

archie

The problem with history is that they used to just keep making more of it. Now, here at the end of time, you can finally get around to cataloging all this stuff.

Archies just love going through old things. They've forgotten more than most people will ever remember. They make for great adventurers because they know a little bit about everything... and what they don't know, they can extrapolate from the thousands of things they do know.

Play an Archie if you want to help your friends with useful facts, figures, and trivia.

SAMPLE NAMES

Amaranth, Attabar, Bill, Cassandra, Codger, Doc, Herodotus, Notion, Mambazol, Matins, Mei Feng, Miss Understanding, Oort, Professor, Reverend, Secretary, Teach, C. S. Tyson, The Watcher

LOOKS

Choose one or more:
Big hat, Books, Canteen, Dirt under fingernails, Dirty clothes, Duster, Gears, Glasses, Goggles, Good luck charm, Magnifying glass, Mismatched clothes, Moleskin journal, More books, Neat and fastidious appearance, Out-of-date clothes, Pocket watch, Pony tail, Short hair, Too many books, Unkempt hair, Towel, Vest, Wrinkles, Wristwatch

ATTRIBUTES & HEALTH

Choose one:

- Antiquarian**
Bottom -1, Charm -1, Down +3
Top -1, Strange +1, Up +2
Doing 3, Feeling 5, Thinking 10
- Quiet Observer**
Bottom +2, Charm -1, Down +1
Top -1, Strange -1, Up +3
Doing 6, Feeling 3, Thinking 9
- Most Interesting Person**
Bottom -1, Charm +2, Down +1
Top -1, Strange -1, Up +3
Doing 3, Feeling 6, Thinking 9
- Insufferable Know-it-All**
Bottom -1, Charm -2, Down +3
Top +1, Strange =0, Up +2
Doing 5, Feeling 3, Thinking 10

DEFLECT: FEELING

Prime Directive of Non-Interference:
Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

TIMES

Future_x 2,

History_x 3

UNIQUE MOVES AUTODIDACT

What you're doing right now isn't so hard. You read about it in a book.

Before making a roll, ante 1 Fx, then roll +Up.

Up to 6: -1 forward! Oops, well, at least we learned something. Set aside your ante as **study**.

7+: +1 forward. Set aside your ante as **study**.

ANALYSIS

Those who fail to learn history are doomed to repeat it.

Ante 1 or more Fx, then pick a situation to analyze.
Roll +Down.

Up to 6: Return your ante to Fx.

7+: For each point in your ante, ask the MC one question from the list below. Then set aside the entire ante as **study**.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Have there been any strange scientific anomalies here?
- What is the anthropological history of this place?
- What are the life sciences here? (Biological readings, life-forms, toxins, signs of activity, etc.)
- Who's really in control here?
- What tier are these people?

- What is here that's not what it appears to be?

Take +1 forward to deal with the answers to these questions.

STUDY

Your study pool builds from your other moves.

When your or another character tries to solve a puzzle, to work with tech, to know something, to involve themselves with something you have a Connection with, or does something else that the MC says would benefit from your field study, they may move 1 point of study to your Hx. Forward, they will roll three dice and then choose which two to keep.



CELEBRITY

Welcome to fame and fortune, baby. You might be a darling of the galactic media, a president on the run, or a holographic music idol giving your first transstellar tour. When you talk, people listen—even if you're just running your mouth. No matter how obnoxious you are, the mystique of fame excuses all. The universe is your audience, so give them something to watch.

Play a Celebrity if you want to draw lots of attention to yourself and solve your problems by talking.

SAMPLE NAMES

Alazia-5, Biff, Chris, Emplox Alpha, Ereshkig4l, Hatsune, Lady Stardust, Minmay, Mogolith, Raka Zar, Tsqaliyah, Zaphod

LOOKS

Choose one or more:

Androgynous beauty, Cosmetic body modifications, Expensive taste, Fancy suit, Glowing eyes, Holographic video-screens, Je ne sais quoi, Musical instrument, Narcissistic, Paranoid, Shifty eyes, Smells like booze, Smokes, Sunglasses

ATTRIBUTES & health

Choose one:

Hearthrob
Bottom +1, Charm +3, Down -1
Top +2, Strange -1, Up -1
Doing 8, Feeling 7, Thinking 3

Living Legend
Bottom -2, Charm +3, Down +1
Top +2, Strange +1, Up -2
Doing 5, Feeling 9, Thinking 4

TIMES

Future_x 4 History_x 1

CONNECTIONS

Ask each other player to name their favorite actor, musician, or other celebrity. After listening to their answers, choose one character to have +2 Connection with.

Also, +2 Connection with (choose one):

- My influence with friends in high places (gear)
- My embezzled or otherwise illegal fortune (gear)
- A cutting edge high-tech gizmo or toy (gear)

Politician

Bottom +2, Charm +3, Down -2
Top +2, Strange -1, Up -1
Doing 9, Feeling 7, Thinking 2

Glitterati

Bottom +1, Charm +3, Down -2
Top +2, Strange -1, Up =0
Doing 8, Feeling 7, Thinking 3

My press secretary (follower, named Astra, Factotum, Gofer, Cordelia, or You There)

My bodyguard (follower, named Rax, Spike, Brutus, Ronin, or Devastator)

My pet exotic lifeform (alien pet, named Checkers, Mister Woofykins, Bitey, or Socks)

Or make something up!

UNIQUE MOVES

grandstand

If you have at least one observer, then before performing any common move, you may declare that move to be a grandstand. Ante 1 Fx then roll for the move as normal.

Up to 6: In addition to the move you just made, you also embarrass yourself. Move your ante to Hx and any fame points you might have to Hx.

7+: In addition to the move you just made, move your Fx to fame, and play out the move as normal.

SPOTLIGHT

To get the attention of everyone around you, ante 1 or more Fx, then roll +Charm. There must be people around for you to be a star.

Up to 6: Do these people not know who you are? Inconceivable! Move your ante to Hx.

7-9: You draw a crowd of weak targets. Move your ante to fame.

10+: You draw a crowd of weak and strong targets. Move your ante to fame.

FAME

You gain fame by using your grandstand and spotlight moves.

Add +fame to any rolls* to avoid consequences such as being caught lying, making a faux pas, or other social mishaps where being famous could help you.

Use +fame as a connection* with any crowd that you gathered with your spotlight move.

Subtract -fame from any roll to be stealthy, to blend in, or to otherwise not be the center of attention. The MC may rule that having fame makes some things impossible for you.

Add +fame to a friend's roll*, if being a celebrity would help. For example, if you're being a distraction while a friend sneaks in somewhere, or if your friend is trying to impress someone else by knowing you, a real celebrity.

*If you add +fame to a roll that has doubles (any two dice have matching numbers), move all mass appeal to your Hx. (Fame is fleeting.)

EGO

To figure out how a situation or a person relates to you, roll +Top.

7-9: Ask the MC one of these questions:

- Do these people have anything to offer me?
- What can these people do for me?
- What here is useful or valuable to me?
- What is about to happen to me?
- What's the best way to get these people to do things for me?

Take +1 forward when acting on the answer to your question.

10+: Ask the MC three of the above questions, and take +1 forward when dealing with the answers.



CLOCKWORKER

Other people think that time is a strict linear progression of cause to effect. You know better. You have a personal line into the timestream: psychic powers of precognition, a time machine, four-dimensional technology, or bizarre time-warping powers.

Play a Clockworker if you want to meddle about with time and space.

SAMPLE NAMES

Aradia, Chiana, Dave, Dio, Introssor, Janus, Kinmune, Marty, Pelinal, Professor, Tachyon, Tessera, Trance

LOOKS

Choose one or more:

Anachronistic fashion, Dapper, High-tech timekeeping device, Low-tech timekeeping device, Milky-eyed, Mischievous smile, Scarf, Soothing voice, Tendency to talk about things that haven't happened yet as if they already have, Tired eyes, Trouble with verb tenses, Tweedy, Twitchy

ATTRIBUTES + Health

Choose one:

- Stranded in Time
 - Bottom +2, Charm +1, Down +2
 - Top -2, Strange -2, Up +2
 - Doing 5, Feeling 4, Thinking 9
- Precog
 - Bottom +2, Charm +1, Down +3
 - Top -3, Strange -1, Up +1
 - Doing 4, Feeling 5, Thinking 9

TIMES

Future_x 4

History_x 1

CONNECTIONS

Ask each other player to name a historical event. After listening to their answers, choose one character to have +2 Connection with.
Also, +2 Connection with (choose one):

- Historical artifacts gathered from across time (gear)
- Using time travel to get rich quick (gear)
- The gratitude of those you've helped (gear)

DEFLECT: FEELING

In the Long Run: Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

UNIQUE MOVES

CHRONOMETRY

It's easy to do things when you already saw how they will end up.

Before making a roll, ante 1 Fx, then roll +Down.

Up to 6: -1 forward! You don't remember it happening this way at all. Set aside your ante as paradox.

7+: +1 forward. Set aside your ante as paradox.

observer

Why study history, when you could just watch it first hand?

To consult the past or future to help you with obscure facts, ante 1 Fx and then roll +Bottom.

Up to 6: That's not a time that either your past or future selves have experience with. Move your ante to paradox.

7-9: The MC takes on the role of you, from the future, travelling back in time to this spot, to tell you useful that might prove useful when dealing with this situation. This should be some obscure fact that a first-hand observer would know: people who were there, layout of the room, combinations and passwords, etc. Take +1 forward when acting on their/your observations, then move your ante to paradox.

10+: It's you who travels back in time to observe some key event or happening to help you. The MC may describe a scene where you're a passive observer, and things that you see. Not only do you get +1 forward when acting on these observations, but the MC may tell you to write down a Connection +1 to something about this situation ... even with something or someone you haven't met yet. Move your ante to paradox.

paradox

You gain paradox points by using your chronometry and observer moves.

While you have paradox, you may use these moves:

- Roll +paradox to order a duplicate of yourself to do something*. The MC takes on the role of a follower — another you from an alternate time-line. This follower appears out of nowhere, does a common move for you (using +paradox instead of the usual attribute), and then disappears. If something bad happens to them (such as harm, capture, disease, horror, etc.), move one point of paradox to Hx.

- To retcon a response from the MC, roll +paradox*. 7+, the MC must choose something different.

For example, if a friend was about to suffer harm, the MC might retcon that harm from happening ... or they might move the harm to you, instead. You have no control over what the MC chooses instead, even if it's worse. Don't tamper with the time-stream lightly.

- Roll +paradox to alter time in some way*. We

can't think of all the time-travel possibilities. As a rule, a roll of 7-9 will make a weak alteration, and a roll of 10+ will make a strong alteration.

*If you add +paradox to a roll that has doubles (any two dice have matching numbers), move all paradox to your Hx. (The universe only tolerates so much meddling.)



displaced

Funny thing about time, it just keeps slipping into the future. You're from one of the many previous eras. Perhaps you're from 21st Century Earth, where you were put in cryogenic suspension or what-have-you, only to be revived in this strange future time. Maybe you're from a derelict spaceship, where you were put in suspended animation only to be rescued much, much later than you ever thought possible. Or you might have popped through a wormhole or other cosmic anomaly, and you were lucky enough to survive the time point.

Play a Displaced if you want to come through in a pinch and bring out the best in your friends.

SAMPLE NAMES

Amber, Amelia, Arthur, Brittany, Carter, Cooper, Craig, Jimmy, Justin, Lei Po, Ook, Melissa, Lauren, Leela, Lindsay, Newcastle, Past-Lifer, Philip, Popsicle, Rip, Rose, Roy, Sarah, Shannon, Specimen, Travis, Whitley, Yesterday

LOOKS

Choose one or more:

Ankle monitor, Bathrobe, Cigarettes, Confused expression, Digital watch, Eyes that cannot unsee, Fedora, Flannel, Flint and tinder, Jeans, Lack of background radiation, Legwarmers, Newspaper, Nervous tic, Portable stereo, Party attitude, Poncho, Rosary, Simple smile, Sneakers, Tattoo of lab number, Tracking tag (on ear), T-Shirt, Trilby, Vivisection scars

ATTRIBUTES & health

Choose one:

- Trying to Blend In
Bottom +3, Charm +2, Down +1
Top -1, Strange -3, Up -1
Doing 7, Feeling 4, Thinking 5
- Backward Savage
Bottom +2, Charm +1, Down +1
Top -3, Strange +2, Up =0,
Doing 4, Feeling 8, Thinking 6
- Perpetually Confused
Bottom +2, Charm +1, Down +1
Top +1, Strange =0, Up -2
Doing 8, Feeling 6, Thinking 4
- Xenophile
Bottom +1, Charm +3, Down -1
Top +2, Strange =0, Up -2
Doing 8, Feeling 8, Thinking 2

DEFLECT: THINKING

Ignorance is Bliss: Whenever you would suffer harm to your Thinking, you can deflect the harm to your Doing or Feeling, instead.

TIMES

Future x 2

History x 3

CONNECTIONS

Ask each player to name a song. After listening to all their answers, choose one character to have a +2 Connection with. You have latched onto this character as your anchor in this strange new world.

You have +1 Connection with all the other characters.

UNIQUE MOVES

Harmless

For some reason, you're never considered a priority.

Ante 1 Fx, then roll +Bottom.

Up to 6: Until your next move, subtract 1 from all harm and weak threats ignore you. Move your ante to Hx.

7+: Until your next move, subtract 3 from all harm and all threats ignore you. Move your ante to fluke.

MOTIVATE

Your boundless enthusiasm can bring out the best in people.

Pick a character or other target, and make a motivational speech to them. Ante 1 or more Fx, then roll +Charm.

Up to 6: Set aside your entire ante to fluke. Your target has no idea what you're on about.

7-9: Your target takes +1 forward as you cheer them on. Set aside 1 ante as fluke, return the rest to your Fx.

10+: Your target takes your +ante forward, as you cheer them on. After they make the roll with the +ante bonus, move your entire ante to Hx.

LUCK

The universe must really like you.

Declare you want to have a really lucky break, ante 1 or more Fx, and roll +ante. You, the MC, and your fellow players should feel free to make suggestions, each one more unlikely and embarrassing than the last.

Up to 6: You suffer humiliation. (You reach into a bin and something stings you; the alien reveals a frightening array of toothy orifices; not only does the door not open, but you trigger the security system, etc.)

Set aside your entire ante as fluke.

7-9: Something strong happens, mostly in your favor. (You find a useful, rare, strong device; the alien has a love for some obscure fact or ancient history you happen to know; you crash the entire security system by typing in the exact random sequence it didn't expect, etc.)

Set aside 1 ante as fluke and move the rest to Hx.

10+: Something grand happens, mostly in your favor. (You find a singular, grand device; you look exactly like the messiah, as inscribed generations ago; you trigger the self-destruct sequence and now everyone must leave, etc.)

Set aside all your ante as fluke.

FLUKE

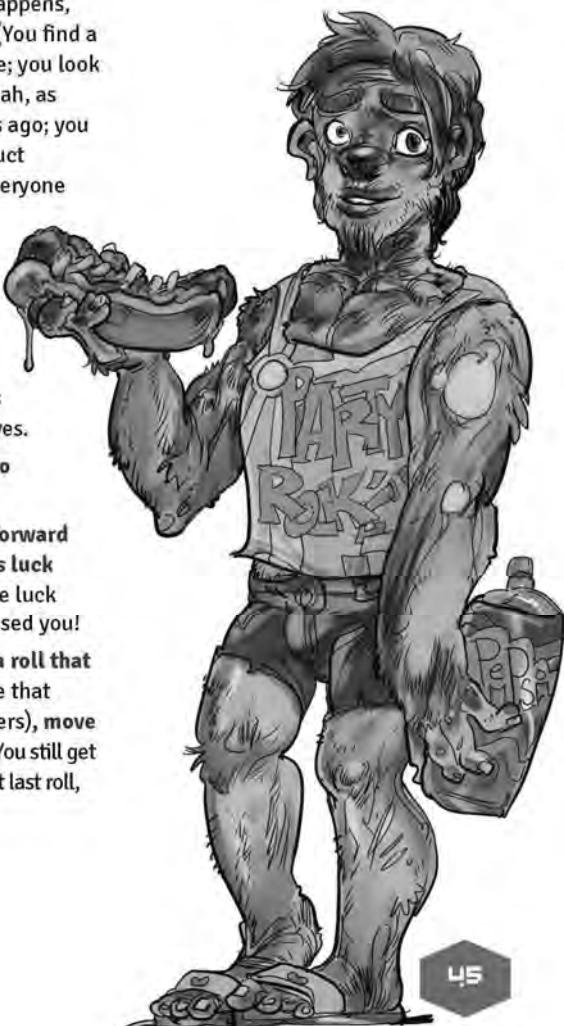
You set aside fluke points by using your unique moves.

Add +fluke to any rolls to avoid harm.*

Add +fluke to any rolls forward that act on a previous luck result.* Especially the luck results that embarrassed you!

***If you added +fluke to a roll that had doubles (two dice that have matching numbers), move all fluke to your Hx. You still get the +fluke bonus to that last roll, but now it's all gone.**

Move 1 fluke to Hx to have you or a nearby friend replace a hazard with embarrassment.
(Enemies spare your life, only to capture you. Your fall is broken by a dumpster of Ultra-Manure. The alien considers your bodily fluids to be a powerful aphrodisiac, etc.)



empath

You understand. You have telepathic powers, whether they're an inborn gift, a natural talent of your species, or the product of technological upgrades and experimentation. You can understand people better than they know themselves, and exert a terrifying degree of control over unwilling minds.

Play an Empath if you want to play a character with mind-reading and other telepathic powers.

SAMPLE NAMES

Antharum, Byron, Charles, Cognitotron 9000, Esth, Jean, Locus, Scorpius, Susan, Taruvius, Troi, Vriska, Zhaan

LOOKS

Choose one or more:

Bald, Brain augmentations, Chatty, Frequent nosebleeds, Gas mask, Jaded eyes, Kind eyes, Menacing eyes, Perfumed, Scared of crowds, Soft voice, Third eye, Tidily groomed.

ATTRIBUTES & health

Choose one:

- Xenopsychologist**
Bottom +1, Charm +1, Down -1
Top +1, Strange -1, Up +2
Doing 7, Feeling 5, Thinking 6
- Interrogator**
Bottom -2, Charm +1, Down +1
Top +2, Strange -1, Up +2
Doing 5, Feeling 5, Thinking 8
- High Priest**
Bottom +2, Charm +2, Down -2
Top +1, Strange -3, Up +3
Doing 8, Feeling 4, Thinking 6

Dominator

Bottom -2, Charm -1, Down +1
Top +3, Strange +1, Up +1
Doing 6, Feeling 5, Thinking 7

DEFLECT: FEELING

Psionic Discipline: Whenever you would suffer harm to your Doing, you can deflect that harm to your Feeling or Thinking instead.

TIMES

Future_x 3

History_x 2

CONNECTIONS

In character, ask each other character to tell you how they feel. After listening to their answers, choose one character to have +2 Connection with. You have +1 Connection to all other characters.

UNIQUE MOVES

TELEPATHY

You can use telepathy to establish a link to other people's minds

Ask a willing target if they will consent to your telepathy. If they do, set aside 1 Fx on the target, as rapport. (No roll is needed.)

Use your psychic powers to reach across the cosmos. Distance is not a factor. Declare a target or group that you have a Connection with, ante 1 Fx, and roll +Connection.

Up to 9: move your Fx to Hx.

10+: set your Fx on the target, as rapport. If your connection was with a group instead of a specific person, you'll get a random person in that group – the closest, most receptive mind.

You can also use telepathy without someone's consent. Declare an unaware or unwilling target in your zone of control, ante 1 Fx, then roll +Up.

Up to 6: No Telepathy

Your power fails you; return your ante to Fx.

A weak target won't notice.

A strong target will become suspicious of you.

A grand target will know you just tried using telepathy on them.

7-9: Weak Telepathy

If your target is weak, choose one: either let the telepathy fail, or move 1 Fx to rapport. Your target suspects nothing.

If the target is strong, the telepathy fails, return your ante to Fx, and the grand target becomes suspicious of you.

10-12: Strong Telepathy

If your target is weak or strong, choose one: either let the telepathy fail, or move 1 Fx to rapport. Your target suspects nothing.

If there's a group of weak characters here, all reasonably similar, the MC may let you move 1 Fx as rapport with the whole group.

If the target is grand, the telepathy fails, return your ante to Fx, and the grand target becomes suspicious of you.

13+: Grand Telepathy

Choose one: either let the telepathy fail, or move 1 Fx to rapport. Your target suspects nothing.

RAPPORT

You gain rapport points by using your telepathy move.

You may use the following moves, but only on targets who have your rapport set aside on them:

- To read the target's mind, roll +Up.** 7-9, you know the target's deep thoughts, including anything they're hiding from you, who they really serve, and if they are trying to deceive you. 10+, you know the target's subconscious thoughts, such as the target's personal fears,

vulnerabilities, and past history with other telepaths.

- To plant a hypnotic suggestion into a remote target's mind, roll +Top.** Up to 6, affect a weak target; 7-9, affect a strong target; 10+, affect a grand target.

Hypnotic suggestions are simple, careless actions that do not cause the target immediate harm. (Forget to lock the door, leave the oven on, drop their wallet, etc.) Be subtle, be creative, and be fun. The suggestion lasts even after the rapport is gone.

- To dominate a local target against their will, roll +Top.** 7-9, dominate a weak target. 10+, dominate a strong target.

(Grand targets cannot be dominated.) Until your next move, the target does anything you want, including suicide. They will remember being controlled.

- To possess a target, roll +Top.** 7-9, possess a weak target. 10+, possess a strong target. (Grand targets cannot be possessed.) Your own body becomes inert, and you are now controlling the target. Any harm suffered by the target transfers to your body. The target won't remember any of this.

- To transfer some of your personal energy to another character, no roll is needed.**

You may move points from any of your indices to restore the same kind on the target. You may move points from your Fx to the target's Fx.

- To erase a target's memories, roll +Top.** 7-9, erase a weak target's memory of what just happened. 10+, erase a strong target's memory.

- Do something else that involves telepathy, mind-reading, and other powers, making rolls as appropriate. Be creative!**



energy being

You are an existence of pure energy, a lifeform that transcends the crude limitations of biology and technology. Whatever you're made of—electricity, light, radiation, cosmic energy—it's tuned you into a perspective on reality that's fundamentally different from the way lesser beings experience it. Your reasons for traveling the universe might seem inexplicable to them, but what are they going to do? Stop you?

Play an Energy Being if you want an alien perspective of the world combined with weird, logic-defying powers.

SAMPLE NAMES

Anomaly Zero-X, Chorzoron, Dave the Vortex, Emanation Prime, Galoch, Helios, Nova, Phoenix, Omegnetron, Rakasha, Rebus, Starchild, Syzygy, Tzalikoth

LOOKS

Choose one or more:
Containment suit, Crackling electricity, Disrupts technology, Dots of cosmic energy, Energy tentacles, Higher-dimensional geometry, A metallic tang, Ozone smell, Person-shaped, Radiant, Shadowy, Translucent

ATTRIBUTES + health

Choose one:

- Trickster
 - Bottom +2, Charm +3, Down +1
 - Top -3, Strange -2, Up +2
 - Doing 4, Feeling 6, Thinking 8
- Transcendental
 - Bottom +2, Charm +2, Down -1
 - Top -2, Strange -1, Up +3
 - Doing 5, Feeling 6, Thinking 7

Scientific Observer

Bottom +3, Charm +2, Down +1
Top -3, Strange -2, Up +2
Doing 5, Feeling 5, Thinking 8

Energy Eater

Bottom +2, Charm -2, Down -1
Top -1, Strange +3, Up +2
Doing 6, Feeling 6, Thinking 6

UNIQUE MOVES

Transcendence

You don't need to breathe, eat, sleep, or drink. You're beyond such things.

To use your energy, ante 1 Fx, then roll +Bottom.

Up to 6: Either return your ante to Fx and do nothing ... or choose one item from below, and move your ante to Hx (as you drain your personal energy).

- Phase through a weak barrier.
- Transmit yourself through electrical wires, over a radio dish, etc.
- Ignore gravity.
- Ignore a single incident of weak harm.

Drain or disable a weak electronic device, including a weapon held by a weak target.

7+: Choose one:

- Return your ante to Fx, and choose one option from the list above (and thus avoid draining your personal energy).
- Move your ante to Hx, and then overcome a strong barrier, harm, or device.

TIMES

Future_x 3 History_x 2

CONNECTIONS

In character, ask each other character how they enjoy the confines of their material bodies. After listening to their answers, choose one character to have +2 Connection with.

COSMIC SENSES

You have otherworldly senses beyond those of material beings. To sense energy and cosmic phenomena, ante 1 Fx, then roll +Up.

Up to 6: Either return your ante to Fx and do nothing ... or choose one item from below, and move your ante to Hx (as you drain your personal energy).

- What's the largest source of power nearby?
- Have there been any strange energetic anomalies, cosmic phenomena, or other beings of pure energy around here lately?
- Is there anything weird or unusual happening around here that could help me?
- What's the technology level like nearby, and is there infrastructure that's useful to me?
- What should I pay attention to?
- What happened here recently?
- What's about to happen?
- What tier are these people?

7-9: Choose one: Return your ante to Fx, and ask one question from the list above ... or drain yourself, move your ante to Hx, and then ask three questions from the list.

10+: Return your ante to Fx, and then ask up to three questions from the list above

BLAST

You can attack others with bolts of energy. To blast your foes with energy, ante 1 Fx, then roll +Strange:

Up to 6: Either move your ante to Hx and score a weak hit... or return your ante to Fx and miss.

7-9: Either move your ante to Hx and score a strong hit (or weak hits against a group of weak targets) ... or return your ante to Fx and just score a weak hit on one target.

10+: Either move your ante to Hx and score a grand hit... or return your ante to Fx and just score a strong hit.



explorer

Every map has edges. You're one of the people that keeps pushing those edges forward. Driven by wanderlust and the thrill of discovery, you live a constant adventure into the unknown. You take joy in finding uncharted planets, discovering new species, making first contact with alien civilizations, and in dreaming of what's still left to be discovered.

Play an Explorer to be a jack of all trades who comes out of danger unscathed.

SAMPLE NAMES

Alexander, Darak, Ell, Farin, Hunter, Indie, James, Lara, Mimulex, Ravi, Rey, Roland, Swift

LOOKS

Choose one or more:

Bright eyes, Curious eyes, Compass, Dusty clothes, Heavily armed, Hiking gear, Messy, Scruffy, Tanned, Trusting eyes, Unsuspecting, Utility vest

ATTRIBUTES + health

Choose one:

- Thrill Seeker**
Bottom -1, Charm +2, Down +2
Top +2, Strange -1, Up -1
Doing 6, Feeling 6, Thinking 6
- Scientific Adventurer**
Bottom +2, Charm +2, Down +2
Top -2, Strange -3, Up +2
Doing 5, Feeling 4, Thinking 9
- Treasure Hunter**
Bottom +1, Charm +2, Down +3
Top +1, Strange -1, Up -3
Doing 7, Feeling 6, Thinking 5

Most Interesting Character

Bottom +1, Charm +2, Down +2
Top +2, Strange -2, Up -2
Doing 8, Feeling 5, Thinking 5

An all-purpose navigational drone (gear)

- Caches of weapons everywhere (gear)
- A newly discovered life form (alien pet, named Argo, Jax, Obi, or Specimen Zero)
- Or make something up!

deflect: FEELING

Can't Take the Sky from Me:
Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

TIMES

Future_x 4 History_x 1

CONNECTIONS

In character, ask each other character what they want to find. After listening to their answers, choose one character to have +2 Connection with.

Also, +2 Connection with (choose one):

- Space fleet uniform with bandolier and communicator (gear)
- A talent for improvising repairs with whatever's at hand (gear)
- The lost treasure of an ancient alien civilization (gear)

CAUTION

You're ready for ambushes, traps, and other surprises.

When suffering some hazard or peril, instead of rolling the usual challenge, roll +Down.

Up to Suffer the hazard, as if you rolled 6 or less.

7-9: Avoid any weak hazard completely, or reduce any harm by 1. (In case it matters, treat the hazard as if you rolled 7.) Until your next move, any friend who responds to the same hazard takes +1 forward.

10+: Avoid any strong hazard completely, or reduce any harm by 2. (In case it matters, treat the hazard as if you rolled 10.) Until your next move, any friend who responds to the same hazard takes +3 forward.

DIPLOMACY

You speak dozens of languages, you've been to hundreds of places. You are most interesting, that way.

When you interact with a strange or alien culture, roll +Charm.

7-9: The MC should tell you basic facts about the civilization you've just met. The MC should tell you who is in control here, what you should be on the lookout for, and what is the best way to deal with these people. If they are currently hostile, you may immediately try to cease hostilities (page 123).

10+: As above, plus the MC may tell you to write down a Connection +1 with this civilization. You can now negotiate with them, freely.



EXTINCTIONER

You could be a sentient vapor cloud, or a being of pure energy, or a swarm of nanites. In theory, if you were left unchecked, you could destroy planet after planet... but what's the fun in that? Besides, you'd eventually go head-to-head with some other unstoppable force and it would just get ugly. The genocide of countless innocents hasn't brought you any happiness. If you just take a chance to talk to people, many of them are extremely polite, when they're not sobbing and begging you to spare them from your ineffable power. Maybe here, among these gentle, ephemeral beings, you might come to know the strange and wonderful feeling called "love." Or maybe you'll get jilted, throw a fit, and wipe out a few star systems. Most of us are hoping for the "love" part.

Play an Extinctioner if you want to be a big, dangerous power, even by our standards!

SAMPLE NAMES

The All-Consuming, Aohime, Azathoth, Berserker, Bringer-of-Death, Dioxygene Diflouride, Ender, Gemmajacula, Grey Goo, Gygan, The Instrumentality, Jenora, Kali, Kosmos, Otto, Pyron, Ripper, Shakara, Shen Taier, Shiva, Tarkus, Tiamat

LOOKS

Choose one or more:

Amorphous blob, Crackling plasma, Death cannons, Everybody sees something different, Glow, Humming noise, Ichorous ooze, Nanomachines, Polymorphism, Pulsating flesh, Robotics, Shifting chaos, Small child, Stench of death, The stuff of nightmares, Yawning void of space

Choose your dread power:

- Zetta-tech cybernetics
- Self-replicating nano-machines
- Hard-light force-screens
- Level 9000 Psycho-Kinesis
- Unchecked biotic growth
- Being of pure energy
- ... or make something up!

When you are powered up, it's quite obvious. Nearby electronics may suddenly turn on or short out. Sentient beings feel the aura of your dread. Your appearance changes to your final form, etc. Be creative!

ATTRIBUTES + health

Choose one:

- Cosmic Horror
Bottom -1, Charm-1, Down -2
Top +3, Strange +2, Up +2
Doing 7, Feeling 6, Thinking 5
- Nice If You Get to Know Them
Bottom +1, Charm =0, Down -3
Top +3, Strange +2, Up =0
Doing 9, Feeling 7, Thinking 2
- Hiding in Plain Sight
Bottom +1, Charm =0, Down -2
Top +2, Strange +2, Up =0
Doing 8, Feeling 7, Thinking 3
- Bad News
Bottom =0, Charm -1, Down -1
Top +2, Strange +3, Up =0
Doing 7, Feeling 7, Thinking 4

DEFLECT: THINKING

Unthinkable Destruction:

Whenever you would suffer harm to your Thinking, you can deflect the harm to your Doing or Feeling, instead.

TIMES

Future_x 4

History_x 1

CONNECTIONS

In character, ask each player if their character is afraid of yours. After listening to their answers, pick one character to have a +2 Connection with.

UNIQUE MOVES

MIGHT

To power up for might, ante 1 or more Fx. Roll +Top.

Up to 9: Return your ante to Fx.
If "power up for destruction" is your next move, take +3 forward.

10+: Put all of your ante aside, as destruction.

While you have might, you may use these moves:

- Survive and travel in outer space. You propel yourself with some sort of locomotion. While you could travel to other stars, you don't move faster than light and it will take centuries to get there.
- Ignore weak hazards and attackers. They either bounce off you or are destroyed.
- Before resisting a strong hazard or attack, roll +might. If you roll 7+, you both ignore and destroy the source.
- Before resisting a grand hazard or attack, roll +might. If you roll 7+, you may move 1 point from might to Hx to ignore this source until your next move, and to inflict grand damage on it. Some grand challenges will be destroyed by this, but grander ones might not.
- Move all might to Hx. You power down.

DESTRUCTION

To power up for destruction, ante 1 or more Fx. Roll +Top.

Up to 9: Return your ante to Fx.
If "power up for destruction" is your next move, take +3 forward.

While you have destruction, you may use these moves:

- Roll +destruction vs. a group of strong targets. If you roll 7+, all targets are destroyed. Describe the carnage in detail.
- Roll +destruction vs. a grand target. If you roll 7+, you may move 1 point from destruction to your Hx to inflict grand damage to the target. Some grand targets will be instantly destroyed, but grander targets may take two hits or more.
- Move all destruction to Hx. You power down.



FLORA

Galactic sentience is often biased in favor of the mammals, what with their circulatory systems and their high metabolic rate and whatnot. Maybe sometimes you get marsupials or even reptiles, but what about our other kingdoms? When you're a humanoid plant, you don't have a shallow complexity just to show off to the homiotherms. And you smell nice.

Play a Flora if you want to be different, if you want to be pretty, or if you want freaky plant powers.

SAMPLE NAMES

Alec, Audrey, Aweto, Eedyh, Elder, Eukeif, Groot, Hawthorne, Kiara, Kodama, Morphir, Neued, Pamela, Rowan, Sallis, Treven, Triff, Woodrue, Willow, Yew

LOOKS

Choose one or more:

Androgynous, Asexual, Bark skin, Bright colors, Flowers, Fungoid growths, Green hide, Humanoid, Hundreds of symbiotic insects living inside your body cavity, Leaves, Mass of Fibers, Pleasant Odor, Pollen, Reedy voice, Sticky globs, Tendrils

ATTRIBUTES + Health

Choose one:

- Plant Thing
Bottom +1, Charm -2, Down -2
Top +3, Strange +2, Up =0
Doing 9, Feeling 5, Thinking 3
- Avatar of Nature
Bottom +1, Charm +1, Down -2
Top +1, Strange +2, Up =0
Doing 7, Feeling 8, Thinking 3

TIMES

Future_x 2

History_x 3

CONNECTIONS

Ask each player to say their favorite color. After listening to their answers, pick one character to have a +2 Connection with.

Beautiful Arrangement

Bottom =0, Charm +2, Down -2
Top +3, Strange +1, Up -1
Doing 8, Feeling 8, Thinking 2

Eternal Wisdom

Bottom =0, Charm =0, Down =0
Top +1, Strange +1, Up +1
Doing 6, Feeling 6, Thinking 6

UNIQUE MOVES

GROWTH

To rapidly grow into a plant monster, ante 1 or more Fx. Roll +Top.

Up to 9: Others can see your flowers bloom, stalks extend, etc. Choose one: +ante forward to your next growth move... or move your ante back to Fx.

10+: Set your ante aside, as growth. The more points in growth, the bigger you are.

While you have growth, you may use the following moves.

- When a friend or nearby object suffers harm, roll +growth.
7-9, you take the hit instead;
10+, you take the hit and you subtract 1 from the harm, too.

- When you are assaulted directly, roll +growth. 7-9, you ignore and disable a weak attacker; 10+, you ignore and disable a strong attacker or group of weak ones. Choose one: subdue them (with vines, catapults, etc.) or destroy them (with thorns, smashing, smothering, etc.)

- Add +growth to any rolls where being huge would help (holding doors open, getting things off high shelves, catching falling people, etc.)

- Subtract -growth from any rolls where being huge would hurt (convincing people you mean them no harm, sneaking about, fitting into places, pushing buttons, etc.) The MC may rule that some things are impossible for giant plant monsters to do.

- Move 1 growth to Hx to reduce incoming harm by 1, or just because you want to. If all your growth is gone, you shrink back to normal size.

BLOOM

To use your colors, aroma, and other display to your advantage, ante 1 Fx and roll +Top.

7-9: Move your ante to Hx, and choose one from the list below.

10+: Return your ante to Fx, and choose one from the list below.

- Use bioluminescence to illuminate an area, revealing anything hidden.
- Dazzle a strong enemy, so that they stop assaulting you, thus giving you an opening for negotiation.
- Entrance a weak target, with your bright colors, powerful pheromones, and natural promise.

- Cover a place in fungus, spores and leaves, which instantly enrages all maids, cleaners, and janitorial staff in the area.

- Attract one or more types of insects. With the right wind on the right planet, you could summon swarms of the things.

- Repel an animal.

- Synthesize a variety of poisons, irritants, thorns, and other unpleasant things.

- Use healing herbs and oils to give you or someone else +3 on their next revive move. (See page 126).

- Sprout a blossom, which you can then hand off to someone as a token of your regard.

- Learn the biological history of the plants in this area.

- Blend in with local plants.

- Landscaping.

- Root yourself into good soil and then wait a hundred years.

- Or something else related to being a sentient plant.



freebooter

You can't take it with you, and with the stars about to go out, why wait? Everything has a price, and your goal is to build up the best inventory that you can. It's not so much that enjoy the money, as the thrill of the acquisition. Your stock and trade is the exotic, the bizarre, and the unique. Without a standard for money, you have to make frequent spot judgements to weigh the value of one thing against another. And to you, everything has a price.

Play a Freebooter if you care about getting the best toys as much as you care about having them.

SAMPLE NAMES

Adam, Captain, Carmen, Croesus, Cyrano, Delos, Fortune, Harry, Lucre, Macklin, Midas, Milton, Noah, Quark, Stan, Tikitik, Tivan, Underwood, Vantabeard, Xuanzang

LOOKS

Choose one or more:
Clashing clothes, Concealed weapon, Deep pockets that jingle, Exotic cologne, Gaudy jewelry, Honest face, Immaculate complexion, Mixed drink, Smile, One or more attendants, Organizer with up-to-date inventory, Polyglot of languages, Pride of their collection, Styled hair

ATTRIBUTES + Health

Choose one:

- Merchant Marine
Bottom -3, Charm +2, Down +1
Top +3, Strange +1, Up -1
Doing 5, Feeling 8, Thinking 5
- Smooth Talker
Bottom -2, Charm +3, Down +2
Top +1, Strange -2, Up +1
Doing 4, Feeling 6, Thinking 8

Collector

Bottom -3, Charm +3, Down =0
Top +2, Strange -1, Up +2
Doing 4, Feeling 7, Thinking 7

Connoisseur

Bottom -2, Charm +2, Down +1
Top +2, Strange -2, Up +2
Doing 5, Feeling 5, Thinking 8

DEFLECT: DOING

Better Part of Valor: Whenever you would suffer harm to your Doing, you can deflect the harm to your Feeling or Thinking, instead.

TIMES

Future_x 2 History_x 3

CONNECTIONS

Think of a number, then ask all the other players to guess that number. After hearing all their guesses, pick one character to have a +2 Connection with. You can choose who guessed the closest, or who didn't go over, or just anyone. Don't tell anyone what your number was.

Also, +2 Connection with (choose one):

- Your Designer Bag of Holding with patented Xtra-Dimension™ Pok-8 Space® (gear)
- Your ship's cargo hold (gear)
- Your credit at finer stores found across the galaxy (gear)
- Your supercargo (follower, named Arrow, Blackberry, Cat, Efreet, Newton, 1-Zero-1, Silver, Uteeni, Zoop, etc.)
- Your rare, exotic, and spoiled pet (named Angel, Buster, Lucario, Nero, Princess, Snookums, Sweet Baby, Zuqueta, etc.)
- Or make something up!

UNIQUE MOVES

Savviness

Always be closing. Move 1 Fx to Hx, then roll +Top.

Up to 6: Ask the MC one question from the list below. 7-9, two questions. 10+, three questions.

- What happened here recently?
- What is about to happen?
- What's in it for me?
- What of mine is at risk, here?
- What things here are the most valuable or profitable?

- How valuable are these things to other people?
- What tier are these people?
- Who's really in control here?
- What is here that's not what it appears to be?

Take +3 forward when acting on the answers to your questions.

TRADE

It's time to make a deal. Declare a target, then ante 1 or more Fx. Roll +Charm.

Up to 6: Return ante to Fx.

7-9: Set aside 1 point of the ante as trade, and return the rest to Fx.

10: Set aside the entire ante as trade.

Declare +trade to be a +Connection with the target. Use this connection to reveal gear, services, or other things. You could have multiple trade pools, set aside for different targets.

To liquidate trade, find another target who wants to do business with your first target and roll +Top.

Up to 6: Move all trade to Hx.

7-12: Set aside 1 trade as riches. If your next move is to liquidate, take +3 forward.

13+: Move all trade to riches.

riches

You gain riches by making successful trade deals.

Add +riches to all rolls when you can impress others with how wealthy you are.

Make a business transaction with someone. Move 1 riches to Hx, and choose one:

- Make a strong purchase for you and each one of your friends.
- Bribe a grand target. (Grander targets may need multiple riches.)
- Purchase a grand piece of gear. (Grander gear may require multiple riches.)
- Throw money at a problem, what can be solved with money. In a casual situation, this could just work, but for charged situations, the MC may give you +3 per riches spent.



FUTSIE

Only the insane have strength enough to prosper. Only those who prosper truly judge what is sane. And boy, have you prospered. The pointless entropy of the universe, coupled with the death of everything and everyone you hold dear, may have had an adverse effect upon you. Or maybe you just weren't all there to begin with, and you thrive in the madness that is the end of history. If you're stubborn enough, eventually there won't be anyone around to tell you that you need help ... just you, and the voices in your head.

Play a Futsie if you want to solve problems with brutal violence or addle-headed insights.

SAMPLE NAMES

Albert, Alice, Black, Citizen Snips, Colonel, Crazy, Death-on-Two-Legs, Decker, Jane Doe, The End, Forbus, Frankie, Goldman, Jason, Kilgore, Mister Happy, Johnson, Maw, Mom, Nutjob, Omega, The Perfect Being, Priscilla, Prophet, Psycho, Reaper, Roberto, Sam, Smiley, Super-Beast, The Unnamable, Wacko

LOOKS

Choose one or more:
Babbling, Bad teeth, constant
sparking, Collection of small and
shiny objects, Cybernetics, Hand-
written manifesto, Invasions of
personal space, Look of eagles,
Necrosis, Never talks, Odd voice,
Rictus, Ritual scarring, Sockets,
Smell of blood, Spasms, Talks too
much, Tattoos in fractal patterns,
Unblinking eyes, Unusual diet

ATTRIBUTES & HEALTH

Choose one:

- Walking Horror**
Bottom -1, Charm -3, Down +2
Top +2, Strange +3, Up =0
Doing 6, Feeling 5, Thinking 7
- Lurker in the Darkness**
Bottom +3, Charm -2, Down =0
Top -1, Strange +2, Up +1
Doing 7, Feeling 5, Thinking 6
- Compulsive Builder**
Bottom +1, Charm -2, Down +2
Top -2, Strange +2, Up +2
Doing 4, Feeling 5, Thinking 9
- Seer**
Bottom +0, Charm -2, Down -1
Top +2, Strange +2, Up +2
Doing 7, Feeling 5, Thinking 6

DEFLECT: FEELING

Unconstrained by Conventional Morality: Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

TIMES

Futurex 4

Historyx 1

13+: Grand Atrocity

Move the ante to Fx. Charge a group of strong opponents, and destroy them using only your bare hands. You may charge a grand opponent and inflict grand damage on it, but it may or may not be destroyed.

If your next move is an assault or atrocity, take +6 forward.

PROPHECY

If only they would listen to you! It would all make sense, given time.

Declare another character to share your secrets with, and ante 1 or more Fx. Roll +ante.

Up to 6: Insanity

Move 1 point to your Hx, and return the rest to your Fx. What you say makes no sense to anyone and just sounds really creepy.

7+: Prophecy

Set your ante in front of that player, as prophecy.

After that player makes a roll, they may ask you if they can move 1 point from the prophecy to your Hx. If you say yes, that player rolls one die and adds that to their last roll. (Oh, that's what you were talking about!)



hazmat

The wars of the future have seen the line between man and machine blur into nothingness on the battlefield. Soldiers cybernetically enhanced with mechanical exoskeletons, armored suits pilot by uploaded mindprints, powered armors that continue functioning long after the brain death of their pilot, and more. Were you ever human to begin with? If you were, it's hard to tell now. Your body is powerful and almost indestructible—but it's also your prison.

Play the Hazmat to protect your allies with strength and technological prowess.

SAMPLE NAMES

A'kzeni, Alita, Baxu, Evander, RIM Model-009, Kathra, Liza, Morrigun, Raltet, Rom, S.O.L.D.I.E.R., Tony, Uron Null

LOOKS

Choose one or more:
Built-in weaponry, Custom upgrades, Hazmat-sealed, No visible face, Nuclear power core, Motorized hum, Multiple mechanized arms, Polished chrome chassis, PTSD, Static in voice, Tubes, Weathered chassis

ATTRIBUTES & HEALTH

Choose one:

- Power Suit Veteran
Bottom -1, Charm -1, Down +2
Top +1, Strange +1, Up +1
Doing 5, Feeling 5, Thinking 8
- Sentinel
Bottom -1, Charm -1, Down +3
Top +1, Strange =0, Up +1
Doing 5, Feeling 4, Thinking 9
- Self-Upgrade Enthusiast
Bottom -2, Charm -1, Down +2
Top +1, Strange =0, Up +3
Doing 4, Feeling 4, Thinking 10

Forgotten War Machine

Bottom -1, Charm -2, Down +2
Top +2, Strange +3, Up -1
Doing 6, Feeling 6, Thinking 6

DEFLECT: FEELING

More Machine Than Person:
Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

TIMES

Future x 3 History x 2

CONNECTIONS

Ask each player whether they'd rather take the offensive or stay on the defense in battle. After listening to their answers, choose one character to have +2 Connection with.

Also, +2 Connection with (choose one):

- Pocket dimension storage capsule (gear)
- High-tech multimodal weapons array that can configure itself into various forms (gear)

Sensory scanners and probes linked in to your armor's H.U.D. (gear)

- An onboard database of general information, navigation, and sites of strategic interest. (gear)
- Assorted mechanical components (gear)
- War plunder (gear)
- Or make something up!

UNIQUE MOVES

SELF-REPAIR

Your suit has numerous self-repair systems to help you. To heal yourself, ante 1 Fx and roll +Top.

Up to 6: Your systems need more time to complete the repairs. Return your ante to Fx. If your next move is self-repair, take +3 forward.

7-9: Restore up to 3 points to your Doing, Feeling, or Thinking (mix and match). Then move your ante to failsafe.

10+: Restore up to 6 points to your Doing, Feeling, or Thinking (mix and match). Then move your ante to failsafe.

FAILSAFE

You gain failsafe points from using your self-repair. It's not as good as self-repair, but it's better than nothing.

Whenever one or more of your indices is reduced to zero, roll +failsafe.

7-9: Restore 1 point to each of Doing, Feeling, and Thinking. Then move one failsafe point to scars.

10+: Restore 1 point to each of Doing, Feeling, and Thinking.

CYBERNETICS

Your suit has a variety of systems to help you get stuff done. To use your suit to your advantage, ante 1 Fx and roll +Down.

7-9: Move your ante to Hx, and choose one from the list below.

10+: Return your ante to Fx, and choose one from the list below.

- Scan an area for strange radiations and toxins, giving you and your friends +1 forward to deal with the problem.

- Use a point-defense system to neutralize a weak target.

- Until your next move, use your point-defense systems to temporarily reduce all strong targets in your zone of control into weak ones. (Maybe someone else can take them out?)

Tank for your friends. Until your next move, any and all friends in your zone of control can deflect 1 point of damage from hazards onto you.

You choose which of your indicia (Doing, Feeling, or Thinking) that they are deflecting the damage onto (mix and match).

- Use your exoskeletal strength to force open a door, to lift something heavy, to leap to a great height, etc.

- Use rockets or jet boost to rapidly change location.

- Endure some environmental hazard, subtracting 3 from the damage until your next move.

- Engage suspended animation, where you fall asleep and reduce your life-signs, to elude detection and to survive until help arrives.

- Or something else that only someone in a powered-armor suit could do. Be creative!



hero OF THE UNIVERSE

The universe is a messy, complicated place where morality goes not just from black to grey to white, but to blue and orange as well. Doing the right thing will get you killed, and if it doesn't, you'll just live to see the unintended consequences of your heroism. You know that. But that's not going to stop you from trying. You are the kind of person who will always do the right thing, who protects the innocent and leads their friends to victory. It's hard world to be that kind of person in, but that makes what you do all the more important.

Play the Hero to inspire other characters with your heroic example. Someone's got to try!

SAMPLE NAMES

Adam, Atrid, Cesa, Chandra, Eliza, The 404 Kid, Ilana, Juda, Kimball, Lance, the Lone Unit, Luke, Malcolm, Marco, Marshal, Maya, Rebec, Shane, Sparks, Vash, Wayne

LOOKS

Choose one or more:
Backwater accent, Badge, Calmness, Determined eyes, Duster, Honest face, Inspiring voice, Lantern jaw, Military fatigues, Smile, Steady hand, Too young to shave

ATTRIBUTES + health

Choose one:

- Space Ranger
Bottom -2, Charm +2, Down +3
Top +2, Strange =0, Up -2
Doing 5, Feeling 7, Thinking 6
- Sheriff
Bottom -1, Charm +2, Down +1
Top +3, Strange =0, Up -2
Doing 7, Feeling 7, Thinking 4

TIMES

Futurex 3 Historyx 2

CONNECTIONS

In character, ask each other character what they personally believe in. After listening to their answers, choose one character to have +2 Connection with. You have +1 Connection with all other characters.

10+: Strong Rescue. You deal with a strong challenge with no problems, but if it's grand, you suffer complications, as above. Move your ante to heroics.

SWASHBUCKLER

- Swashbuckler
Bottom -1, Charm +2, Down +2
Top +2, Strange =0, Up -2
Doing 6, Feeling 7, Thinking 5
- Exiled Royalty
Bottom +2, Charm +3, Down +1
Top +1, Strange -2, Up -2
Doing 8, Feeling 6, Thinking 4

DEFLECT: THINKING

It's Time for Action: Whenever you would suffer harm to your Thinking, you can deflect the harm to your Doing or Feeling, instead.

UNIQUE MOVES

RESCUE

With great power comes great responsibility.

When a friend is assaulted, ante 1 Fx and roll +Down.

Up to 6: You're not fast enough! Return your ante to Fx and try to keep strong as the MC describes what happens.

7-9: Weak Rescue. You subdue a weak attacker, or prevent a weak hazard before any harm. If it's a strong challenge, you'll still succeed, but with complications. (You may suffer harm, you might lose some important item, you gain unwanted attention, or something else that you and the MC think of.) Move your ante to heroics.

10+: Strong Rescue. You deal with a strong challenge with no problems, but if it's grand, you suffer complications, as above. Move your ante to heroics.

RALLY

Lead by example. Describe some noble calling to inspire your friends, ante 1 Fx and roll +Top.

Up to 6: Return your ante to Fx.

7+: Move your ante to heroics. If your friend's next move is in the spirit of what you just described, you may tell them to roll three dice and keep the best two.

HEROICS

Your heroics pool builds up by using your rescue and your rally moves.

When you have points in heroics, you may use these moves:

- Add +heroics to any rolls to convince others of your good intentions.
- Add +heroics to any rolls to escape from containment, prison, or any other place that would hold you back.
- Add +heroics to any roll to pick yourself back up. (See "revive", page 126.)
- Subtract heroics from any rolls where being a good guy make things more difficult for you. The MC may rule that things are impossible when you've got heroics.
- If you are incapacitated, all your friends may add +heroics to their rolls to help you or to fight against what caused your downfall.

- Urge a friend to do the right thing. If their next move is in the spirit of your urge, move 1 point of your heroics to their Fx pool.



IMMORTAL

By definition, anyone who can't die would still be around by the end of history. Well, here you are. You might be some sort of biological entity that's immune to the ravages of age. Or you could be a mechanical robot who's really durable, easily fixed, or both. You might not even be a linear, causal being as we understand it. What makes you unusual is that you've lived a long, long time, and you've seen a lot. Now it's time to party.

SAMPLE NAMES

Ancient One, Arvin, Ayesha, Cane, Chosen One, Claire, Connor, Dorian, Durham, Elizabeth, The Foretold, Jack, Lazarus, Logan, Magnus, Maitland, Messiah, Methuselah, Milo, Number 17, Orchid, Orlando, Pamela, Pilgrim, Vandal, Walter

LOOKS

Choose one or more:
Anachronistic clothes, Beard, Calmness, Deliberate movements, Eyes that have seen it all, Memento of lost love, Paternal demeanor, Soothing voice, Steady hand, Striking looks, Weathered cane, Youthful complexion

ATTRIBUTES + health

Choose one:

- Sybarite
 - Bottom +1, Charm +2, Down =0
 - Top +1, Strange -1, Up =0
 - Doing 7, Feeling 6, Thinking 5
- Eternal Soldier
 - Bottom +1, Charm +1, Down +2
 - Top +1, Strange -1, Up 1
 - Doing 7, Feeling 5, Thinking 6

Adventurer

Bottom +1, Charm +1, Down +1
Top +1, Strange +1, Up -2
Doing 7, Feeling 7, Thinking 4

Nomad Soul

Bottom -1, Charm =0, Down +2
Top +1, Strange +2, Up -1
Doing 5, Feeling 7, Thinking 6

DEFLECT: DOING

Who Wants to Live Forever:

Whenever you would suffer harm to your Doing, you can deflect the harm to your Feeling or Thinking, instead.

TIMES

Future_x 4

History_x 1

CONNECTIONS

In character, ask each other character what their oldest memory is. After hearing all the answers, choose a +2 connection with one of them.

Also +2 Connection with
(choose one):

- Calvary uniform and weapons (gear)
- Several secret caches that I stashed over the millennia (gear)
- The hospitality of my ten thousand children (gear)

EMPATHY

You've been around. When a friend you have a connection is about to make a roll, offer to assist. If they accept, roll +Top.

7+: Your friend takes your +Connection with them, forward.

IMMORTALITY

Your body resists harm that would fell lesser people.

Whenever you suffer harm or any calamity, ante 1 or more Fx, then roll +ante. (And +eternal, if any.)

Up to 6: Return the ante to Fx. Until your next move, reduce any harm by 1. If your next move is immortal, take +1 forward.

7-12: Move 1 point of ante to eternal, return the rest to Fx. Until your next move, reduce any harm by 3. If your next move is immortal, take +3 forward.

13+: Move all of your ante to eternal. Until your next move, reduce any harm by 6. If your next move is immortal, take +6 forward.

ETERNAL

As you use your immortality to resist damage, your eternal pool builds up.

Add +eternal to any rolls to resist damage or hazards.

Add +eternal to all rolls for the immortality move.

If you have scars on your character, you may move 1 Fx point to eternal. Then give the scars points to any characters you want, mix and match. They put those points in Fx or Hx, mixing and matching as much as they want.



LAST OF THEIR KIND

You are the last of a species or civilization lost to ages in some great cataclysm, war, or apocalypse. As the last, it is up to you to honor the memory of your people and their traditions—but it is also your burden to make amends for the wrongs of your people. On your journeys you seek out planets where your people interfered—conducted weapons experiments, meddled in the evolution of indigenous species, or built the architecture of that planet's society. You're the only one left who can fix that.

Play the Last of Their Kind to carry a timeless sadness and an ancient secret.

SAMPLE NAMES

Adam, Cratius, Guinan, Howard, J'onn, Kamandi, Kirana, Lobel, Nandi, Relict, Seht, Unit: Final, Vestige, The Wanderer

LOOKS

Choose one or more:
Androgynous, Clothing or jewelry decorated with mysterious symbols, Humanoid, Kind eyes, Lengthy journal, Mementos of lost family, Polyglot, Quiet dignity, Sad eyes, Unidentifiable accent, World-weary eyes

ATTRIBUTES + Health

Choose one:

- Blending in With Society
Bottom +2, Charm =0, Down +1
Top -3, Strange +1, Up +2
Doing 4, Feeling 6, Thinking 8
- Sole Survivor
Bottom +1, Charm +2, Down +2
Top +2, Strange -3, Up -1
Doing 8, Feeling 4, Thinking 6

TIMES

Future x 4

History x 1

CONNECTIONS

In character, ask each other character how they feel about their family or culture. After listening to their answers, choose one character to have +2 Connection with.

UNIQUE MOVES

CARETAKER

You have access to the rare resources of your civilization.

To find something to use for this situation, ante 1 Fx, then roll +Down.

Up to 6: Return your ante to Fx.

7+: Ask your MC one of these questions:

- What gear would my ancestors have put me here to find?
- What gear could I use to impress who's in control here?
- What gear would protect me from a bad thing that's about to happen?
- Is there anything here that's not supposed to be here?
- What would be the best gear to deal with these people?

The MC tells you what new piece of strong gear that you reveal, as dictated by your question. Move your Fx to **relics**.

RELIICS

You gain relics points by using your caretaker move.

Add +relics to any moves that deal with the question(s) you asked to get the relics points in first place.

At any time, move 1 or more points from relics to Hx. Once all your relics points are gone, so is the gear, lost to the dustbin of history.

COVERT

You are one with the shadows.

Declare an enemy, then roll +Bottom.

Up to 6: You are discovered before you can do anything unpleasant, and the enemy responds in kind. You are exposed.

7-9: Move into range, subdue a weak target, and then move away. No weak enemies see you do this.

10+: Move into range, subdue a strong target, and then move away. No weak or strong enemies see you do this.

COUNSEL

Let others learn from the mistakes of the past. As your time ends, theirs begins.

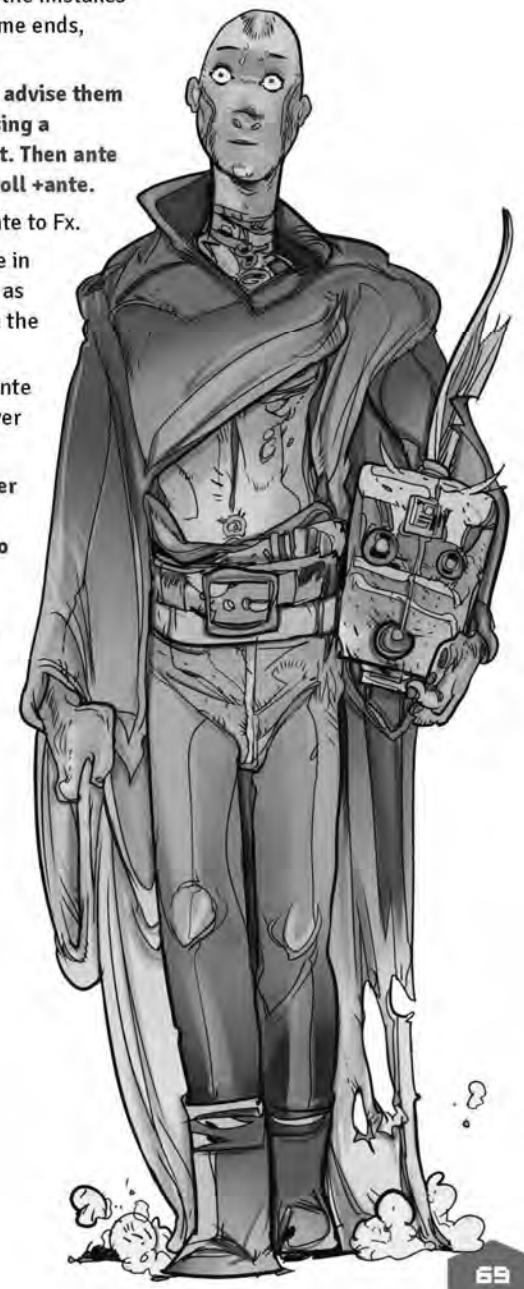
Declare a friend, and advise them on their future, using a parable of the past. Then ante 1 or more Fx and roll +ante.

Up to 6: Move your ante to Fx.

7-9: Set 1 of your ante in front of the player as counsel, and move the rest to your Hx.

10+: Set your entire ante in front of the player as counsel.

At any time, the player may ask if what they're about to do is in line with their counsel. If you say yes, they may move 1 point of your counsel to your Hx pool to their own Fx pool.



LORD OF ASHES

In your glory days, your rule was unquestioned, and your power was absolute. Entire planets paid tribute to you. You knew your empire would last until the end of time. And here we are. After centuries of operation, your empire is running on fumes. Most of your resources have been used up. The few followers that you have remaining are a pale imitation of what they were, generations ago. You're still lord of all you survey, and you still have vast wealth and resources. But here at the end of history, who doesn't? What's it all worth, when the last star goes out?

Play a Lord of Ashes if you want to help your friends by wallowing in pomp and glory.

SAMPLE NAMES

Am, Autarch, Divine Shadow, Erebus, Forbus, God-Emperor, Gwyn, Highmost, King Nothing, Lum, Maal Dweb, Magus, Namirra, Nashandra, Ozymandias, Pontiff, Prime, Qwib, Thasaidon, Typhon, Vergama

LOOKS

Choose one or more:

Advanced age, Baggy eyes, Booming voice, Ceremonial sword, Crown, Cultured accent, Dueling pistol, Gilded cybernetics, Jewelry, Life support, Purple robes, Quick gestures, Royal scepter, Short temper, Signet ring

ATTRIBUTES + health

Choose one:

Senescent

Bottom -3, Charm +2, Down =0
Top +2, Strange +1, Up +1
Doing 4, Feeling 8, Thinking 6

Dynastic Clone

Bottom -3, Charm +1, Down +1
Top +3, Strange +1, Up =0
Doing 5, Feeling 7, Thinking 6

Machiavellian

Bottom -1, Charm +1, Down =0
Top +2, Strange =0, Up +1
Doing 6, Feeling 6, Thinking 6

Emeritus

Bottom -1, Charm +1, Down +1
Top +2, Strange -1, Up +1
Doing 6, Feeling 5, Thinking 7

DEFLECT: DOING

Imperial Behavior: Whenever you would suffer harm to your Doing, you can deflect the harm to your Feeling or Thinking, instead.

TIMES

Futurex 3

Historyx 2

CONNECTIONS

Ask all the other players to say something nice about your character. After judging their responses, choose one player and gain a +2 Connection with their character.

Also, +2 Connection with (choose one):

The star-spanning remnants of my glorious empire (gear)

The cargo hold of my personal vessel (gear)

Tribute still granted to me by my thousands of supporters (gear)

My personal attendant (follower, named Reader-of-the-Rules, Majordomo, Klytus, Zilog, etc.)

My bodyblock (follower, named Maximilian, Star, Spirall, X86 Myrmydion, Royal Scion, etc.)

My pathetic heir (follower, named Lothric, Sofia, Paul, Anakin, Morgana, Me the 2nd, etc.)

Or make something up!

UNIQUE MOVES

VALOR

Shout a mighty and righteous challenge, then roll +Top.

Up to 6: Until your next move, weak enemies must target you first.

7-9: Until your next move, strong enemies must target you first. You may charge into range and destroy a weak target.

10+: Until your next move, all enemies must target you first. You may charge into range and destroy a strong target.

DECREE

When you talk, people listen.

At any time, ante 1 or more Fx.

Address all your fellow characters in a booming voice and give a rousing speech, worthy of a sovereign such as yourself. Roll +Charm.

Up to 6: Set 1 point aside as the decree, and move the rest to your Hx.

7+: Set all your ante aside as the decree.

After another player makes a roll, they may ask if they may move one point of decree to your Hx. If you say yes, they roll one die and add it to their last roll.

COMMAND

You can urge others to greatness.

Order a follower to do something, and ante 1 Fx. Roll +Top.

Up to 6: Return your ante to Fx.

If your very next move is "command", take +3 forward.

7+: Your follower does the task for you. Use your roll as the follower's roll. When the MC reacts, if you choose to suffer the harm to yourself, subtract your +connection with that follower from any harm.



LOST TOY

What amazing robots, machines, and servants will we see in the future? And what happens when they're discarded. A few centuries without a system update, and a calamity or two have left you with a solid sense of awareness and just a teensy bit of paranoia. You might have spent who knows how long doing the same repetitive tasks over and over again. Or maybe you were left in the dark of the toy box, waiting and waiting for someone to come back and play with you, one more time.

SAMPLE NAMES

Aphrodite-A, Burradoberi, Cheri, David, Galatea, GA07-JL, Joe, Leroy, Maria, Neko, Noa, Pino, Priss, Rex, Roy, Raimu, Rogi, Steely Dan, Zev

LOOKS

Choose one or more:

After-market add-ons, battle carapace, Better than the real thing, Buzzing, Easy to clean, Endowments, Eyelashes, Genderfluid tank, Heat warmers, Jailbroken, Jerky movements, Last year's model, Makeup, Overclocked processor, Perfume, Pretty dress, Plastic smell, Polyvinyl skin, Replaceable facial features, Static in voice, Stitches, Strong grip, Subwoofer, Various attachments

ATTRIBUTES + health

Choose one:

- Household
 - Bottom +2, Charm +2, Down +1
 - Top -3, Strange -1, Up +2
 - Doing 4, Feeling 6, Thinking 8
- Military
 - Bottom +1, Charm =0, Down +2
 - Top -2, Strange +1, Up +1
 - Doing 4, Feeling 6, Thinking 8

TIMES

Future_x 4

History_x 1

CONNECTIONS

In character, ask each other character if they have ever felt lost or alone. After listening to their answers, choose one character to have a +2 Connection with. You tend to call that character "Master". Also, +1 Connection with robotic parts (gear). A lifetime of scavenging has you constantly collecting bits and pieces, in case you need to repair yourself.

Technical

Bottom +2, Charm =0, Down +2
Top -3, Strange =0, Up +2
Doing 4, Feeling 5, Thinking 9

Recreation

Bottom +2, Charm +2, Down +1
Top -3, Strange =0, Up +1
Doing 4, Feeling 7, Thinking 7

DEFLECT: DOING

Unfeeling Exterior: Whenever you would suffer harm to your Doing, you can deflect the harm to your Feeling or Thinking, instead.

TIMES

Future_x 4

History_x 1

UNIQUE MOVES

ROBOTICS

You are a robot! You do not breathe, drink, eat, or sleep. You may suffer occasional power outages.

To use your robotic nature to advantage, ante 1 Fx and roll +Down.

Up to 6: Return your ante to Fx. If your next move is robotics, you may take +3 forward.

7+: Move your ante to battered, and choose one:

- Destroy a strong target, with nothing more than your bare hands.
- Until your next move, weaken a grand target to merely strong. (Maybe someone else can finish it off?)
- Until your next move, dominate a strong computer or device.
- Until your next move, prevent a grand hazard from hurting anyone else. (Block the plasma jet with your body, hold the door open so everyone else can get through, stand in the line of fire, etc.)

SELFLESSNESS

Whenever a friend is assaulted and you're close by, ante 1 Fx and roll +Bottom.

up to 9: You are now the target. Move your ante to battered.

10+: You are now the target. Move your ante to battered or to Hx (mix and match).

BATTERED

Your battered pool builds up when you suffer damage. Tell other people that you're used to this kind of abuse and that it doesn't bother you anymore.

Your +battered may be used as a Connection with anyone who might be sympathetic to you, even complete strangers.

Whenever you would suffer harm, roll +battered.

7-9: subtract 1 from the harm.
10-12: subtract 2 from the harm.
13+: subtract 3 from the harm.

Another character (and not yourself) can volunteer to fix you.

If you ask someone else to do it, the other character takes -3 forward to fix you. (It's not in your nature to ask for your help.)

The other character antes 1 Hx and roll +connection with you.

7-9: the other character moves Hx to Fx. If their next move is "fix you", they take +3 forward.

10+: The other character moves Hx to Fx. Move all your battered points to Fx or Hx (mix and match).



OLD SOLDIER

War never changes. Having survived many tours of duty, you don't even remember what you started fighting for. You may have outlived your old unit, or maybe you were just considered unfit for duty. You now roam the stars, trying to find a purpose. It's not that you particularly enjoy killing... it's that there's nothing you enjoy more.

Play an Old Soldier if you want to be savvy about fighting, and about strategy in general.

SAMPLE NAMES

Athena, Bagman, Brannigan, Burton, Caine, Chief, Davis, Deadlock, Doomguy, ED-210, 4C, Grinner, Gunnar, Hammersmith, Hicks, Jango, Joe, Kilgore, Marshal, Mekum, Panzer, Reese, Rico, Rogue, PVC15, Slade, Todd, Vasquez, Zippo

LOOKS

Choose one or more:
Alcoholic, Bald, Battle armor, Burn scars, Buzzkill, Clipped speech, Cybernetic replacements, Fatigues, Grafted body parts, Gruff voice, Haunted look, Inappropriate laughter, Missing eye, Necklace of ears, No sense of humor, Polycarbon combat knife, PTSD, Religious, Remorseless, Tattered uniform, Tattoos, Unidentifiable accent, Vintage weapons

ATTRIBUTES & HEALTH

Choose one:

- Veteran
Bottom +1, Charm -2, Down +2
Top +2, Strange +2, Up -1
Doing 8, Feeling 4, Thinking 6

TIMES

Future_x 3 History_x 2

CONNECTIONS

In character, ask each other character who is the most untouched by the horrors of war. After listening to their answers, pick one character to have a +2 connection with.

+2 Connection with (choose one):

- Your former unit's tontine (gear from the Resistance, the Brownshirts, the Separatists, the Spinward Marchers, etc.)
- An uncanny knack for having stashed weapons all over the place (gear)
- The captain's locker in your military-surplus vessel (gear)
- A pocket dimension accessed by the psionic actuator inside your spinal column (gear)
- A modular uniform where bits can be taken off and assembled into a variety of tools, sensors, and weapons (gear)
- Or make something up!

UNIQUE MOVES

STRATEGY

Any plan can be broken down into simple elements. Describe an operating plan to the MC, then ante 1 or more Fx. Roll +Top.

Up to 5: Return your ante to Fx.

7-9: Set aside 1 point of your ante for your strategy. Move the rest to your Fx.

10+: Set aside all points of your ante for your strategy.

Any player(not just you), after making a roll, can ask the MC if what was just rolled was covered by the plan. If the MC says yes, move 1 point from the strategy pool to your Hx, and then re-roll. The new roll stands, even if it's worse.

WARFARE

If fighting will result in victory, then you must fight. Move 1 Fx to Hx, and then roll +Down.

Up to 5: Choose one

7-9: Choose two

10+: Choose three

- Until your next move, any assaults made by weak enemies are directed against you, instead of your friends, and you take +1 forward to respond to their assaults.
- Charge to within range of a weak target and then take it out. You are not exposed.
- Until your next move, subtract 1 from all harm.
- Relocate to another position. Weak enemies will not observe your relocation.
- Until your next turn, whenever a friend assaults a weak target and misses, you may choose to take out the target for them and become exposed.
- Declare a strong target. Until your next move, your superior flanking reduces that target to weak. Maybe one of your friends can take it out?

PROFICIENCY

To attack an enemy, roll +Down.

Up to 5: You are exposed.

7-9: Charge into range and take out a target that's a lower tier than your weapon. If your next move is proficiency, take +1 forward. You are not exposed.

10+: Charge into range, and take out a target that's the same tier as your weapon. If your next move is proficiency, take +1 forward. You are not exposed.

13+: Choose one:

- Charge into range, take out a group of targets at the same tier as your weapon. You are not exposed.
- Charge into range, and reduce a grand target to strong, until your next move. (Maybe one of your friends can take it out?) If your next move is proficiency, take +1 forward. You are not exposed.



POLYMORPH

Who are you, really? Maybe you don't know. You might be an alien from a planet where creatures have evolved to be perfect mimics. Or you could be a creation of science, the perfect spy or consort. In theory, a cluster of nano-machines could form and re-form into any shape needed for the current situation, too. Whoever you are, or were, or will be, you are the ultimate tourist. There's nowhere you can't go, no one you can't be.

Play a Polymorph if you want to be flexible and faceless.

SAMPLE NAMES

Alzabo, Blundht, Carmilla, Doppelganger, Firvulag, Gar, Grunge, Kerrigan, Legion, Leucrocotta, Luna, Morphir, Mystique, Moldvay, Otho, Qualtz, Slimer, Sybil, T-X, Zelig

LOOKS

Choose one or more aspects of your true form:

Ambient energy, Aura of psychic unease, Compound eyes, Dripping and reforming, Fangs, Fleshless, Genderless, Liquid metal, Many fingers, No one knows, Pleasant odor, Tiny cube, Transparent skin

ATTRIBUTES + Health

Choose one:

- Succubus
Bottom +2, Charm +2, Down -2
Top +2, Strange +1, Up -2
Doing 9, Feeling 8, Thinking 1

- Imposter
Bottom +3, Charm +2, Down -3
Top +1, Strange +1, Up -1
Doing 9, Feeling 8, Thinking 1

Assimilator

Bottom +2, Charm -1, Down =0
Top +1, Strange +3, Up -2
Doing 8, Feeling 7, Thinking 3

Infiltrator

Bottom +3, Charm =0, Down -2
Top =0, Strange +2, Up =0
Doing 8, Feeling 7, Thinking 3

DEFLECT: THINKING

Whatever You Need to Be: Whenever you would suffer harm to your Thinking, you can deflect the harm to your Doing or Feeling, instead.

TIMES

Future_x 4

History_x 1

CONNECTIONS

In character, ask each player what their character thinks your true form looks like. After listening to their answers, pick one character to have a +2 Connection with.

UNIQUE MOVES

MIMICRY

Ante 1 or more Fx, and choose a character to mimic. Roll +Bottom.

Up to 9: Return your ante to Fx. Your shape distorts, slowly and weirdly; if your next move is mimicry or shapeshift, +3 forward.

10+: Set your ante aside, as mimic.

While you have mimic, you may use the following moves.

- Your +mimic counts as a +Connection to other characters who have a connection to your mimicked target.
- Add +mimic to all rolls to convince other people that you're the mimicked target.
- When someone assaults you while your mimicked target is here, roll +mimic. On 7+, they assault the mimicked target instead.
- Move 1 point of mimic to Hx to reduce harm by 1, or just because you want to. If all your mimic is gone, you revert to your bizarre, true form.

SHAPESHIFT

To change into something else,

ante 1 or more Fx. Roll

+Strange.

Up to 9: Return your ante to Fx, as you turn into something that's not like anything; if your next move is mimicry or shapeshift, +3 forward.

10+: Put all your ante aside, as shapeshift.

While you have shapeshift, you may use these moves:

- Roll +shapeshift to relocate. On 10+, you can ooze through cracks, fly into the air, or otherwise use your shapeshifting nature to get somewhere. On 7-9, you flounder and distort yourself, slowly morphing; if your next move is mimicry or shapeshift, +3 forward.
- Roll +shapeshift to charge a weak group. On 7+, you destroy the entire group, by using razor-sharp tentacles, gigantic jaws, acidic goop, etc.
- Roll +shapeshift to assault a strong target that's close by. On 10+, you engulf the target. If your next move is to mimic that target, take +3 forward. On 7-9, your next move against that target takes +1 forward.
- Move 1 point of shapeshift to Hx to reduce harm by 1, or just because you want to. If all your shapeshift is gone, you revert to your solid, true form.



The Ship

You are a living spacecraft, possessed of consciousness and free will in a body that is a vast interstellar vessel. You might be an artificial intelligence overseeing the systems of a warship, projecting a holographic avatar to interact with your crew. You might be truly biological, able to detach a symbiotically bonded pilot or cute animal mascot for one-on-one conversation. Some ships have a technological or telepathic bond to a single pilot, requiring their neural pattern as their activation key.

Play the Ship to assist your allies from orbit with information, advice, and shows of technological power.

SAMPLE NAMES

Albatross, Argo, Caliburn, Defiant, Father/Mother, Invincible, Lexx, Melfina, Moya, Orac, Queen Zargon's Nervous Energy, Revenge, Sentinel, Sunbird, SwEEtie, Talon, Vera

LOOKS

Choose one or more:

Battered hull, Blaring klaxons, Crystalline machinery, Engine hum, Gas fumes, Holographic displays, Maintenance drones, Painted red, Plant-like design features, Self-regenerating, Shiny chrome hull, Static in voice, Techno-organic machinery

Describe your avatar: Your main body is a spaceship, but you also have a secondary avatar that's useful for interacting with people. You can take moves normally through your avatar, although it doesn't gain the benefits or penalties of any systems you've powered up.

Choose one:

- A human that's your psychically-bonded pilot
- A symbiotic alien pilot that can detach from you temporarily

- A holographic projection of your consciousness
- A remote-controlled mechanical drone
- A cute furry animal
- Or something else!

ATTRIBUTES & health

Choose one:

- Scientific Vessel
 - Bottom +2, Charm +1, Down +2
 - Top -2, Strange -2, Up +2
 - Doing 5, Feeling 4, Thinking 9
- Warship
 - Bottom -1, Charm -3, Down +1
 - Top +2, Strange +1, Up +3
 - Doing 6, Feeling 3, Thinking 9
- Scout
 - Bottom +2, Charm +1, Down +3
 - Top -1, Strange -3, Up +1
 - Doing 6, Feeling 3, Thinking 9
- Merchant Freighter
 - Bottom +2, Charm +3, Down +2
 - Top -2, Strange -3, Up +1
 - Doing 5, Feeling 5, Thinking 8

DEFLECT: FEELING

High Maintenance: Whenever you would suffer harm to your Feeling, you can deflect that harm to your Doing or Thinking instead.

TIMES

Future x 3 History x 2

CONNECTIONS

In character, ask each other character how they feel about being aboard you. After listening to their answers, choose one character to have +2 Connection with. You have +1 Connection with all other characters.

UNIQUE MOVES

CONN

You may redirect power to your systems. **Ante 1 or more Fx, then roll +Up.**

Up to 6: You need more time. If your next move is conn, take +3 forward.

7+: Move your ante (mix and match) to any of these five pools: cargo, speed, firepower, sensors, or shields.

As a casual move, you may move 1 or more points out of firepower, sensors, shields, or speed to Hx (no roll is needed).

CARGO

You set aside cargo points by using your conn move.

While you have cargo, you or any friend can raid your cargo bay to claim your +cargo as a bonus to reveal gear. If they are successful, you may choose to replace their ante of Fx with 1 point of your cargo (transferring your cargo point to the other player's Hx or inventory. See page 27.)

SPEED

You set aside shields points by using your conn move.

You or your pilots may add +speed to any rolls where piloting fast and precise would help you.

FIREFORCE

You gain firepower points by using your conn move.

You and your friends may add +firepower to any rolls to intimidate others or to cease hostilities. The MC may rule that having firepower makes some operations (stealth, diplomacy, etc.) impossible.

To engage in an exchange of weapons, roll +firepower

Up to 6: Ineffective fire! The MC describes the response from any other armed vessels.

7-9: Move 1 firepower to Hx. You unleash a strong barrage against a strategic target (giant ships, buildings, asteroids, etc.) Precision accuracy against tiny, human-sized targets is impossible, so there's no way to guarantee that you'll take out a specific foe.

10+: As above... or you may choose to move 1 firepower to scars and unleash the full strength of your arsenal, to deal grand strategic damage.

SENSORS

You gain sensors points by using your conn move.

Add +sensors to any rolls that you or your friends make to scan strategic areas for life signs, energy anomalies, and the other kinds of things that ships can find.

After a player makes a roll, you may roll +sensors to assist them.

7+, add +1 to your friend's roll., then move one sensors point to Hx.

SHIELDS

You gain shields points by using your conn move.

You and your passengers may add +shields to resist harm that comes from outside your ship (turbulence, radiation, psychic waves of despair, etc.)

You may move 1 shields point to Hx to resist a strong strategic barrage. You may move 1 shield point to scars to resist a grand strategic barrage.



SIMULACRUM

Since the dawn of computers, people have been trying to make simulations of how real people behave. Scholars would input the entire repertoire of a famous author or playwright, hoping that some algorithm could generate new works. Motion-capture and 3D-modeling could make likenesses of people from ages long gone. And if the brain is merely neural impulses stored in known chemicals, might it be possible to duplicate someone's very thoughts? By the end of time, more than once, someone has been intelligently designed not to be unique, but to be someone else. You have a constant existential dilemma: are you your own person, or were you just made to be this way?

Play a Simulacrum if you want to be a holographic A.I., full of useful knowledge and computer tricks.

SAMPLE NAMES

Albert, Alice, Arnold, Becky, Bernard, Blue, Bob, Caspar, Claptrap, Cleo, Cortana, Eliza, George, Grace, Hal, Minerva, The Red Queen, Sal, Samuel, Samantha, Sark, Siri, Tourbot, Vannevar, Veronica, Virginia, Wintermute, Wopr, Yori, Ziggy

LOOKS

Choose one or more:
Business dress, Expository dialogue, Flickering appearance, Glasses, Mono-chromatic, Outdated clothes, Pop-up windows floating nearby, Static, Transparency

ATTRIBUTES & HEALTH

Choose one:

- Custodian
Bottom +2, Charm +2, Down -1
Top +1, Strange -3, Up +2
Doing 8, Feeling 4, Thinking 6
- Remake
Bottom +1, Charm +1, Down -1
Top +2, Strange -2, Up +2
Doing 8, Feeling 4, Thinking 6

TIMES

Future x 3 History x 2

CONNECTIONS

Ask each player to say the name of a person from history or fiction. After listening to each of their answers, choose one player and get +2 Connection with their character. You then have +1 Connection with all other characters.

UNIQUE MOVES COMPUTATIONS

You have a tiny drone that projects your holographic simulation of a person. You can float places, and you don't breathe, eat, drink, or sleep. You can be affected by things that affect computers.

To perform a holographic drone stunt, ante 1 Fx, and roll +Top

Up to 5: Choose one:

- You fail to make any progress. Return your ante to Hx. If your next move is more computations, take +1 forward.
- Until your next move, you can dominate a weak computer or device. Move your ante to Hx.

7+: Choose one:

- Until your next move, you can dominate a strong computer or device. Return your ante to Fx.
- You can overcome some grand computer or device, straining your capacity in the process. Your image becomes noticeably dull. Move your ante to Hx.

FAÇADE

You were designed to blend in with the other appliances, and you are very good at avoiding trouble. Roll +Bottom.

7 to 9: Until your next move, weak enemies will ignore you, weak detectors will fail to notice you, and you subtract 1 from all harm.

10+: Until your next move, strong enemies will ignore you, strong detectors will fail to notice you, and you subtract 3 from all harm.

TREATMENT

You have access to vast libraries of medicine. To give emergency treatment to someone else, ante Fx and Hx (mix and match). Roll +ante.

Up to 6: Restore up to 6 points of the target's Doing, Feeling, and Thinking (mix and match).

Set aside 1 point of your ante on your friend, as scars. Move the rest to your Hx.

7 to 9: Restore up to 12 points of the target's Doing, Feeling, and Thinking (mix and match).

Set aside 1 point of your ante on your friend, as scars. Move the rest to your Hx.

10+: Restore up to 18 points of the target's Doing, Feeling, and Thinking (mix and match).

Set aside 1 point of your ante on your friend, as scars. Move the rest to your Hx.

DATABANKS

If a friend asks for advice before doing something, you can access your databases. Ante 1 Fx, then roll +Up.

Up to 9: Your friend takes +2 forward. Move your ante to Hx.

10+: Your friend takes +2 forward. Return your ante to Fx.



TECHIE

One person's trash is another person's treasure. The junkyards, refuse heaps, and dustbins of history are full with wondrous machines that just need a little maintenance to get them working again. The universe is your workshop, and you take great joy in collecting wondrous machines, in restoring things to working order, and in learning from your mistakes. It's very unwise to underestimate what you're capable of making, given even the most basic of tools.

Play a Techie if you want to master all the ancient machines at the end of history.

SAMPLE NAMES

Al, Ba Hei, Bill, Boffin, Bucky, Clayton, Doc, Emile, Engie, Fingers, Howie, Isaac, Jillian, Kaylee, Madd, Miles, Monk, Pops, Richard, Rusty, Scotty, Screwloose, Sparky, Vitruvius, Wheels, Wrath-of-Goddard

LOOKS

Choose one or more:

Crew cut, Dirty fingernails, Flux capacitor, Geiger counter, Gloves, Grease stains, Hazmat suit, Jeep cap, Jumpsuit, Operating Manual with notes scribbled in margins, Overalls, Personal digital assistant, Pipe wrench, Pockets, Pony tail, Sonic screwdriver, Universal tool, Voltmeter, Waft of ozone, Work boots

ATTRIBUTES & HEALTH

Choose one:

- Mechanic**
Bottom -1, Charm -2, Down +3
Top +2, Strange =0, Up +1
Doing 6, Feeling 3, Thinking 9
- Engineer**
Bottom =0, Charm -2, Down +3
Top +2, Strange -2, Up +2
Doing 7, Feeling 1, Thinking 10

TIMES

Future_x 3

History_x 2

CONNECTIONS

Write down a math problem, and share it with the other players. After each player tries to solve it, pick one and you have a +2 Connection with their character. Pick anyone, even someone who got the wrong answer. Also, +2 Connection with (choose one):

- Lab uniform with bandolier and satchel (gear)
- Various parts in the boot of your junker vessel (gear)

DEFLECT: FEELING

Never Regret Time Spent in the Lab: Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

UNIQUE MOVES

AUGMENT

You can reveal some amazing technology from what you carry around.

To improve a piece of gear, ante 1 or more Fx. Then roll +Down.

Up to 5: Lesser Augment

Put 1 point of ante aside, as your augment, and return the rest of your ante to Fx.

7+: Greater Augment

Set all your ante aside, as your augment.

You can hand this gear off to someone else, to a follower, another character, etc.

When this gear would help a move, add +augment to that move.

After someone uses your augmented gear, you may move 1 point from its pool back to your Hx, then roll your +Up. If you roll 10+, they gain +3 to your last move.

You can take apart the augment. No roll is needed, just move all the points to your Hx.

If the gear is destroyed, set aside the augment points as scraps. Otherwise, the gear is fine once the augment runs out. You can't augment gear that already has an augment pool on it.

INVENT

You've got a lot of good ideas. And you've got a lot of bad ideas, too.

To make a new device, declare what you'll invent, ante 1 or more Fx and roll +Up.

7-9: Move 1 point to the invention pile. Return the rest in your Fx.

10+: Move the whole ante to the invention pile.

You can hand this invention off to someone else.

The user of the invention has these new moves:

Use the invention for a strong purpose, rolling +Down. On a 7+, the strong function works.

Up to 6, the strong purpose works anyway, but move 1 point from the invention to scraps.

Use the invention for a grand purpose, rolling +Down. On 7+, it works. Whether it works or not, move 1 point from the invention to scraps.

Yes, you can overload inventions. If the invention loses all its points, the augment is destroyed, too.

OVERLOAD

Those safety specifications are just guidelines, really.

To push a device past all safety limits, ante 1 Fx and roll +Down.

7-9: Move your ante to Hx. You overload a strong device.

10+: Move your ante to Hx. You overload a grand device.

When you successfully overload a device, choose one:

Make the device unsafe. All rolls with this device gain +1 ... but if any two dice ever match, the device explodes, harming the user (and possibly others).

Sabotage the device. Any use of the device makes it explode.

Yes, you can overload augments and inventions. Just wait until we're out of the blast radius, please.

SCRAPS

Your scraps pool builds up from your other moves.

Add +scraps to all moves to reveal new gear.

Add +scraps to all moves to augment, to invent, and to otherwise tamper with devices.



UPLIFT

What has science done? It's not enough to just upgrade some aging computer to the point where it becomes artificial intelligence. A recombinant nano-virus or a chordate implant can bring sentience to some of the most basic of organisms. You never asked to become self-aware... but really, who does?

Play an Uplift if you want to pair big brains with big brawn.

SAMPLE NAMES

Algernon, Bea, Bubastis, Caesar, Chickenhead, Clara, Croolie, Dog, Experiment #1138, Flask, Gelf, Gene, Gunter, Hammond, Jarmaal, Jones, Justin, Licker, Mistake, Pazuzu, Pha, Pretty Boy, Reuben, Redacted, Schrodinger, Zaius

LOOKS

Choose one or more:
Claws, Clicking noises, Cybernetic arms, Doesn't use contractions or personal pronouns, Dyslexia, Fangs, Flippers, Housebroken, Hulkling, Musk, Lashes out, Leash, No concept of personal space, Saltwater smell, Skittishness, Snarling, Sniffs everything, Spiked collar, Stuttering speech, Tattered clothes, Tiny, Uses "Me" instead of "I"

ATTRIBUTES + health

Choose one:

- Cybernetic Monster
Bottom +2, Charm -2, Down =0
Top +2, Strange +2, Up -1
Doing 9, Feeling 5, Thinking 4

Pet Project

Bottom +2, Charm +2, Down -1
Top +0, Strange +2, Up -2
Doing 7, Feeling 9, Thinking 2

Brain Enhancements

Bottom +1, Charm =0, Down -1
Top =0, Strange +2, Up +1
Doing 6, Feeling 7, Thinking 5

Genetic Mutation

Bottom +2, Charm -2, Down -1
Top +2, Strange +3, Up -1
Doing 9, Feeling 6, Thinking 3

DEFLECT: THINKING

Feral Instincts: Whenever you would suffer harm to your Thinking, you can deflect the harm to your Doing or Feeling, instead.

TIMES

Future_x 2

History_x 3

CONNECTIONS

Ask each player to say the name of an animal. Then, choose one character to have +2 Connection with. You have latched onto that character with a primal bond.

Then choose to have a +1 Connection with all other characters except one (your choice). That last one? You either don't like them for some reason, or you seek to subordinate them at every opportunity (by eating their shoes, stealing their food, marking their territory, etc.) No one's sure why you do that, not even yourself.

UNIQUE MOVES

ATAVISM

You can enter a fugue state to call forth your animal instincts. **Ante 1 or more Fx, then roll +Strange.**

Up to 6: Return your ante to Fx.

7-9: Put 1 point aside, as atavism,

10+: Put all your ante aside, as atavism.

To use your animal senses to scope an area, roll +atavism.

7+: Learn what happened here, by tracks, smells, spoors, etc.

Move 1 point of atavism to Hx, and choose one:

- Charge and destroy a strong target, using teeth, claws, etc.

- Charge and destroy a group of weak targets, using teeth, claws, etc.

- Charge and savage a grand target. Until your next move, the grand target is reduced to strong, so maybe your friends can do something.

- Do something else that a cybernetic, gene-enhanced, animal/machine hybrid could do.

Move 1 point of cognition to Hx, and choose one:

- Dominate a strong computer.
- Solve a strong problem about mathematics or engineering.
- Advise a friend on some technical issue, giving them +3 forward to an appropriate roll.
- Until your next move, reduce a grand computer to strong, so someone else can deal with it.

COGNITION

You have strange enhancements to your brain for higher functions.

You can push your neural network far past what it was ever meant to do.

Declare you will use enhanced cognitive functions, then ante 1 or more Fx. Roll +Bottom.

Up to 6: Return your ante to Fx.

7-9: Set 1 point of ante aside, as cognition.

Move the rest to your Hx.

10+: Set all of your ante aside, as cognition.

