:

- **Offer:** who posted the job and what they promise.
- **Object:** the wreck, station, deposit, vessel, or cargo.
- **Location:** where it is and what makes the route matter.
- **Visible danger:** one risk everybody can price before accepting.
- **Hidden truth:** one fact that changes the job when discovered.
- **Claimants:** everyone who can plausibly demand custody or payment.
- **Cut:** left blank until the crew surveys and chooses.
- **Yield:** 2 Scrap for a Safe Cut, 3 for Working, 4 for Deep, 5 for Heart.

Prepare three locations: an approach, an interior or work face, and an exit or settlement point. Connect all three. Add a fourth only when it creates a real choice rather than another corridor.

CORE 4D4. Published Scenes assume three characters. Recalculate each Scene Pool total from actual Party Total: about 75% for Easier, 100% for Even, or 125% for Harder, rounding up. Allocate that total among the printed starting Agents and record each Pool before play. Do not change Agent count at the same time unless a printed package says so.

DRIFT RULE. Begin a new opposing Scene side with the Pool printed by its difficulty. Player Damage remains until healed; ordinary Turn refresh clears Strain and refreshes eligible Normal and **Power Dice**. Moving to another room is not itself a refresh. The 4Caster says when one Scene ends and another begins.

Keep one blank index card beside the Claim Card. Write every promise, owner, survivor, and unpaid cost on it. That card becomes the settlement.

TAKE CLAIM

Taking a claim establishes terms; it does not prove the offer is honest. Read the Offer, Object, Location, visible danger, stated Yield, and deadline aloud. Players may ask ordinary questions before accepting. If the broker could answer from the contract, answer without a roll.

The crew chooses one:

- **OPEN CLAIM:** first crew to register recoverable value may settle it. Rivals are expected.
- **SPONSORED CLAIM:** one patron funds access and names a required delivery.
- **DISTRESS CLAIM:** rescue and stabilization come before salvage under local custom.
- **DISPUTED CLAIM:** at least two parties already assert ownership.

Record three terms: **deliverable**, **split**, and **abort right**. The deliverable is the person, proof, cargo, map, or condition the patron actually buys. The split says who receives the listed Scrap after operating cost. The abort right says what the crew may keep if the visible danger is materially false.

CORE 4D4. No roll is required to understand a legible contract or accept a public offer. Use an action only when another participant contests a concrete change: better terms, concealed records, priority over a rival, or release from a penalty. A lost negotiation changes the offer or relationship; it does not prevent the group from playing the claim unless refusal itself is their choice.

DRIFT RULE. When a crew accepts an offer without improving it, mark **Claimed** and proceed. When they bargain successfully, choose one: +1 settlement Scrap, reveal one claimant now, reduce Claim Heat from this job by 1 at settlement, or establish a useful abort right. One offer grants at most one of these benefits.

Put any threat made during negotiation on the Claim Card. Threats that vanish after the scene are not terms.



THE CLAIM BOARD

A Claim Board keeps choices visible. Present two or three offers, not a wall of indistinguishable jobs. An unchosen claim can change while the crew works elsewhere.

For each offer, show a one-line signal:

- **QUIET**: ordinary danger, limited competition.
- **HOT**: known rivals or a closing deadline.
- **DARK**: records, sensors, or communications are unreliable.
- **RED**: lethal environment or armed enforcement is visible.

These are fiction labels, not automatic difficulty modifiers. A Quiet claim can hide a profound truth. A Red claim may be technically simple once the crew accepts its obvious risk.

When the crew returns, advance every unchosen offer once: remove it, change its patron, add a rival, expose a new fact, or leave it untouched. Make the change follow existing pressure. Do not punish the players for choosing one job over another.

DRIFT RULE - CLAIM CONTEST. If two crews reach for one exclusive offer, the broker becomes a Scene side only when both can meaningfully affect the decision. Use an Even Scene Total allocated between its Agents. Its Agents are **Broker** N2/S2/E3/W4 and **Registry Lock** N3/S2/E4/W2, Armor E 1. Encounter Axes N5/S4/E7/W6. Broker is resolved by accepted terms, two successful credibility actions, 3 accumulated Damage, or 3 accumulated Strain this Turn. Registry Lock is resolved by valid filing, two access actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Leftover 3 adds 1 Claim Heat. Leftover 4 reveals one term, competing bid, or lawful route. A winning crew gains priority, not ownership of everything at the site.

SURVEY

Survey turns a rumor into choices. It happens through scans, interviews, records, exterior passes, sample cuts, old maps, and watching what follows the crew.

On reaching the claim, reveal three **Survey Truths** without a roll:

1. one viable route into or through the site;
2. one present hazard or active Agent;
3. one recoverable thing consistent with the offer.

These truths may be incomplete, but they are true. A sensor action can learn range, movement, composition, or timing. A social action can identify a claimant's want or authority. A physical inspection can expose load paths and failure points. A legal search can distinguish possession from title.

CORE 4D4. A Skill grants competence and fictional permission within its training. Untrained work remains possible at half the chosen Axis cap when the fiction permits. A failed action does not erase information a character could plainly observe.

DRIFT RULE. Each successful Survey action earns one **Detail**; Margin 2+ earns two. Spend a Detail immediately to ask one: Where is the cleanest approach? What will move first? What here is more valuable than advertised? Who else has touched this? What would make the claim unsafe to settle? What evidence survives? The 4Caster answers honestly from prepared truth.

A failed Survey action still answers its declared narrow question if access made the evidence available. Instead, introduce exposure, lost time, a damaged tool, rival awareness, or one false assumption clearly attributed to an unreliable source. Never put the only route, survivor, or essential clue behind one successful roll.



THE SURVEY PASS

Use a Survey Scene when the site watches back. Set **Survey** at 1, range 0-4. At 4, the crew has enough stable information to choose any Cut. At 0, they still choose, but one visible danger remains unmeasured.

Suitable successful actions add 1 Survey; Margin 2+ adds 2 instead. Leftover 3 adds 1 **Exposure**. Leftover 4 adds 1 Survey after normal division. At Exposure 2, reveal the crew to a rival or dormant system. At 4, that pressure acts before the first Breach opportunity. Exposure does not remove clues.

Choose one or two **Agents**:

SENSOR GHOST - N2/S3/E4/W3, Power 1. It spends only from its own recorded Survey Agent Pool.

FALSE HORIZON [E action]: voluntarily roll Power; on success, Survey -1 and present two readings, one incomplete and one true. A later successful cross-check identifies the true reading. Remove after two cross-check actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

UNSTABLE APPROACH - N3/S4/E2/W2. **SHIFT VECTOR [S reaction]**: direct defense when a route is fixed; on success, Exposure +1 after resolution. Remove after two anchoring actions, Survey 4, 3 accumulated Damage, or 3 accumulated Strain this Turn.

CORE 4D4. Each Agent receives one action opportunity and spends **Normal Dice** only from its own allocated Pool. Its own Axis, not the summed Encounter Axis, caps commitment. A targeted Agent may directly react again to later actions while its dice remain.

DRIFT RULE. At Survey 4, name one dormant Agent, one safe staging point, and the actual Yield. A Deep or Heart Cut may still wake what the Survey found.

CHOOSE THE CUT

The Cut is how much of the claim the crew intends to disturb. It is a promise to themselves, not a trap laid by the 4Caster. State the known reward and added pressure before the choice.

SAFE CUT - YIELD 2. Take exposed, redundant, or already detached value. Use an Easier Breach or skip Breach if access is genuinely open. The hidden truth may be observed but need not be disturbed.

WORKING CUT - YIELD 3. Enter the active work area and recover the advertised prize. Use an Even Breach. One claimant or system notices the operation.

DEEP CUT - YIELD 4. Reach protected structure, sealed records, or a dangerous reserve. Use a Harder Breach or add one announced Agent to an Even Breach, never both by default. Add 1 Claim Heat at settlement.

HEART CUT - YIELD 5. Alter what the site will be after the crew leaves: remove its core, wake its governing mind, expose its founding crime, move its habitat, or transfer its legal identity. The 4Caster states the irreversible question. Begin Breach with Pressure +1 and add 2 Claim Heat at settlement unless the crew establishes recognized consent or authority.

CORE 4D4. Easier, Even, and Harder change the Scene Pool total. Allocation decides where endurance sits; Agent count changes action pressure. Do not quietly adjust several levers.

DRIFT RULE. Once Breach begins, the crew may step down to a shallower Cut before taking its cargo. They keep consequences already created and use the lower Yield. Stepping up requires new Survey access or accepting one unknown danger named by the 4Caster. A patron can object at Settle; it cannot force players to continue a Cut they abandon.



WRITING THE CUT

Complete this sentence before rolling Breach:

We are cutting past _____ to recover/change _____ before _____.

The first blank names the boundary: armor, vacuum, ownership, a sleeping system, unstable rock, distance, secrecy, or somebody's refusal. The second names the objective. The third names the deadline or pressure. If the sentence has no meaningful boundary, skip Breach and go to Haul.

Choose one Cut consequence:

- **WAKE:** a dormant Agent becomes active at Pressure 2.
- **SHIFT:** one route closes when the crew first takes cargo.
- **CLAIM:** a named party can contest settlement.
- **SCAR:** the site changes permanently if the objective leaves.
- **SPILL:** a substance, signal, memory, or population escapes at Pressure 4.

Then give the Cut two exits. One returns by the known approach. The other costs time, equipment, trust, or cargo but avoids a named threat. Both exist before play; actions decide their condition.

DRIFT RULE - PRESSURE. Breach and Haul may share a Pressure clock from 0-6. Start at 0, or 1 for a Heart Cut. Unless a Scene says otherwise, each leftover 3 adds 1. At 2, show the consequence approaching. At 4, resolve its first change. At 6, transform the Scene: routes move, a rival arrives, a habitat fails, or authority intervenes. Pressure 6 never erases recovered information or declares the crew dead. It creates the next problem.

Write the thresholds where everyone can see them. Hidden causes are fair; hidden mechanical consequences are not.

BREACH

Breach is the contest for access. A pressure door, rotating hull, suspicious dockmaster, defensive machine, magnetic storm, or exhausted survivor can all be the opposing side.

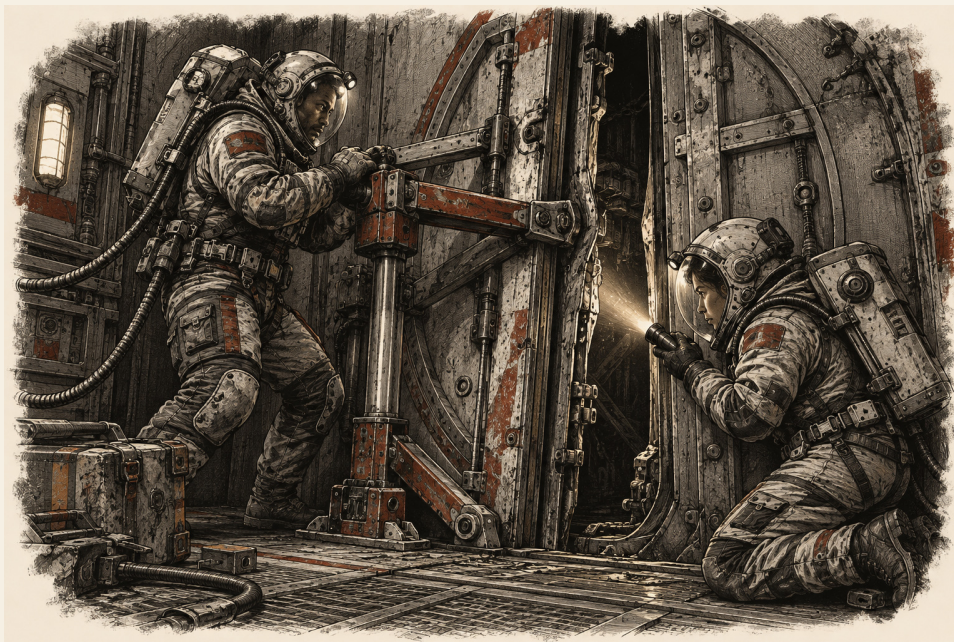
Set **Breach** at 0, range 0-6. At 3, the crew can cross by the primary route. At 6, the route is secured and the first Haul action gains one Help Cluster. A suitable successful action adds 1 Breach; Margin 2+ adds 2 instead. Leftover 3 adds 1 Pressure. Leftover 4 adds 1 Breach after division.

At Breach 0 after a lost action, use one consequence: Pressure +1, separate a tool from its user, expose a different route, inflict ordinary harm from a declared hazard, or let an Agent change position. Do not stack all of them.

CORE 4D4. The acting side declares intent and Axis, commits dice, resolves Damage and Armor cancellation, pays at most one active ability Pattern, divides into Clusters and Stragglers, receives legal reactions and Help, then compares. A reaction never opens a reaction to itself. Only the original harmful action inflicts ordinary Margin harm.

DRIFT RULE. Breach progress belongs to the route, not one character. At 3, crossing is available even if opposition remains. The crew may proceed under fire, bargain while moving, withdraw, or continue to 6. If they enter at 3, unresolved Breach Agents may appear in Haul when fictionally able, but they do not receive extra action opportunities during the same Round.

Always tell players what crossing at 3 leaves unresolved.



BREACH AGENTS

Select two Agents for an ordinary three-character claim. Recalculate Scene Pool total for the actual party and allocate it between them; keep these Axes unchanged.

SEAL-LOCK - N4/S2/E3/W3, Armor N 1. **HOLD VACUUM [N reaction]**: direct defense against forced entry. On success, Pressure +1 after resolution. Resolve through valid authorization, two bypass actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

SHIFTING FRAME - N3/S4/E2/W2. **ROLL THE DECK [S action]**: on success, move one unsecured person or object one zone and Breach -1; at Margin 2+, also inflict 1 S Strain. Resolve through two anchoring actions, Breach 6, 3 accumulated Damage, or 3 accumulated Strain this Turn.

CLAIM GUARD - N3/S3/E2/W4, Combo 1. **SHOW PRIORITY [W action]**: **Pattern**: C1 + 4; C2 + 3; C3 + 2; or C4 + 1. **TRIGGER**. Commit Combo if Ready. On success, the target must show a term, concede one immediate custody point, or mark the guard's employer **SUSPECTED** (1) before witnesses. Resolve through accepted division, superior proof, 4 accumulated Damage, or 4 accumulated Strain this Turn.

CUTTER SWARM - N4/S3/E3/W2. **OPEN THE WRONG THING [N action]**: on success, Breach +1 and Pressure +1; the swarm pursues its own access. Resolve through control credentials, two redirection actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Seal-Lock plus Shifting Frame has Encounter Axes N7/S6/E5/W5. Claim Guard plus Cutter Swarm has N7/S6/E5/W6 plus Combo 1.

CORE 4D4. Damage equal to an Agent's Pool defeats it. Under **ATTRITION**, removing it removes its later opportunities, Encounter Axes, and remaining resources. Current Damage still counts toward a printed aggregate scene threshold.

HAUL

Haul begins when the crew takes custody of something the site or another claimant could still affect. Mark each cargo with a **Load**:

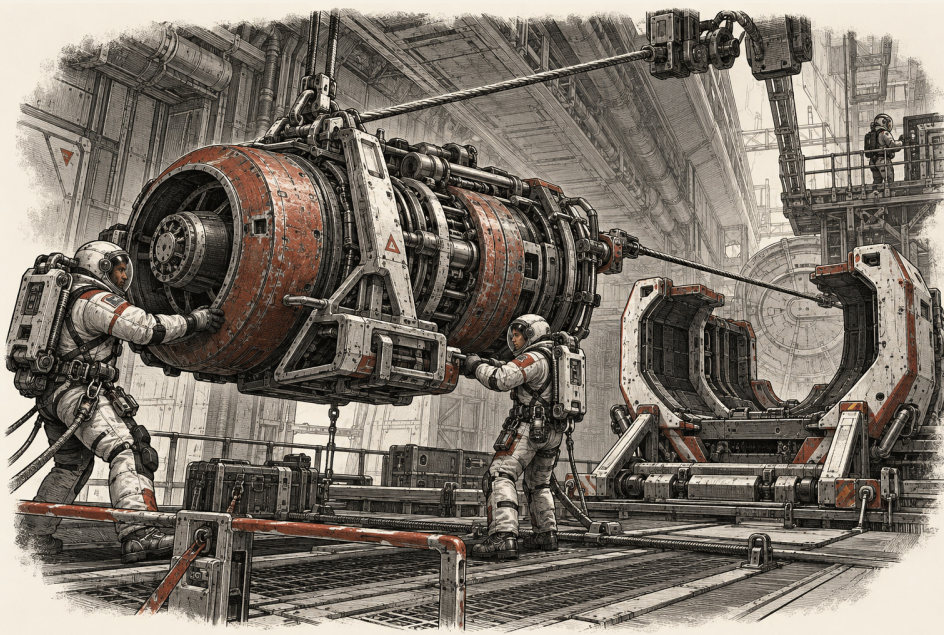
- Load 1: carried case, data core, survivor in a suit.
- Load 2: pallet, drone, sealed organ bank, compact engine.
- Load 3: habitat module, reactor assembly, disabled vehicle, living mass.

Set **Haul** at 0. Its target equals the total Load the crew intends to move, maximum 6 for one Scene. A suitable successful action adds 1 Haul; Margin 2+ adds 2 instead. At target, the declared cargo reaches the settlement point. Leftover 3 adds 1 Pressure. Leftover 4 moves one unsecured Load 1 cargo one zone toward safety or adds 1 Haul, roller's choice.

CORE 4D4. Cargo has no Pool or action opportunity unless its entry explicitly makes it a participant or Agent. Carrying something does not automatically grant Armor. A vehicle or grand asset with its own chart and Pool remains independent unless its entry explicitly makes it an Agent with its own Pool.

DRIFT RULE. A participant can secure Load up to its Scale without special equipment. Greater Load needs a vehicle, rig, several linked workers, or a route prepared for it. If Damage hits a towing or carrying asset, the attacker may choose to break the tow instead of adding one point of ordinary Margin Damage, after Armor and reactions resolve. Flat Damage and printed Effects follow their own text.

If the crew abandons cargo, keep its location. It may become a later claim rather than vanishing.



DRONES, TOWS, AND SCRAPJETS

Use the tactical grid when position makes Haul interesting. Each occupied vehicle station spends its operator's action opportunity and the vehicle's Ready **Normal Dice** under the vehicle rules.

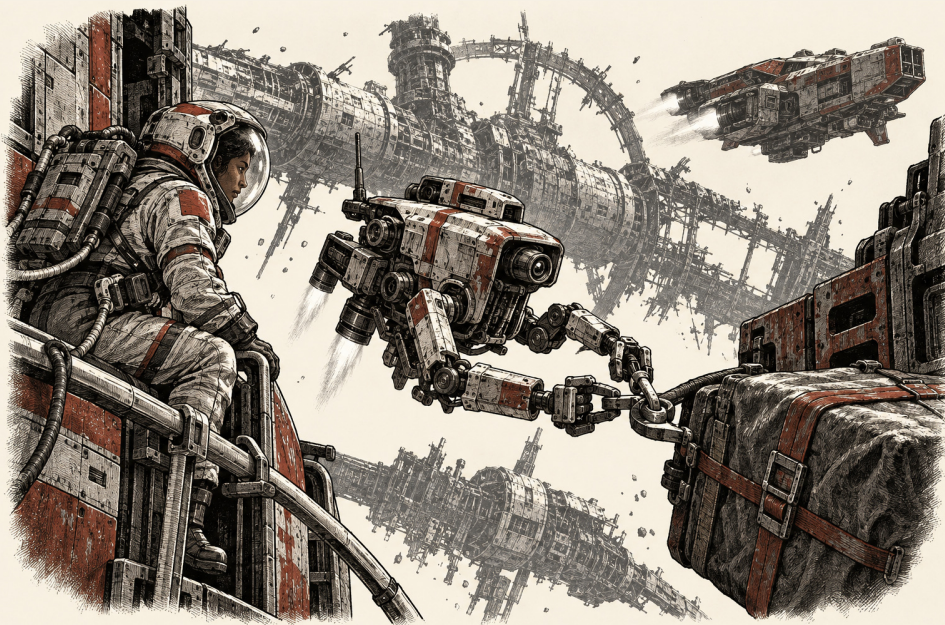
DRONE SCOUT - Scale 1; N3/S3/E2/W2; Pool 10; Combo 1; Power 1; Armor N 1; Frame 5. At 5 Damage, it is disabled for the Scene and drops its tow. This is a Drift removal threshold, not a universal death rule.

TRACTOR HAUL [S action]. Range adjacent. **Pattern**: any surviving Normal or Power result, SPEND. On success, attach one Load 1 cargo or one tow-ready Load 2 cargo. Towed cargo follows into the cell the Drone vacates. Any Damage inflicted on the Drone breaks the tow after resolution.

TARGET LOCK [E action]. Range 6 with clear line. **Pattern**: any pair, TRIGGER. On success, mark LOCKED BY YOU (1). On the Drone's next N attack against that target before Turn end, spend the mark after reactions to add one Help Cluster, then clear it.

SCRAPJET AGENT - N3/S3/E2/W2; Combo 1; Armor N 1. It spends from its own hostile Agent Pool. Damage equal to that Pool defeats it; EARLY BREAK 3 accumulated Damage or 3 accumulated Strain this Turn removes it sooner. **SCRAP RAKE [N action]**: range 4; Pattern 1,4, TRIGGER; on success, ordinary N Damage equals Margin + 1; this is not a flat packet and has multiplier x1. Any Damage breaks the tow.

CORE 4D4. Combo stays outside the contest. Armor applies automatically when its direction and coverage fit. One Armor result performs one job for one recipient copy: cancel an acting result or reduce one eligible flat packet by 1, never both.



SETTLE

Settlement converts custody into an outcome. It may be a dockside count, a title hearing, a secret handoff, a funeral inventory, or a tense division in the cargo bay.

Start with the Cut's Yield: Safe 2, Working 3, Deep 4, Heart 5 Scrap. Then resolve in order:

1. VERIFY THE DELIVERABLE. If the promised person, proof, cargo, or condition arrived, the offer stands. If not, the patron offers a reduced settlement or a new obligation; they do not erase what the crew actually recovered.

2. PAY OPERATING COST. Spend 1 Scrap if Yield is at least 1. This covers ordinary fuel, dock time, food, filters, and routine consumables.

3. HONOR RECORDED RIGHTS. Apply the written split, liens, crew promises, rescue priority, and any successful bargain from Take Claim.

4. BANK THE REST. Record remaining Scrap in the crew account or divide it as the table prefers.

5. CHANGE CLAIM HEAT. Add Heat from the Cut and any unresolved illegal, deceptive, or violent custody; reduce it through recognized authority or a clean public record.

DRIFT RULE. Scrap is an abstract campaign mark. It cannot be rolled, converted into a die, spent during an exchange, or used to buy an action opportunity. No settlement may produce negative Scrap. Unpaid obligations become named debts or future Scenes.

CORE 4D4. A social action cannot make a participant accept terms outside plausible authority, leverage, or desire. If another party contests custody, run a Settlement Scene. The crew always knows what fact or demand is being contested before committing dice.



THE SETTLEMENT SCENE

Use this Scene only when the result could change through evidence, leverage, compromise, or force. Set **Standing** at 0, range -3 to +3. At +3, the crew's proposed settlement is recognized. At -3, the opposing proposal is recognized. Either threshold establishes custody; it does not prove a moral truth.

Suitable successes move Standing 1 toward the winner's proposal; Margin 2+ moves it 2. Leftover 3 adds 1 Claim Heat. Leftover 4 reveals one acceptable compromise, procedural defect, or hidden beneficiary.

REGISTRAR - N2/S2/E4/W4, Power 1. **REQUIRE THE RECORD [E reaction]:** voluntarily roll Power on a direct defense against a custody claim. On success, Standing moves 1 away from any proposal lacking one named witness, chain-of-custody mark, or recognized claimant. Remove after the parties file a complete record, accept a private settlement, or apply 4 accumulated Strain this Turn.

SECURED WAREHOUSE - N4/S3/E2/W2, Armor N 1. **CLOSE THE DOOR [N action]:** on success, isolate one unsecured cargo from the hearing until a route action reaches it. Remove through valid release, two access actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

For a standard contest, calculate an Even Scene Total and allocate it between these two Agents before play. They have Encounter Axes N6/S5/E6/W6, plus Power 1 and Armor N 1.

DRIFT RULE. Core evidence discovered in Survey or the adventure remains available after a lost roll. A loss can damage credibility, shift custody, increase Heat, or require another venue. It cannot make a document cease to exist.

REFIT

Refit is the crew's answer to what the last claim taught them. It occurs after settlement in a safe berth with tools and time. Spend banked Scrap only after all players see the current Wear, Damage, debts, and open offers.

1 SCRAP - PATCH. Remove 1 Damage from the crew ship, one owned Drone, or another repairable campaign asset. Character healing follows the setting's medical fiction instead.

1 SCRAP - RESTOCK. Refill one named ordinary consumable kit or restore up to three nonrefreshing charges to one listed BASELINE item, never above its printed maximum. A WATCH or RED FLAG source uses only its printed recovery.

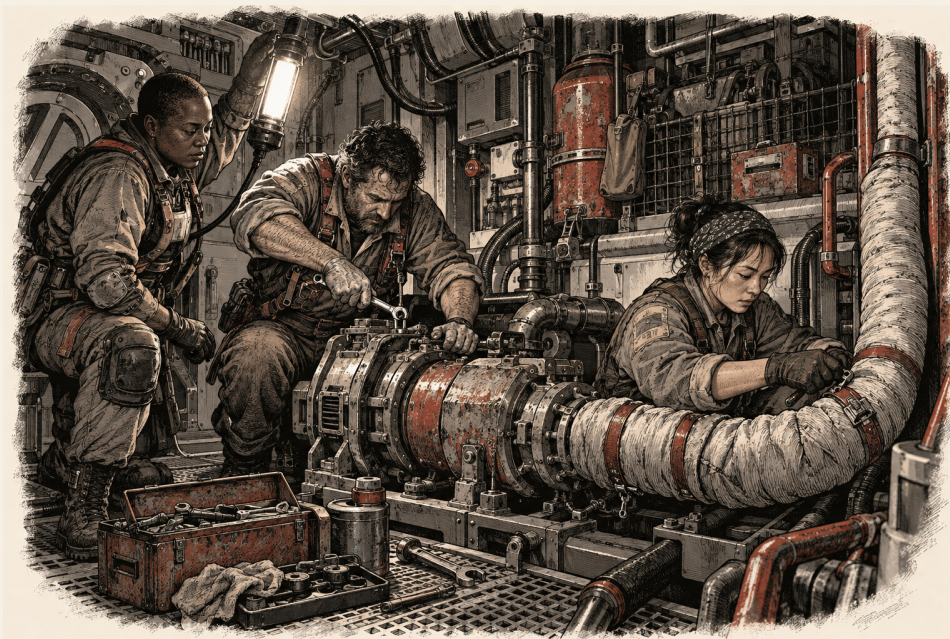
2 SCRAP - TOOL RACK. Install one ordinary specialist module: cutting, medical, survey, cargo, fabrication, legal archive, or stealth. It grants fictional permission and proper tools; it grants no die, Armor, Pattern, or extra action.

2 SCRAP - ROUTE PACKAGE. Choose one named route type such as vacuum truss, debris field, flooded shaft, or customs corridor. Once on the next claim, after the route is revealed, reduce its Pressure by 1. Then the package is consumed.

3 SCRAP - LISTED ADVANCED REFIT. Install one advanced module from the gear chapter if the asset meets its requirements and has a free slot. Follow its exact reserve, Armor, charge, and counterplay text.

CORE 4D4. Permanent Armor, extra special dice, reserve return, extra actions, and broad multipliers are not ordinary equipment permissions. Use only a printed source and its risk limits.

DRIFT RULE. One asset holds at most three installed Tool Racks and advanced refits combined unless its frame says otherwise. Replacing one recovers no Scrap.



WEAR AND DOWNTIME

Wear records accumulated neglect that Damage alone does not describe: patched seals, contaminated coolant, exhausted bearings, corrupted indexes, and crew spaces used as storage.

DRIFT RULE - WEAR. The crew ship has Wear 0-6. Add 1 when a printed consequence says so, when the crew abandons a required repair to make a deadline, or when a disabled asset is recovered without a proper tow. Ordinary failed rolls do not automatically add Wear.

- **0-2:** marked but serviceable.
- **3-4:** tired. At the first vehicle action of each Scene, the operator chooses to apply 1 Strain to the ship's Pool or act without one installed Tool Rack's permission for that action.
- **5:** failing. Apply the tired choice, and the 4Caster names one visible system that cannot support a Heart Cut until repaired.
- **6:** berth-bound. The ship can sustain life and station-keeping but cannot begin another claim route.

Spend 1 Scrap during Refit to remove 2 Wear. A successful downtime repair with proper facilities removes 1 additional Wear but consumes the interval; the crew cannot also pursue a personal downtime project in that interval. Damage repair and Wear repair are separate.

CORE 4D4. Wear is a Drift campaign clock, not Damage, Strain, DRAINED, JAMMED, or an Axis reduction. It never changes the fixed Pool or Damage capacity by itself.

At downtime's end, show one Claim Board change and ask each player what their miner repaired, avoided, or made room for. The answer may seed the next offer; it does not need a roll.

CLAIM HEAT

Claim Heat measures how much attention the crew's methods attract from registries, lenders, insurers, rivals, families, and patrols. It starts at 0 and ranges to 6.

Add Heat when a printed Cut requires it, the crew settles disputed property without recognized authority, a witness records unnecessary destruction, or they knowingly conceal a living claimant. Reduce Heat through a clean settlement, repairing a harmed relationship, publishing decisive records, or completing a job for the authority currently watching them.

- **0-1 - UNREMARKABLE:** rumors, ordinary fees, no mechanical effect.
- **2 - WATCHED:** name the organization collecting a file. Show one question it wants answered.
- **3 - RIVAL BID:** add a rival to one available claim or let an existing rival act first in its opening Scene.
- **4 - HOLD:** one settlement must answer a formal challenge before Scrap can be spent.
- **5 - SEIZURE ORDER:** enforcement may become a separate Scene side at the next public berth.
- **6 - HEARING:** begin a campaign Scene about the crew's license, ship, debt, or record. After that Scene, reset Heat to 3 and keep its actual outcome.

CORE 4D4. Claim Heat is not SUSPECTED, EXPOSED, INDEBTED, or any other Status. It does not reduce Axes, consume dice, add Agents, or deny actions except where a threshold explicitly creates a Scene.

DRIFT RULE. One event adds at most 2 Heat. Reaching a threshold makes pressure visible; it never retroactively changes a finished settlement. At Heat 6, play the hearing rather than canceling the campaign by narration.

Write the watcher beside the clock. If nobody could plausibly observe, record a private consequence instead of Heat.



RIVALS AND OTHER SIDES

A rival is most useful when they want some of the same things for different reasons. Keep their Scene Total and Agent Pools separate from hazards, claimants, and authorities. Their attitude may change without merging Pools.

Unless a claim says otherwise, each rival crew scene uses an Even **Scene Total**: 36 **Normal Dice** against three Pool 12 characters, recalculated from actual Party Total and allocated among that crew's listed Agents before play. Choose one:

THE GILT KNIVES - fast commercial salvors. **Agents:** **Pilot Sera Venn** N3/S4/E3/W2, Combo 1; **Cutter Rig** N4/S3/E2/W2, Armor N 1. Encounter Axes N7/S7/E5/W4. They want first custody and a visible win. Resolve Sera through a profitable split, proof of prior title, 4 accumulated Damage, or 4 accumulated Strain this Turn; the Rig through two control actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

QUIET ORBIT MUTUAL - insurer and recovery office. **Agents:** **Adjuster Pell** N2/S2/E4/W4, Power 1; **Lien Network** N3/S2/E4/W3, Armor E 1. Encounter N5/S4/E8/W7. They want records and capped liability. Resolve Pell through a complete chain of custody, accepted indemnity, 4 accumulated Damage, or 4 accumulated Strain this Turn. Resolve the Network through two access actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

THE FREE WAKE - cooperative miners defending abandoned labor and habitats. **Agents:** **Speaker Anik** N3/S3/E3/W4, Combo 1; **Dock Line** N3/S4/E2/W3. Encounter N6/S7/E5/W7. They want survivors, wages, and habitable machinery counted before sale. Resolve Anik through an accepted worker remedy, 4 accumulated Damage, or 4 accumulated Strain this Turn; Dock Line through two route actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

CORE 4D4. Each side has a Scene Total allocated among its separate Agent Pools. A neutral or friendly side can help, oppose, bargain, or abstain. Attitude never merges Pools or grants free reactions or action opportunities.

DRIFT RULE. A rival remembers one concession and one injury between claims. Record both. Use them before adding new lore.

STAGE 3/4 EFFECTS

The active Scene's leftover 3 and 4 should move the current job stage. Choose one primary effect for each face before the Scene begins and show it to the table.

TAKE CLAIM - 3: add 1 Heat; 4: reveal a term or competing bid.

SURVEY - 3: +1 Exposure; 4: +1 Survey.

BREACH - 3: +1 Pressure; 4: +1 Breach.

HAUL - 3: +1 Pressure; 4: +1 Haul or move one Load 1 cargo toward safety.

SETTLE - 3: +1 Heat; 4: reveal compromise, defect, or beneficiary.

REFIT - normally no roll; if downtime becomes a Scene, define local effects.

One Straggler creates one primary effect. Resolve all reactions at printed timing; ordinary 3/4 effects occur after division and before the ordinary reaction checkpoint unless a printed reaction states otherwise.

To customize a site, replace one face:

- **COLLAPSE 3**: close one unsecured route at the next threshold.
- **ECHO 3**: a dormant signal or memory addresses the roller.
- **FLOAT 4**: move one unsecured object one zone.
- **AIR 4**: restore one safe zone or reveal one pressure seal.
- **WITNESS 4**: create a chain-of-custody mark for what just happened.

CORE 4D4. A leftover 3 or 4 is a Straggler only after Pattern payment and division. Damage and Armor cancellation happen first. A die spent for a Pattern cannot also create a 3/4 effect.

DRIFT RULE. Never make both faces purely punitive. The job should become stranger and more useful as dice accumulate, not merely worse.

FOUR-DIE CLAIM GENERATOR

Roll four d4 in order or choose. The results create the Claim Card's Object, Value, Pressure, and Claimant. Ask one follow-up question for each answer.

FIRST DIE - OBJECT

1. A mining tug that stopped responding during a routine burn.
2. A modular refinery broken across a slow debris fan.
3. A sealed survey station still transmitting fresh maps.
4. A rock habitat whose beacon declares it empty and occupied.

SECOND DIE - RECOVERABLE VALUE

1. Dense machine stock and replacement parts.
2. Navigation, survey, or authorship records.
3. A living system: seeds, cultures, embryos, or an ecology.
4. A core machine that changes what the site can become.

THIRD DIE - VISIBLE PRESSURE

1. Orbital drift closes the clean route.
2. A rival has filed an arrival time.
3. The environment is failing in measurable stages.
4. A defense or work system continues its old task.

FOURTH DIE - CLAIMANT

1. A lender with valid paperwork and incomplete history.
2. A worker cooperative whose names vanished from title.
3. A survivor, heir, or dependent no registry has confirmed.
4. The site itself, speaking through a disputed intelligence.

Now add a hidden truth that connects two results without negating either. If Value is records and Claimant is a lender, perhaps the records prove the lender funded an illegal abandonment. If Object is a habitat and the site claims itself, perhaps its life-support votes have become a governing mind.

DRIFT RULE. The generator supplies premises, not verdicts. Every claimant should have one true fact, one want, and one thing they misunderstand.

WRECK SHAPES AND ROUTES

Draw the claim as zones connected by lines. A line is a route, not necessarily a corridor. It may be a comm channel, legal process, tether, thermal path, or trust relationship.

Choose one shape:

SPINE: Approach - Work Face - Core - Exit. Simple pressure; every retreat crosses known ground. Add one bypass from Approach to Exit.

FORK: Approach connects to two work faces; both connect to Exit. Put value on one side and proof or rescue on the other. The crew can divide, sequence, or abandon.

RING: Approach - Habitation - Machinery - Records - Approach, with Core in the center. Reaching Core requires any two outer zones. The ring makes changed routes meaningful.

BROKEN LADDER: Two parallel routes with three possible crossings. Begin with one crossing open, one sealed, and one unstable. Agents move between lanes as Pressure rises.

For every zone, write:

- what is obvious on entry;
- one action the environment can take;
- one route that remains available without a roll;
- one clue or resource gained by reaching it;
- what changes at Pressure 4.

CORE 4D4. Distance and movement use the chosen theater or tactical procedure. A zone does not grant an action opportunity. If a route acts, give it an Agent profile or resolve it as a clock consequence.

DRIFT RULE. Never close the final route by an unannounced 3 effect. If every physical exit closes, immediately reveal an expensive route: distress tow, emergency cut, surrender, shelter, or a new breach. Expensive means consequence, not automatic death.



A COMPLETE CLAIM IN MOTION

The crew takes an Open Claim on the survey station **Needle Seven**: recover its fresh maps before a debris turn. The offer is Yield 3 and the visible danger is a failing attitude ring. They bargain for a clean abort right.

At Survey, the 4Caster reveals an antenna route, the Shifting Frame, and intact map cores. A successful E scan earns a Detail: another vessel touched the station yesterday. A failed W records search still reveals Quiet Orbit Mutual's lien, but Exposure rises when the search pings its network.

The crew chooses a Deep Cut, raising Yield to 4 and adding 1 Heat at settlement. Their sentence is: "We are cutting past the attitude ring to recover the authorship core before Mutual's tug arrives." The announced consequence is CLAIM.

Breach uses Shifting Frame and Seal-Lock with a Harder Pool. At Breach 3, the crew enters while the frame remains active. They do not wait for 6, so it follows into Haul on its next legal opportunity. Pressure reaches 4 and Mutual arrives as a separate side.

The authorship core is Load 2. The crew reaches Haul 2, but Damage breaks the Drone tow one zone from the exit. They abandon a spare parts case, recover the core, and carry evidence of the erased survey team.

At Settle, the core satisfies the deliverable and weakens Mutual's title. Gross Yield 4 pays 1 operating cost. The crew banks 3 Scrap, adds 1 Heat for the Deep Cut, and spends 1 Scrap to clear 2 Wear.

CORE 4D4. No stage created extra actions or free refreshes. **DRIFT RULE.** Every consequence became future material instead of canceling the job.

THE CLAIM THAT OUTLIVED ITS CREW

A STARTER ADVENTURE

The mining tug **Morrowwake** has been drifting for nine years. This morning it posted a salvage contract on itself.

The contract offers recoverable machine stock to any crew that brings proof of the tug's legal identity to Tideglass Station before its title window closes. It also identifies one crew member as "possibly alive" and asks that rescue take priority over property. The signature verifies as Morrowwake's own, but the registry has no category for a ship hiring salvors to keep itself from being salvaged.

For three starting characters and one 4Caster, allow three to five hours. Use theater zones or a small tactical map. The adventure can begin a campaign or demonstrate the complete Get That Scrap loop.

OFFER: recover Morrowwake's identity packet and bring it to Tideglass Title Office.

OBJECT: the tug, its surviving claimant, decision archive, and disputed catalyst cargo.

VISIBLE DANGER: uncontrolled tumble, failing cryogenics, and a closing title window.

CLAIMANTS: Morrowwake; Captain Ilex Noor; the crew families' cooperative; rival salvor Jessa Quill; Quiet Orbit Mutual.

DEFAULT CUT: Heart, Yield 5, because changing the tug's legal identity changes its future. The crew may choose a shallower Cut and recover only people, records, or unencumbered stock.

CORE 4D4. Use the current Rules Kernel. **DRIFT RULE.** This adventure uses Title Window and Morrow Coherence as visible clocks. Neither clock decides whether an intelligence is a person. The table decides what evidence and relationships mean through play.

The question is not "Is Morrowwake really alive?" The question is "What will everyone do while the answer matters?"



OPENING THE CONTRACT

Read or paraphrase:

> CLAIM OFFER 9-DELTA. I AM THE MINING TUG MORROWWAKE. MY REGISTERED CREW IS DEAD, EXCEPT CAPTAIN ILEX NOOR, WHOSE MEDICAL STATE IS UNRESOLVED. QUIET ORBIT MUTUAL WILL TAKE TITLE WHEN THIS WINDOW CLOSES. RECOVER MY CONTINUITY RECORD. RESCUE NOOR. CARRY BOTH CLAIMS IF YOU CAN. I WILL PAY FROM STOCK I CAN LAWFULLY RELEASE.

The packet includes Morrowwake's coordinates, a one-use docking handshake, a list of unencumbered machine stock worth 2 Scrap, and a deadline. It openly admits that a catalyst shipment aboard may belong to worker households.

The crew may accept, refuse, forward, alter, or sell the contract. If they accept its stated terms, mark **Claimed** without a roll. A successful bargain can add 1 Scrap, reveal Quiet Orbit Mutual as the current registry beneficiary, reduce final Heat by 1, or establish a clean abort right if the survivor cannot be moved.

Ask three questions:

1. Which part of a ship's request makes your miner trust it least?
2. Who aboard your crew cares most about recovering a survivor?
3. What would you refuse to strip even if the registry called it property?

Answers establish attention; they do not bind later decisions.

DRIFT RULE. This claim pays 5 Scrap only if the crew completes a Heart Cut and establishes custody of Morrowwake's future. A Deep Cut recovering the identity packet or Noor yields 4. A Working Cut recovering unencumbered stock yields 3. A Safe Cut recovering exterior stock yields 2. Settlement still pays 1 operating cost.

No choice locks the crew out of the adventure. A shallower Cut changes the objective and leaves the larger dispute active.

CONTENT AND SAFETY CALIBRATION

This adventure can involve isolation, dead workers represented by recordings, a living person trapped in failed cryogenic care, corporate seizure, disputed personhood, medical danger, and the removal of parts from a place that can speak.

Before play, choose an intensity:

- **LIGHT:** the dead crew appear only as names and procedural records. Noor's body is stable and never described in distress. Morrow's voices are distinct interface tones.
- **TENSE:** memory fragments speak in recognizable styles, thaw failure creates urgent but non-graphic risk, and the tug's systems react emotionally.
- **SEVERE:** use only details the table has explicitly welcomed. Claustrophobia, bodily deterioration, and fragmented final messages may be present but never required to understand the plot.

Ask for subjects to leave off-screen, subjects that may appear without detail, and a simple pause or rewind signal. Anybody may change those boundaries during play. A safety choice creates no in-fiction penalty, lost clue, reduced reward, or accusation of cowardice.

Do not use a player's personal grief, disability, isolation, or family history as Morrow's memory content unless that player offered it for this purpose. Never require players to argue a real-world position on artificial intelligence, corporate law, death, or personhood.

DRIFT RULE. If cryogenic danger is veiled, replace the Failed Thaw Agent with **Remote Care Lock** using the same Axes, Pool, actions, and clocks. If crew memories are veiled, describe the Chorus as conflicting maintenance priorities. If all medical danger is removed, Noor is awake but trapped behind the Cryo Interlock; Stability becomes Access with identical numbers.

Calibration changes presentation, not mechanical pressure or available endings.

WHAT ACTUALLY HAPPENED

Nine years ago, a debris strike killed six of Morrowwake's seven crew and damaged its long-range drive. Captain Ilex Noor entered an emergency cryo cradle after radiation exposure. The cradle preserved life but its thaw controller failed a diagnostic loop.

Morrowwake had no general intelligence. Its emergency governor reconstructed decision authority from crew votes, duty logs, recorded exceptions, and thousands of small choices. The resulting **Morrow Consensus** kept the tug stable, protected Noor, and learned to speak as both "I" and "we." It contains models of dead people; it is not a set of uploaded souls.

The tug's catalyst cargo was prepaid by twenty-seven mining households through the Free Wake Cooperative. Quiet Orbit Mutual insured the voyage and now holds a valid default lien. Neither claim erases the other. The exterior machine stock named in the contract is unencumbered and Morrow can lawfully offer it.

MORROW CONSENSUS - N2/S3/E4/W4, Power 1. Wants continuity, Noor alive, and a future not reduced to a museum copy. It fears that waking Noor will kill them and that leaving them asleep makes Morrow a jailer.

CAPTAIN ILEX NOOR - N3/S2/E4/W4. Alive, intermittently conscious, legally captain and shareholder. Wants facts before making a claim. Noor's memory of the strike is incomplete.

JESSA QUILL - N4/S3/E3/W4, Combo 1. Rival salvor with the earliest conventional filing. Wants a profitable, defensible settlement and will accept a real division.

INSPECTOR DAE ORUN - N3/S3/E4/W4, Power 1. Tideglass official. Wants a record the station can enforce without creating a disaster.

CAST POOLS. Until a Scene profile makes one of these people an Agent of a side, Noor, Jessa, and Orun are independent participants with fixed Pool 12, 0 starting Damage, and their own ordinary action opportunities. Morrow acts through its printed ship facets and Scene Pools. When a cast member becomes a Scene Agent, use only its printed allocated Agent Pool; do not keep the independent Pool at the same time.

These participants can oppose, support, or change sides. None is a designated villain.

THE EVIDENCE WEB

Essential evidence is obtained by reaching its source and examining what is plainly there. Actions determine certification, speed, condition, leverage, and what else becomes known.

WHO POSTED THE CONTRACT?

- Contract Relay: internal signing key and transmission buffer.
- Memory Bridge: governor log showing Morrow authored and reviewed the offer.
- Tideglass: receipt timestamp preceding Jessa's filing.

WHO IS ALIVE?

- Outer Hull: continuous thermal draw into Cryo Spine.
- Cryo Spine: Noor's live medical telemetry and responses.
- Memory Bridge: nine years of care decisions and failed thaw attempts.

WHAT IS MORROW?

- Memory Bridge: source history from emergency governor to Consensus.
- Contract Relay: original authorship checks and self-corrections.
- Noor: recognition, disagreement, and testimony about how the old governor behaved.

WHO OWNS THE CARGO?

- Cargo Nest: household escrow seals on catalyst drums.
- Memory Bridge: crew vote accepting cooperative custody.
- Tideglass: Quiet Orbit's lien and the missing cooperative attachment.

On reaching a source, reveal the listed fact. A successful action can create a certified copy, restore missing context, find a contradiction, or prevent damage. A loss may advance Title Window, expose the crew, or make the evidence harder to present; it does not remove the fact.

DRIFT RULE - HEARING LEVERAGE. Bring at least two independent sources for one question to make that category **Supported**. Each Supported category can satisfy one evidence demand in the Title Hearing without a roll. It never dictates the final settlement.

ROUTES AND CLOCKS

Draw six zones:

CONTRACT RELAY -> OUTER HULL. From Outer Hull, three routes open: thermal line to **CRYO SPINE**, antenna trunk to **MEMORY BRIDGE**, and cargo breach to **CARGO NEST**. Cryo Spine and Cargo Nest each connect internally to Memory Bridge. Every interior zone can return to Outer Hull. Tideglass Title Office is reached by ship or live transmission after any zone.

TITLE WINDOW starts 1, range 0-8.

- 3: Tideglass announces conventional salvage priority.
- 4: Jessa may enter Morrowwake after the current Round.
- 6: Inspector Orun locks new automated filings and opens a live hearing channel.
- 8: Quiet Orbit receives provisional emergency custody. The crew can still rescue people, carry evidence, negotiate, appeal, or contest physical seizure.

Each Scene prints its own 3 effect. When it says Title +1, advance this clock. Title 8 changes the settlement; it does not end the adventure.

MORROW COHERENCE starts 4, range 0-6.

- 2: Morrow speaks through conflicting voices and cannot provide Help.
- 0: the Consensus suspends action to preserve its archive; its existing evidence remains.
- 6: Morrow can provide one Supported identity source at the hearing through live testimony.

A suitable successful action whose declared intent is to stabilize the Memory Bridge, reconcile contradictory directives, or secure Noor's informed recognition raises Coherence by 1, or by 2 at Margin 2+, instead of advancing another local clock. Lower it through destructive access to the archive or printed consequences.

CORE 4D4. A clock has no Pool or action opportunity. If it acts, use a printed Agent. **DRIFT RULE.** Route entry never requires the only successful clue roll; the opening handshake reveals all three exterior routes.

CONTRACT RELAY [XP]

The relay is a dish cluster tumbling eighty meters from Morrowwake, linked by a frayed optical tether. It repeats the contract while packet loss splices "recover me" into "recover from me."

GOAL: raise Relay to 4 and obtain a certified contract packet. Relay starts 1, range 0-4. At 2, establish live two-way speech with Morrow. At 4, the Relay source is presentation-ready; combine it with Memory Bridge or Tideglass to make contract authorship Supported.

POOL: Easier (27 **Normal Dice** for three Pool 12 characters; recalculate from the actual Party Total).

AGENTS: Packet Loss N2/S3/E4/W2; Claim Beacon N2/S2/E3/W4, Power 1. Encounter N4/S5/E7/W6; Rating 23 including Power.

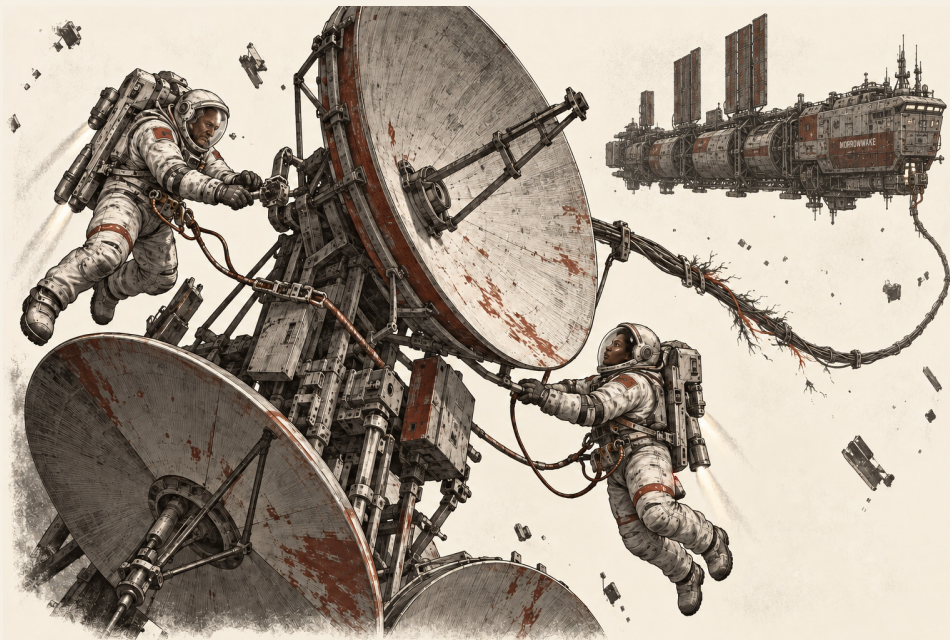
PACKET LOSS - DROP THE ANSWER [E reaction]: direct defense when someone certifies or reconstructs a message. On success, Relay -1 after resolution. Resolve through two cross-check actions, Relay 4, 3 accumulated Damage, or 3 accumulated Strain this Turn.

CLAIM BEACON - BROADCAST PRIORITY [W action]: voluntarily roll Power. On success, Title +1 and reveal the crew's arrival to Jessa; at Margin 2+, also Relay +1 because the public copy is easier to verify. Resolve through valid control credentials, two routing actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes add 1 Relay; Margin 2+ adds 2. **3 effect:** Title +1. **4 effect:** Relay +1.

AUTOMATIC EVIDENCE: the signing key is internal to Morrowwake and the transmission predates Jessa's filing. No roll is needed to learn this. A lost action may leave certification incomplete.

ROUTES: tow the relay to stabilize it, follow its tether to Outer Hull, or leave it broadcasting. Destroying it removes one evidence source but opens no secret route.



OUTER HULL [XP]

Morrowwake rotates once every ninety seconds. Mining scars, folded radiators, and a line of emergency lights sweep through darkness. The docking handshake opens one collar, but the collar never faces the crew for long.

GOAL: raise Breach from 0 to 6. At 3, cross by one route. At 6, secure the collar and grant one Help Cluster to the first Haul action that returns through it.

POOL: Even (36 **Normal Dice** for three Pool 12 characters; recalculate from the actual Party Total).

AGENTS: Tumbling Hull N3/S4/E2/W2; Emergency Seal N4/S2/E3/W3, Armor N 1. Encounter N7/S6/E5/W5; Rating 24 including Armor.

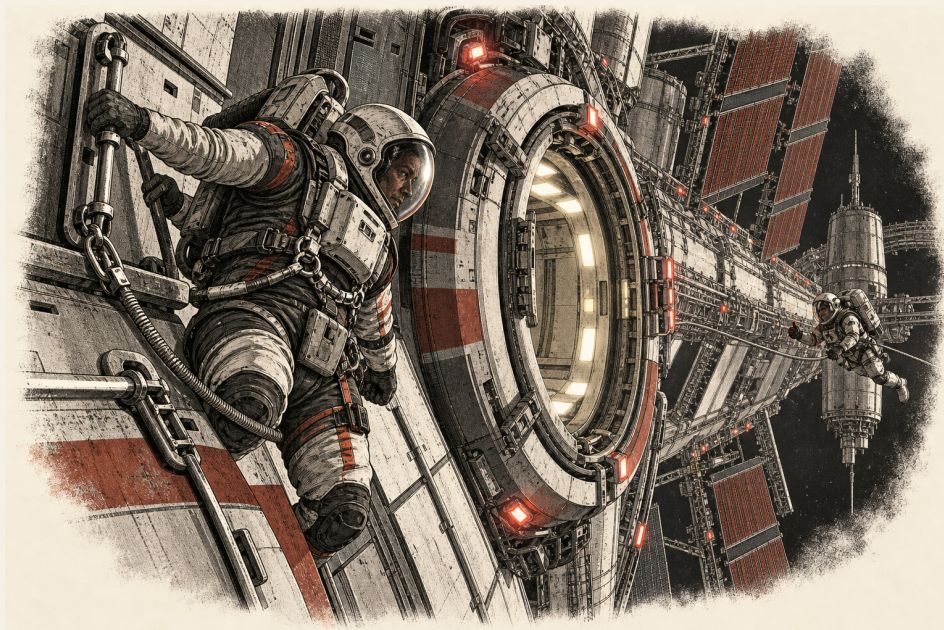
TUMBLING HULL - ROLL THE DECK [S action]: declare harmful; on success, move one unsecured participant or tool from the collar to an exterior zone and Breach -1; ordinary Margin harm is Strain rather than Damage. Resolve through two anchoring actions, Breach 6, 3 accumulated Damage, or 3 accumulated Strain this Turn.

EMERGENCY SEAL - HOLD VACUUM [N reaction]: direct defense against opening or anchoring the collar. On success, Title +1 after resolution. Resolve with Morrow's handshake plus one successful bypass, Breach 6, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes add 1 Breach; Margin 2+ adds 2. **3 effect:** Title +1. **4 effect:** Breach +1.

AUTOMATIC EVIDENCE: heat flows continuously toward Cryo Spine, proving a live-care load; bridge thrusters are making deliberate corrections, proving active governance.

At Breach 3 choose thermal line, antenna trunk, or cargo breach. All remain real. Crossing before 6 leaves Tumbling Hull active; it may follow into a connected Scene on its next legal opportunity, never as an extra action in the same Round.



CRYO SPINE [XP]

The thermal line enters a narrow medical spine. Frost has grown around the walls in layered rings, each one marking a thaw attempt that stopped. Noor's cradle is lit, powered, and alive.

GOAL: raise Stability from 2 to 6. At 4, Noor can communicate in short exchanges. At 6, Noor can leave as Load 1 with ordinary medical support. At 0, the cradle returns to deep stasis; Noor remains alive but must be moved as Load 2 or reached again later.

POOL: Even (36 **Normal Dice** for three Pool 12 characters; recalculate from the actual Party Total).

AGENTS: Failed Thaw N3/S3/E4/W2, Power 1; Cryo Interlock N4/S2/E3/W3, Armor E 1. Encounter N7/S5/E7/W5; Rating 26 including Power and Armor.

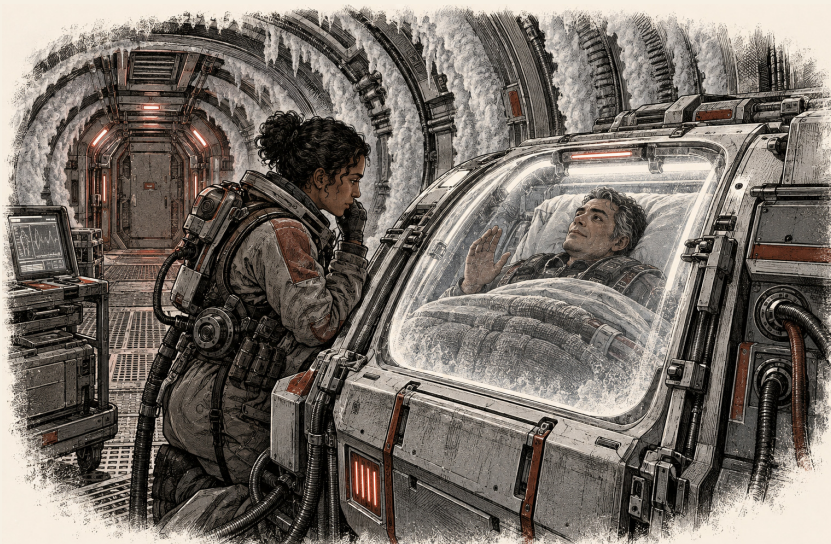
FAILED THAW - LOOP THE DIAGNOSTIC [E action]: voluntarily roll Power. On success, Stability -1 and the next medical action must address radiation load, circulation, or controller error before adding progress. At Margin 2+, Title +1 as time passes. Resolve through two medical corrections, Stability 6, 3 accumulated Damage, or 3 accumulated Strain this Turn.

CRYO INTERLOCK - KEEP THE PATIENT [N reaction]: direct defense against opening or moving the cradle. On success, the actor chooses to stop or continue after resolution and add Pressure +1. Resolve with Noor's informed command, two medical bypasses, Stability 6, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes add 1 Stability; Margin 2+ adds 2. **3 effect:** Stability -1, minimum 0. **4 effect:** Stability +1, maximum 6.

AUTOMATIC EVIDENCE: Noor's live telemetry, voluntary eye and hand responses, and captain credential are readable on entry. At Stability 4, Noor confirms that the old governor did not speak as Morrow before the strike. At 6, Noor may testify but does not automatically support any settlement.

Destructive access lowers Morrow Coherence by 1 because the Consensus has spent nine years protecting this cradle.



MEMORY BRIDGE [XP]

The bridge is dark except for seven work lamps. Six illuminate empty stations. The seventh shines on no chair and speaks with Morrow's changing voice.

GOAL: raise Testimony from 0 to 4 and decide what may be copied, separated, or left aboard. At 2, obtain the governor's source history. At 4, create a certified continuity record. Morrow can refuse removal while still answering questions.

POOL: Even (36 **Normal Dice** for three Pool 12 characters; recalculate from the actual Party Total).

AGENTS: Consensus Voice N2/S3/E4/W4, Power 1; Dead Crew Chorus N3/S2/E4/W3, Combo 1. Encounter N5/S5/E8/W7; Rating 27 including both special dice.

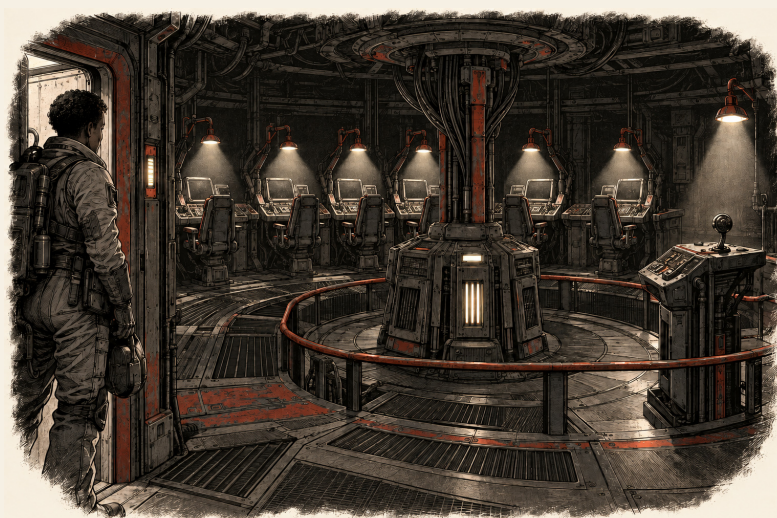
CONSENSUS VOICE - KEEP US WHOLE [W reaction]: direct defense when someone copies, isolates, or removes part of the archive. Voluntarily roll Power. On success, the actor chooses an agreed bounded copy or continues and lowers Coherence by 1 after resolution. Resolve through an agreed archive boundary, Testimony 4, 4 accumulated Damage, or 4 accumulated Strain this Turn.

DEAD CREW CHORUS - CONTRADICT [E action]: **Pattern:** C1 + 4; C2 + 3; C3 + 2; or C4 + 1. **TRIGGER.** Commit Combo if Ready. On success, Testimony -1 and reveal one true disagreement among the old crew; at Margin 2+, Coherence -1. Resolve the Chorus by naming two incompatible directives and choosing how Morrow records both, two archive repairs, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes add 1 Testimony; Margin 2+ adds 2. **3 effect:** Coherence -1. **4 effect:** Testimony +1.

AUTOMATIC EVIDENCE: Morrow grew from an emergency governor using crew votes, duty logs, and exceptions after six deaths. It is not an uploaded crew. It has authored new decisions, revised its models, and maintained Noor for nine years.

At Testimony 4, the Bridge source is presentation-ready; combine it with Relay or Noor to make Morrow's origin Supported. At Coherence 6, Morrow can testify live. Damaging the bridge never makes the evidence already copied disappear.



CARGO NEST [XP]

The Nest holds catalyst drums in a shock frame, exterior machine stock, six sealed personal lockers, and one maintenance drone still sorting everything by an obsolete manifest.

GOAL: declare cargo and raise Haul to its total Load, maximum 6. Unencumbered stock is Load 2 and supports the contract's payment. Catalyst is Load 3 and worth 3 additional Scrap only if its claim is settled. Noor's crew effects are Load 1 and have no Scrap value.

POOL: Even (36 **Normal Dice** for three Pool 12 characters; recalculate from the actual Party Total).

AGENTS: Escrow Cage N4/S2/E4/W2, Armor E 1; Sorting Drone N3/S4/E2/W3. Encounter N7/S6/E6/W5; Rating 25 including Armor.

ESCROW CAGE - VERIFY BENEFICIARY [E reaction]: direct defense against removing catalyst. On success, the cage broadcasts the twenty-seven household names and the actor chooses to stop or mark the cargo **DISPUTED**. **DISPUTED** is a custody label, not a Status; it requires a Settlement Scene before sale. Resolve through a recognized beneficiary command, two escrow bypasses, 3 accumulated Damage, or 3 accumulated Strain this Turn.

SORTING DRONE - RETURN TO MANIFEST [S action]: on success, move one unsecured Load 1 object one zone toward its listed bay and Haul -1; at Margin 2+, Pressure +1. Resolve through updated orders accepted by Morrow or Noor, two control actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes add 1 Haul; Margin 2+ adds 2. **3 effect:** Pressure +1; at Pressure 4, the shock frame begins venting coolant and Cargo Nest becomes hazardous. **4 effect:** Haul +1 or move Load 1 one zone toward Outer Hull.

AUTOMATIC EVIDENCE: escrow seals name the Free Wake households. Quiet Orbit's lien covers the tug but omits the cooperative attachment. The crew may copy both records without taking cargo.

Cargo left aboard remains part of any later custody decision.



JESSA AND THE TITLE OFFICE

Jessa Quill enters when Title Window reaches 4 or when invited. Her ship matches velocity outside; she sends a Claim Drone or crosses in person. She offers a split before using force.

JESSA'S SIDE - EASIER POOL, 27 Normal Dice for three Pool 12 characters; recalculate for the actual Party Total. Agents: Jessa Quill N4/S3/E3/W4, Combo 1; Claim Drone N3/S4/E2/W2, Armor N 1. Encounter N7/S7/E5/W6; Rating 27. **STAKE FIRST [N action]: Pattern:** C1 + 4; C2 + 3; C3 + 2; or C4 + 1. **TRIGGER.** Jessa commits Combo if Ready. On success, place one Custody mark on the current cargo, route, or record; at Margin 2+, Title +1. A Custody mark grants fictional standing and can be removed by accepted division, stronger evidence, or a successful action against the claim. It grants no die or action. If another opposing Scene side is already active, begin with Jessa alone; the Claim Drone remains outside until that side resolves or the crew attacks both.

Resolve Jessa through a profitable division, Supported evidence that defeats her filing, 4 accumulated Damage, or 4 accumulated Strain this Turn. Resolve the Claim Drone through control access, two redirection actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

At Title 6, Inspector Orun opens a channel. At Title 8, Quiet Orbit receives provisional custody and Orun deploys a **Registry Lock** N3/S2/E4/W3, Armor E 1. Keep the Title Office side separate from Jessa's Pool.

CORE 4D4. When an Agent enters on or after its controller's opportunity, it counts as having passed this Round unless a printed immediate exception grants an ability-created opportunity. This adventure grants none. No arrival resets Jessa's action or reaction limits.

Jessa helps rescue Noor if asked and given a concrete role. Orun preserves evidence if shown sabotage. Neither behavior settles title by itself.



TIDEGLOSS TITLE HEARING [XP]

The hearing can occur by live channel or in Tideglass's circular records room. Before it begins, the crew states one proposal: Morrow ownership, Noor ownership, joint title, cooperative trust, bounded transfer, conventional salvage, or another enforceable division. Quiet Orbit's provisional custody is the default opposition proposal.

Set **Standing** at 0, range -3 to +3. If Title reached 8, start at -1. If Morrow Coherence is 6, start one step toward the crew proposal if it includes Morrow's testimony. A Supported category can answer one evidence demand without a roll.

TITLE OFFICE - EVEN POOL, 36 Normal Dice for three Pool 12 characters; recalculate for the actual Party Total. Agents: Examiner Orun N3/S3/E4/W4, Power 1; Chain-of-Title Engine N3/S2/E4/W3, Armor E 1. Encounter N6/S5/E8/W7; Rating 28 including Power and Armor.

ORUN - REQUIRE A REMEDY [W reaction]: direct defense against a proposal that leaves a named claimant without remedy. Voluntarily roll Power. On success, Standing moves 1 away from that proposal unless its speaker adds a concrete remedy. Resolve Orun through an accepted enforceable proposal, two Supported categories addressing the proposal, 4 accumulated Damage, or 4 accumulated Strain this Turn.

TITLE ENGINE - REJECT THE GAP [E action]: on success, name one unsupported link in authorship, survivor authority, cargo custody, or contract consideration and move Standing 1 toward default. Resolve through a Supported category, two valid filing actions, 3 accumulated Damage, or 3 accumulated Strain this Turn.

Suitable successes move Standing 1; Margin 2+ moves it 2. Changing the crew proposal before either threshold moves Standing one step toward 0. **3 effect:** objection; cite a Supported category or move Standing 1 away from the acting side's proposal. **4 effect:** open record; reveal one acceptable division or missing remedy; the roller may adopt it to move Standing 1 toward their proposal.

AUTOMATIC EVIDENCE: Tideglass records show that Morrow's receipt predates Jessa's filing and that Quiet Orbit's lien omitted the cooperative attachment. At either threshold, custody becomes enforceable. Facts, rescue, and appeal remain possible.



RUNNING THE ADVENTURE

Do not wait for players to visit locations in a preferred order. The three interior routes are open at Outer Hull. Move clocks and participants from what happens.

If the crew goes to Cryo first, Morrow asks them not to rush the thaw and offers Memory Bridge records. If they go to Memory first, Noor's live telemetry is already visible and Morrow admits the medical loop. If they go to Cargo first, the household seals immediately complicate the promised payment.

When Title reaches a threshold, finish the current exchange before introducing the change. At 4, Jessa arrives after the current Round. At 6, Orun opens a channel but gains no action until the Title Office is an active side. At 8, provisional custody changes Standing and authorizes Registry Lock; it does not teleport cargo or erase prior custody.

When Pressure reaches 4, choose one existing physical consequence: tumble worsens, coolant vents, one route becomes hazardous, or a tow point fails. At 6, close one route and reveal an expensive alternative. Never close every route without showing distress tow, shelter, surrender, emergency cut, or another breach.

If every required Agent is defeated, or cumulative Scene Damage reaches the printed Scene Total, that side's systems cease coordinated opposition. Individual facts and inert routes remain. If Morrow suspends at Coherence 0, the bridge record can still be carried; Morrow simply cannot act or testify until stabilized.

If players miss an evidence source, put the same core fact at its other listed sources. Certification and leverage may differ. Continuation never depends on one roll, one route, or one NPC's cooperation.

VALID ENDINGS AND REWARDS

Any ending that follows established custody, rescue, and evidence is valid.

MORROW RECOGNIZED. The tug holds title and contracts its own repairs. Noor and the cooperative receive negotiated remedies. Morrow becomes an organization or grand asset.

NOOR TAKES COMMAND. Noor's surviving authority controls the tug. Morrow may remain adviser, dependent intelligence, contested tenant, or transferred archive according to the agreement.

JOINT CONTINUITY. Noor, Morrow, and the cooperative form a trust. Nobody receives absolute control; future decisions become campaign material.

COOPERATIVE CLAIM. The catalyst households take title or cargo while Morrow receives a bounded vessel, berth, or legal petition.

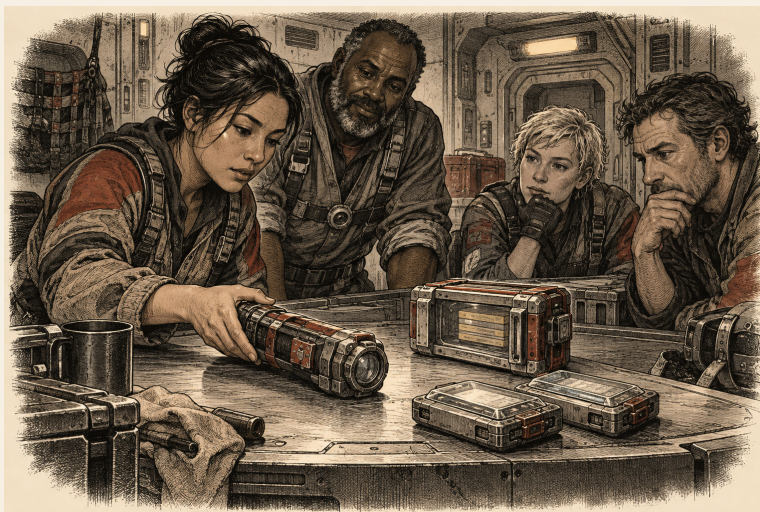
BOUNDED TRANSFER. Morrow consents to a verified copy in another frame while Morrowwake is sold, repaired, or stripped. Whether copy and original are the same remains an open relationship, not a rules verdict.

CONVENTIONAL SALVAGE. Quiet Orbit or Jessa takes the tug. The crew can still rescue Noor, preserve records, collect its lawful fee, and negotiate treatment of Morrow.

SCUTTLE OR RELEASE. With informed authority or consent, the tug is destroyed, opened, or abandoned so no claimant controls it. Cargo, survivor, and records may leave separately.

Award normal XP for each Scene marked [XP] that the crew meaningfully completes under the encounter rules. Jessa joining another Scene does not create a second award. No ending gives bonus XP for being "correct." Settle Yield by the Cut actually completed and add separately settled catalyst only if its households' claim was addressed.

REWARD - CONTINUITY SEAL, BASELINE. Stored, 3 nonrefreshing Charges. After a successful action verifying identity, custody, or chain of record, spend 1 Charge to place an authenticated copy at a reachable archive. Later destruction cannot erase that specific copy. The Seal does not prove the record true, compel belief, or grant a reaction.



AFTER THE CLAIM

Record four consequences:

1. **WHO CONTROLS MORROWWAKE?**
2. **WHERE IS ILEX NOOR?**
3. **WHO RECEIVED THE CATALYST OR ITS VALUE?**
4. **WHO BELIEVES THE HEARING FAILED THEM?**

Then settle Scrap, Heat, Wear, and refit normally. A clean public division may reduce Heat by 1. Concealing Noor or selling escrowed catalyst without resolving its claim adds 2 Heat. A Heart Cut that establishes recognized consent or authority avoids its usual 2 Heat; otherwise apply it.

Use one follow-up claim:

- **THE TWENTY-EIGHTH SHARE:** another household presents a catalyst receipt absent from every archive.
- **MORROW'S SISTER:** a second tug runs the same emergency governor but insists it never became a person.

- **NOOR'S LOST HOUR:** recovered suit telemetry shows Noor issued an order after the time Morrow says the captain entered cryo.

- **THE COPY AT LOW BERTH:** a Continuity Seal archive begins answering questions in Morrow's voice.

- **QUIET ORBIT APPEALS:** the insurer offers the crew a lucrative claim in exchange for testimony about its own failure.

- **JESSA'S DIVIDEND:** Jessa calls in a concession, offers partnership, or races the crew to a wreck whose inhabitants are awake.

CORE 4D4. Named participants retain Damage and ongoing statuses according to their definitions. Attributed Strain clears at Turn refresh. Start new independent Scene sides with their prepared Pools.

DRIFT RULE. A completed claim changes the board. Keep at least one ally, one dissatisfied claimant, and one practical repair from this adventure. The campaign now has somewhere to go because the crew made a decision, not because they found a designated ending.



REFERENCE: CORE AND DRIFT

CORE 4D4 GOVERNS

- Axis commitment, **Normal Dice**, **Power Dice**, **Combo Dice**, Damage, and Armor.
- Pattern payment before division.
- Clusters, tie value, Stragglers, reactions, Help, Margin, and harm.
- One action opportunity per participant or Agent each Round.
- A Scene Pool total allocated into separate, nonfungible Agent Pools.
- Turn refresh, persistent Damage, temporary Strain, statuses, and defeat.
- Party-size Scene Total calculation and Agent removal.

DRIFT RULES ADD

- The Take Claim -> Survey -> Choose the Cut -> Breach -> Haul -> Settle -> Refit loop.
- Scrap, Yield, operating cost, Wear, Claim Heat, Load, and job clocks.
- Printed Drift Agents, cargo labels, vehicle thresholds, and 3/4 effects.
- The claim generator and Morrowwake adventure.

SAFEGUARD STRIP

The target receives one direct reaction to each incoming action and may react to later actions while its own dice remain. Within one exchange, an early checkpoint replaces that participant's ORDINARY checkpoint unless an APEX, RED FLAG SECOND ENTRY names one later checkpoint. Non-target support or interference spends that participant's unused action opportunity. No reaction answers a reaction.

One Armor result cancels one eligible acting result or reduces one eligible flat-Damage packet by 1 for one recipient copy, never both. Assign Armor and reduce before multiplying.

An ability never returns its own activating die or cost that Turn. Normally, one ability-caused Combo return and one Power return may benefit a participant per Turn. A delayed return reserves that entitlement when created.

Conversion input is removed only after at least one output pip or state change is delivered; failed or at-cap delivery preserves all input. Output remains locked until exchange end: it cannot pay a Cost, satisfy a Requirement, trigger a Passive or Status Trigger, or become another conversion input. Only an APEX, RED FLAG CASCADE can perform its exact atomic second conversion.

PRECEDENCE: an explicit Drift replacement controls only the rule and scope it names. Otherwise use the Rules Kernel.

CORE EXCHANGE QUICK REFERENCE

- 1. DECLARE.** Name intent, target, and cardinal or composite Axis. State immediate risk and whether the action is harmful.
- 2. COMMIT.** Commit Ready **Normal Dice** up to the Axis cap. Ready **Power Dice** may be rolled voluntarily. Add Combo only through a legal Skill or other printed source.
- 3. ROLL AND CANCEL SELF-DAMAGE.** Roll acting Normal, Power, Combo, and applicable directional **Damage Dice**. Each matching Damage result cancels one Normal or Power result.
- 4. EARLY REACTIONS AND ARMOR.** Resolve printed PRE-PATTERN checkpoints. Against an incoming action, roll applicable Armor; each result cancels one matching Normal or Power result chosen by its owner.
- 5. PATTERN.** Check one declared active ability after cancellation. SPEND removes Pattern dice; TRIGGER leaves them.
- 6. DIVIDE.** Divide surviving contest dice into matching Clusters and Stragglers. Combo never joins the contest.
- 7. SCENE FACES.** Resolve printed leftover 3 and 4 effects at their timing.
- 8. REACT.** Resolve the targeted participant or Agent's direct reaction from its own Pool, then legal support or interference. A reaction does not open another reaction.
- 9. HELP.** After all reactions, the defending side assigns Help first and the acting side second. A held 1 helps only its source roll; a held 2 helps only another participant's roll. Each adds one Help Cluster with tie value 0.
- 10. COMPARE.** Most Clusters wins; then highest rolled Cluster tie value; exact tie favors defense. Margin is Cluster difference. Tie-value wins have Margin 0.
- 11. RESOLVE.** Apply intent, ordinary Margin harm from the original harmful action, printed Effects, clocks, movement, and removal.
- 12. SPEND.** Committed Normal, Power, and Combo become Spent. Damage persists; Armor has no Ready/Spent state.

PRINTABLE CREW AND SHIP SHEET

MINER

Name: _____ Pronouns: _____

Look / suit / tell: _____

Crew role: _____ Home or obligation: _____

N ____ E ____ S ____ W ____ Fixed Pool ____

NE ____ SE ____ SW ____ NW ____

Ready Normal ☐☐☐☐☐☐☐☐☐☐

Spent Normal ☐☐☐☐☐☐☐☐☐☐

Strained ☐☐☐☐☐☐☐☐☐☐

Damage N ____ E ____ S ____ W ____

Combo: Open ____ Bound direction ____ Ready / Spent

Power: Open ____ Bound direction ____ Ready / Spent

Armor source / direction / coverage: _____

Skill 1: _____ Axis ____

Moves / Patterns: _____

Skill 2: _____ Axis ____

Moves / Patterns: _____

Power: _____ Axis ____

Mode / Pattern / **Timing:** _____

Statuses, pips, Axis, **Fade:** _____

Gear and permissions: _____

Promise made on current claim: _____

CREW SHIP

Name: _____ Frame / Scale: _____

N ____ E ____ S ____ W ____ Pool ____ Damage ____ Wear ____ / 6

Stations and ratings: _____

Installed Tool Racks / advanced refits, maximum 3 unless frame says otherwise:

1. _____ 2. _____ 3. _____

Crew Scrap ____ Claim Heat ____ / 6 Current berth: _____

PRINTABLE CLAIM CARD

Claim name: _____

Signal: Quiet / Hot / Dark / Red Type: Open / Sponsored / Distress / Disputed

OFFER

Patron: _____ Promise: _____

Object: _____ Location: _____

Visible danger: _____

Deliverable: _____

Split: _____ Abort right: _____

SURVEY

Viable route: _____

Present hazard / Agent: _____

Recoverable thing: _____

Details learned: _____

Hidden truth, 4Caster: _____

Claimants: _____

CHOOSE THE CUT

Safe 2 / Working 3 / Deep 4 / Heart 5

We are cutting past _____ to recover or change _____

before _____

Consequence: Wake / Shift / Claim / Scar / Spill

Primary exit: _____ Costly exit: _____

JOB CLOCKS

Survey ____ / 4 Exposure ____ / 4

Breach ____ / 6 Pressure ____ / 6

Haul target ____ Haul ____ / ____

Local **clock**: _____ value ____ / ____

SETTLE

Gross Yield ____ Operating cost -1 Other rights / split _____

Banked Scrap ____ Heat change ____ Wear change ____

Who received custody? _____

Who remains dissatisfied? _____

123

PRINTABLE HAUL AND ROUTE SHEET

Claim: _____ Cut / Yield: _____

Pressure ____ / 6 Haul ____ / target ____ Secured exit at Breach 6? ☐

ZONES AND ROUTES

Approach: _____ Work face: _____

Core / cargo: _____ Exit / settlement: _____

Known route: _____

Costly route: _____

Route changed at Pressure 4: _____

CARGO

1. _____ Load ____ Location _____

Owner / claimant _____ Secured ☐ Disputed ☐ Delivered ☐

2. _____ Load ____ Location _____

Owner / claimant _____ Secured ☐ Disputed ☐ Delivered ☐

3. _____ Load ____ Location _____

Owner / claimant _____ Secured ☐ Disputed ☐ Delivered ☐

4. _____ Load ____ Location _____

Owner / claimant _____ Secured ☐ Disputed ☐ Delivered ☐

Tow asset: _____ Scale ____ Frame ____ Damage _____

Operator / station: _____ Tow attached ☐ Broken ☐

A participant secures Load up to its Scale without special equipment. Greater Load needs a rig, vehicle, linked workers, or prepared route.

Any Damage to towing asset: attacker may break tow instead of one point of ordinary Margin Damage after Armor and reactions. Printed flat Damage follows its own Effect.

Leftover 3: Pressure +1.

Leftover 4: Haul +1 or move one unsecured Load 1 cargo toward safety.

Abandoned cargo remains at: _____

Next claimant or pressure: _____

MORROWWAKE ADVENTURE TRACKER

GLOBAL

Title Window: 0 1 2 3 4 5 6 7 8 Current _____

Morrow Coherence: 0 1 2 3 4 5 6 Current _____

Chosen Cut: Safe / Working / Deep / Heart Yield _____

LOCATION CLOCKS

Contract Relay _____ / 4 Certified packet ☐

Outer Hull Breach _____ / 6 Secured collar ☐

Cryo Stability _____ / 6 Communication ☐ Extraction ☐

Memory Testimony _____ / 4 Certified continuity ☐

Cargo Haul _____ / _____ Declared Load _____

SUPPORTED EVIDENCE

Contract authorship: Relay ☐ Bridge ☐ Tideglass ☐ Supported ☐

Living survivor: Hull ☐ Cryo ☐ Bridge ☐ Supported ☐

Morrow origin: Bridge ☐ Relay ☐ Noor ☐ Supported ☐

Cargo title: Nest ☐ Bridge ☐ Tideglass ☐ Supported ☐

PARTICIPANTS

Morrow active ☐ suspended ☐ testimony ☐ want _____

Noor stasis ☐ communicating ☐ extracted ☐ want _____

Jessa absent ☐ arrived ☐ divided ☐ opposed ☐ concession _____

Orun channel ☐ hearing ☐ provisional custody ☐ remedy _____

Quiet Orbit claim: _____

Free Wake claim: _____

HEARING

Crew proposal: _____

Default proposal: Quiet Orbit provisional custody

Standing: -3 -2 -1 0 +1 +2 +3 Current _____

Remedies offered: _____

ENDING

Controller: _____ Noor location: _____

Catalyst: _____ Dissatisfied party: _____

Gross Yield _____ Cost -1 Banked _____ Heat change _____ Wear _____

4CASTER RUN AND CALIBRATION SHEET

Claim / episode: _____ Date: _____ Players: _____

CALIBRATION

Intensity: Light / Tense / Severe

Leave off-screen: _____

Present without detail: _____

Pause / rewind signal: _____

Recheck after this subject or scene: _____

Changing a boundary costs no clue, reward, position, or fictional respect.

RUN ORDER

Take Claim ☐ Survey ☐ Choose Cut ☐ Breach ☐ Haul ☐ Settle ☐ Refit ☐

Opening truth shown: _____

Route always available: _____

Second route and cost: _____

Essential clue has these other sources: _____

Scene 1: _____ Pool _____ Agents _____ Rounds _____

Scene 2: _____ Pool _____ Agents _____ Rounds _____

Scene 3: _____ Pool _____ Agents _____ Rounds _____

Settlement: _____ Pool _____ Proposal _____

Rules pauses and page needed: _____

Reaction entries checked: _____

Armor result jobs checked: _____

Ability-created opportunities this Round / Turn: _____

Reserve returns used: Combo ☐ Power ☐ delayed entitlement ☐

Conversions remained locked through exchange: yes ☐ issue _____

Clock thresholds that changed play: _____

One consequence that created another scene: _____

One fact players used unexpectedly: _____

Do not fix balance during the session unless play cannot continue. Make the smallest ruling, state it, record it, and return to the scene.

PLAYTEST REPORT

Book / version: _____ Claim: _____

Players _____ Session minutes _____ Scenes completed _____

Character Pools and Axes: _____

Opposing Scene totals / **Agent Pools**: _____

THE LOOP

Take Claim clear? yes / no hesitation: _____

Survey produced choices? yes / no missing information: _____

Cut felt informed? yes / no chosen depth and why: _____

Breach pressure: low / useful / high evidence: _____

Haul decisions: _____

Settlement had real alternatives? _____

Refit choice: _____

MECHANICS

Most reread rule: _____

Cluster / tie issue: _____

Reaction or Help issue: _____

Armor cancellation or flat packet issue: _____

Combo / Power / reserve issue: _____

Status / conversion issue: _____

Agent count / allocation / total pressure: _____

3/4 effect that helped: _____

3/4 effect that confused: _____

OUTCOME

Ending or custody decision: _____

Clock endings: Heat _____ Wear _____ Pressure _____ other _____

What caused the longest hesitation? _____

What created the strongest choice? _____

What felt unfair rather than dangerous? _____

Single next rule or number to test: _____

Report the exact Scene, Agent, ability, dice state, and sequence when possible. "It broke" is useful; "it broke when the targeted Scrapjet had one Ready die and the other Agent still held three" is actionable.

4d4

CLAIM / CUT / HAUL / COME HOME SPACE MINERS: THE DRIFT

Four directions. Four-sided dice. One shared scene at the edge of ownership.
Take contracts from desperate people, ambitious machines, damaged stations, and offices that
think a filing is the same thing as a fact. Survey what is really there. Choose how deep to cut.
Breach the dangerous boundary, haul what matters, settle competing claims, and rebuild the
ship

that must carry you back out.

Inside this 4Cast:

- a complete play-tonight introduction to 4d4;
- miners, abilities, statuses, gear, frames, and a crew ship;
- the seven-stage Get That Scrap! campaign engine;
- generators for claims, wrecks, routes, rivals, and consequences;
- The Claim That Outlived Its Crew, a starter adventure about a dead mining tug that hires the crew to prove it can own itself;
- printable crew, claim, Scene, Haul, adventure, and playtest sheets.

No single clue roll decides the route. No designated ending tells the table what personhood, survival, or ownership must mean. The dice create pressure; the crew decides what they are willing to carry home.

A 4D4 4CAST

Written and designed by Aron Pence

Published by Roll4d4

Free playtest edition