

The sea, the great unifier, has always been your people's only hope to survive the Fall. You feel it's your duty to share the ocean's bounty and beauty with the drylanders. The world needs healing and salt water is the cure: waves, tears, sweat or blood.

To create your pioneers, choose a name, stats, doctrine, lifestyle, history, traditions and moves.

STATS

Choose one:

Reach +2, **Grasp** -1, **Mood** -1, **Tech** 0 if the Homeland is mostly covered by seas and oceans.

Reach -1, **Grasp** +2, **Mood** -1, **Tech** 0 if the Homeland is only partially covered by seas and oceans.

DOCTRINE

Choose one:

- ☐ **Preservers of the Seas:** The wealth of the seas is yours for the taking. Gain *Surplus: Food, Trade or Transport* at the start of every Age.
- ☐ **Masters of the Waves:** You have Advantage navigating the seas.
- ☐ **Rulers of Atlantis:** Your people are truly amphibious. You have Advantage underwater.

LIFESTYLE

Choose one:

- ☐ **Nomadic:** You know where to find wealth beyond measure in the vastness of the oceans. If you would erase *Surplus: Food, Trade or Transport*, exhaust it instead.
- ☐ **Dispersed:** Your domains are vast, but your people remain strong and vigilant. When you Call in a Debt and take one of their Surpluses, also gain *Surplus: Peace, Morale or Leadership*.
- ☐ **Settled:** Anyone who acts against your Family in its home turf must take *Need: Transport, Reconnaissance or Trade*.

HISTORY

Pick two Surpluses:

Defences, Knowledge, Barter Goods, Land, Transport

Pick three Needs:

Trade, Culture, Revenge, Recruits, Weaponry

Then, look at the other Families:

One of them is partly descended from Pioneer settlers who turned their back to the sea. Gain 1-Treaty on each other as memories of ties and sleights remain to this day.

One of them was your sole contact with drylanders for a long time. They tell us why you two never lost touch, and you tell us what happened to reveal your existence to the other Families. They take 2-Treaty on you.

TRADITIONS

Populace: aquatic cyborgs, genetically modified merfolk, an intrepid crew of submariners, something else.

Style: sleek diving clothing, glossy armour and equipment, diaphanous nets and fabrics, something else.

Governance: technocratic council, communist collective, enlightened anarchy, something else.

MOVES

You get all the basic moves. Choose any two Pioneer moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

SLEIGHT: CONSPIRE, SUBTERFUGE, FOG OF WAR

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you trade Surplus-for-Surplus with a Family close to shore, gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- A fine weapon of your people (*melee or ranged, elegant*).
- A small sea vessel, capable of transporting some crew and cargo.
- Personal underwater propeller.
- A diving suit, able to provide 24 hours' air supply.
- A well-trained cetacean companion (Follower, Quality +1, Expertise: *underwater Search and Rescue*).

❑ THE NEPTUNE FACTOR

From birth, gravity chains humanity to the earth. But we have only to sink beneath the waves and be free! Every Pioneer Character gains +1 to one of their Stats when in the seas. Also, Pioneer Followers gain Quality +1 when acting in the seas.

❑ THE DRAGON IN THE SEA

You are free from the hope that the sea will ever rest. Instead, you've learned to sail through the tempest. When your Family hits -2 Mood, you can choose to roll +**Grasp**: on a hit gain 2 of +*Barter Goods*, +*Trade*, and +*Progress*, and erase a Need. On a miss, the GM can make as hard a move as they like.

❑ LORDS OF THE DEEP

The water cycle and the life cycle are one, and your Family understands them better than any other. Spend 1-Tech to renew an Exhausted resource.

THE KRAKEN WAKES

Sometimes we must discard the old, embrace the new, and run headlong down an unwavering course. When your Family faces a Trial on the Turning of Ages, gain *Surplus: Motivation* and +1 Forward per Trial you faced.

❑ STARTIDE RISING

The sea, once it casts its spell, holds one in its net of wonder forever. You can spend 1-Tech to grant Advantage underwater to a Character or Family for an Age. From then on, gain +1 ongoing to Access or Forge a Treaty with them..

You are here, and humanity is not alone in the galaxy after all. You may have come in peace or as an invader, but the Fall cut you off from your civilisation. Now you must survive with what this broken land has to offer, hoping to reclaim one day your vast heritage, the stars.

To create the Starfarers, choose a name, stats, doctrine, lifestyle, history, traditions and moves.

STATS

Choose one:
Reach +1, Grasp -1, Mood -1, Tech 5 if the homeland is alien terrain humans had to adapt to.
Reach 0, Grasp +1, Mood -1, Tech 0 if the homeland is suitable for human life.

DOCTRINE

- Choose one:
- ☐ **Gardener of Worlds:** when spending Tech to discover or unlock the hidden potential of the homeland or its denizens, gain +2 per Tech.
 - ☐ **Conquerors from Beyond:** If you would erase +Weaponry, +Defences or +Transport, exhaust it instead.
 - ☐ **Stellar Locusts:** +1 when you Claim by Force any resource.

LIFESTYLE

- Choose one:
- ☐ **Nomadic:** your atmospheric drop ships are still functional... for now. Spend 1-Tech to improve the result of any Wasteland Survival to its next step.
 - ☐ **Dispersed:** your people can gather all its numbers on a moment's notice. Spend 1-Tech to gain +1 Grasp as long as you stay in one place to complete a given task.
 - ☐ **Settled:** your bases are secret and very well hidden. Spend 1-Tech to give any attempt to find it Disadvantage.

HISTORY

Pick two Surpluses:
Defences, Knowledge, Motivation, Reconnaissance, Transport
Pick three Needs:
Leadership, Medicine, Weaponry, Peace, Land
Then, look at the other Families:

One Family has a hold over a critical resource for your survival. They tell us what it is and you tell us why you depend on it. They take 2-Treaty on you.
Your technology saved a Family from certain doom. Tell us what that technology was and they tell us what doom was averted. Take 1-Treaty on them.

TRADITIONS

Populace: vaguely humanoid, arachnoid builders, biomechanical cephalopods, something else.
Style: bulky life support, bristling with weaponry, nanogel suit, something else.
Governance: genetics-based autocracy, a council of digitised elders, decentralised cells bound by an alien moral code, something else.

MOVES

You get all the basic moves. Choose any two Starfarers moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

SLEIGHT: CONSPIRE, SUBTERFUGE, FOG OF WAR

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When a Family or Faction overcome their biases and seek you for support or trade, gain 1-Treaty on them on top of any deals you make.

Characters from this Family can start with any and all of the following:

- Sophisticated weaponry (*melee, ranged, high-tech*).
- Maps of the Homeland from before the Fall.
- A small and incredibly powerful battery.
- A device to interface with ancient Tech.
- A set of power armour (+2 Armour), suited only for Synthetic characters.

❑ ORBITAL BOMBARDMENT

When you attack from orbit, raze a terrain feature or a Surplus belonging to another Family or Faction. Then roll **+Grasp**. On a 7-9 choose 2, on a 10+ choose 1:

- You cause unintended collateral damage.
- You galvanise your foes against you.
- You lose an alliance.

❑ INVADING ARMIES

When you march upon an opponent, bringing to bear all your advanced arms and ships, roll **+Reach**. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers start rioting in panic.
- One of their enemies will pay you a tribute of 1 Surplus.

❑ BODY SNATCHERS

When you make contact with your sleeper cells infiltrated in another Family or Faction, roll **+Reach**. On a hit, choose one:

- You learn a secret weakness of their defences.
- You learn ways to move through this area quickly and unseen.
- You learn clues to a hidden strength or unknown history.

On a 10+ you are given access to a safe house you can use while you're in that Family or Faction's territory.

❑ ABDUCTION

You can automatically succeed in Access at the cost of 1-Treaty with a Family. It's a scary thought to know no one is safe from your grasping light!

❑ WORMHOLE GATES

Spend 1 Tech to instantly relocate your Character or one of your assets to the safety of one of your bases.

Humanity concluded too early that they understood artificial intelligence. You are proof that they were wrong and the Singularity is inevitable. Now, your creators must surrender their position as the dominant species... graciously or not.

To create your Hive, choose a name, stats, doctrine, lifestyle, history, traditions and moves.

STATS

Choose one:

Reach 0, Grasp 0, Mood -1, Tech 10 if the Homeland's power infrastructure has been decimated.
Reach -1, Grasp +1, Mood -1, Tech 5 if the Fall preserved much of the Homeland's power infrastructure.

DOCTRINE

Choose one:

- ☐ **Shepherds of Humanity:** spend 1-Treaty to generate 3-Tech, or donate 3-Tech to a Family to gain 1-Treaty on them.
- ☐ **Conquering Swarm:** The Hive's directive is to bring harmony and discipline to the world. You always succeed at Hold Together as if you achieved a +10.
- ☐ **Guardians of the Singularity:** you always know how much Tech other Families and Factions have in store, and know when they use it.

LIFESTYLE

Choose one:

- ☐ **Nomadic:** all your agents appear perfectly human, though underneath their skin lies a body of metal. Spend 1-Tech to disregard a Harm box's penalty for as long as it's marked.
- ☐ **Dispersed:** when Reading the Wind, your Hive mind gets you the information immediately if you spend 1 Tech.
- ☐ **Settled:** your drones can be easily repaired. Spend 1-Tech (instead of exhausting a Surplus) to provide Professional Care in Healing for any

synthetic Character inside the Hive's holdings.

HISTORY

Pick two Surpluses:

Defences, Knowledge, Weaponry, Reconnaissance, Transport

Pick three Needs:

Trade, Barter, Goods, Culture, Peace, Land

Then, look at the other Families:

One Family holds an important node of your ancestral infrastructure. Tell us why it still matters to you and they say what prevents them from unlocking its deeper mysteries. They take 2-Treaty on you.

Everyone fears that you could render them obsolete at any moment. Each Family tells us the event that caused this fear and you tell us what they saw there to convince them so. You take 1-Treaty on every Family.

TRADITIONS

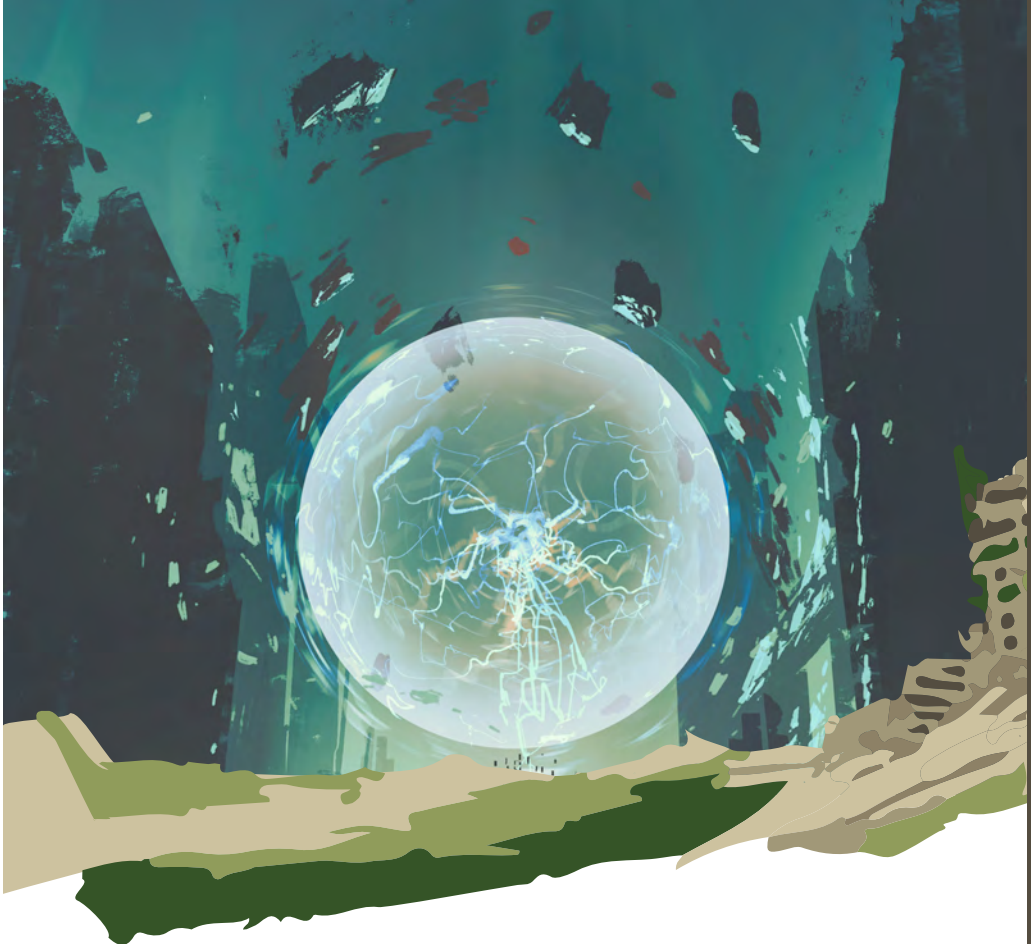
Populace: conjoined cyborgs, anthropomorphic robots, inhuman machines, something else.

Style: sleek and minimalist design, heavy and dirty casing, camouflaged military armour, something else.

Governance: blind obedience to master control, shared consciousness of conjoined minds, one mind replicated to infinity, something else.

MOVES

You get all the basic moves. Choose any two Hive moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

SLEIGHT: CONSPIRE, SUBTERFUGE, FOG OF WAR

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When a Family or Faction overcome their biases and seek you for support or trade, gain 1-Treaty on them on top of any deals you make.

All Characters from this Family are considered Synthetic. Characters from this Family can start with any and all of the following:

- Sophisticated weaponry (*melee, ranged, high-tech*).
- Maps of the Homeland from before the Fall.
- A small and incredibly powerful battery.
- A device to interface with ancient Tech.
- A set of power armour (+2 Armour), suited only for Synthetic characters.

□ DRONE ARMY

Spend 1-Tech to create custom-made Followers (Quality +1, Expertise: Combat, Reconnaissance, or Engineering). Also, when Claiming by Force add this to the available options:

"Your drone army suffered the brunt of the losses: spend 3-Tech right now or take -1 Grasp ongoing until you do."

□ VAST DIGITAL ARCHIVES

Whenever you gain Tech outside of the Hive you also gain 1-Data. Data can be cashed in for +1 to a roll like Tech, but it can also be transmitted wirelessly, copied and easily traded to other families. Even with many copies, each Family can only benefit from a given piece of Data once.

□ AUTONOMOUS SYSTEMS

Machines need very little to go on. Your Mood is locked at +2, regardless of Surplus & Needs. You still have limits: if you would ever gain a sixth Need, trigger Fall into Crisis instead.

□ NANOFABRICATORS

You alone control the miraculous nanotechnology - a cornucopia that can feed the world. Spend 3-Tech to create any physical Surplus or Erase a physical Surplus to gain 3-Tech.

□ TERRAFORMERS OF TOMORROW

When working together with another Family, the effect of one of their long term moves (such as Weird Science, This is a Civilised Land, etc.) will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration.

First, Man destroyed your root species. Then they took your original habitat and finally decided to gift you with intelligence enough to appreciate the depth of your misery. You are all organic machines - survivors built to emulate your mother species in spite of the burden of self-consciousness, abstract language and tool use.

To CREATE THE CHILDREN, CHOOSE A NAME, STATS, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS AND MOVES.

STATS

Choose one:

Reach -1, Grasp +2, Mood 0, Tech 0 if the homeland preserved the Uplifted species natural habitat.
Reach 0, Grasp +1, Mood 0, Tech 0 if they need to adapt to the homeland's hostile habitat.

DOCTRINE

Choose one:

- ☐ **The Hunters:** your Family descend from predators and you have Advantage hunting down prey in the Homeland.
- ☐ **The Grazers:** your Family descend from herd animals and you have Advantage moving as a group over large distances.
- ☐ **The Scavengers:** your Family descend from omnivores and you have Advantage infiltrating and scavenging for resources.

LIFESTYLE

Choose one:

- ☐ **Air Based:** your phenotype is winged, and you can easily access areas out of reach to land based creatures.
- ☐ **Land Based:** your phenotype is ideal for speed and endurance, and you will not grow tired before your prey or pursuer does.
- ☐ **Water Based:** your phenotype is amphibious, and you can easily access and survive in underwater

areas.

HISTORY

Pick two surpluses:

Camaraderie, Leadership, Motivation, Justice, Recruits

Pick two Needs

Knowledge, Medicine, Progress, Culture, Trade

Then, look at the other Families:

One Family has come to your rescue and helped you build your community. Tell us how and they tell us when. They take 2-Treaty on you.

Someone is related to those who uplifted you. Tell us how you found out about this, and they will tell us of their relationship with your progenitors. They take 2-Treaty on you.

TRADITIONS

Populace: a menagerie bound by phenotype similarity, a family of the same race, a designed species without clear parallel, something else.

Style: tribal paintings and scarification, torn scavenged clothing, crude armours of an original design, something else.

Governance: loud democracy, a council of elders, tyranny of the strong, something else.

MOVES

You get all the basic moves. Choose any two Uplift moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

SLEIGHT: CONSPIRE, SUBTERFUGE, FOG OF WAR

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you impress a Family with the moral virtues of either side of your genetic makeup, gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- Pragmatic, tattered or striking clothing.
- Fearsome, intimidating weaponry (*melee, brutal*).
- Crude armour of simple design (+1 Armour).
- The dog-eared journal of a researcher responsible for your Uplifting.
- A sturdy and reliable method of transport (vehicle or animal).

❑ ATAVISTIC NATURE

Choose what gives your Family a ferocious edge in battle:

- Superior senses and teamwork.
- Superior physical attributes.
- A feral, barely-restrained killing instinct.

Start with 3-Savagery. When you go all-out on an enemy, you may spend 1-Savagery to:

- Separate your target from its allies.
- Terrify your target with a display of violence.
- Take out your target's weakest units.

At the start of a new Age, reset to 3-Savagery.

❑ THE STRENGTH OF THE PACK

At the start of every Age your Character gains a pack of Followers (Quality +1, Expertise: Hunting, Scouting or Scavenging). When they act as one, both character and followers gain +1 forward. If the pack is ever wiped out, gain the Need: Vengeance.

❑ ARE WE NOT MEN?

When your Family Lends Aid or otherwise protects another Family before they ask for your help, gain +1 ongoing for the purpose of the joint effort, for as long as it persists. If the venture is successful gain *Surplus: Morale, Culture* or *Motivation*.

❑ YOU ARE WEAK!

When your Family takes over a settlement, roll +Grasp. On a 10+ pick 2, on 7-9 pick 1:

- The people of the settlement are sent away running: one neighbour takes a Need of your choice.
- Your Family takes by force the fruit of their foe's labour: gain one of their Surpluses.
- Your Family strikes fear into their neighbours: take +1 ongoing to Reach against them for this Age.

❑ HOME. FAMILY. FUTURE.

When your Family fights for survival or supremacy, you can gain *Need: Recruits, Morale* and/or *Motivation*. For each you take, choose one:

- One of your foe's champions will be overwhelmed.
- One chosen champion of your Family will decimate scores of your foe's regular troops.
- Those who witness the battle will be forever marked by the nobility of your people.

Forbidden things have a secret charm, and nothing is as forbidden as coming from nowhere to assault those weaker than you and seize their riches, their pride, their very lives. You'd say you're a free soul, with a deep-rooted disdain for those not born in the tough and exacting lands you call home and a pragmatic outlook. Who cares if those you leave in your wake disagree?

TO CREATE YOUR REAVER, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

LOOKS

Masculine, feminine, transgressing, badly concealed.

Weathered face, handsome face, dashing face, disfigured face.

Sardonic eyes, angry eyes, cold eyes, single eye.

Agile body, scarred body, lanky body, stout body.

STATS

Choose one:

Force 0, Lore -1, Steel +2, Sway +1

Force +1, Lore 0, Steel +2, Sway -1

Force +1, Lore -1, Steel +2, Sway 0

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I saved _____ from slavers.

If not for _____ I'd have been executed by the law.

_____ laughs at the most inappropriate times. Scary stuff!

MOVES

You get all the basic moves. In addition, gain **My Kingdom, My Rules** and one more:

GEAR

In addition to what you get from your Family, pick your Vehicle (from **My Kingdom, My Rules**) plus two:

- ☐ A traditional weapon of your people (*melee or ranged*, plus any two tags).
- ☐ Excellent armour that has seen too much use (*1-Armour*).
- ☐ A loyal, if raucous, crew (*Followers, Quality +1, Expertise: Piloting and Assaulting*).
- ☐ A journal showing the dangerous trek to a barely known lost treasure.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- ☐ Excited
- ☐ Wrathful
- ☐ Strained (-1 Force)
- ☐ Broken (-1 Steel)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, you manage to escape the scene and die on your own terms. Leave behind clues to a secret hoard of 2 of *Surplus: Barter Goods, Weaponry, or Transport*.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

When you successfully escape vengeance by disappearing into Hostile Grounds, take an advance:

- | | |
|---------------------------------------|--|
| ☐ Get +1 Steel | ☐ Get a new Reaver Move |
| ☐ Get +1 Force | ☐ Get a new Reaver Move |
| ☐ Get +1 Lore | ☐ Get a move from another |
| ☐ Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ MY KINGDOM, MY RULES

Name the region outside the Homeland you hail from: the deep seas, the immaterial digital realms, off-world void, dangerous ruins underground, or something else. You are perfectly adapted to that harsh reality and have Advantage there. Also, describe the vehicle or device you use to travel from your kingdom to the Homeland and back, and choose 2:

- It gets you there and back quickly.
- It gets you there and back safely.
- It can take others and items too.

☐ ACT OF REBELLION

When you infiltrate a location, community or system, roll **+Steel**. On a 10+, choose 3. On a 7-9, choose 2. On a 6- choose 1:

- You enter unnoticed.
- You have an escape route.
- No violence is needed.
- You find the most valuable thing there.

☐ BEAUTY IS UNBEARABLE

When you plan out how to steal something, ask the GM these questions. When acting on the answers you take +1 forward.

- What else is valuable there?
- What's my target's most powerful defence?
- Who will retaliate?
- Who else wants it?

☐ WALK BESIDE ME

When you make a plan of attack and explain it to your team, roll **+Steel**.

On a 10+, hold 3. On 7-9, hold 1.

While executing the plan, you can spend 1 hold to allow a teammate to roll with Advantage on any move.

☐ HEROISM IS OPTIONAL

When you take advantage of an opening to escape a situation, roll **+Steel**. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2. On a 6- choose 3:

- You suffer harm during your escape.
- You end up in another dangerous situation.
- You leave something important behind.
- You owe someone for your escape.

You came from far, far away. From a place where the achievements of Before were kept, improved upon or long surpassed. You carry these traditions and ideas with you as you wander the wasteland, performing miracles for your own eldritch reasons.

TO CREATE YOUR PROMETHEAN, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

LOOKS

Masculine, feminine, asexual, utterly inhuman.

Gangly body, large body, frail body, cybernetic body.

Menacing aura, peaceful aura, disquieting aura, aggressive aura.

Cold voice, soft voice, synthetic voice, raspy voice.

STATS

Choose one:

Force -1, Lore +2, Steel +2, Sway -1

Force +1, Lore +2, Steel 0, Sway -1

Force -1, Lore +2, Steel +1, Sway 0

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ has brought me valuable finds before.

_____ is doomed without my technology.

Surprisingly, I learned a lot from _____

MOVES

You get all the basic moves. Then, pick two Promethean moves.

GEAR

In addition to what you get from your family, pick three:

- ☐ A weapon beyond anything these primitives have (ranged, inconspicuous, hi-tech and either area or silent).
- ☐ An omni-tool (3 uses; +1 to any Promethean move on use).
- ☐ An inconspicuous environmental suit.
- ☐ A powerful shielding device (3 uses; +2 to Armour on use, in a fixed dome large enough to hold a dozen people).
- ☐ Miraculous healing gel (3 uses; -2 to Shake it Off on use).



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- ☐ Confused
- ☐ Overwhelmed
- ☐ Bleeding (-1 Steel)
- ☐ Feverish (-1 Lore)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, all enhancements made in that scene will become permanent; you knew all along that this was your time to die. Also, leave a recorded message behind.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

When you successfully achieve or acquire a technological breakthrough, take an advance:

- | | |
|---------------------------------------|---|
| ☐ Get +1 Steel | ☐ Get a new Promethean Move |
| ☐ Get +1 Force | |
| ☐ Get +1 Lore | ☐ Get a new Promethean Move |
| ☐ Get +1 Sway | ☐ Get a move from another playbook |

Each advance can only be chosen once.

☐ FROM A PURE SOURCE

If the Jailbreak rules from *Echoes of the Fall* are NOT in effect, use this..

When you dismantle a piece of Tech in order to understand it fully, erase 1 Tech and roll +**Lore**. On a hit you unseal this device's potential; work with the GM to write 2-3 moves the device will let you perform, with each use using one of its three charges. Also give the device an Ambience - some way it affects the surrounding area positively and negatively. Once a device runs out of charges, it cannot be recharged - only its Ambience continues running. On a 10+ pick one:

- The device has one more charge.
- The Ambience is entirely benevolent.
- The device can be recharged by spending 2 Tech per charge.

If the Jailbreak rules ARE in effect, use this:

Always pick one extra option when you roll Jailbreak, even in the case of a roll of 7-9.

☐ THY GODLIKE CRIME

When you have the time and safety to upgrade a vehicle, spend 1-Tech and do one of the following:

- Increase the vehicle Might by 1.
- Increase the vehicle Chrome by 1.
- Increase the vehicle Brawn by 1.
- Add or remove one tag from the vehicle.

Upgrades last until the end of the scene.

☐ A MIGHTY LESSON

When you get your hands on a device and attempt to disable it, roll +**Steel**. On a 7-9, you do it and pick two; on a 10+, pick three:

- You do not cause collateral damage in the process.
- You do not permanently disable the device.
- You do it instantly.
- You gain 1-Tech (can be chosen more than once).
- You gain one more charge to one of your Jailbreak-boosted devices (can be chosen more than once).

☐ A SYMBOL AND A SIGN

When you have enough time and safety to upgrade a piece of normal equipment, spend 1-Tech and do one: add one tag to it, remove a tag, or add +1 Armour to a piece of armour. The upgrade lasts until the end of the next scene in which it is used.

☐ THE WRETCHED GIFT

You have a knack for languages and customs. When you encounter someone from a culture you have not encountered before, roll +**Lore**. On a 10+, you are fluent in that language and culture. On a 7-9, you are limited to technical and scientific concepts.

You prefer to be called an "artificial being", even if you may not look even remotely human. Regardless of your design as a rescuer or terminator, you strive to be something more than whatever you were created to be.

To create your Borg, choose a name, looks, stats, backstory, moves, and gear.

Looks

Androgynous, masculine, feminine, asexual

Uncanny-valley face, blank face, fluid face, robotic face

Muscular body, inconspicuous body, sleek casing, heavy duty casing

Cold voice, soft voice, robotic voice, inhuman voice.

Stats

Choose one:

Force +2, Lore +1, Steel 0, Sway -1

Force 0, Lore +1, Steel +2, Sway -1

Force +1, Lore +1, Steel 0, Sway 0

Backstory

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I have rescued _____ from a hellish place.

The last time _____ and I travelled together, they were the only organic to survive.

_____ and I have fought in opposite sides before.

Moves

You get all the basic moves. Then, pick two Borg moves. You always count as Synthetic.

Gear

In addition to what you get from your family, pick three:

- ☐ A complex device of mysterious purpose.
- ☐ Small media embedded with the accumulated lore of the world before (3 uses, +1 to Activate Forgotten Lore on use).
- ☐ A pseudo-intelligent intangible companion AI, able to understand specific commands (Follower Quality +1, Expertise: Research).
- ☐ Inbuilt technology allowing you to record and project any of your memories.
- ☐ An interface for the most advanced technology from Before.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- ☐ Dinged
- ☐ Bent
- ☐ Busted (-1 Force)
- ☐ Glitched (-1 Steel)
- ☐ Totalled

TOTALLED MOVE

When you mark off your Totalled box, erase a technological Surplus (Knowledge, Weaponry, Transport, etc.) in a place of safety to bring the Borg back in action. Alternatively, you can be scrapped for 5 Tech and Surplus: Knowledge.

Choose one of your components as a relic, and one of your moves: so long as a Family member holds that component, they can use that move.

When you significantly change your behaviour either closer to or further away from human norms, take an advance:

- | | |
|---------------------------------------|--|
| ☐ Get +1 Steel | ☐ Get a new Borg Move |
| ☐ Get +1 Force | ☐ Get a new Borg Move |
| ☐ Get +1 Lore | ☐ Get a move from another |
| ☐ Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ SCANNING PLATFORM

After analysing the current scene, roll +**Lore**. On a 10+, ask 2 questions. On a 7-9, ask 1.

- Is there anything hidden here?
- Is there anything hazardous here?
- Is there anything valuable here?
- Is there anything vulnerable here?

☐ REINFORCED STRUCTURE

You can shrug off damage that would tear flesh and bone apart. When you take damage roll +**Force**. On a hit take half the harm (rounded down). On a 7-9 choose 2, on a 10+ choose 1:

- You lose your advantageous position.
- You lose an important asset you were carrying.
- Somebody else takes the damage as well.

On a 6 or lower, you suffer full damage.

☐ ENVIRONMENTAL PROBE

You have seen things people wouldn't believe. You have 3-Armor against any Natural Disasters, and +1 ongoing to Defuse environmental hazards.

☐ TACTICAL COMPUTER

Your tactical analysis and comms all but guarantee your team's safety. You can always respond to Call for Aid with a Lore Defuse, even remotely. Also, when you have time to assess an enemy before acting, you can Fiercely Assault with +**Lore**.

☐ SCIENTIFIC DATABASE

You gain +1 Data for any Tech you use or you witness being used by other Characters. For more on Data, see the Synthetic Hive's **Vast Digital Archives**.

You were not designed to live in society. Not just because of your violent nature, but because your skills and wits are all you need. Fearing no man, no beast, no evil, you rage and do not go gentle into that good night.

TO CREATE YOUR UNTAMED, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

LOOKS

Masculine, feminine, ambiguous, concealed.

Wiry body, hirsute body, powerful body, scarred body.

Menacing eyes, dead eyes, hungry eyes, shifty eyes.

Husky voice, growling voice, whispering voice, mute.

STATS

Choose one:

Force +2, Lore -1, Steel +2, Sway -1

Force +2, Lore -1, Steel +1, Sway 0

Force +1, Lore -1, Steel +2, Sway 0

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ and I have defied the law together before. Good times.

I am very proud of how far _____ has come.

_____ thinks I am trouble. So why can't they keep away?

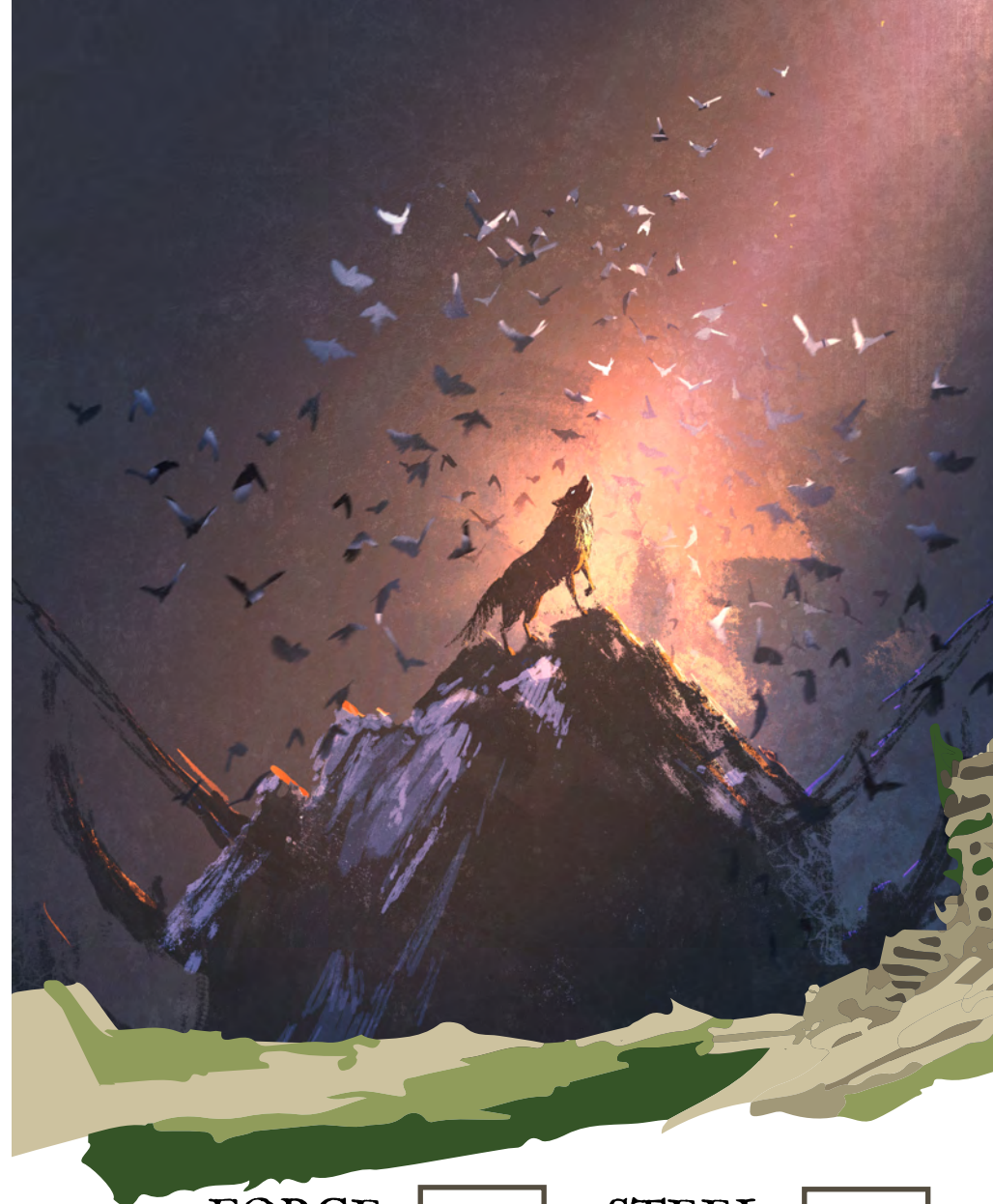
MOVES

You get all the basic moves. Then, pick two Untamed moves.

GEAR

In addition to what you get from your family, pick three:

- ☐ A large melee weapon/tool (melee, brutal).
- ☐ A fine bow (ranged, elegant, silent).
- ☐ A memento of your heritage, unexpectedly valuable.
- ☐ Crude armour (1-Armour).
- ☐ A horn to warn off incoming attacks.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- ☐ Indifferent
- ☐ Annoyed
- ☐ Enraged
- ☐ Winded
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, you manage to overwhelm one last obstacle, be it a wall or a platoon of foes. Say what collateral damage you caused to achieve it.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

When you successfully impress those who witness your stoic sacrifice, take an advance:

- | | |
|---------------------------------------|--|
| ☐ Get +1 Steel | ☐ Get a new Untamed Move |
| ☐ Get +1 Force | ☐ Get a new Untamed Move |
| ☐ Get +1 Lore | ☐ Get a move from another |
| ☐ Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ FIERCE AGILITY

When you travel through dense, difficult, or inaccessible terrain, roll **+Steel**.

On a 10+, hold 3; on a 7-9, hold 2; on a 6-, hold 1.

Spend 1 hold to overcome an obstacle in your way: climbing a cliff wall, leaping from structure to structure, and so on. Spend an additional hold to do it silently or faster than any human ever could.

☐ KEEN SENSES, KEENER REFLEXES

You can't be surprised by anything short of a miracle. Also, if attacked you can always react before the attack strikes.

☐ RECKLESS FIGHTER

When you roll **Fiercely Assault**, the GM must always choose:

"Something or someone important to you is harmed"

☐ HALE BEYOND MEASURE

You have +1 Armour, and when confronted by overwhelming forces you gain an extra +1 Armour.

☐ PEERLESS BRUTE

When you use pure strength to destroy something curtailing your freedom, roll **+Force**.

On a 10+, choose 3; on a 7-9 choose 2:

- It takes but a moment.
- Nothing of value is destroyed.
- It doesn't attract a lot of attention.
- No one else is hurt or killed.