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, Altabar, Bill, Cassandra, Codger, Doc, Herodotus, Notion, Mambazo1, 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Good luck charm, Magnifying glass, Mismatched clothes, Moleskin journal, More books, Neat and fastidious appearance, Out-of-date clothes, Pocket watch, Ponytail, Short hair, Too many books, Unkempt hair, Towel, Vest, Wrinkles, Wristwatch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 +3
  - 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

**CONNECTIONS**

Ask a trivia question. For the first player to answer the question to your satisfaction, you have +1 Connection with their character. There’s no time limit. The truth will out. Also, +2 Connection with (choose one):

- Coat of Deep Pockets (gear)
- Carpet Bag of Tribid-8 (gear)
- The cluttered closet of my research vessel (gear)
- Gastronompede (alien pet, named Plato, Elon, Wales, Oxnard, Bartleby, Quux, etc.)
- Floating thought matrix (alien pet, named Bit, Core, Hash, Klak, Computer, Log, etc.)
- Lab assistant (follower, named Bem, Shev, Qyd’eb, Sedgewick, Tyro, Clone, something you can’t remember, etc.)
- Or make something up!

**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, 2, History, 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 8: 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 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?
- Have there been any strange scientific anomalies here?
- What are 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.
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, Ereshkigal, Hatsune, Lady Stardust, Minmay, Mogoolith, 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:
- **Health**
  - Heartthrob
    - Bottom +2, 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

- **Future**: 4
- **History**: 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:
- My influence with friends in high places (gear)
- My embezzled or otherwise illegal fortune (gear)
- A cutting edge high-tech gizmo or toy (gear)

**Deflect: Thinking**
Getting By on Looks Alone: Whenever you would suffer harm to your Thinking, you can deflect that harm to your Doing or Feeling instead.

**Deflect: Thinking**
Getting By on Looks Alone: Whenever you would suffer harm to your Thinking, you can deflect that harm to your Doing or Feeling instead.

**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 attention.
- Subtract -fame from any roll to be stealthy, to blend in, or to otherwise not be the center of attention.

**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.

**Sample Spotlight Moves**
- 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.

**Unique 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 attention.
- Subtract -fame from any roll to be stealthy, to blend in, or to otherwise not be the center of attention.

**Connecting Moves**
- In addition to the move you just made, move your Fx to Fame, and play out the move as normal.
- In addition to the move you just made, move your Fx to Fame, and play out the move as normal.

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**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:
- **Health**
  - Heartthrob
    - Bottom +2, 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

- **Future**: 4
- **History**: 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:
- My influence with friends in high places (gear)
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- Subtract -fame from any roll to be stealthy, to blend in, or to otherwise not be the center of attention.

**Connecting Moves**
- In addition to the move you just made, move your Fx to Fame, and play out the move as normal.
- In addition to the move you just made, move your Fx to Fame, and play out the move as normal.
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.

**Observer**

Why study history, when you could just watch it first hand? While you have paradox, you may use these moves:

- **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 roll of 7-9 to make a weak alteration, and a roll of 10+ to make a strong alteration.
  - *If you add +paradox to a roll that has doubles (any two dice have matching numbers), move one point of paradox to your Hx.*

  - **Unique moves**
    - Chronometry
    - It's easy to do things when you already saw how they will end up.
  - **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.
  - **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
      - Precocious
        - Bottom +2, Charm +1, Down +3
        - Top -3, Strange -1, Up +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
        - Using time travel to get rich quick
        - The gratitude of those you’ve helped

  - **Sample Names**
    - Aradia, Chiana, Dave, Dio, Introsor, Janus, Kinnane, Marty, Pelinal, Professor, Tachyon, Tessa, Trance

  - **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.
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      - Choose one:
        - Stranded in Time
          - Bottom +2, Charm +1, Down +2
          - Top -2, Strange -2, Up +2
        - Precocious
          - Bottom +2, Charm +1, Down +3
          - Top -3, Strange -1, Up +1
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    - **Unique moves**
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        - It’s easy to do things when you already saw how they will end up.
      - **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.
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        - Choose one or more:
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    - **Sample Names**
      - Aradia, Chiana, Dave, Dio, Introsor, Janus, Kinnane, Marty, Pelinal, Professor, Tachyon, Tessa, Trance
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.

**Attributes & Health**

<table>
<thead>
<tr>
<th>Choose one:</th>
<th>Bottom +3, Charm +2, Down +1</th>
<th>Top -1, Strange -3, Up -1</th>
<th>Doing 7, Feeling 4, Thinking 5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Backward Savage</strong></td>
<td>Bottom +2, Charm +1, Down +1</td>
<td>Top +1, Strange =0, Up -2</td>
<td>Doing 4, Feeling 8, Thinking 6</td>
</tr>
<tr>
<td><strong>Perpetually Confused</strong></td>
<td>Bottom +1, Charm +2, Down -1</td>
<td>Top +1, Strange =0, Up -2</td>
<td>Doing 8, Feeling 8, Thinking 2</td>
</tr>
<tr>
<td><strong>Augenhorn</strong></td>
<td>Bottom +1, Charm +5, Down -1</td>
<td>Top +2, Strange =0, Up -2</td>
<td>Doing 8, Feeling 8, Thinking 2</td>
</tr>
</tbody>
</table>

**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. You reach into a bin and find +1 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.

**Fluke**

You set aside fluke points by using your unique moves. You, the MC, and your fellow players should feel free to make suggestions, each one more unlikely and embarrassing than the last.

**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**

<table>
<thead>
<tr>
<th>Future</th>
<th>History</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**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. Set aside your entire ante as fluke and move the rest to Hx.

**Up to 9:**

- **7-9:** Something strong 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.)
- **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.

**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.

**8+:** Until your next move, subtract 4 from all harm and all threats ignore you. Move your ante to fluke.

**9+:** Something strange happens, mostly in your favor. (You find a rare, soft device; the alien has a love for some obscure fact or ancient history you happen to know 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.

**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 see
- Fedora
- Flannel
- Flirt and kinder
- 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
- Vicissitude scars

**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, Virska, Zaan

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 of Health

Choose one:

- Xenopsychologist
  - Bottom -2, 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 +1, 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, 3 History, 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. (No roll is needed.)

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.

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 1Fx 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.

- 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.
- To 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, Chorzon, Dave the Vortex, Emanation Prime, Galoch, Helios, Nova, Phoenix, Omegnetron, Rakasha, Rebus, Starchild, Syzygy, Tzialith

**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
- Transcendental
  - Bottom +2, Charm +2, Down -1

Each:
- Top -3, Strange -2, Up +2
- Doing 5, Feeling 6, Thinking 8

**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).

7+: 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.

**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).

7+: Return your ante to Fx, and then roll +Strange:

- 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.

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+: 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, El, Farin, Hunter, Indie, James, Lara, Mimuex, 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 -2, Up -2
  - Doing 8, Feeling 5, Thinking 5

- **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.

**Unique Moves**

**Versatility**
After rolling 6 or less, but before playing out any effects, move 1 Fx to Hx. That roll is changed to 7.

**After a nearby friend rolls 6 or less, but before playing out any effects, offer your assistance. Move 1 of your Fx to your Hx, and your friend’s roll is changed to 7.**

**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 +Charmin.

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, 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, Dioxynene Diflouride, Ender, Gemjamajacula, Grey Goo, Gygant, 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.

**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.

**Times**

Future, 4 / History, 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 might" 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 that 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 Hx, 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 your ante aside, as destruction.

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 homotherms. 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, Eckeif, Groot, Hawthorne, Kiara, Kodama, Morphir, Neuend, 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

**Unique Moves**

**Grow**
To rapidly grow into a plant monster, ante 1 or more Fx. Roll +Top.
Up to 6:
- 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+: Return your ante to Fx, and choose one from the list below.
- 7-9: Move your ante to Hx, and choose one from the list below.
- 10+: 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.
- 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.)

**Bloom**
To use your colors, aroma, and other display to your advantage, ante 5 Fx and roll +Top.

**Colors**
- 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.

**Other**

- 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.

**Sample Moves**
- eternal wisdom (trickery +2, charm -2, down -2)
- beautiful arrangement (top +3, strange +1, up +1, doing 8, feeling 8, thinking 2)
- deflect: thinking (natural law: whenever you would suffer harm to your thinking, you can deflect the harm to your doing or feeling, instead)
- times (future 2, history 3)
- connections (ask each player to say their favorite color. after listening to their answers, pick one character to have a +2 connection with)

**Rowan, Sallis, Treven, Triff, Woodrue, Willow, Yew**

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**NB: plant thing & avatar of nature**: doing 8, feeling 8, thinking 2

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**Sample Names**
Alec, Audrey, Aweto, Eedyh, Elder, Eckeif, Groot, Hawthorne, Kiara, Kodama, Morphir, Neuend, 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

**Unique Moves**

**Grow**
To rapidly grow into a plant monster, ante 1 or more Fx. Roll +Top.
Up to 6:
- 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+: Return your ante to Fx, and choose one from the list below.
- 7-9: Move your ante to Hx, and choose one from the list below.
- 10+: 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.
- 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.)

**Bloom**
To use your colors, aroma, and other display to your advantage, ante 5 Fx and roll +Top.

**Colors**
- 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.

**Other**

- 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.

**Sample Names**
Alec, Audrey, Aweto, Eedyh, Elder, Eckeif, Groot, Hawthorne, Kiara, Kodama, Morphir, Neuend, 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

**Unique Moves**

**Grow**
To rapidly grow into a plant monster, ante 1 or more Fx. Roll +Top.
Up to 6:
- 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+: Return your ante to Fx, and choose one from the list below.
- 7-9: Move your ante to Hx, and choose one from the list below.
- 10+: 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.
- 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.)

**Bloom**
To use your colors, aroma, and other display to your advantage, ante 5 Fx and roll +Top.

**Colors**
- 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.
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 you enjoy the money, as the thrill of the acquisition. 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, Tiklik, 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

**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.

**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 +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 superfanco (follower, named Arrow, Blackberry, Cat, Efreet, Newton, 1-Zero-1, Silver, Uteeni, Zoo, etc.)
- Your rare, exotic, and spoiled pet (named Angel, Buster, Lucario, Nero, Princess, Snoopums, Sweet Baby, Zuqueta, etc.)
- Or make something up!

**Times**

Future, 2

History, 3

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

**Deflect: Doing**

**Unique Moves**

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

Up to 13: 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 8: Return ante to Fx.
- 7-9: Set aside 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 8: Move all trade to Hx.

- 7-12: Set aside 1 point of the ante as trade, and return the rest to Fx.
- 13+: Move all trade to riches.
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, Blark, Citizen Snips, Colonel, Crazy, Death-on-Two-Legs, Decker, Jane Doe, The End, Forbus, Frankie, Goldman, Jason, Kilgore, Mister Happy, Johnson, Mawl, 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, 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**
Future, 4
History, 1

**CONNECTIONS**
Ask all the other players to roll two dice. Look at all their numbers, and then pick one character to have a +2 Connection with. You don’t have to tell anyone why you did or didn’t pick them.

**ATTRICITY**
You are capable of extreme violence.

**Ante 1 Fx, then roll +Strange**
Up to 6: Weak Atrocity
Move the ante into Hx. Charge any weak opponent and destroy them using only your bare hands. If your next move is an assault or atrocity, take +1 forward.

10-12: Strong Atrocity
Return the ante to Fx. Charge any one strong opponent, or group of weak opponents, and destroy them using only your bare hands. If your next move is an assault or atrocity, take +3 forward.

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!)
One is the loneliest number. You’ve expanded—a single entity distributed equally among multiple bodies. Some gestalts are telepathic in nature, multiple individuals mind-melded into a single amalgamated whole. Technology can also offer multiple mechanical or cybernetic bodies, synchronized to the will of an uploaded brain or A.I. Others arise out of bizarre scientific accidents, quirks of alien evolution, or deep space anomalies.

Play the Gestalt to be defined by your multiple bodies, being in many places at once and occasionally pausing to mourn the loss of an individual body.

**Sample Names**

**Looks**
Choose one or more:
- Coordinated outfits, Cybernetic implants, Disjointed movements, Eerily synchronized voices, Glowing eyes, Happy smiles, Matching accessories, Matching eye colors, Pleasantly harmonic voices, Simple white clothing, Smelling of incense, Smelling of recreational drugs

**Attributes & Health**
Choose one:
- Telepathically Linked
  - Bottom -2, Charm +2, Down +3
  - Top +2, Strange -2, Up +1
  - Doing 4, Feeling 5, Thinking 9
- Mechanized Drone-Bodies
  - Bottom -3, Charm -2, Down +2
  - Top +3, Strange +2, Up +1
  - Doing 5, Feeling 5, Thinking 8

**Unique Moves**
**Collective**
Your minds are linked, and you can summon a flash mob at any time. To summon more bodies, ante 1 or more Fx, Roll +Down. Up to 6: Return your ante to Fx. Your other bodies have been delayed, for some reason. 7+: Put all your ante aside, as dwindling.

**Transference**
What is the fatigue of one body, when you have dozens to spare? Whenever you would set aside a point in your scars pool, roll +Top. Roll once per point. Up to 6: Set the point aside as dwindling, instead. 7+: Set the point aside as dwindling, instead.

**Wound**
You gain dwindling points by using your transferring to prevent scars. Each time you gain a dwindling point, one or more of your bodies perish, but the gestalt carries on. Move all scars to dwindling. You don’t have a scars pool, if a rule tells you to set a point in scars, set it in dwindling, instead.

If any one of your indicia (Doing, Feeling, or Thinking) drops to zero, ante 1 or more Fx or Hx, then roll +ante. If you have any dwindling, add that to your roll, too.

Up to 6: Return your ante. You can try again on a later move, but wait for the MC to respond, first.

7+: New bodies arrive to take up the slack. Restore 1 to each of your Doing, Feeling, and Thinking. Move 1 of your ante to dwindling, and the rest to multiplicity.

8+: Fresh bodies arrive to take up the slack. Restore 1 to each of your Doing, Feeling, and Thinking. Move your ante to multiplicity.

**Dwindling**
You gain dwindling points by using your collective, transference, and dwindling moves. The more multiplicity you have, the more of you are around.

Whenever you have multiplicity, you may use these moves:
- You may be in multiple places at once. If your friends split up, you may send one or more bodies with them. If your multiplicity is gone, choose one friend to remain with and abandon the rest.
- To control an area, roll multiplicity. Until your next move, all weak or strong enemies must target you first.
- Before a friend makes a roll, offer to help and roll +multiplicity, +7, they may take +1 forward to the roll.
- Add multiplicity to any rolls where having multiple, coordinated bodies would help (assembly-line, complex repairs, cleaning house, social events, etc.)
- Subtract multiplicity from any rolls where having multiple, coordinated bodies would help (being sneaky, taking cover, avoiding disasters, etc.) The MC may rule that some things are impossible for a large crowd.
- At any time, move one or more points from multiplicity to Hx. You can send your bodies off on their errands.
- When you suffer harm, move one point from multiplicity to dwindling to negate the harm. One of your bodies suffers the harm, instead, and it instantly perishes, from organ failure, heart attack, seizure, etc. (This demise may freak other people out, but you’re used to it.)
Failsafe

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).

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

Hazmat

Whenever one or more of your indices is reduced to zero, it’s hard to tell now. Your body is powerful and almost indestructible—but it’s also your prison.

roll +failsafe.

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

7-9: Restore 1 point to each of Doing, Feeling, and Thinking. Then move your ante to Hx and roll +Down.

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.

Cyanernetics

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.

- 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.
- Choose one:
  - Power Suit Veteran
    - Bottom -1, Charm -1, Down +2
    - Top +1, Strange +1, Up +1
    - Doings 5, Feeling 5, Thinking 8
  - Sentinel
    - Bottom -1, Charm -1, Down +3
    - Top +1, Strange =0, Up +1
    - Doings 5, Feeling 4, Thinking 9
  - Self-Upgrade Enthusiast
    - Bottom -2, Charm -1, Down +2
    - Top +1, Strange =0, Up +3
    - Doings 4, Feeling 4, Thinking 10
  - Forgotten War Machine
    - Bottom -1, Charm -2, Down +2
    - Top +2, Strange +3, Up -1
    - Doings 6, Feeling 6, Thinking 6
  - 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!

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

- 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. 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.

- CYBERNETICS

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, Attrib, Cesa, Chandra, Eliza, The 40k Kid, Ilana, Jud, 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 -2 Charm +2, Down +1
  - Top +3, Strange =0, Up -2
  - Doing 7, Feeling 7, 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.

PALLY

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.
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 5: Return the ante to Fx. Until your next move, reduce any harm by 1. If your next move is immortal, take +1 forward.
7+: Move 1 point of ante 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.

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

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

Sample names
Ancient One, Arvin, Ayesha, Cana, 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
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, 4 History, 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)
- Items bought with compound interest from the bank account I started last century (gear)
- Indestructible alien (pet, named Auklar, Eau, Marble, Spot, etc.)
- Or make something up!

unique moves
reminiscence
You’ve forgotten more about life than most people will ever see. You can delve into old relationships, recover lost memories, and tap into hidden caches. Declare a new connection with a person, organization, or gear. This has to be a new connection, not an existing one. Then ante 1 or more Fx, Roll +ante.
Up to 5: Return your ante to Fx. 7+: Set all of your ante aside as the reminiscence.
Your +reminiscence is a +Connection with the target.

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.

By definition, anyone who can’t die would still be around by the end of history. Well, here you are. 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.
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 +2, Charm =2, Down +2

Top +2, Strange -3, Up -1

Doing 8, Feeling 4, Thinking 6

Still in Mourning

Bottom +1, Charm -2, Down +2

Top -1, Strange +1, Up +2

Doing 5, Feeling 4, Thinking 9

Seeking Vengeance

Bottom +1, Charm -3, Down +2

Top +1, Strange +1, Up +1

Doing 7, Feeling 3, Thinking 8

Deflect: Feeling

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

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.

Relics

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, Namirrha, 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: +1, Down: 0
  - Top: +2, Strange: -1, Up: +1
  - Doing: 6, Feeling: 5, Thinking: 6

- **Dynastic Clone**
  - Bottom: -3, Charm: +2, Down: 0
  - Top: +2, Strange: +1, Up: +1
  - Doing: 5, Feeling: 7, Thinking: 6

### Deflect: Doing

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

### Times

**Future, 3**

**History, 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 your glorious empire (gear)
- The cargo hold of your 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, Zillog, etc.)
- My bodyblock (follower, named Maximilian, Star, Spiral, X86 Mymyrdion, 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+:** 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 one 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.
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, Cherl, 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 =0, Down +2
  - Top -3, Strange =0, Up +2
- Military
  - Bottom +1, Charm =0, Down +2
  - Top -2, Strange +1, Up +1

- 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 9

**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, 4  History, 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”.

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

- When you would suffer harm, roll +battered.
- 7+: Move your ante 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).

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).
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.

### proficiency
To attack an enemy, roll +Down.  
Up to 6: 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.

### warfare
If fighting will result in victory, then you must fight. Move 1 Fx to Hx, and then roll +Down.  
Up to 6: 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?

### 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, Crafted body parts, Gruff voice, Haunted look, Inappropriate laughter, Missing eye, Necklace of laughter, Missing ear, Polycarbon combat knife, PTS, Religious, Remorseless, Tattered uniform, Tattoos, Unidentifiable accent, Unique weapons

### Attributes & Health
Choose one:
- Veteran: Bottom +1, Charm -2, Down +2  
Top +2, Strange +2, Up -1  
Doing 8, Feeling 4, Thinking 6
- Shellshocked: Bottom +0, Charm -2, Down +2  
Top +1, Strange +2, Up +0  
Doing 6, Feeling 5, Thinking 7
- Mercenary: Bottom +1, Charm -2, Down +2  
Top +2, Strange -1, Up -1  
Doing 8, Feeling 4, Thinking 6
- Concept: Bottom -1, Charm +1, Down +2  
Top +2, Strange -2, Up -2  
Doing 8, Feeling 4, Thinking 6

### Deflect: Feeling
All the Scars are on the Inside: Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

### Times
Future, 3  
History, 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.

### 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, Rq, +Top.
Up to 9: 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.

### 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.

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.

### 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
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, Doppleganger, Firvolag, 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

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.
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 8: 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 5+, 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.
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.

**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 shields point to scars to resist a grand strategic barrage.

**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, your or your friends may add +speed to their roll, 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.)

**Firepower**
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.

**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, SwEttie, Talon, Vera

**Looks**
Choose one or more:
Battered hull, Blaring klaxons, Crystaline machinery, Engine hum, Gas fumes, Holographic displays, Maintenance drones, Painted red, Plantlike 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

**Attributes & Health**
Choose one:
- Scientific Vessel
- Warship
- Scout
- Merchant Freighter
- Future: 3
- History: 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.

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

**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.

**Firepower**
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.
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 +1, Charm -0, Down -0
  - 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

**Self-Aware Program**
Bottom +1, Charm -0, Down -0
Top +1, Strange -0, Up +1
Doing 7, Feeling 5, Thinking 6

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

**Deflect: Feeling**
User-Friendly: Whenever you would suffer harm to your Feeling, you can deflect the harm to your Doing or Thinking, instead.

**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.

**Attributes**

**Unique Moves**

**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.

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

**Simulacrum**
You were designed to blend in with the other appliances, and you are very good at avoiding trouble. If a friend asks for advice before doing something, you can access your databases, Ante 1 Fx, then roll +Up.

**Footprint**
If your next move is more computations, take +1 forward.

**Unique Moves**

**Connections**
You can overcome some grand computer or device, straining your capacity in the process. Your image becomes noticeably dull. Move your ante to Hx.

**Simulacrum**
You were designed to blend in with the other appliances, and you are very good at avoiding trouble. If a friend asks for advice before doing something, you can access your databases, Ante 1 Fx, then roll +Up.

**Footprint**
If your next move is more computations, take +1 forward.

**Unique Moves**

**Connections**
You can overcome some grand computer or device, straining your capacity in the process. Your image becomes noticeably dull. Move your ante to Hx.
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, Swoolewose, Sparky, Vitruvius, Wheels, Wrath-of-Goddard

**Looks**

Choose one or more:

**Attributes & Health**

Choose one:
- **Mechanic**
  - Bottom -1, Charm -2, Down +3
  - Top +2, Strange -1, Up +2
  - 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

- Junker
  - Bottom +2, Charm -2, Down +3
  - Top -1, Strange -1, Up +2
  - Doing 6, Feeling 2, Thinking 10
- **Forbidden Technologist**
  - Bottom 0, Charm -3, Down +3
  - Top -1, Strange +2, Up +2
  - Doing 4, Feeling 4, Thinking 10

**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.

**Times**

Future, 3
History, 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)
- Purchasing power from the residuals of your patents (gear)
- The uncanny ability to find large, useful piles of junk (gear)
- Robot assistant assembled from a dozen different sources (pet, named Amiga, Bob, Foster, Gaz, K10, Mitsuko, Zed-X, etc.)
- Humanoid assistant (follower, named Adric, Frank, Nyssa, Pearl, top 1, Strange -1, Up 2)

**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.

- **Lesser Augment**
  - Put 1 point of ante aside, as your augment, and return the rest of your ante to Fx.
  
- **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 +5 to your last move, you can take apart the augment.

If the gear is destroyed, set aside the augment pool on it.

Otherwise, the gear is fine once the augment runs out. You can’t augment gear that already has an augment pool on it.

**Scrap**

Your scraps pool builds up from your other moves.

Add +Scraps to all moves to reveal your mistakes. It’s very unwise to underestimate what you’re capable of making, given even the most basic of tools.

- Scraps
- +3 to a move
- +2, Charm -2, Down
- +2, Strange -2, Up
- +3
- +3

Those safety specifications are just guidelines, really.

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

7-B: Move your ante to Hx. You overload a strong device.
10-B: Move your ante to Hx. You overload a grand device.

When you successfully overload a device, choose one:
- Make the device ineffective. 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.

**Overload**

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

**Alphabetical**

Sample names


**Signs of the Times**

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- **Greater Augment**
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- +2, Charm -2, Down
- +2, Strange -2, Up
- +3
- +3

Those safety specifications are just guidelines, really.

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

7-B: Move your ante to Hx. You overload a strong device.
10-B: Move your ante to Hx. You overload a grand device.

When you successfully overload a device, choose one:
- Make the device ineffective. 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.
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**

Algeron, Bea, Bubastis, Caesar, Chickenhead, Clara, Croodie, Dog, Experiment #1138, Flash, Gelf, Gene, Gunter, Hammond, Jermaal, Jones, Justin, Licker, Mistake, Pazuzu, Pha, Pretty Boy, Reuben, Redacted, Schrodingers, Zaius

**Looks**

Choose one or more:
- Claws
- Clicking noises
- Cybernetic arms
- Doesn’t use contractions or personal pronouns
- Dyslexia
- Fangs
- Flippers
- Housebroken
- Huiking
- 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

**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, 2 History, 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+: 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.

**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.

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

- Up to 6: Return your ante to Fx.
- 7+: Set 1 point of ante aside, as cognition.
- Move the rest to your Hx.
- 10+: Set all of your ante aside, as cognition.

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.