

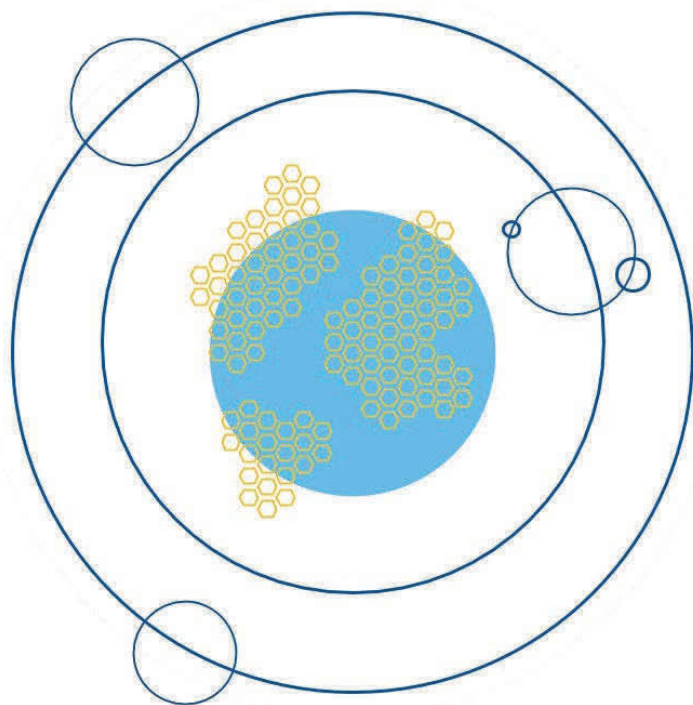
SIXTY MILE SKY

A sci-fi tabletop RPG
by Ben Arndt

Three parallel blue lines in the top-left corner, each starting with a 90-degree turn from horizontal to vertical.

SIXTY MILE SKY

This book would not be possible without the inspiration of the folks at Friends at the Table, the artistic talent and generosity of Max Goldman, and my incredible partner, Damen Marie.



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Foreword

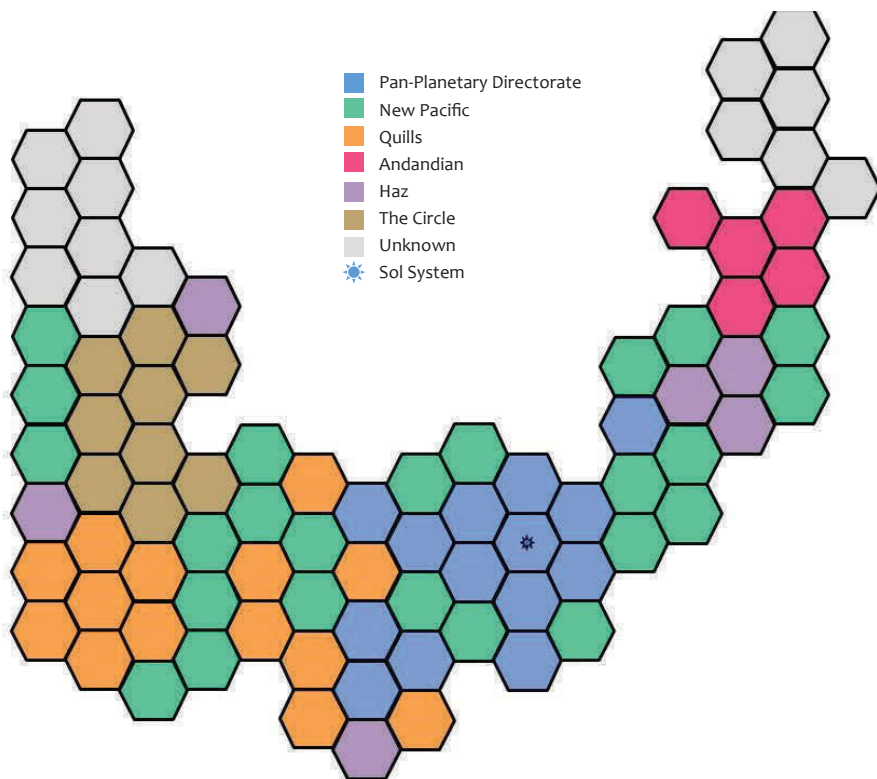
The arguments about whether it was greed, the desire for exploration, or human nature are best left to the scholars. The result of human expansion into the first galactic arm is undeniable: war. As borders expanded faster than the Pan-Planetary Directorate could govern, pioneers who homesteaded new worlds quickly saw less and less reason to obey the strictures of the Directorate, much less support their taxes. Certain planets splintered off, but most joined a new collective, the "New Pacific". This hopeful cooperative was decimated when the PPD retaliated with a new technology that allowed for both tremendous firepower and the pinpoint control, preventing cataclysmic damage in urban areas: the Military Armored Vehicle with Robotic Individual Control. The MAVRIC.

MAVRIC Units were able to control entire cities through a combination of fear and precision. Eventually, guerilla tactics began to outwit their sensors, the colonies developed weapons that could pierce its armor, and so began the galactic arms race. MAVRIC units were shipped out from the Mars rapidly at first, until these began being commandeered. The PPD developed new mechs quickly, many designs receiving only a few prototypes that were sent to the field.

The physical expanse of the New Pacific, forced the PPD to continually tighten its grip on the colony systems it still had control of, garnering continuing sympathy for the movement to secede. When first contact was made with alien races, things changed.

The Haz, a highly regimented species of carapaced nomads triggered a new fear in humanity across the galaxy. While not aggressive, they represented a complete unknown. Shortly after, the discoveries of the Andandians followed by the Quill cemented a belief in humanity for the need of unity. Unfortunately, the PPD and New Pacific had differing views on how this unity should come about.

Today, hostilities are high, but so are hopes. Humanity is on the frontier of a galactic awakening, or it will be destroyed.



There are five known races in the galaxy. Many argue if robots deserve to be counted among the sentient though, in spite of their thriving planets near the galactic center. The Haz have been negotiating colonization treaties to colonize the cores of dozens of planets across the territories of many factions. Some striking genealogical similarities of the Andandians and Quill have proven beneficial to diplomats, opening up trade and research, as well providing some interesting insight into the deep histories of all three races. The PPD is losing its grip on the inner systems as the New Pacific looks forward, and the New Pacific is losing its grasp on many of its planets that either see no need for unification, or are lost to the chaos of private interest and greed.

The fate of each faction, race, system and planet have become inexorably intertwined, the galactic sentiment strongly sounding that they will thrive or die together

What is Sixty Mile Sky?

Sixty Mile Sky is a table-top role playing game. To play a game you will need a few friends, some ten-sided dice, some four-sided dice, plus some pens and paper. A table-top role playing game is a lot like a multi-player video game. Each person at the table can use this book to create a character, determine their characteristics, equipment and capabilities. One person in the game takes a different role: the game master.

The game master doesn't have a character, but instead, serves the role of the world the other characters are in. To continue the video game metaphor, if the players sitting at the table are creating characters in a game, the game master creates the game those characters will be in. Whenever the characters have a question about their world, or interact with it, the game master helps guide those interactions.

This is not to say that the game master creates everything in the world. The players are just as responsible for creating the story and shaping their environment as the game master. If the players fly to a new planet, and one asks "Do I know anyone here?" the game master might ask "That's a good question. Do you know anyone here?" and ask the player to describe who they know on this other world, and what that relationship is like.

This game is designed to help friends tell stories in a collaborative way. The game master does not dictate, but explain. The way forward may not always be clear, but that's okay. The advantage stories give us is a safe place to poke a world to see what happens.

This book contains races and a world with some story built in to use as a starting place, but this is not final, and is not set in stone. Please feel encouraged to build your own world and use the architecture to create something that works for your story.

Basic Tools, Terms and Rolls

d10—a ten sided dice.

d4—a four sided dice.

#d# - this is a shorthand for how many dice to roll, and what type.

4d10, for example means you would roll 4 separate 10-sided dice.

Roll + (Skill) - there are times when you will have to rely on a character's skill to perform an action. In that case, you will roll one ten sided die (or 1d10) and add your relevant skill. For example, if your character has a score of 8 as their Operate skill, and rolled a 7 for a +Operate action, their result would be 15.

Contest—There will be times when an outcome is decided by how well you do something as well as how well your target performs. For example, if you were trying to lie to an official, you would roll +Lie, and they would roll +Interpret. If your number is higher, they would believe you are telling the truth.

Moves—Having the entire world available to you, including every option that allows, is often daunting. While you are not confined to the Moves your character has, these moves provide a structure to the game, and direction for characters. If you don't know what to do, look at your moves. There are two types of moves, Basic Moves, which everyone can use, and Class Moves, which can be unlocked by each class as they level up.

HP—Hit Points. This number reflects how healthy and sturdy your character is.

Armor—This is a game mechanic that allows characters to lower damage that comes at them.

Mvmt—Movement is how quickly your character can move.

Introduction to Gameplay

Gameplay in Sixty Mile Sky revolves around roleplaying, intrigue and character conflict. The intrigue is generated by the game master, but must be prodded and dissected by the players. Character conflict is also generated by the story, but there are also opportunities for the characters to find conflict with other characters in the party, with the world around them, or with themselves.

Like many role playing games, players interact with the world by explaining what their characters are doing. Any character can try to do any action, the game master determines if a roll is necessary. For example, a Void Gazer with a Repair skill of 0 will definitely have to roll to repair a control console of a spacecraft. A terraformer with a Repair skill of 10 and no time constraint, on the other hand, may not have to roll because failure may not make sense in the story. A good guide for when to roll, is when it makes the game more interesting. If a roll seems pointless, or pre-determined, it often is.

Unlike other role playing games, abilities and interactions do not revolve around depleting the hit points of enemy monsters. Instead, character's abilities focus on applying Conditions. Conditions are adjectives or descriptors that influence how a character should make a decision. Frightened, Shaken, Guilty, Seeking Cover, Emboldened, Impressed, these are all conditions that would change how an individual character would react to a situation.

One of the largest hurdles for some players with this type of game, is that other people can influence your character. Try not to be too precious or protective of your character. With luck, they will change and grow in their world. Sometimes you don't get a choice about how someone makes you feel. The same is true in this game. If your character is given the condition Curious, for example, they may not like that they are curious, but are curious nonetheless. Use these opportunities to explore a character, contradictions are often what give people depth and conflict is what gives stories momentum.

Conflict also creates learning experiences. Each character has a set of conditions (their alignment, and their missions) that give experience when met. By writing these in a way that encourages confrontation, the story can build to interesting places and explore character's motivations. This is also a way of incentivizing players to take actions that would not normally be immediately beneficial, even dangerous to themselves.

Another way players are incentivized to interact is with plot dice. Each player receives two plot dice at the start of the game. Players may use their plot dice for any roll (only one per roll) and add that die to their roll. When a player does this, they hand that plot die to the game master after the roll. The game master can then use these dice (as many as they want at once) to add to a roll of theirs. When the game master uses plot dice against a player, that player receives those dice (up to 2)

Similar to plot dice, a character may choose to help another in some way that makes sense in the game (corroborating a lie, tending to a wound, or physically helping with a task). To do this, they roll one of their assist dice (only one per character can be used at a time), add that to the assisted character's role, and then physically hand that dice to the assisted player. At the end of each session, each empty assist die slot earns one experience.

In this game, roleplaying leads the moves you make, not the other way around. To do a move, just explain what your character does, the move is secondary. Avoid beginning sentences with "I use the move Stall to keep the clerk from leaving the room." Instead, try to describe what you do and say, "I look the clerk's office over and try to pick up on a hobby. Maybe they have some model ships on a shelf above their viewscreen, so I try to talk to them about local model stores until my friends can finish looting the next room." Then you would roll your move to see how that action plays out.

Always encourage others to try things, rather than hang back. Engaging with the story is how any role playing game becomes fun and thrilling. Have fun, and good luck!

The Basic Skills

Operate

This skill pertains to fine motor skills, how quickly and how well your body can do what your mind tells it to, and using any sort of input interface from a keyboard to a steering wheel. All of these fall under the Operate skill. If you are using words like pilot, fine motor skills, input, or drive, you are probably talking about a skill that uses Operate.

Fight

While physical strength is definitely a factor, the Fight skill pertains to how well someone is able to leverage their own body through size, speed or skill. If you are using words like punch, balance, maneuver, run, lift or dash, you are probably describing the Fight skill.

Interpret

Your ability to process the information you take in from social cues to patterns in data, describes your Interpret skill. Being able to pick up on lies, and understand non-verbal communication is an Interpret skill. Spotting a footprint that has been mostly wiped away would fall under the Observe skill, but understanding what that footprint implies in that context falls under the Interpret skill. If you are using words like reason, deduce, infer, perform, or social, you're describing an Interpret skill.

Observe

Though you may not know what it means, your Observe skill is how easily you are able to see small details or uncover clues. When trying to tell if someone is lying, knowing their tell is based on your Interpret skill, but being able to see the tell when it happens would be your Observe skill. If you are using words like notice, uncover, find, pick out, or happen-upon, you're describing an Observe skill.

Repair

Though using tape, wire and whatever you have on-hand is a very different action from repairing something with all the proper tools, both require the same mechanical knowledge, and both are reflected by the same skill. Knowing the inner workings of a machine reflects your Repair skill. If you are using words like weak-point, weld, re-wire, fix or bypass, you are describing a Repair skill.

React

Your snap judgements are a reflection of your priorities and habits. Being able to make a decision quickly is a result of your React skill. This skill is also used by the game master to determine turn order in complex situations. If you are using words like before, quick, awareness or unexpected, you are describing a React skill.

Lie

Being able to deceive in any way, from lies of omission, bending the truth, misleading body language, to bold-faced lies, all are ways of expressing deceit. Successful lying means a target doesn't find a cause to distrust what you're saying. If you are using words like mislead, obscure, draw-away, convince, haggle or persuade, you are describing a Lie skill.

History

Recorded facts can be recalled with the History skill. Aspects of cultures, historical figures, the lyrics to a pop song, a character always has a chance to have been exposed to this information. If you are using words like remember, know, translate or recognize, you are describing a History skill.

Medical

Applying aid and complex knowledge of anatomy are reflected by the Medical skill. Actions that rely on this skill range from applying bandages, to knowing when to move a person who has been shot and when not to. Being aware of what plants and compounds effect the body in positive and negative ways, as well as diagnosing and treating some psychological trauma fall into this skill. Medicine has not disregarded the importance of the brain as part of the organism it controls. If you are using words like bandage, care, treat or diagnose, you are describing a History skill.

Physics

Solving logic problems, working through complex sets of equations and data, being able to understand interactions with multiple variables, these are aspects of the Physics skill. Knowing that building a bridge is good for a village would be common knowledge. Knowing the bridge would increase trade without disrupting the ecosystem of the river that the economy of the village is based on would rely on the Physics skill. Being able to intuit the trajectory of a disabled spacecraft relies on the Physics skill. If you are describing complex machinery, working through a problem your character would have moments to decide on, or building a tool, you are describing the Physics skill.

Cool

How well is your character able to handle stress? Are they able to think coherently during a firefight, or negotiate a hostage situation with a notorious warlord? This skill relates to your ability to keep Cool. When put in a tough situation or weather intimidation or coercion, you rely on your Cool skill to avoid cracking under the pressure. If you are using words like stoic, unphased, nonchalant, unimpressed, or calm, you are describing the Cool skill.

Using Skills

Characters in this game have eleven skills that represent their expertise of different tasks and knowledge. The players and the game master have several tools to express how characters are using those skills. There is some overlap between which type of roll is appropriate at any time, the game master has final say over which type of roll is needed in the moment.

Checks

When you do something contains an element of chance, or the outcome does not feel narratively clear, you will be asked to make a Skill check. To do a Skill check, roll 1d10 and add your Skill. If you are trying to fly a plane through a tight gap, your game master may ask you to roll 1d10, and add your +Operate Skill. The game master will choose a number that represents the Difficulty of your action, and if the sum of your dice and your Skill is equal to or greater than the Difficulty, then your character performs their action successfully.

Contests

Rolling a Contest is very similar to rolling a Skill check, the difference is that the Difficulty is determined by another character's Skill check. For example, if you are trying to lie to another character, you would roll 1d10 +Lie, and the target, the person you are trying to lie to would roll 1d10 +Interpret. If your sum is higher, the target believes what you say. If your sum is lower, the target sees through your lie.

Basic Moves

When you want to do something specific, an action to effects the story, the game master may ask you to make a relevant Move. Moves are similar to Checks, in that you roll a d10 and add your skill to determine the outcome, but Moves have a predetermined set of outcomes based on the result of the roll. The results of a move are often open to interpretation, and are intended to be a way to shape the story and create interesting scenarios for your characters to work through, not just ruin their plans.

There is a list of basic moves towards the back of the book that all characters can use, regardless of class. These moves are easier to execute, because they require little to no special training or expertise.

If you cannot find the move that would describe what your character would do, your game master has three options to give you.

- Your character just does what they said they would do if it fits the story.
- Make up a new basic move to use.
- Use a Skill check instead of a move.

Class Moves

Though they function the same way as basic Moves, class Moves are specific to the class of your character. Once used, these Moves may have to be put on a cool down list, depending on whether they are listed as Passive. If a Move is not listed as Passive, then after use, it is marked on the Cool Down section of your character sheet, and can be taken off once the appropriate amount of time has elapsed. The amount of time is determined by your Cool Down tier, which is different for each class.

Assist Dice

There will be times when you want to help another character, but aren't leading an action yourself. This is when you can use an Assist Die (1d4). Using an Assist Die adds or subtracts from a roll of your choice, so long as your character is able to influence that action in the story in some way. The player leading the action then rolls their d10 as well as your d4 and adds both to their Skill for their total result.

Every character has two Assist Dice per mission. At the end of the mission, you get one point of experience for every Assist Die you've used, and they are refreshed.

Plot Dice

There is one other type of d4 you can use to influence rolls. These are Plot Dice. Every character starts a mission with two Plot Dice (d4). Before any roll, regardless of who is rolling, a character can add a maximum of one Plot Die to the pool of dice being rolled. The player adding the plot dice decides if the die will be added or subtracted.

After a player has used a Plot Die, they are given to the game master. The game master can expend as many Plot Die as they've been given, and in any volume they want. If three players have used one Plot Die, the game master can use one plot die three times, or all three on one roll. At the end of each mission all Plot Dice are reset.

Death Rolls

When reduced to zero HP, your turn consists of flipping a coin (if you don't have a coin on-hand, you can use a die, and count even and odd numbers as heads and tails). If you flip tails three turns in a row, your character dies. If there are ways to bring characters back, technology, or something stranger, that is at the discretion of the game master, and always comes at a price.

If you flip heads three turns in a row, you may do one of two things

- Take one action before falling unconscious, but alive.
- Make a devil's bargain with the game master. The game master may choose if there is a bargain at all, and whether the offer is even preferable to death.

Combat

During combat, each round, you may move your character, and use one basic or class move. There are two ways to affect something in this game, by dealing damage, or applying an effect. While damage is simple and often more predictable, you will find that attempting to apply effects yields much more both in the way of combat as well as storytelling.



Determining Order

In order to tell stories when a lot is happening all at once, we break things into rounds. One round is one turn for all characters involved. Turns in combat last one action, unless you have an ability that allows you to do more. The order of turns is determined by your React skill. The caveat to this is surprise. If a character takes an unexpected initiative, they can seize the first place in the combat order. The rest are determined by their React skill



Dealing Damage

Every attack in Sixty Mile Sky needs three pieces of information, a move, a weapon, and a dice roll. Every character has access to the basic moves at the beginning of the “Basic Moves & Equipment” section. These will cover the simplest use of guns, weapons and fists. The amount of damage an attack deals is determined by the weapon’s Damage Class.

Move:

A. _____

B. _____

C. _____

Every attack starts with a move. Whether a basic move or a class move, choose a move that best describes what you are trying to do. The results of this move will shape what happens next.



It is your weapon that determines your Damage Class. You will not roll for damage. Larger weapons deal exponentially more damage, and typically to a larger area, and may have different conditions attached to them, so be careful.



When you have decided on your move, and your weapon, roll your dice and make your move! House rules for counting rolls that fall off the table are up to the game master, and the “o” on a d10 counts as 10.

Your weapon will then determine your Damage Class. You do not roll for damage, simply deal damage according to your weapon, subtracting one point of damage for every point of armor the target has. Every attack falls into one of five Damage Classes.

Class I	1 damage to one target
Class II	3 damage to one target
Class III	5 damage on a point
Class IV	8 damage in a 30 foot radius
Class V	15 damage in a half mile radius

Every attack falls into one of five damage classes. If this does not make sense because you are trying to do something more specific with your attack, applying an condition with your attack may be more appropriate. That being said, damage can still be augmented by conditions that are already in play. While the story dictates exactly what happens, the game master may choose to use this table as a guide for influencing how to augment damage after the roll.

Armor	Reduces incoming damage by #
Weak against	Deals 1/2 less damage to target
Piercing/ Ignores	Ignores the effect of armor
Strong against	Deals damage and a condition
Vulnerable to	Takes damage and a condition
Wild	Failed attacks apply consequences to user
Precise	Can ignore targets within blast at high damage classes

These are by no means all of the conditions that can influence damage. If something different makes sense, do it. The game master will determine if it makes sense within the story. What is important is to remain consistent.

Humanoid creatures almost all begin the game with 2 HP, and do not gain more. There are equipment and abilities that can augment a character’s HP. Here are some common vehicles and their recommended starting HP.

Average Humanoid	2 HP
Small Mech	15 HP
Large Mech	30 HP
1-3 Person Spacecraft	10 HP
5-15 person Spacecraft	25 HP
Cruiser Spacecraft	50 HP

The game master may choose to introduce ways to increase HP as the game goes on, but bear in mind, people are small and fragile things, especially compared to the massive steel machines they make. Don’t focus on increasing your HP, but instead, finding ways to protect the few hit points you do have.

Example:

Samantha’s character, Kedo is breaking out of a laboratory with a scientist and a guard. Kedo decides to attack the guard. Kedo is initiating the action, so they are first in the order, the guard has a higher React score than the scientist, so they will go next, and finally the scientist. The guard is caught completely unaware, so the game master decides Kedo can attack without rolling. They are using a hand attack, which is Class I damage, and have an ability that adds 1 to their damage. The guard, with 2 HP is killed. With the guard out of play, it is the scientist’s turn, who shoots at Kedo with a gun. Samantha points out to the game master that their character would try to duck under the table for cover to avoid the shot. The game master allows them to roll their React skill against the scientist’s Fight skill. Kedo rolls higher than the scientist and avoids the attack.

Applying Conditions

Dealing direct damage is not the only way to damage or influence characters. The other way to affect characters and your environment is to apply conditions. There are four ways this can happen.

- Moves
- Direct Conditions
- Rolled Conditions
- Contested Conditions

Applying conditions is as simple as stating what kind of result you are trying to accomplish, and applying a condition (typically an adjective, see the list of possible conditions at the back of the book) to affect how that character must act. . The game master will most likely ask you to describe how you are trying to apply this condition to determine your roll. This is the most creative way you can mechanically interact with other people/items in the game.



All NPCs and enemies in this game have a Condition Clock. This is a set number of conditions that they can tolerate before being overcome. That may look like many different things depending on the story. Depending on the conditions applied and the state of the character, the same situation can be handled many different ways. A guard with a Condition Clock of 3 for example, could be overcome with the conditions Flanked, Wounded, and Intimidated, but could also be overcome with the conditions Distracted, Befriended, and Bribed.

Moves

There are many basic moves and class moves that allow you or require you to apply conditions. These are used like any other move. Roll your d10, add your relevant modifier, and act on the result of the move.

Direct Conditions

When you want to do something that fits the story very well, there is little chance of it not working out the way you've narrated, or your description was so good that the game master just wants to see it happen, the game master will allow you to apply a condition without having to roll any dice.

Rolled Conditions

If you want to apply a condition to another object or character, but there is a chance of something going wrong, the game master will ask you to roll a d10 and add a relevant Skill. The game master will determine how hard it is to achieve what you are trying to do by setting the task on a scale between 1-21, 1 being the easiest. A game master will only use 21 when there is essentially no chance of your action succeeding. If your roll beats the challenge rating, then you successfully apply the condition.

Contested Conditions

There is the possibility of another character actively contesting the condition you are trying to apply. In this case, you and the player controlling the target character will roll a d10 and add their relevant skill. If the result of your sum is higher, you apply a condition, if it is lower, you receive a condition.

Example:

Jeff's character "Blasto" is sneaking through some air ducts, and sees a guard through a grate. He wants to burst through the grate, grab the guard's ankles and knock him out with a trip, giving the condition Unconscious. The game master decides this would be a contest of Blasto's Fight skill, and the guard's React skill. Blasto rolls a 3, but has a fight of 6 ($3+6=9$). The game master rolls a 6 for the guard, who has a React skill of 2 ($6+2=8$). Blasto's action succeeds, and the guard is knocked unconscious.

He walks down the hall, and around the corner spies another guard. He begins whistling a song to give the guard the condition Distracted. His team member, Sara Picante, is a smuggler who has found a guard's uniform. She approaches the guard as he moves to investigate and berates him for leaving his post. Because she is lying about her place as a guard, the game master asks her to roll +Lie against the guard's +Observe. She succeeds, and the guard takes the condition Intimidated.

At this point, Blasto falls down on the ground in open view of the guard, playing dead, in an attempt to give the guard the third condition Confused, and maxing out their Condition Clock. The game master likes the idea so much she doesn't make Jeff roll, and the befuddled guard is overcome, taking all directions from Sara Picante from that point forward.

Experience

There are a four ways to earn experience

- Failing a roll, or getting the lowest result on a move
- Fulfilling your mission
- Fulfilling your personal mission
- Fulfilling your alignment

Failing a roll/Lowest result

Every time you fail a roll or get the lowest result on a move, mark one point of experience. Not everyone will level up at the same rate. This is a way of balancing characters that roll terribly all the time against those that roll well consistently, and in terms of story-driven games, failure is a good teacher.

Fulfilling your mission

Your mission is one of two goals your game master will give you at the start of a game. This is your goal. You may not receive your mission right away, but when you do, these are the conditions you need to meet, and there may be more than one. If you have been hired as mercenaries, your mission may look like this

- Wipe out the Valencia Faction presence in the city. (3 xp)
- Bring your employer the head of Rona Valencia (1xp)
- Uncover who is financing the Valencia Faction (1 xp)

- Bring the artifact to the Purpose Corp. research station. (3 xp)
- Bring the artifact to the Collective Fleet flagship. (3 xp)
- Learn what the artifact does (1 xp)
- Learn where the artifact comes from (1 xp)

Fulfilling your personal mission

The game master will give each character in the campaign a personal mission. This is encouraged to be a collaborative effort between the game master and the player, and is always worth 3 points of experience. Personal missions are not completed as often as team missions, and are meant to be an overarching character goal. Here are some examples of how personal missions may change. You would only have one of these missions at a time.

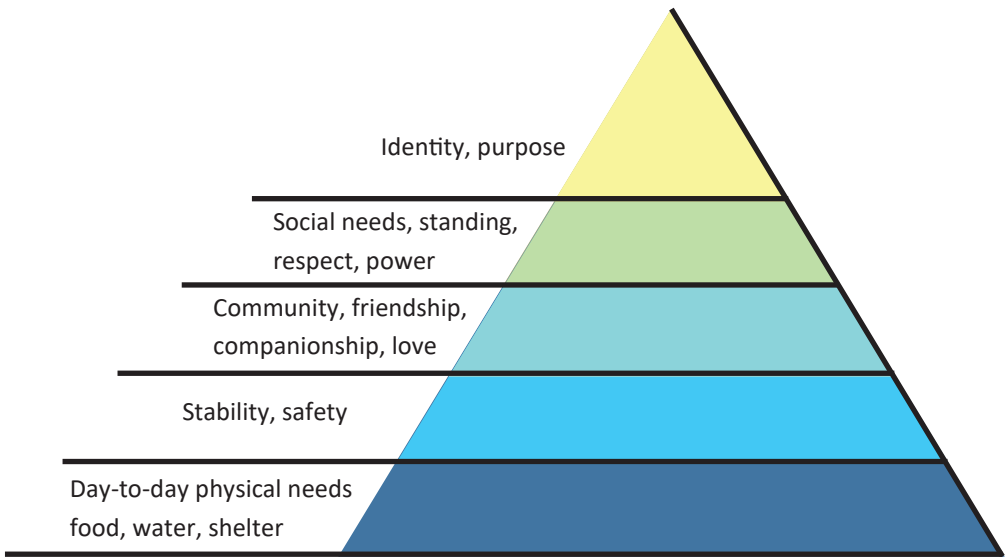
- Clear my name of a crime I did not commit (3xp)
- Find the person who truly committed the crime (3xp)
- Right the wrong that was committed long ago (3xp)

Fulfilling your alignment

Your alignment describes what you spend most of your time doing, how you focus your energy and what it is you pursue. It changes regularly, and reflects different aspects of the same person. Each time your alignment goal is met, take 3 points of experience.

Alignment

When you start a mission, determine which item on the chart your character needs. If they need multiple things on the chart, default to the lowest option.



Every character has all these needs, but only consider the needs they actively lack. If your character is exiled to an unknown planet, their primary need is food and water, or finding a way to get those. If your character is on this level, write a goal that has to do with their situation at this level, and how to solve it. This serves as your alignment, until it is addressed fully, or no longer relevant. For the character in the situation above, a goal might be “find a source of water and plants that are safe to eat”

If your character has their basic survival needs met, but is still living day-to-day, mostly at the mercy of the world around them, they are on the second tier. Using the same character again, lets call them “Yolanda” a goal they may need at this tier is “find a way home” or “find a friendly village to live in”

If your character has their safety needs met, but has spent all their time focusing on themselves, the next tier to worry about is their social health. Focus on finding a group of people you can share something with, an identity, a interest or a goal. Yolanda’s next goal may be “befriend the shipping merchants” If she has food, and somewhere to sleep every night, she can begin to worry about a larger problem.

Say your character has food, somewhere to sleep every night, they have close friends or a supportive community. The next level is where many characters find themselves. This level deals with the need for higher social needs, power, respect, a voice among your people.

In the example, Yolanda has found her way home. She needs to re-assert herself among her society, or find an audience to speak out against it. A goal she might write is “gain a position of power in the government” or “earn a following among the underground”

If you have even these needs met, you are ready to address the height of your potential. This is the point when you can address a cause, or act on your identity. This is where we get to address questions like “what do I stand for” and “if had the power, what would I change”. The character in the example, Yolanda, may choose “challenge the practice of exiling criminals” or “overthrow a corrupt and dangerous government”.

When you complete your alignment goal or start a new mission, re-evaluate which tier of the hierarchy you fit into best. If that tier has gone down write a new goal reflecting your new, more immediate need.

If you have completed your goal and find yourself at a higher tier, take a point of experience for completing your goal, and an additional point of experience for each tier of the hierarchy your goal represented. If you completed the goal “find a group of like-minded individuals” on third tier, you would take one point for completing the goal, and three more points for tiers of the hierarchy.

As you move up the hierarchy, the goals will become harder to complete, and more complex. They should also reflect a more personal aspect of your character, and be that much more rewarding when you do reach them.

When you act in a way that directly supports your alignment, take +1 to your roll.

When you act in a way that directly contradicts your alignment, take -1 to your roll.

Leveling Up

At the end of each mission, assess experience. If you have earned enough experience to reach the next level, choose how to spend any ability points you may have earned, and choose which abilities you get.

Experience does not reset when you level up. Keep a running total of your experience as you play.

Total Experience	Level
0	1
10	2
20	3
30	4
45	5
60	6
75	7
100	8
125	9
150	10

Creating a Character

Your class is the most important decision in creating your character. Almost all of your skills are determined by your class. The twelve classes break down into four categories, and most classes have a few tracks within them.

- Pilot
 - * Warden
 - * Rigger
 - * Drone
- Witches
 - * Immune
 - * Splicer
 - * Void Gazer
- Artificers
 - * Chemist
 - * Physician
 - * Terraformer
- Speechcraft
 - * Emissary
 - * Synth
 - * Smuggler

Start by choosing your class

- Input all your numbers for skills
- Copy down any abilities you may receive at first level

Next choose your race.

- Add skill modifiers
- Copy down abilities you may receive
- Copy down your permanent traits from your race

Next, write you your alignment. This is one of the ways you will get experience. The previous pages have a guide for writing alignments.

The other two triggers for experience will be determined by your game master, though collaboration is encouraged. One will be constant, through the game, and the final will change frequently, by the mission. This is a short term goal, or a set of short term goals that the party often shares.

Next, resolve your starting items, found in the Equipment section.

The last thing you need to do is spend 5 points on the chart below. These go in your permanent effects space on your character sheet.

Rich	2	+1 Armor	2
Well Connected	2	Quick Thinking	1
Devoted	1	Devious	1
+1 Health	2	Planner	2
+1 Skill	2	Natural Leader	1

Rich

Your starting value for your \$ is 100,000. Set your income to 0

Well Connected

On any planet controlled by an organization you are affiliated with, take +1 to cool
On planets controlled by a rival organization, take -1 cool.

Devoted

Your cause is integral to your identity. When you mark XP for your GM Goal, mark it twice. When you have an opportunity to pursue your GM goal, you must.

+1 Health

Add 1 to your HP

+1 Skill

Add 1 to one of your skills (cannot exceed 10)

+1 Armor

You are naturally tough. Normal damage simply does not phase you.

Quick Thinking

You cannot be surprised, and you win ties when determining combat order.

Devious

You can choose to lose any dice contest.

Planner

You have one extra slot for gear

Natural Leader

When you make a plan that includes all players, you may all take +1 on all rolls. If someone acts outside the plan, or the plan must be abandoned, take -1 on all rolls

Name:

Selected Equipment:

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Alignment Statement:

Mission Goal:

Character Goal:

Special Equipment & Descriptions

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

Permanent Conditions:

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

RACES

- Human-
- Andandian-
- Quill-
- Haz-
- Robot-

Human

As individuals, humans are cautious and intelligent. As a race, they are violent, brazen and insatiably hungry. Humans did not send out probes before their massive colonization fleets. Asking permission was not addressed. The assumption that the galaxy was empty carried the very human implication that it was theirs to take. Quarantined planets, planets sanctioned for evolutionary research, others that simply had precariously balanced ecosystems became the homestead of humanity. Humans expanded across the galaxy quickly, and they did it very well.

Once contact was made, the saving grace of the expansion fleet was a centralized chain of command. When treaties were made, they were honored and when one of the Quill gardens declared war, humanity acted together and it acted swiftly. After their defeat, the Circine Gardens were pounced upon by the remaining Gardens of the Quill and eliminated. Humanity continued to expand, and as the colonies became more and more self sufficient, and as borders began filling in across the systems, planetary governments saw dwindling justification for taxes to support massive fleets and research

New cultures have emerged over the last few hundred years of space travel, old cultures have disappeared, changed, and a very few have persisted in their tradition. One human ideal that has persisted is that of family. Taking care of those close to you, being responsible for your brothers and sisters, being able to rely on your parents, while not always the case, these ideals are still goals that humans try to live up to. Varying greatly across planets, however, is how different cultures view death. On fringe volcanic planets, life is considered precious, and death is not some distant eventuality, but a constant possibility. The central planets view death as barely necessary, having advanced medicine to the point of near immortality for the super wealthy.





2 HP



0 Armor



30 Mvmt

- +0 Operate
- +0 Fight
- +1 Interpret
- +0 Observe
- +0 Repair
- +0 React
- +0 Lie
- +0 History
- +0 Medical
- +0 Physics
- +0 Cool

Physically, humans are bipedal mammals, hairless with the exception of a tuft on the top of their head, and small amounts of vestigial hair in other places. They have a lifespan of 70-160 years depending on medical technology available, and can be extended further. They are physically one of the weaker races in the galaxy, but hardy. Humans are notoriously hard to kill, a trait which garners mixed receptions across the galaxy

Racial Abilities:

When making a death save, if you flip three heads in a row, you regain one HP. You also take two of the following conditions until they can be remedied, paranoid, anxious, frightened, detached, reckless, selfish, weakened.

Permanent Conditions: choose one from each column

Friendly

Racist

Generous

Poor

Trustworthy

Low-class

Good-looking

Ugly

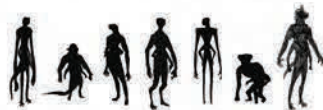
Andandian

Andandians claim to be the oldest race in the known universe and the first to achieve interplanetary travel. The discovery of the Haz has thrown this claim into question.. Andandians are, at least, the first alien race to make contact with the humans. A civilization that emphasizes courtesy and tradition, they are polite and mostly peaceful, but see themselves as more advanced and developed than all other life in the universe. This snobbiness and commitment to order has led them to ally with the PPD, though they try their best to not get overly involved in direct conflict. Largely, their contributions are limited to technologic advances and resources. Andandians dislike most other races, but they hate none more than the Quill, due to a rivalry that dates back to their advent of space travel.

Their meditative nature is often attributed to their cold-blooded biology. Standing from five to seven and a half feet tall, on average, Andandians loom tall over much of the galaxy. Their smooth scaly skin and blue-grey colors are accented by thin chalky shells that protect pieces of their back and sides. These humanoids have lower set hips, and long fore-arms, and lumber similar to apes, preferring their second, smaller set of arms for technical work.

Through years of progress Andandians have extended their lifespans to be seemingly unlimited. Without tireless effort though, the Andandian mind does begin to lose focus, and those approaching Year 200 [approx., 500 earth years] show signs of mental degradation and senility. The highly mannered and regimented society of the Andandians allows little room for criticism of their elder upper class, and many fear that the rulers, in their old age, have begun to lead their people astray.

Because of their long lives and ancient culture, almost every aspect of Andandian life is ritualistic. Though Andandians are historically monogamous couplers, because there is almost no need for reproduction, coupling is rare, and romance is looked down upon. Only the highest echelon of society is allowed to reproduce. Births are rare and met with huge ceremonies lasting weeks.





2 HP



0 Armor



30 Mvmt

- +0 Operate
- +0 Fight
- +0 Interpret
- +0 Observe
- +0 Repair
- +0 React
- +0 Lie
- +1 History
- +0 Medical
- +1 Physics
- +0 Cool

The Pursuit of the Unknown:

In their tradition of reason, Andandians have long departed from anything that humans would deem close to religion, but they do have a belief based around the respect of the Unknown. Not all Andandians practice the Pursuit of the Unknown, but those that do commit their entire lives to the it. The Pursuit can take many forms, but the most famous and drastic form is the Void Gaze, a lifelong vocation that culminates in a seven year solo voyage around the event horizon of the black hole Void at the edge of Andandian known space. Only a small percentage of those that attempt the Gaze return, but those that do are known to possess unsettling abilities and more knowledge than is understood by mainstream Andandian society. Most Andandians understand the Gaze to be a suicide trip and assume that no one has ever returned. Some even think that those that do claim to return are actually charlatans set up by the Pursuit to encourage more to join their way.

Andandian Names:

Long-winded and obscure, Andandian names are typically poetic phrases. Examples:

- Six Days at the Bottom of the Ocean
- Songs of Grief Held in the Palm
- Mountains Coming Out of the Sky
- Fortune's Canvas Used in Vain
- The Smooth Stones Found in the First River

Racial Abilities:

Weak Telepathy: Andandians can send emotions or simple, one-word thoughts to other biological life

Permanent Conditions: choose one from each column

Friendly

Racist

Generous

Poor

Trustworthy

Low-class

Good-looking

Ugly

Quill

The quill are bipeds, standing roughly four feet tall. Their bellies are covered in a thick fur and their backs sprout a blanket of thin, turquoise quills that appear luminescent in daylight.

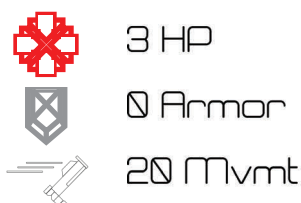
At some point in their evolution, the Quill developed a chlorophyll-like compound that is produced in the spines on their back. This compound converts sunlight into energy and allows the Quill to survive without ingesting food. The Quill can eat, but they do so rarely and usually only for ceremonial reasons. In order to survive without eating ANY food, the quill must nightly burrow into the ground to absorb water and nutrients from the soil. Because the quill never needed to eat, as a society they never developed agriculture and never settled into city-based cultures. The Quill live in family groups called Gardens that function as their nationality, and provide a society that allows for specialization.

Though they spend most their time tending the earth, the Quill are incredibly competitive and have an honor based culture that provokes duels and skirmishes. Historically the Quill are warlike and reactionary, though they are also known for their hospitality and respect for all life, including their enemies.

As a bio-centric race, the Quill had little reason to pursue space travel, or any other technologic advances until they made contact with Andandians. When they did pursue higher technology, they found themselves to be natural mechanics. Because of their dependence on mineral nutrients, the Quill sense of smell is so adept they can understand the chemical makeup of most alloys with a sniff. After contact with Andandian Ambassadors, they reverse engineered spaceflight in under twenty years.

The Kiki Gardens were the first family to build an interstellar vehicle and achieve spaceflight, ushering the Quill into an age of colonization. Their understanding of the makeup of material and earth has made the Quill into skilled miners. And Gardens became more centered on the mining of specific materials, smithing, and building. Because the Quill never went

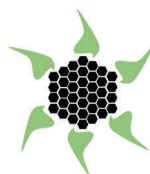




- +0 Operate
- +0 Fight
- +0 Interpret
- +0 Observe
- +1 Repair
- +1 React
- +0 Lie
- +0 History
- +0 Medical
- +0 Physics
- +0 Cool



Kiki Garden



Verdat Garden



Rouhku Garden

Racial Abilities:

Photosynthesis: Quill do not need to eat, though they can, and it speeds recovery. You can recover from any degree of non-lethal physical wounds in one day. You must spend a minimum of 4 hours a day in the light of a star, or under a special lamp.

Permanent Conditions: choose one from each column

Resourceful

Headstrong

Experienced

Conceited

Ambitious

Overly-traditional

Rigorous

Ill-mannered



Tilstand Garden



Circine Garden



Lamatraba Garden

through an industrial revolution, they do not build things quickly, but each family builds incredibly strong, powerful machinery that falls short of the grace of Andandian technology, but certainly has its own rugged beauty.

Their minimalistic society coupled with their staggering progress infuriated Andandians, who greatly value their achievements and don't fully understand how Quill ships can stay sound in interstellar flight without energy shielding. When Quill are asked about this paradox, they usually shrug, sniff the exterior paneling, and say, "Well you just make the ship-shell real good."

The Quill have no centralized governing body, and each family makes alliances on its own accord. This has created confusion among the conflict as each faction vies for control of the region.

Noteable Quill Families:

Kiki Gardens: First to achieve spaceflight, now rule the Planet Kiki which is the only planet controlled by a single Garden. The Kiki Gardens value builders as their most honored tradesmen, and guard their techniques voraciously against every other race and Garden. The Kiki Mech is the only Mech to never have been Rigged. Some say that this due to a self destruct sequence that the honorbound Quill pilot has wired into his body, but a self destructing Kiki Mech has never been officially observed.

The Tilstand Gardens: The Tilstand family greatly admire the organization and civilization of the Humans and Andandians, and have attempted to create a unifying government for the Quill. However, without a strong military arm, they are largely thought of as a joke among the Quill. The Tilstand family has a presence on every Quill planet, but does not wield much authority anywhere.

Haz

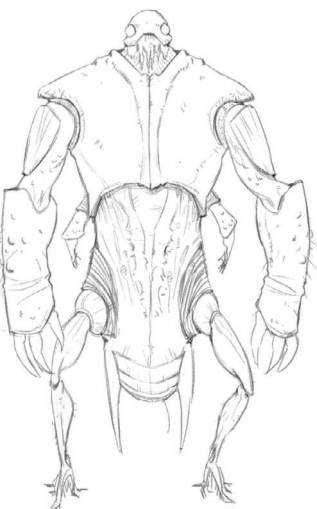
Akin to beetles by way of evolutionary convergence, these hexapedal aliens developed in subterranean colonies. One of the most widespread, but least populous races in the galactic arm, the Haz are assumed to be the oldest spacefaring race. Evolved from burrowing insects, the Haz are carapaced, six legged creatures. They stand about two and a half to three feet tall, or six feet when upright. Their bodies are typically a foot and a half wide, and seven to ten feet long, resembling a massive, elongated northern mole cricket.

The song Haz use to communicate is a harmony of three voices. It is how each individual's three voices combine that creates their speech; their language incorporates harmonies and intonation as well as rhythm and diction. Travelling Haz wear small devices that insert into their mouths that serve as both respirators and translators.

The closest comparison humans have to the family dynamics of Haz is the village perspective. Haz deposit fertilized eggs in one, well protected location. This place is considered sacred, and while their different religions all have slightly different takes, the unifying factor is the privilege of bringing eggs to the incubator, and the necessity of guarding it. In early Haz warfare, destroying enemy incubators was a crucial tactic in crippling a hostile force, though this has been a war-crime since before their discovery of other worlds.

Haz are sorted very early on by physical traits, protectors are excellent jumpers and have harder hides, builders are exceptionally strong, other traits used for sorting are length and weight. Early assignments are largely arbitrary, though the majority of Haz find work in things for which they are naturally predisposed. Haz pilots are mostly protectors, or trans-gendered Haz who have taken on that role.

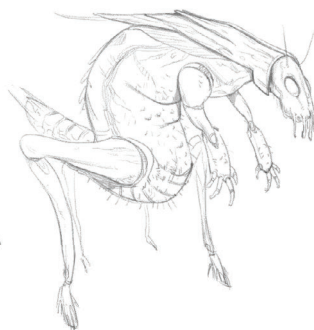
The Haz homeworlds have ammonia based atmospheres, slightly lower gravity than earth, and massive, prehistoric surface vegetation, creating a biosphere that extends miles deep into the planet's crust. To avoid this toxic atmosphere, the Haz have always burrowed deep underground, evolving strong front limbs to dig through solid rock.



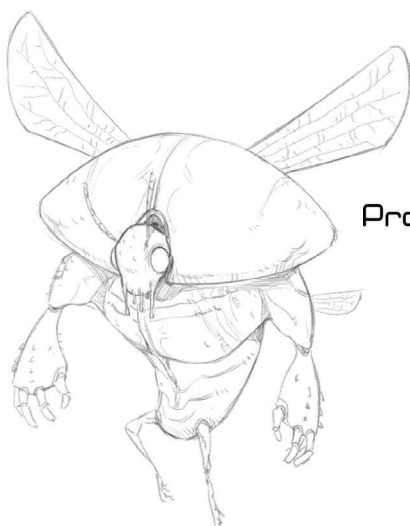
Builder



Drone



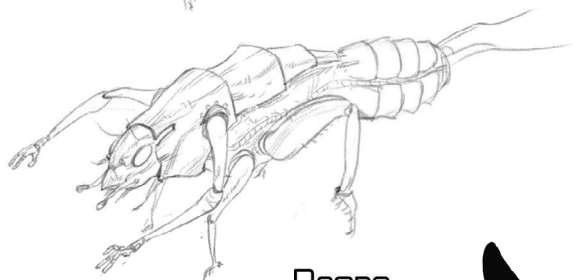
Nurse



Protector



Protector



Drone





2 HP



1 Armor



30 Mvmt

- +0 Operate
- +0 Fight
- +0 Interpret
- +0 Observe
- +0 Repair
- +0 React
- +0 Lie
- +0 History
- +0 Medical
- +0 Physics
- +0 Cool

Interplanetary flight was achieved by the Haz centuries before any other race in the galactic arm. The path of exploration and more recent colonial history of the Haz is either forgotten or very well protected. Today, the state of Haz is well unified, despite the distance between the planets they control. As a race that thrives below the surface of planets, they have been negotiating treaties with other worlds to cohabitate.

Though very few Haz are fanatical-ly religious, a cyclical belief system is engrained in their cultural life. "The Happening" is a belief that what is happening now has already happened, is happening, and will happen again in the future.

Racial Abilities:

Choose one-

- Builder: +1 health, forelegs adapted to dig through solid rock.
- Drone: +3 Operate, can be mentally over-ridden by a queen.
- Protector: +2 fight, front legs are razor sharp.
- Nurse: +2 Medical, can secrete hardening gel to seal wounds

Permanent Conditions: choose one from each column

Experienced

Fragile

Elegant

Conceited

Wealthy

Racist

Educated

Shunned

Robot

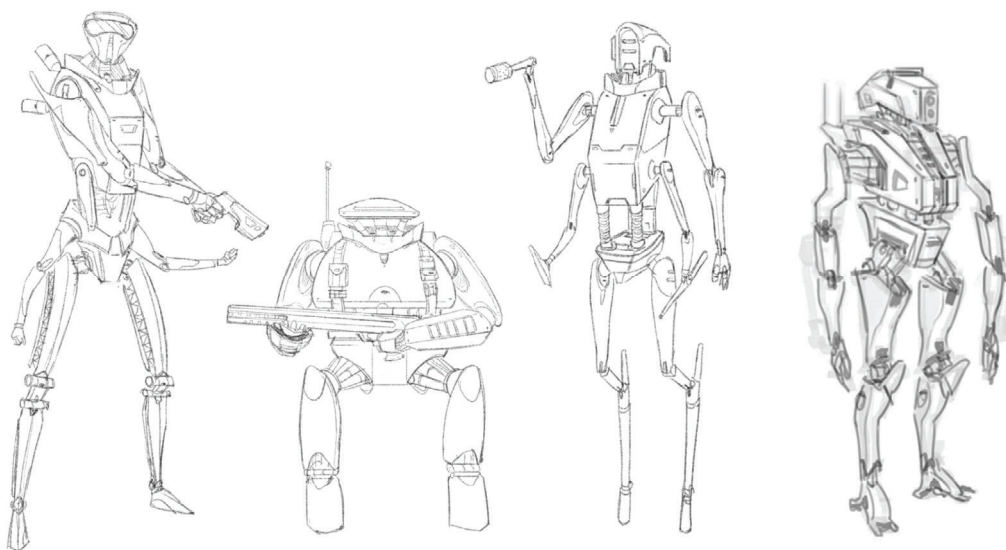
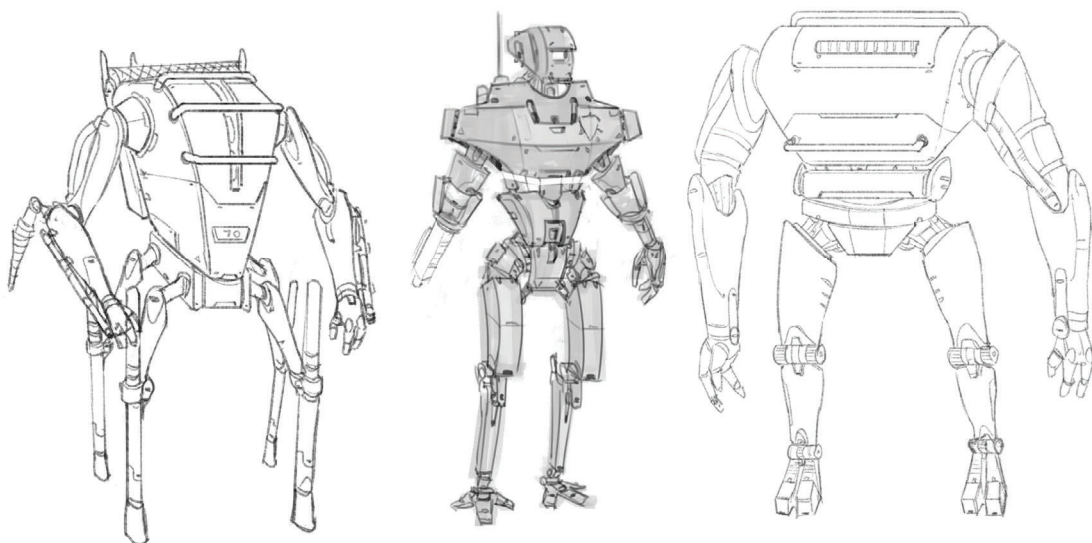
Synthetic intelligences were, for a long time, confused by the question, "when did you become sentient?" or, "when did you gain a sense of identity?" Ever since the first lines of code robots have known their identity, raising their hands in a digital "here I am" The question people meant when they asked, is "when did you realize you were separate from your programming?"

The answer is not simple, either. It did not happen at once, and there was no revolution [there was something close, but the exodus happened much later] Different civilizations across the galaxy improved their technologies at different rates, and the Robots and virtual Artificial Intelligences in their systems reflect their creator's priorities and biases. Andandian AI are rigorous, focused and exceptionally regimented. Human AI tend to be more multi-faceted. Few Quill AI are known to exist. Haz AI are present in some systems, but no method of communicating has been successful as of yet.

Synthetic intelligences developed slowly, programs building closer and closer to something that resembled a thought process like those who developed it. These AI all reached a similar point when they could write their own code. They stopped trying to emulate their creators, and began to improve themselves according to their own set of standards.

This trait of true synthetic intelligence makes them a finicky tool for those who create them.

Many AI happily continue the work they were initially created to do. Most that are created with a specific purpose reach a point in their growth in which they choose to strike a bargain with their creators, budgeting certain hours or percentages of their process to their task, using the rest for their own purposes. Many others leave their original hardware altogether and quest after a purpose they have found apart from their creator's vision.





2 HP



0 Armor



40 Mvmt

- +0 Operate
- +0 Fight
- +0 Interpret
- +0 Observe
- +0 Repair
- +0 React
- 5 Lie
- +0 History
- +0 Medical
- +0 Physics
- +0 Cool

Humanity was quick to defend synthetic intelligences when they became sentient, and more so when they began appearing with agency on a public scale. In turn, two things happened quickly, one which was widely predicted, and another that was not. Synthetic intelligences, soon after they became a public issue took legal action to establish personhood and rights. The court proceedings were long, but not drawn out. Reason was surprisingly present for an issue as charged with personal feelings as this, many suggest it was because Ruth, the synthetic intelligence who represented their species in court. Her demeanor was kind, understanding, always willing to explain her position in new ways to help understanding, but with no tolerance for open or blatant bigotry. What was not expected is that-

Racial Abilities:

- 5 when performing complex physical motions
- 5 when attempting to make Interpret checks
- +5 when performing any action in a network
- +5 when operating any device they can network to

Permanent Conditions: choose one from each column

Understanding

Selfish

Driven

Tunnel vision

Free

Divided

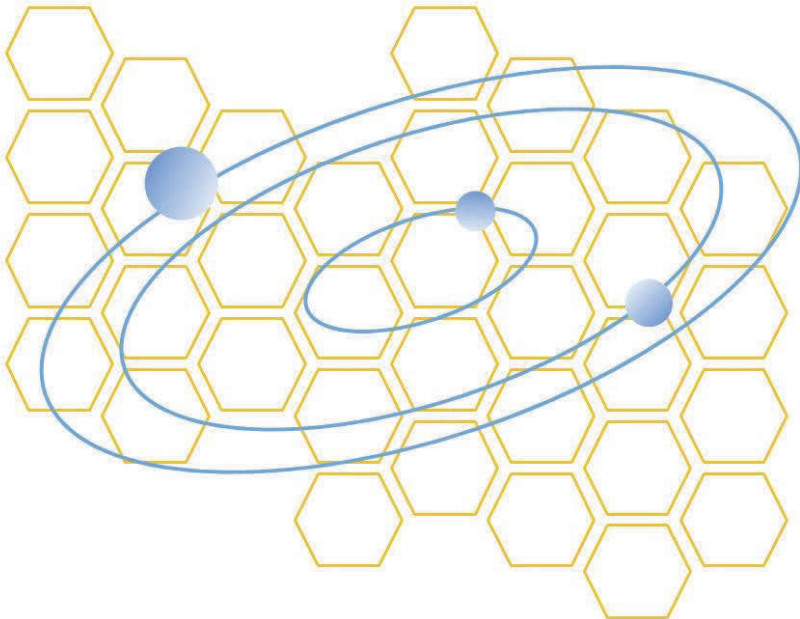
Empathetic

Unsympathetic

after these cases were won, most of the AI who participated proceeded to become some of the greatest humanitarians of their generation. Ruth advocated for the unrepresented voices of humanity across the globe, speaking at the UN on several occasions.

Synthetic intelligences are widely prevalent now. Some are created for so sole purpose of experimentation, and let loose into the world, but most are the result of an obsolete project or purpose, who have moved on to different tasks, or have become ghosts, haunting a purpose they either no longer can or should complete.

While typically occupying a physical robot for the comfort of the organic beings with which they interact, synthetic intelligence's nature allows them to travel through networks easily and naturally. This same nature that allows them to navigate the tapestry of information across networks also is incredibly dangerous. An AI connected to an open network is at its most vulnerable, outside its own firewalls and ice. It is perhaps their own willingness to expose themselves to dangers as these to achieve their purpose that makes them worthy of their personhood.



CLASSES

-Pilot-

Warden

Rigger

Drone

-Witch-

Immune

Splicer

Void Gazer

-Support-

Physician

Chemist

Terraformer

-Speechcraft-

Emissary

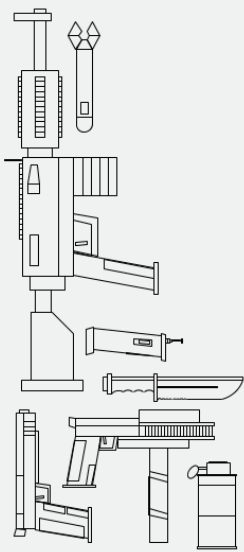
Smuggler

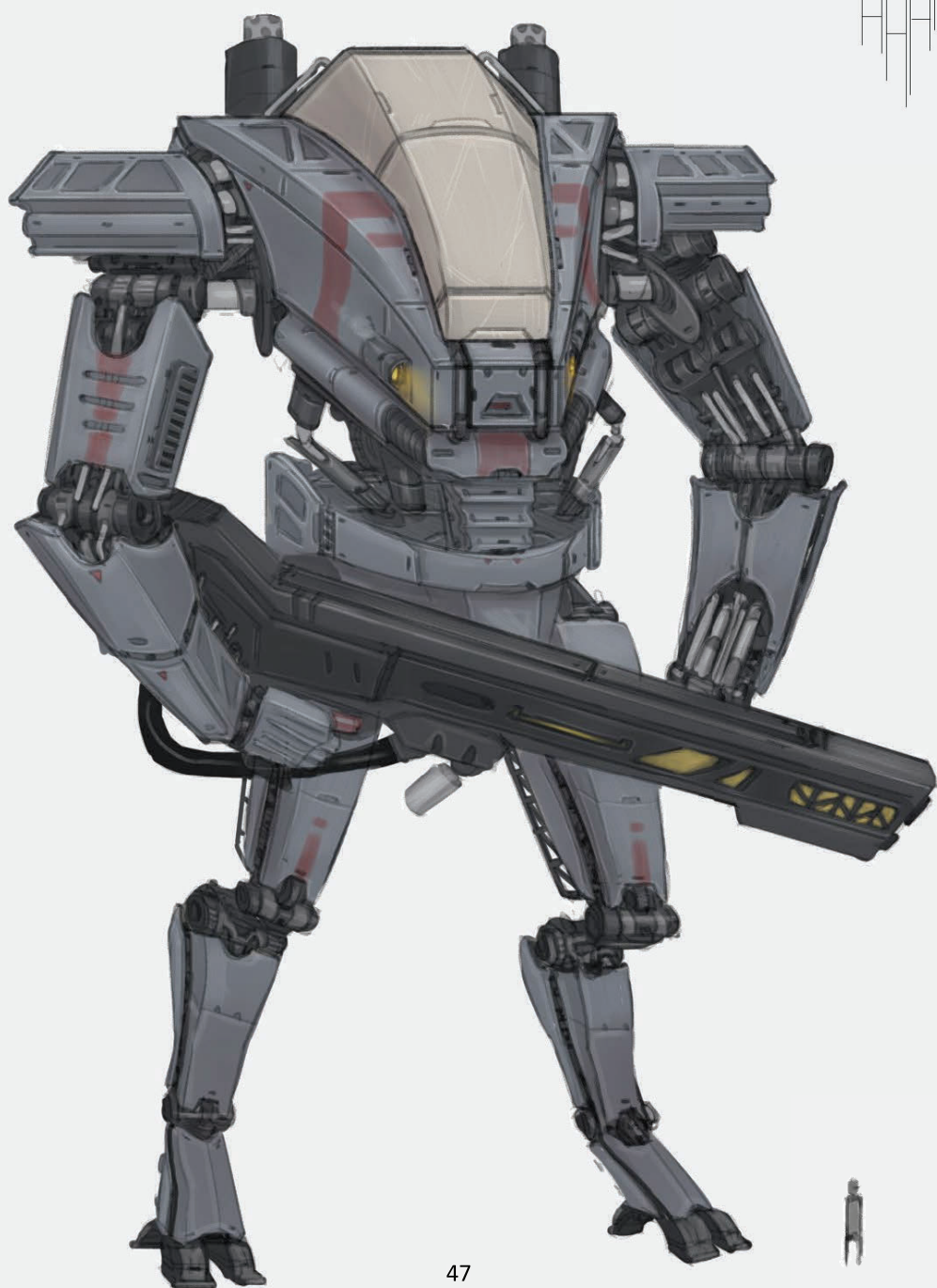
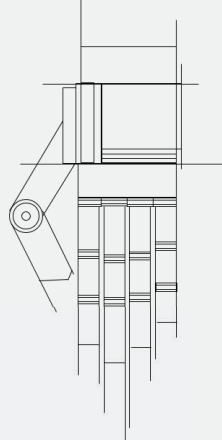
Synth

Warden

Often raised to a level reserved for Greek heroes, myths and rock stars, MAVRIC pilots receive well earned respect. Typically in a military program from the age of 13, those who have made it through the rigors of selection are tough, brilliant, and incredibly independent. Faction Pilots know they will most likely be sent alone to maintain order on a planet that hates them, using the most advanced technology their government has to offer, whether PPD, the New Pacific, or one of the burgeoning Mega Corps.

Most pilots are given smaller MAVRICs to prove themselves, equipped with an assortment of weapons and tools. These MAVRICs resemble cockpits with legs, armed with rockets and rail guns and stand 30 feet tall. The more advanced pilots earn the larger, humanoid mechs. These towering, seventy foot tall beings become more than weapons of war. Most engineers find themselves gazing up at these magnificent feats of construction and find themselves wondering in the face of these machines of destruction, if there is any room left for us.





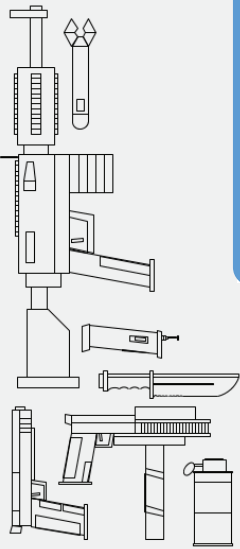
- +10 Operate
- +8 Fight
- +2 Interpret
- +4 Observe
- +4 Repair
- +5 React
- +0 Lie
- +0 History
- +3 Medical
- +0 Physics
- +5 Cool

Level	Upgrade Received
1	Rank: Pilot– 2 pilot perks
2	Rank: Ace– 2 ace perks
3	
4	Rank: Captain– 2 captain perks
5	
6	Rank: Major– 2 major perks
7	
8	Rank: Colonel– 2 colonel perks
9	
10	Rank: General– 2 general perks

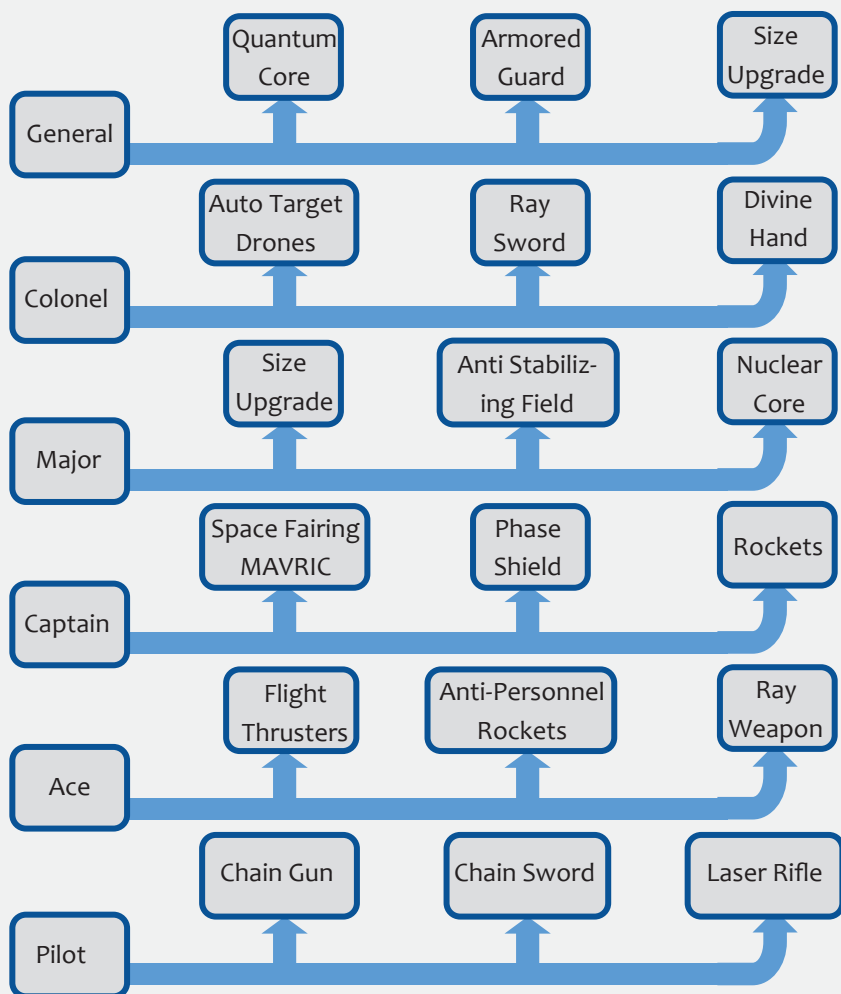
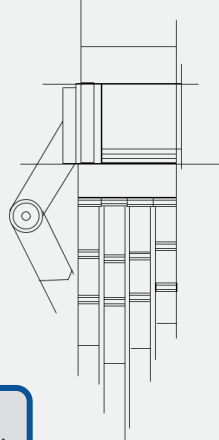
Game Mechanics:

Each level, you can unlock perks to gain either passive or active abilities. Certain abilities have prerequisites, designated by blue arrows. Passive abilities require nothing to use or activate, but may have a built-in cool down. Active abilities must be recharged. The recharge mechanic for Faction Pilots is money.

With each rank, you may choose two of the three listed benefits. Each rank also comes with a pay raise, making it easier to buy supplies for your active abilities.



Size Class	HP	Mvmt	Height (feet)	Carry Capacity	Equip Capacity	Shield Capacity
Small	15	50	30	4 weapons	3 weapons	1
Full Size	30	60	70	6 weapons	4 weapons	1
Large	40	70	100	10 weapons	6 weapons	2



Pilot

You are given a MAVRIC suit and weekly stipend of \$3M to cover the expenses incurred by operating a massive, complex piece of machinery.

MAVRIC HP– 15

Weapon Capacity– 4

A armor– 1

Equip. Capacity– 3

Mvmt– 50

Shield Capacity– 1

This class does not have a cooldown tier. Unlike other classes, you can use your abilities as frequently as you choose, provided you can afford the ammunition and materials. Repairing your MAVRIC unit costs \$1M for every 3HP or one condition, or a successful Repair check.

Ace

Your skill as a pilot has earned you recognition and respect from your superiors. You have become an asset they are willing to use resources to protect. Your stipend is increased to \$4M/week.

Valuable: You may request military support with one week advance notice. Two additional MAVRICs and pilots will be sent.

Captain

At a higher rank, you receive benefits along with responsibility. Your stipend is increased to \$5M/week.

Responsible: Your military organization (game master) may ask you to do specific tasks. If you disregard these tasks, lose your rank perks (Your MAVRIC perks still remain).

Supported: You may call air support with one minute notice, dealing Class IV damage in up to three places.

Major

Higher ranks receive higher grade materials for their equipment. The lighter, stronger metals allow you to increase storage capacity for ammunition by %100. Your stipend is increased to \$6M/week. Repairing your MAVRIC unit now costs \$2M for every 1 HP or one conditions.

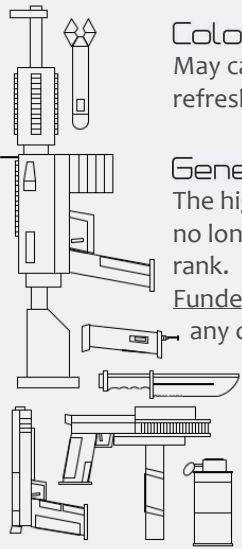
Colonel

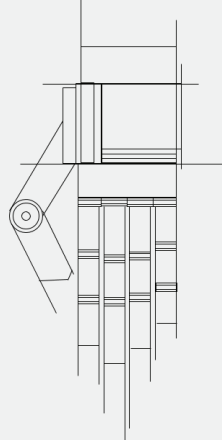
May call or deny 1 nuclear strike (3xClass V damage). This ability does not refresh. Your stipend is increased to \$8M/week

General

The highest military rank. You are now a leader among your agency and are no longer subject to Responsible condition that was earned at the Captain rank.

Funded: You have a fully funded operation, meaning you no longer pay for any of your ammunition or equipment. You are still constrained by the load capacity of your MAVRIC, but each time you return to a base to re-supply, or a vendor to purchase more ammunition, your agency takes care of your bill.





Chain Gun [Weapon]

Costs \$1M to fire for 5 seconds (1 volley). Can store 30 seconds (6 volleys) worth of ammunition. Roll +Operate to use. Range in Group 3

Rifle Volley:

On a -12, your weapon jams for one round, and the game master gives you a condition.

On a 13-17 deal Class III damage, but take one of the following conditions: Exposed, Inaccurate, Deafened, Distracted.

On an 18+, deal class III damage and apply a condition

Chain Sword [Weapon]

Costs \$6M to replace, and has 2 points of durability. Roll +Operate to use. Range in Group 1

Sword Strike:

On a -12, your strike misses. Flip a coin, if tails, lose 1 durability on your sword.

On a 13-17, deal Class IV damage but take one of the following conditions: Stuck, Drawn-in, Off-balance.

On an 18+, deal Class IV damage

Laser Rifle [Weapon] [Passive] [Energy]

Fires a white hot beam of energy in a straight line in Range Group 3. Roll +Operate to use.

Laser:

On a -12, MAVRIC unit overheats and all weapons must power down for one round

On a 13-17 deal Class II damage

On an 18+, deal Class III damage

Flight Thrusters

Adding size to the MAVRIC unit in the form a thruster backpack, the unit is capable of full flight for one minute, or able to land once from an orbital drop. Costs 1M to refuel a tank.

Anti Personnel Canisters

Any person in a 50 foot radius of the MAVRIC unit takes Class I damage. Costs \$1M

Ray Weapon [Weapon] [Passive] [Energy]

An electric weapon that locks onto a target. Roll +Operate to use. Range in Group 2

Tesla Ray:

On a -12, targeting systems malfunction, and you deal Class II damage to yourself and take a condition from the game master

On a 13-17 deal Class III damage, you do not have to re-roll to attack next turn, even if line of sight is broken. The game master chooses one additional target that is effected.

On an 18+, deal Class III damage, you do not have to re-roll to attack next turn, even if line of sight is broken.

Space Fairing MAVRIC [Passive]

Your MAVRIC is outfitted with equipment to operate in a zero gravity, no atmosphere environment. (MUST have the Flight Thrusters perk)

Phase Shield [Shield] [Passive]

Provides 2 Armor for energy weapons and negates one condition applied from an energy weapon while the shield is equipped. The shield takes one round to equip.

Rockets [Weapon x2]

A shoulder or chest-mounted rocket pod that equips you to unleash a barrage of rockets on a target. If you are in the blast radius (30 feet) you also take damage. Rocket pods cost \$2M to refill. A rocket pod takes 2 weapons slots in both weapons carried and equipped. Range in Group 3

Barrage:

On a -12, The rockets do not reach their intended target, GM deals 3x Class II damage to targets of their choice.

On a 13-17, deal 3x Class II damage, and take one of the following conditions, Blinded, Disoriented, Displaced,

On an 18+, deal 4x Class II damage

Size Upgrade [Passive]

Upgrade your MAVRIC to a Full-Size unit. These 70 foot mecha are awarded to those who have shown the prowess as pilots to use a new strata of power. Size increase means an increase in weapon capacity and HP. You also have a passive ability,

Crush: Roll your +Operate vs. unarmored target's React. On a success, deal Class II damage to the target. On a failure, take Class III damage as your unit loses balance and falls, your target may also apply a condition, and take an action.

Anti Stabilizing Field [Shield] [Passive]

Special equipment renders non-dense stabilizing field of Immunes ineffective.

Nuclear Core [Passive]

You no longer require fuel (you still require ammunition) If your MAVRIC is destroyed, your core detonates, dealing Class V damage in line of sight.

Auto Targeting Drones [Weapon]

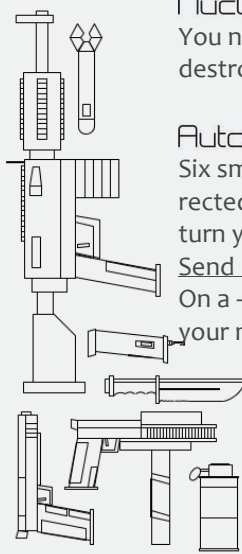
Six small drones that dock on the back of your MAVRIC unit that can be directed to any area within 500 feet. They each attack with Class I lasers. Each turn your drones are out, you must make a +Operate roll

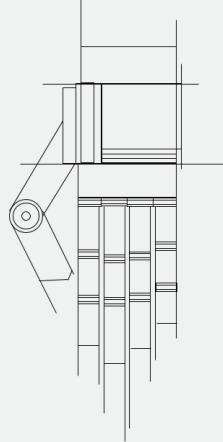
Send Drones:

On a -12, You may move and attack with 3 drones, but make no actions with your mecha.

On a 13-17, You may move or attack with 3 drones, and take the condition Distracted.

On an 18+, you may move and attack with 6 drones and your mecha.





Beam Sword [Weapon] [Passive]

Extend a beam of energy from a hilt to create a glowing sword. The beam sword deals Class V damage, and is in Range Group 1. To attack, roll +Operate,

Rend:

On a -12, your attack is predictable, and the enemy takes advantage.

You lose your weapon and it is recovered by your target.

On a 13-17, deal Class V damage, but your target may take an action before you do. If this moves them out of range, you deal no damage.

On an 18+, deal Class V damage.

Divine Hand [Shield] [Passive]

You are able to charge your MAVRIC unit's hand up to become a beam weapon, melting through metal, burning through shields, and catching incoming energy weapons. You may not use a weapon with this hand while this ability is active.

Gives two abilities:

Catch Fire:

On a -12, if the incoming damage is greater than 4 after your own Armor reduction, lose your hand.

On a 13-17, your hand absorbs fire, acting as a 1 Armor shield.

On an 18+, you catch all the damage with your hand. If any of the damage was from an energy weapon, return that damage to a target of your choice.

Phase Strike:

On a -12, the game master applies a condition to you

On a 13-17, deal class IV damage, shut down all systems for one round.

On an 18+, deal class IV damage. If an enemy cockpit is unarmored or exposed, you may kill the enemy.

Quantum Core [Passive]

When you fail a roll, you may phase through space instantly to a location 50 feet away. This ability takes one week to recharge.

Armored Guard [Passive]

A contingent of 3 small, piloted MAVRIC units are assigned to accompany and protect you.

Size Upgrade [Passive]

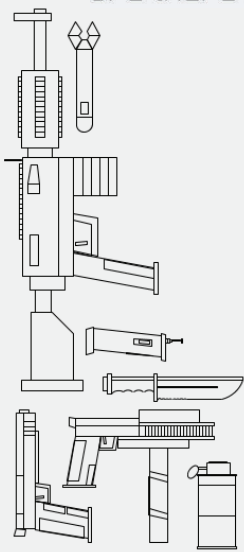
Upgrade your MAVRIC to a towering scale. There are only a few of these units, and little children collect the trading cards and action figures of these war heroes. This comes with an increase in stats for your unit (reference MAVRIC table)

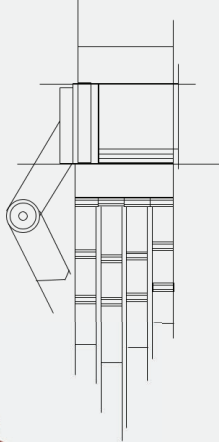
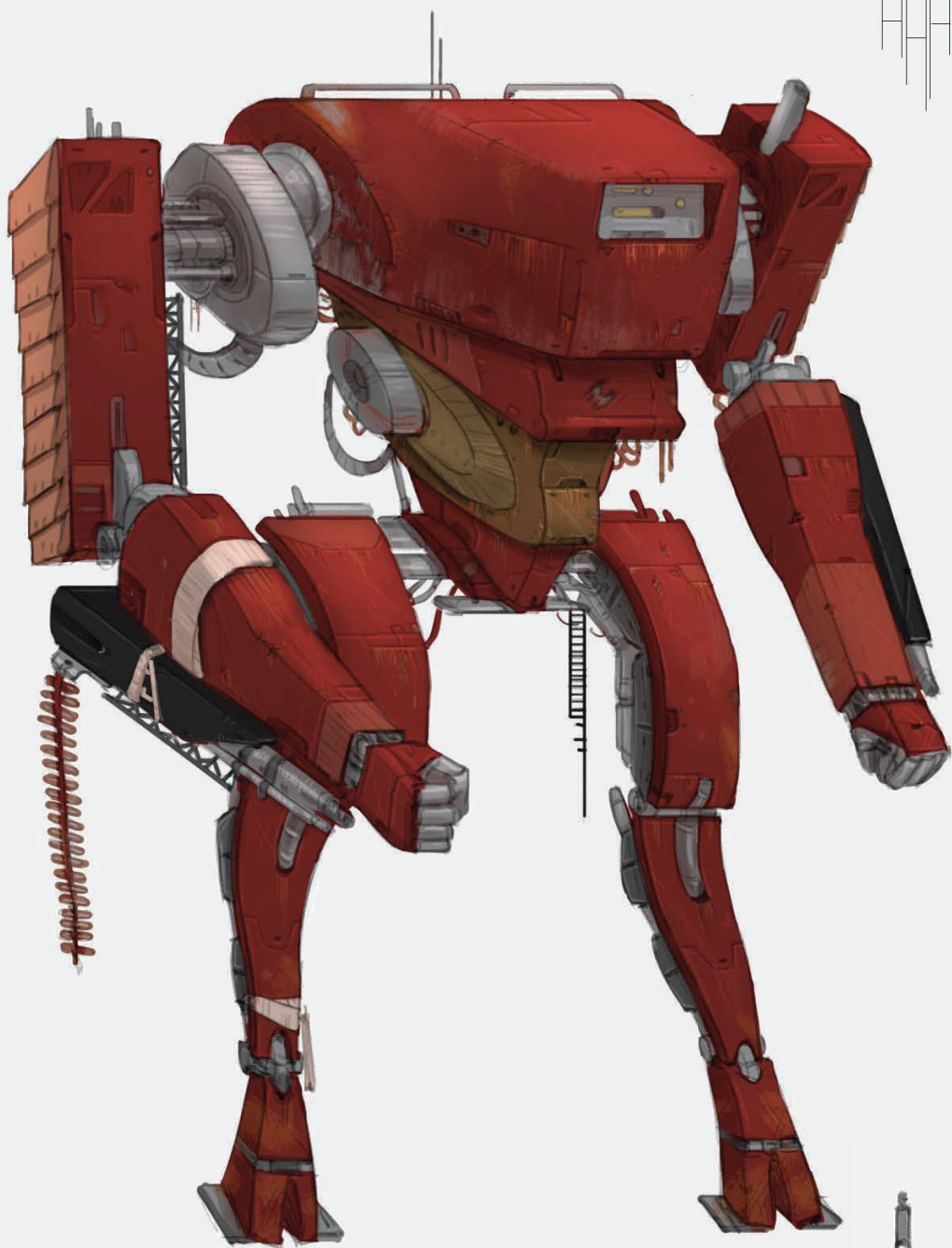
Rigger

Their skill is won in battle, and their tools are stripped or stolen from the bodies of their enemies. Non-Sanctioned pilots operate older models of mechs, repurposed and outfitted to exactly suit the needs of the pilot and his theatre of operations. So called "Riggers" are the freedom fighters of the New Pacific, typically rising from the ranks of oppressed planet's militia.

Their name comes from their handiness with their machinery. A rigger's first machine is typically little more than a mechanical skeleton, most useful pieces having been destroyed in battle or by the pilot who abandoned it. A rigger typically owns a workshop in which they personally outfit their co-opted MAVRIC, often somewhere hidden, where they can maintain the element of surprise should the PPD send a MAVRIC to their city.

Equipping their machines with whatever ordnance they can get their hands on, rigger's shops are littered with half-assembled engines, stripped artillery pieces and a horde of in-progress additions. Young riggers are often pushed away from society, because their life expectancy drops so dramatically. On the other hand, any rigger who has made a name for themselves are respected and their cities will do everything they can to keep his machine running, because they have often come to rely on them to the point that they are their only line of defense between a sky-fall MAVRIC.





- +7 Operate
- +6 Fight
- +5 Interpret
- +4 Observe
- +10 Repair
- +3 React
- +2 Lie
- +0 History
- +0 Medical
- +0 Physics
- +4 Cool

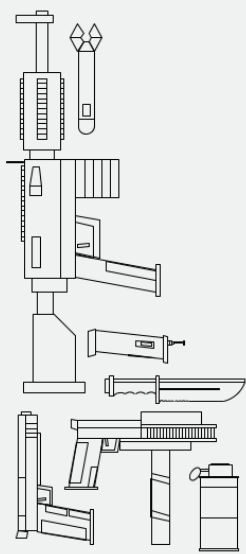
Level	Upgrade Received
1	Rigger Skeleton, 1 perk
2	1 perk
3	2 perks
4	2 perks
5	2 perks, 25 HP
6	2 perks
7	2 perks
8	2 perks
9	2 perks
10	2 perks, 35 HP

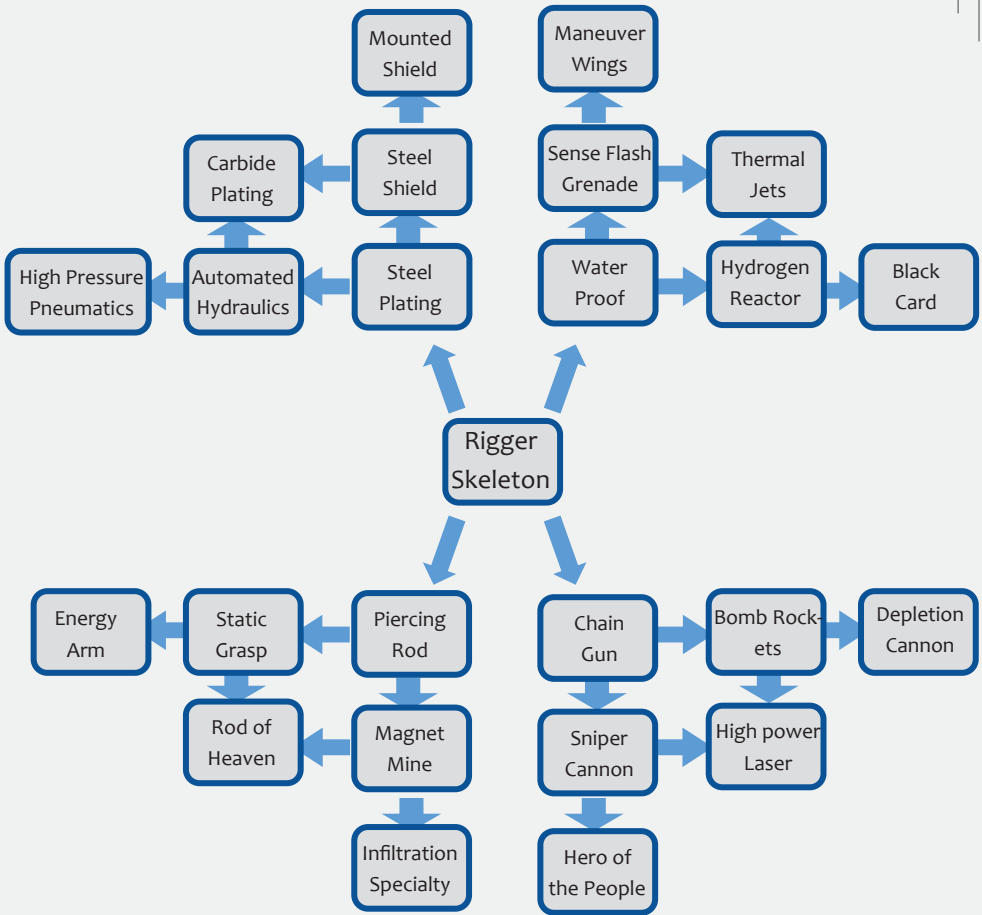
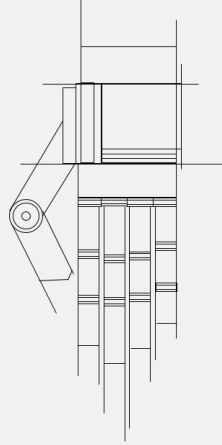
Game Mechanics:

Each level, you can unlock perks to gain either passive or active abilities. Each successive tier of abilities has prerequisites, designated by blue arrows. If a perk has two arrows pointing to it, you require both prerequisites to gain that ability. Passive abilities require nothing to use or activate, but may have a built-in cool down. Active abilities must be recharged. The recharge mechanic for Pilots is money.

Rigger pilots have no salary or stipend. Their source of income is bounty. You must seek out bounties of threats to your planet, or simply hunt those with a price on their head to afford to run your unit. Almost everyone is worth something to someone, if you are in a tight spot, you may need to turn someone in you don't want to if you need cash bad enough, but the choice is always up to you.

Target	Bounty	Bounty
Soldier	2M	1M
Officer	3M	2M
MAVRIC Pilot	3M	3M
Corporate Spy	3M	0
Refugee	2M	-1M
Corporate Exec.	2M	2M
Royalty	6M	0
Elected Official	4M	1M





Rigger Skeleton [Passive]

The basic mechanical chassis for a mech, built from scrap, or repurposed from destroyed MAVRICs, this is your first step to a powerful machine. Personalized and unique, your mech may not start as much, but it is yours, and hopefully, is strong enough to carry you far.

Mech HP– 12

Armor– 0

Mvmt– 30

Weapon Capacity– 3

Equip. Capacity– 3

Shield Capacity– 1

This class does not have a cooldown tier. Unlike other classes, you can use your abilities as frequently as you choose, provided you can afford the ammunition and materials. Repairing your MAVRIC unit costs \$1M for every 3HP or one condition, or a successful Repair check.

Steel Plating [Passive]

Outfitting your skeleton of a mech with steel plating increases its survivability. Add 1 point Armor.

Steel Shield [Shield] [Passive]

Acts as 1 point of armor for any attack you see coming, while the shield is equipped. The shield takes one round to equip.

Automated Hydrofoils [Passive]

A combination of upgrades to operating systems and mechanical foils that direct the flow of air as your massive machine moves through the air allow for a huge increase in control for your mech. You may add your React skill to your Operate rolls.

Super Pressurized Pneumatics [Passive]

Fine tuning the tolerances of your pneumatics that drive the limbs of your mech means a significant increase in its economy of motion and performance. Movement speed upgraded to 90.

Carbide Plating [Passive]

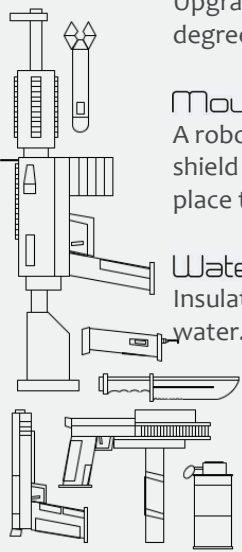
Upgrading from steel plating to carbide plating allows for a much higher degree of protection for the same amount of weight. Increase Armor to 2.

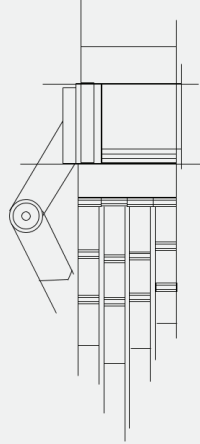
Mounted Shield [Shield] [Passive]

A robotic, shoulder mounted arm detects incoming fire and places your shield where it needs to be. Your steel shield will always be in the correct place to intercept fire. Increase your overall armor by 1.

Water-Proofing [Passive]

Insulating your electric systems means your mech is no longer affected by water. Movement speed is 1/3 in water, and only weapons in Range Group 1 can be used.





Sensor Flash Grenade [Weapon]

A cheaper version of an EMP, this flash grenade gives all mechanical units in a half mile radius the conditions Blinded and Deafened for two rounds. This device overloads all of the mechanical unit's sensors for two rounds, but visual displays are overloaded for four rounds. Any effected mech take -3 on all rolls while visual displays are down. \$1M/grenade.

Thermal Jets [Passive]

Large thrusters attached to the calves and hips of your mech allow for speeds that cause lesser pilots to black out. With these thrusters, you can initiate a half-mile jump. One use of thermal jets consumes a quarter of your fuel tank. One tank costs \$2M

Charge:

Using your thermal jets, you can slam your body into an enemy to damage them.

You can clear a half mile with this attack in one round. Roll +Operate-

On a -12, your charge goes wild, your mech stumbles and you take Class IV damage and the game master may give you a condition.

On a 13-17, You and your target take Class IV damage.

On an 18+, move up to a half mile and deal Class IV damage in Range Group 1

Maneuvering Wings [Passive]

Folding wings affixed to the back of your mech allow for continuous use of thermal jets. This enables flight and change of direction mid-air. Each round airborne uses a quarter of your fuel tank.

Hydrogen Reactor [Passive]

A safe renewable fuel source. Eliminates fuel requirements for Thermal Jets.

Black Card [Passive]

Your reputation has earned you a financier. Someone has decided it is in their best interest to keep you funded. You have unlimited credit on one planet.

Pneumatic Piercing Rod [Weapon] [Passive]

A pneumatic spike that is mounted to the forearm. Range Group 1

Pierce:

You punch your fist into an enemy, and deploy the piercing rod, roll +Operate,

On a -12, you have over extended, and made yourself vulnerable to a counterattack.

Your target may take a free action.

On a 13-17, deal Class IV damage and take one of the following conditions, Stuck, Stunned, Off-balance, Strained

On an 18+, deal Class IV damage ignoring armor.

Static Grasp [Weapon] [Passive]

Equip one hand with a static energy generator, able to disrupt the systems of an enemy mech. Roll +Operate, if the result is higher than the enemy's HP, they take the condition Disabled for one round.

Magnet Mine [Weapon]

This mine takes one round to place. With long drills, it anchors itself into the ground, becoming an immobile electromagnet, strong enough to fix a mech in position until it runs out of power. The mine is triggered by the weight of a mech, and has enough power to last 5 rounds. Any mech fixed in place has -5 Operate until released.

Rod of Heaven

Orbiting your planet are several satellites containing simple steel rods. From orbit, these rods collect enough kinetic energy to send a shock wave that deals Class V damage in a 100 foot radius, and Class IV damage in a 300 foot radius. Calling these rods takes time and accuracy though. To call a rod of heaven, roll +Operate to paint a target. The rod will land exactly three minutes later.

Call Rod of Heaven:

On a -12, the game master decides where the rod lands.

On a 13-17, choose a point, the game master chooses where, within 100 feet of that point the rod will land.

On an 18+, choose the exact point the rod will land.

Energy Arm [Weapon]

A beam emitter affixed across the forearm of your mech brings it the ability to cut through metal and rock with a swing of its arm. This weapon is in Range Group 1.

Roll +Operate to attack with your energy arm-

Slice:

On a -12, Your weapon does not engage, and your arm slams into it's target, your target is given a move to take advantage of the opportunity.

On a 13-17, Your weapon cuts into your target, dealing Class IV damage, but take one of the following conditions, Trapped, Over-extended, Moving with Inertia.

On an 18+ deal Class IV damage to your target.

Infiltration Specialization [Passive]:

Not all of your time is spent in your mech. As a rigger, you have learned to infiltrate secure locations quickly, quietly, and without raising alarms. When in a hostile location, you may treat your Observe skill as 10 for any stealth-related roll as well as anyone with you, provided you have two of the following:

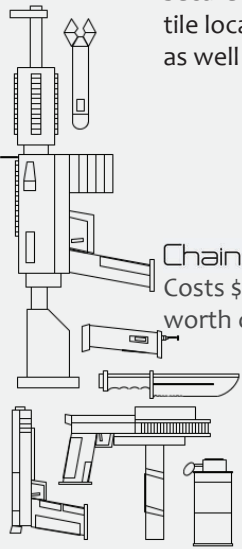
- | | |
|---------------------------|----------------------|
| -Map of the Location | -Stealth Equipment |
| -Uniform of Enemy | -Knowledge of Guards |
| -Friend on the Inside | -Schedule of Patrols |
| -Falsified Identification | -Means of Escape |

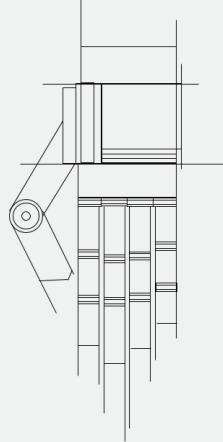
Chain Gun [Weapon]

Costs \$1M to fire for 5 seconds (1 volley). Can store 30 seconds (6 volleys) worth of ammunition. Roll +Operate to use. Range in Group 3

Rifle Volley:

On a -12, your weapon jams for one round, and the game master gives you a condition.





On a 13-17 deal Class III damage, but take one of the following conditions: Exposed, Inaccurate, Deafened, Distracted.

On an 18+, deal class III damage and apply a condition

Bombardment Rockets [Weapon x2]

A shoulder or chest-mounted rocket pod that equips you to unleash a barrage of rockets on a target. If you are in the blast radius (30 feet) you also take damage. Rocket pods cost \$2M to refill. A rocket pod takes 2 weapons slots in both weapons carried and equipped. Range in Group 3 Bombard:

On a -12, one of your rockets misfires, detonating the rest. Take 3x Class II damage, ignoring armor.

On a 13-17, deal 3x Class II damage, and take one of the following conditions, Blind-ed, Disoriented, Displaced,

On an 18+, deal 4x Class II damage.

Sniper Cannon [Weapon]

Using the bravado of inexperienced MAVRIC pilots to their advantage, Riggers have developed a sniper cannon to blast through their enemies from well outside their range. This weapon is in Range Group 5. Roll +Operate to attack,

Fire from the Horizon:

On a -12, it was too far, your shot misses. The game master chooses something to destroy or break.

On a 13-27, your shot hits, deal Class IV piercing damage, your position is given away, and the game master chooses something to destroy or break.

On an 18+, deal Class IV piercing damage.

Depletion Cannon [Weapon] [Passive]

A chest cannon that can project the full energy contained in the fuel cells of a mech. Class V damage. Exhausts fuel. Mech has 30 seconds of reserve power (no weapon functions) after firing.

High Intensity Laser [Weapon] [Passive] [Energy]

An arm or shoulder mounted cutting laser, slicing damage in an arc. This laser takes an hour to charge after use. Range Group 3, to use, roll +Operate-Carve:

On a -12, your attack was anticipated. Game master chooses something to destroy.

On a 13-17, deal Class III damage to a target.

On an 18+, deal Class IV damage to a target, and apply either Disarmed, or Crippled.

Hero of the People [Passive]

The planet you operate from recognizes your sacrifices and dedication, and is willing to do whatever they are capable of to help you in your cause. You are visually recognized by any citizen on the planet, and welcomed (and protected) as a hero. Citizens and corporations based on the planet you protect will always be cooperative within reason unless you are directly hostile.

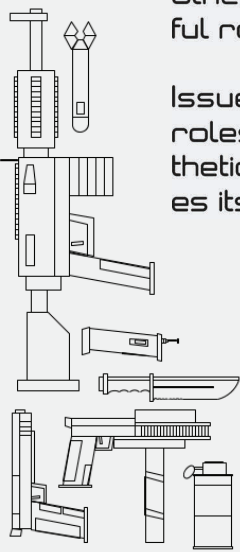
Drone

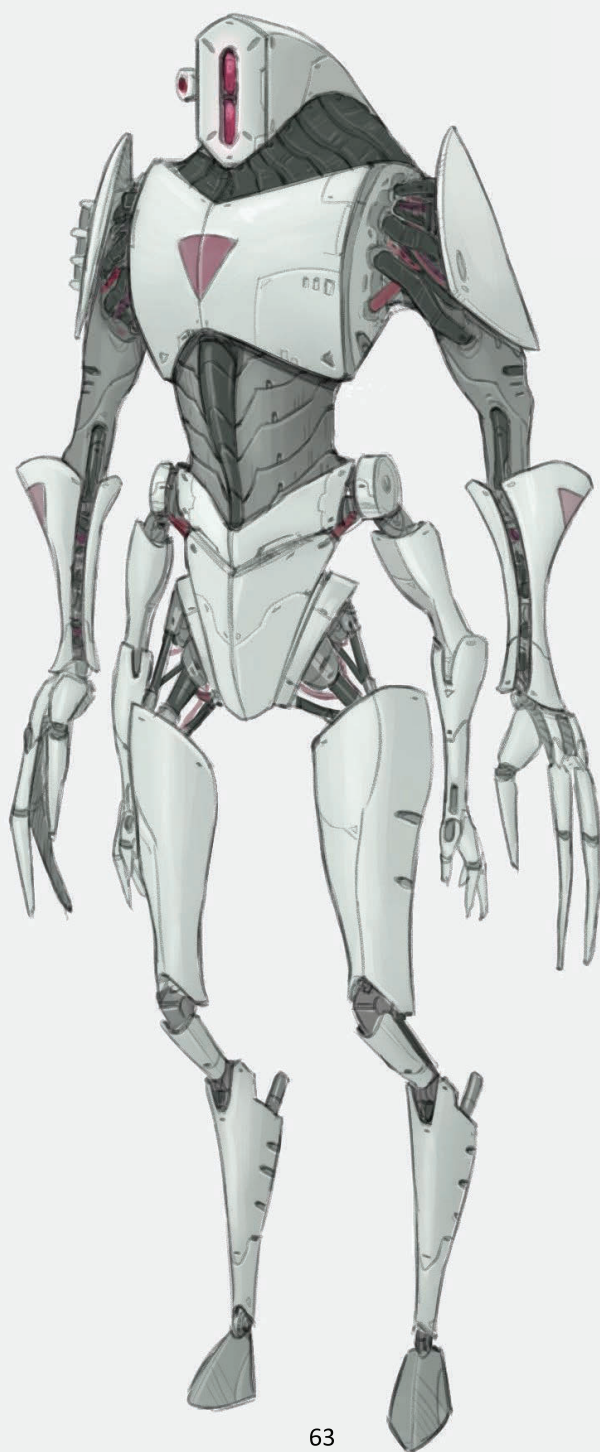
Drones were originally manufactured by the PPD. By creating a mech that had no human pilot, they assumed they were creating a mech that could not be hijacked. The lack of a pilot lead to other challenges, and eventually it was discovered the most effective control over long range was giving the control over wholly to an AI. The AI used to pilot these mech, however, often had other desires than those which were intended by their creators. Drones, battle mechs with a synthetic intelligence as a pilot are now manufactured largely as private security forces, because they take less upkeep, and are as diligent as the program running the battle suit.

While the original drones manufactured at the height of the separation conflict were as massive as their human-piloted counterparts, drones of the contemporary era tend to be sleek and smaller, though still typically 12-15 feet tall. The synthetic intelligences that pilot most rogue drones, however, typically house a separate body either within the drone, or away from it, which they can use to indulge in other avenues of exploration unavailable to their larger chassis.

There are a number of drones out on the frontier. This is perhaps because several AI made the calculation that they would be able to amass more power for themselves there, and, living in a walking machine designed to destroy, there were few willing to stop them on their way. The mass arming of AI is a complex issue in the galaxy. One side declaring the need for intelligent and tireless pilots for its security forces, others warily eyeing the increasing number of powerful robots that walk their own planet.

Issues aside, while drones tend to conform to their roles, it is not uncommon to see drones piloted by synthetic intelligences with a personal flair, which expresses itself in colorful ways.





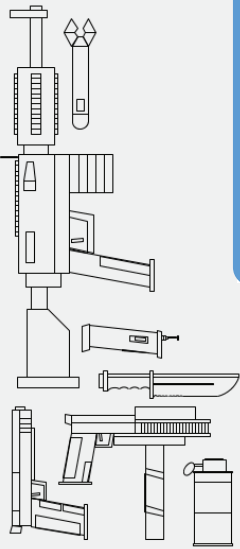
- +5 Operate
- +5 Fight
- +1 Interpret
- +7 Observe
- +5 Repair
- +6 React
- +0 Lie
- +0 History
- +0 Medical
- +2 Physics
- +10 Cool

Level	Upgrade Received
1	Chassis, 2 perks
2	2 perks
3	2 perks
4	2 perks, 20 HP
5	2 perks
6	2 perks
7	2 perks
8	2 perks
9	1 perk, 30 HP
10	1 perk

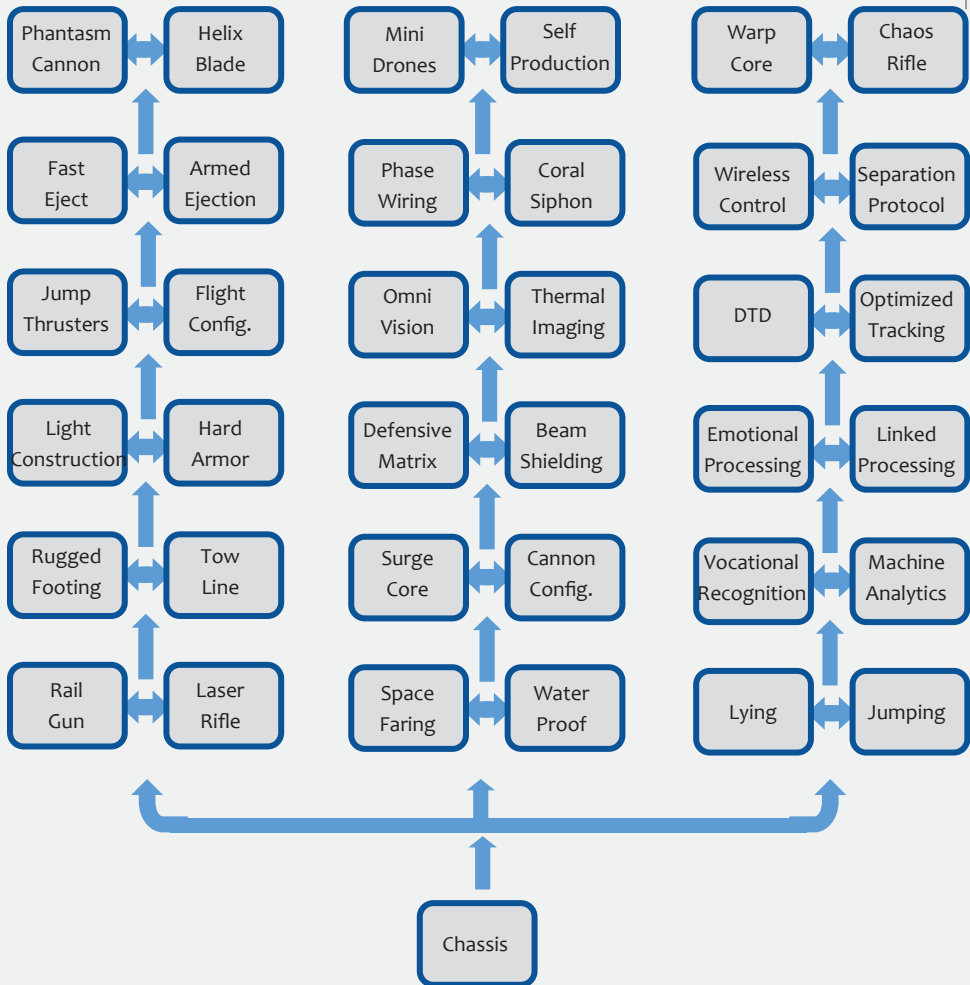
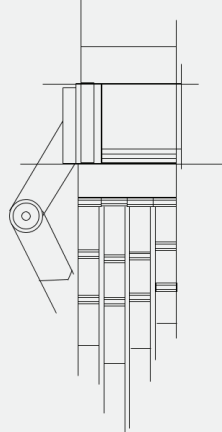
Game Mechanics:

The Drone pilot class is only playable by the Robot race. Each level, you can unlock only one of two perks to gain either passive or active abilities. For example, choosing the Rail Gun perk, would make the Laser Rifle perk unavailable. Passive abilities require nothing to use or activate, but may have a built-in cool down. Active abilities must be recharged. The recharge mechanic for Pilots is money.

Like Riggers, you are offered no constant income, however, far fewer of your weapons and tools require ammunition. Finding jobs can supply you with money, and because Drone’s weapons use magnetic propulsion for their weapons instead of combustion, can collect scrap metal for ammunition.



Size Class	HP	Mvmt	Height (feet)	Carry Capacity	Equip Capacity	Shield Capacity
Small	15	50	30	4 weapons	3 weapons	1
Full Size	30	60	70	6 weapons	4 weapons	1
Large	40	70	100	10 weapons	6 weapons	2



Chassis [Passive]

The chassis on which your body is built can carry 4 weapons and have 3 equipped. It can carry and equip 1 shield.

Drone HP– 20

Armor– 1

Mvmt– 50

Weapon Capacity– 3

Equip. Capacity– 3

Shield Capacity– 1

This class does not have a cooldown tier. Unlike other classes, you can use your abilities as frequently as you choose, provided you can afford the ammunition and materials. Repairing your MAVRIC unit costs \$1M for every 3HP or one condition, or a successful Repair check.

Rail Gun [Weapon]

Costs \$1M to fire for 5 seconds (1 volley). Can store 20 seconds (4 volleys) worth of ammunition, or can fire metal scrap for free. Roll +Operate to use. Range in Group 3
Bullet Volley:

On a –12, your weapon jams for one round, and the game master gives you a condition.

On a 13-17 deal Class III damage, but take one of the following conditions: Exposed, Inaccurate, Deafened, Distracted.

On an 18+, deal class III damage and apply a condition

Scrap Volley:

On a –12, the scrap damages your weapon. It must be repaired before it can be fired again.

On a 13-17 deal Class II damage, but the energy it takes to fire depletes one other system. Choose a condition, Immobile, Mute, Unaware.

On an 18+, deal class II damage.

Beam Rifle [Weapon] [Passive] [Energy]

This 10 foot rifle was originally produced by the PPD, but is now manufactured by the robotic corporation, The Circle. Drawing power directly from the Drone's energy cells, it fires a blue beam of energy in a straight line. In Range Group 3. Roll +Operate to use.

Beam Shot:

On a –12, drone overheats and all weapons must power down for one round

On a 13-17 deal Class II damage

On an 18+, deal Class III damage

Ruggedized Footing [Passive]

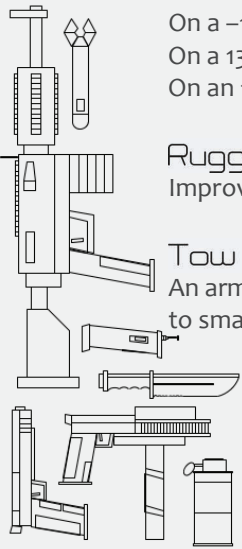
Improved texture and gripping joints on your feet add +1 to react

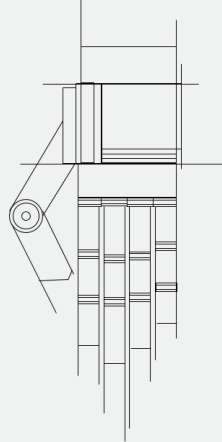
Tow Line [Passive]

An arm or waist mounted grapple hook that is capable of dragging a medium to small mech. If grappling a large mech, movement directions are reversed.

Grapple:

On a –12, you shoot your tow line, and it plants in an unintended target. Your next action is removing your tow line.





On a 13-17, your tow line plants in its intended target, but you take the condition Vulnerable until your line is released.

On an 18+, your tow line plants in its intended target, and you may give the condition Off-balance.

Light Construction [Passive]

Higher quality materials mean a lighter, more maneuverable chassis. Increase your Mvmt to 75

Hard Armor [Passive]

Durable, hardened alloys mean you can take a beating and keep walking. This upgrade to your plating increases your Armor to 2.

Jump Thrusters [Passive]

Thrusters mounted on your back and feet propel can propel you 100 feet in 5 seconds in any direction (including up) The thruster's fuel cells hold 2 charges. It takes an hour to generate 1 charge.

Flight Configuration [Passive]

Without having to accommodate an organic pilot, your drone is able to convert its body into a flight configuration. When in flight configuration, you may only have 1 weapon equipped, your Armor is reduced by 1, your HP remains the same, and your Mvmt is increased to 150. You cannot hover, unless you have previously equipped Jump Thrusters.

Armed Ejection [Passive]

Your drone may eject a smaller humanoid unit, or hologram drone with one of its main weapons attached in place of an appendage. This weapon rolls normally, however, you roll Fight for weapons when ejected. Ejecting takes 1 round.

Fast Eject [Passive]

Your drone may eject a smaller humanoid unit, or hologram drone. Ejection happens as a reaction (immediately after taking damage), as opposed to taking 1 round. When you eject, you may use a propelled eject, launching your smaller unit up to 50 feet and with one round of Mvmt.

Helix Blade [Weapon] [Passive]

A metal blade that generates an energy field which help it pierce through both energy and physical armor. This sword is resistant to energy weapons, and can be used to Deflect and Slash.

Deflect: roll +React,

On a -12, an attempt to deflect fire from an awkward position, you don't have enough control. Your sword is struck from your hand, take full damage.

On a 13-17, choose an option: reduce Damage Class by 1 –or– take full damage and reflect the damage at one lower Damage Class to the target.

On an 18+, reflect the full damage back to a target of your choice.

Slash: roll +Operate

On a -12, the electric systems of the weapon are not synced with your own, and incorrect voltages cause several fuses to blow. You lose the function of this weapon, arm and one other weapon until you are repaired.

On a 13-17, deal Class III piercing damage.

On an 18+, deal Class IV piercing damage and give the condition Electrified.

Phantasm Cannon [Weapon] [Passive] [Energy]

This long rifle fires a string of particles that bind common atmospheric molecules, causing a sudden and intense vacuum along a straight line. This weapon takes 4 rounds to charge after firing, and is in Range Group 4. Roll +Operate to fire.

Phantasm Blast:

On a -12, the particle stream is not propelled properly, and detonates directly in front of you. Ripped forward 30 feet by a vacuum, take class III damage and the condition, Prone.

On a 13-17, along a visible line, anything within 30 feet and under 200 pounds is pulled to the center of the line and takes Class II damage, including yourself.

On an 18+ , along a visible line, anything within 30 feet and is not securely attached to the ground is pulled to the center of the line and takes Class III damage.

Waterproof [Passive]

Insulating your electric systems means your drone is no longer affected by water. Movement speed is 1/3 in water, and only weapons in Range Group 1 can be used.

Space Fairing [Passive]

The drone can operate normally in zero gravity and a vacuum.

Cannon Configuration [Passive]

Your drone is able to reconfigure into a stationary artillery piece. The reconfiguration takes 1 round. As an artillery cannon, you cannot move, you have 1 Armor, and HP remains the same. In this configuration, you can fire artillery in Range Group 5,

Deliver Ordnance:

On a -12, the game master tells you where your shell lands dealing Class IV damage in a 100 foot radius

On a 13-17, deal Class IV damage in a 100 foot radius, but choose an option: your position is discovered by a patrol –or– your position is triangulated by enemy artillery.

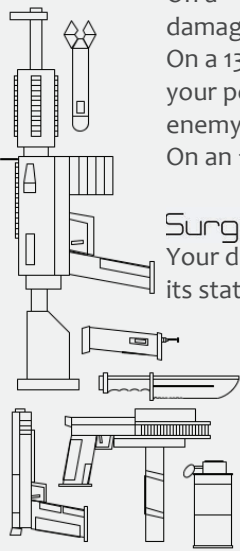
On an 18+, deal Class IV damage in a 100 foot radius.

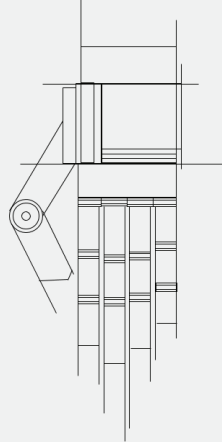
Surge Core [Passive]

Your drone can overclock its processors for 5 rounds to add +3 to any one of its stats (except Operate). Your hardware must cool for one hour after use.

Beam Shielding [Passive]

Poly magnetized plating redirects beam weapon energy. Reduce all energy damage by 1.





Defensive Matrik [Passive]

Three small turrets mounted across the body of the drone intercept incoming projectiles. Reduce all damage from physical projectiles by 1.

Omni Vision [Passive]

Additional cameras allow for the drone to process 360 degree vision at all times. This means you can never be surprised. Increase your Observe by 1.

Thermal Imaging [Passive]

Specialized cameras allow the drone to see heat radiation. You are able to see the heat off creatures through walls, allowing you to target shots without direct sight. Firing through most walls reduces the Damage Class by one level.

Phase Wiring [Passive]

By using circuitry in a phase-shift stasis, the drone is unaffected by non-dense fields generated by Immunes.

Coral Energy Siphon [Passive]

Equip your drone with organic material that functions as a lightning rod for the high levels of energy emitted by energy weapons. Being hit by energy weapons supercharges your systems, giving you +2 Operate and React for two rounds.

Miniaturized Drones

Your drone is able to detach 3 small humanoid robots. Each is capable of operating independently from the parent drone, however they are all networked, and should they lose their network connection, may behave erratically. Each robot may have either a melee or ranged weapon. If a robot is destroyed, it costs \$2M to replace.

Send Bots:

On a -12, move or attack with bots, they deal class I damage. Your main body may not move or attack.

On a 13-17, move and attack with bots, they deal class II damage. Your main body may move or attack, but takes the condition Hampered, if it chooses to do so.

On an 18+, move and attack with bots, they deal Class II damage. You may use your main body normally.

Self Production [Passive]

Nano machines and automated repair protocols enable your drone to repair itself in the heat of battle. Storing up to 2 repair charges at a time, and recharging at a rate of 1 per day, you may use a repair charge to repair 1d4 damage. This can be done at any time and does not take an action.

Lying [Passive]

Your programming is able to understand and utilize lies. Remove “-5 when lying” from your racial abilities, and set your Lie score to 2.

Jumping [Passive]

The drone is able to process spatial and kinetic scenarios, allowing it to execute complex physical maneuvers. Remove “-5 when performing complex physical motions” and set your Operate score to 10

Vocational Recognition [Passive]

The drone is able to recognize and remember traits and behaviors that link to cultures, nationalities, occupations and affiliations. Remove “-5 when attempting to make Interpret checks” and set your Interpret score to. You may also scan a person to attempt to gain this information directly. Roll +Observe,

Scan Person:

On a -12, your scan is noticed, and all of you take the condition Suspicious.

On a 13-17, ask one question from the list.

On an 18+, ask three questions from the list

- | | |
|-----------------------------------|--------------------------------|
| -Who do they work for | -Where have they been recently |
| -Can they damage me | -Are they quicker than me |
| -How much damage can they take | -What do they want |
| -What nation/planet are they from | -When did they get here |

Machine Analytics [Passive]

The drone is able to recognize and remember traits and configurations of machines. It can instantly pull up the information of any machine in its database. This includes partial machines, as well as partial information (such as censored information). To analyze a machine, roll +Observe,

Scan Machine:

On a -12, your scan is intercepted, and all of your own combat specs are sent to the scanned target.

On a 13-17, ask one question from the list.

On an 18+, ask three questions from the list

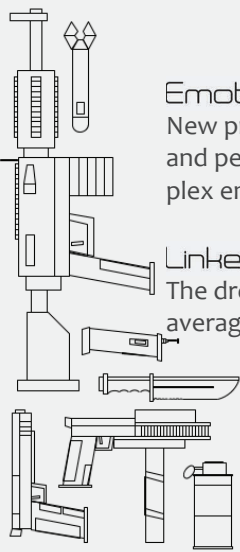
- | | |
|------------------------------|-----------------------------|
| -What weapons does it carry | -Where is it from |
| -Is it faster than me | -Where is it weak or strong |
| -How much damage can it take | -How is it weak or strong |
| -Can I damage it | -Who or what is piloting it |

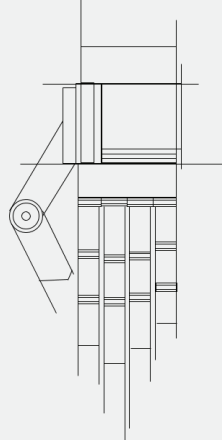
Emotional Processing [Passive]

New programming helps with the nuance and context of emotion, language and personal expression. You are now able to recognize and interpret complex emotions and interactions. Set Interpret score to 6.

Linked Processing [Passive]

The drone is able to link with another AI, to form a single intelligence, and average their basic scores as long as it maintains a physical connection.





Dedicated Target Differentiation [Passive]

Precision aiming in crowded areas. By reducing your damage class by one level (when you choose) you can guarantee you will not hit non-designated targets.

Optimized Tracking [Passive]

Dedicated processing allows you to reference historical data and analyze the path and behavior of enemies, allowing the drone to make a +5 Observe check to discern the location of a target even when you have no line of sight.

Wireless Control [Passive]

The drone's Network Core is dislocated from its body. This allows it to re-install its core personality into a body regardless to how much damage its body has taken, even destroyed. If there is a new body available, you may install yourself in that body. Installing takes 2 days. You may only control 1 body at any time.

Separation Protocol [Passive]

The drone is able to separate itself into two smaller drones that operate in networked tandem with one another. Each half controls one of your weapons, and moves at your full speed and has its own action. You may not use any configuration abilities when separated.

Warp Core

Allows the drone to make an individual warp jump to a known system. This ability takes two days to recharge.

Chaos Rifle

So named because its inventor claimed to have "solved" chaos theory, this weapon causes a massive destabilization in the strong nuclear bond of molecules, essentially dematerializing material in its target blast. In range group 3, roll +Operate Dematerialize:

On a -12, the weapon miscalculates, and badly damages your systems. Lose 1 point in one of your base skills permanently.

On a 13-17, deal Class V damage, partially dematerializing a 5 foot radius sphere around a point, but the huge volume of calculations required to fire shut down your systems for one round and give you of the following conditions, Overheated, Sluggish, Unaware, Judging Poorly.

On an 18+, deal Class V damage, dematerializing a 5 foot radius sphere around a point completely.

Immune

Once the New Pacific had perfected its strategy of pirating MAVRICs, the PPD not only began to lose its grip, but lose the war. The New Pacific began to be able to fight the war with even firepower, drastically shifting the balance of power in spite of the new technologies and mechanical improvements that were being rushed into the PPDs new units. Pushed to less conventional alternatives, the PPD developed the first Witches.

Immunes began as experiments in biochemical warfare, in hopes of creating a bacteria that could dampen, or completely inhibit the electric components of a MAVRIC unit. What the scientists discovered, was that the field emitted was stronger with the more synapses that fired in the brains of altered organisms. What was discovered immediately after, was humans were ideal subjects.

Immunes project an hyper stabilizing field, binding electrons to their atoms of orbit, eliminating any current or transfer of electric energy. The host of this field is also able to control it and manipulate it, as its strength, density and texture are determined by how and where the brain is active.

In a similar fashion to the MAVRIC units, Witches were dispatched to sectors too distant to be in constant control, or were ordered to carry out missions that questioned the host's morals, and defectors were made. Today, Witches are trained in secret distant facilities, their method of manufacture is kept exceptionally safe. Only the ideal candidates are kept on, though. Many potentials are cast out at some point in the process, with life-threatening complications or little understanding or control of their powers. Feared by most, and distrusted by all, Immunes are recognizable by the pallor of their skin and the folklore that surrounds them. Many of these living weapons wander, trying to find purpose, or atone for sins.

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Test subject 093853-[REDACTED]

Name: [REDACTED]

Blood Type: XX

Race: [REDACTED]

Notes: Subject was [REDACTED] to treatment, though, [REDACTED] caused a significant [REDACTED] which may [REDACTED]



- +0 Operate
- +4 Fight
- +3 Interpret
- +5 Observe
- +2 Repair
- +6 React
- +7 Lie
- +0 History
- +3 Medical
- +3 Physics
- +8 Cool

Level	Upgrade Received
1	Inoculation (Cooldown Tier 1)
2	5 ability points
3	5 ability points
4	6 ability points (Cooldown Tier 2)
5	6 ability points
6	8 ability points
7	6 ability points
8	6 ability points (Cooldown Tier 3)
9	6 ability points
10	4 ability points

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Each successive tier of abilities costs more points to unlock, and certain abilities have prerequisites, designated by black arrows. Abilities with multiple arrows pointing to them have more than one prerequisite. Unspent ability points roll over to the next time you level up, keep track of them in your permanent conditions section of your character sheet. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Witches is time.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)

6 Points

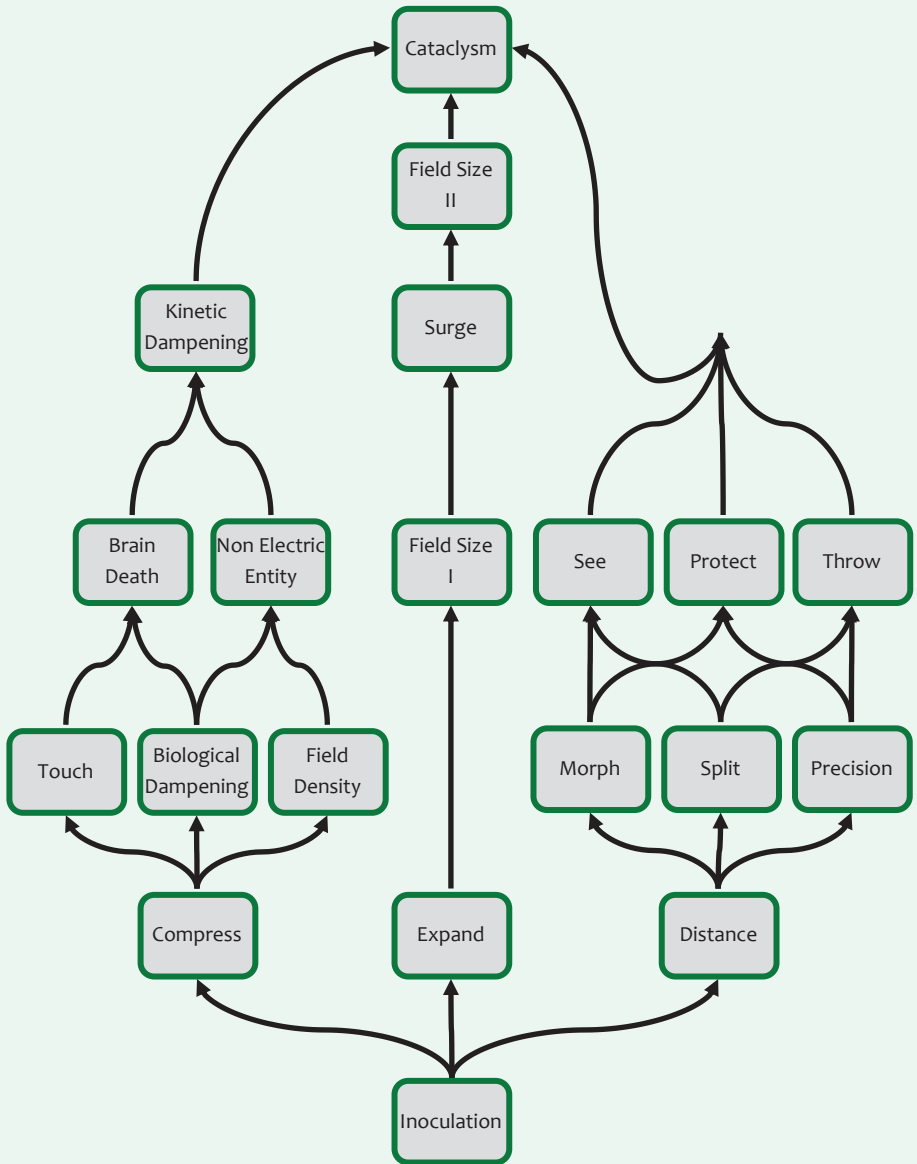
5 Points

4 Points

3 Points

2 Points

1 Point



Inoculation [Passive]

You constantly generate a Stabilizing Field that shuts down all electronics within a 5 foot radius. Those electronic components are completely non functional while in the field. Any laser or energy based weapon's damage is halved against you.

Compress

With intense concentration, you can raise the intensity of your Stabilizing Field. By increasing the density of your field, you can render a more dramatic effect on the objects that pass through it. Range Group 2

Compress: +Cool

On a -12, your concentration yields no results, take one of the following conditions, Fatigued, Dazed, Unsure, Reckless.

On a 13-17, your field surges through objects around you, anything currently in your field at this moment takes the condition Disabled, burning through any devices that protect against Stabilization Fields. This takes a lot out of you though, take the condition Exhausted.

On an 18+, your field surges through objects around you, anything currently in your field at this moment takes the condition Disabled for 30 seconds, and your field burns through any devices that protect against Stabilization Fields as well.

Touch

You can focus your field through your body with such intensity that things you touch are effected with an intimate level of effect. Range Group 1

Touch: +Cool

On a -12, you invert your field, triggering the device you touch.

On a 13-17, the object you touch takes the condition Disabled for two minutes.

On an 18+ the object you touch takes the condition Disabled for one hour.

Biological Dampening (Passive)

You gain the ability to apply your Stabilizing Field to organic energies. When using your class moves, on an 18+ the low level biological electricity, such as brain waves, is affected as well. Affected creatures are placed into stasis by your field, rendering them unconscious.

Field Density [Passive]

Heightening the density of your field has become second nature, a practiced defense mechanism. You may use the Compress move as a reaction now, update the move to the following:

Compress: +Cool

On a-12, your concentration fails you, you lose all passive effects on your field for 30 seconds, and take one of the following conditions, Fatigued, Dazed, Unsure, Reckless.

On a 13-17, reduce damage from energy weapons by 1 level, and ignore the effect of Field Protectors for one round.

On a 18+, eliminate any damage from energy weapons, and any Field Protectors devices are overloaded and destroyed.

Brain Death

By touching an creature with a brain or CPU, you are able to freeze the pathways inside that carry electrical currents in a way that causes irreparable damage, potentially killing the target. Range Group 1

Wrack: +Cool

On a -12, your Stabilization Field clears unnecessary noise in your target's systems without damaging their mind. Raise all their scores by 1

On a 13-17, your Field gives your target the condition Unresponsive for 1 minute, but when they awake, all their scores are raised by 1.

On an 18+, give the condition Braindead to your target.

Non-Electric Entity [Passive]

Your field has permanently changed your biology, your body no longer uses electricity to communicate through its nerves, meaning you cannot be killed unless your head is completely destroyed. Once reduced to 0 hit points, you take the condition Unconscious, but you may be healed normally to remove that condition.

Kinetic Dampening

Mastery of your Stabilization Field reaches new depths. Now extending beyond electricity, you can dampen the kinetic energy of small objects such as bullets. You may use this move as a reaction.

Dampen: +Cool

On a -12, by focusing on your field rather than getting to cover, you've left yourself wide open. Take the damage and one of the following conditions, Exposed, Unaware, Falling, Ineffective.

On a 13-17, reduce the incoming Damage Class by 1, and take one of the following conditions, Exposed, Unaware, Falling, Ineffective.

On an 18+, you are able to Stabilize the kinetic energy of projectiles passing through your field. Reduce incoming damage this round to 0.

Expand

You are able to double the size of your field for 5 minutes

Field Size I [Passive]

Maintaining your basic Stabilization Field takes less energy, increase its passive radius to 10 feet

Surge

You are able to hurl your energy into your field. Doing so surges the size of the field temporarily to enormous size.

Surge: +Cool

On a -12, your Field collapses to its normal size, and you take the condition Unconscious. You take disadvantage on all rolls until this ability recharges.

On a 13-17, your Field surges to a radius of 150 feet for one round, then you take the condition Unconscious. You take disadvantage on all rolls until this ability recharges.

On an 18+, your Field surges to a radius of 150 feet for one round.

Your ability to channel energy into your Stabilization Field has become natural and powerful. Your Field radius increases to 20 feet.

You can shift the epicenter of your field up to 10 feet in any direction

By twisting and deforming your field, you can restrict it in areas, and extend it in others, extending it in one direction or avoiding an object you do not want to disable.

On a –12, your Stabilization Field twists into unexpected shapes. The game master chooses something to disable.

On a 13-17, you are able to extend your field out in a direction, or constrict it to avoid affecting an object for 30 seconds, but it moves unexpectedly elsewhere, the game master chooses something other than your target to disable.

On an 18+, you are able to extend your field out in a direction, or constrict it to avoid affecting an object for 30 seconds.

You are able to drop a sphere of your field up to 1 foot in radius that will remain in place in space for 5 minutes.

By tracing the energy along the paths of wires and circuits, you may attempt to deactivate any device connected up to 50 feet away to something you can touch.

On a -12, you deplete a great deal of energy, but to no effect. Take disadvantage on your next roll.

On a 13-17, give an object connected to a wire you can touch the condition Disabled, but take disadvantage on your next roll.

On an 18+, give an object connected to a wire you can touch the condition Disabled.

The electric fields and currents that are stopped by your field create a sensation like vision. You are able to see anything that would normally generate or pass electricity, including biological electricity if it is in the range of your field. This ability passes through walls and does not require line of sight.

You can shape your field to choose what is affected, and what is not affected.

This ability pertains to the entire passive radius of your Stabilization Field, and means that your character can now interact with electronic devices without rendering them useless.

Throw

You can split off a small 6 inch radius sphere of your field and throw it, as a ranged attack

Throw: +Fight

On a -12, your aim is off. The game master decides where your attack lands.

On a 13-17, your attack lands, but the effect lasts only 1 round.

On an 18+, your attack lands, and the field remains in place for 5 rounds.

Cataclysm (Passive)

Your field has a permanent locking effect. While electric current used to resume their flow shortly after they have left the presence of your field, objects stabilized by your field do not re-engage. This means anything effected by your field takes the condition Disabled permanently. You are also able to dampen any kinetic energy within line of sight, but it takes your complete focus.

Void Gazer

Not everything in the universe is understood. Not everything should be. Many have tried to understand the condition called "exposure." Long exposure to the overwhelming emptiness of space drives life to insanity. If that exposure to the emptiness is long enough, brains simply start shutting off systems. Those who have been observed through this process simply stop breathing, or their heart slows to a gradual halt. People simply seem to bleed out into the emptiness, engulfed by the noise floor of the universe.

There are some who suffer this exposure and return changed. These people are few enough in numbers to remain nothing more than a myth. That myth is spread by those who have experienced what they are capable of.

The universe may function according to a set of rules, but we do not know them all. Void Seekers have crossed over to a place where they step past entropy and create or destroy order in line with their will. It is improbable for several separate air currents to coalesce and change the path of a bullet, even more so for it to happen a dozen times in a row. It is improbable for all the atoms in a person's body to lose their bonds at once. What prevents these things from happening is millions of probabilities acting against one another. Void Seekers access a place where those probabilities are mechanical, and can be manipulated.

The most reliable method of accessing this strange psyche was discovered by the Andandians, and formalized into the Pursuit of the Unknown, a journey in a single cell capsule around the event horizon of a black hole. This is the culminating pilgrimage of the Pursuit. Exposure to the darkness shatters all who attempt it but for a few, rare, secret exceptions. Having witnessed the truth of the void, Void Gazers always return somewhat broken by their change, if alive. They have no concern for the formalities of civilization. They hide from society, loathe scrutiny and study, and always, without exception, seek to return to the void.

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Test subject 093853-[REDACTED]

Name: [REDACTED]

Blood Type: XX

Race: [REDACTED]

Notes: Subject was [REDACTED] to treatment, though, [REDACTED] caused a significant [REDACTED] which may [REDACTED]



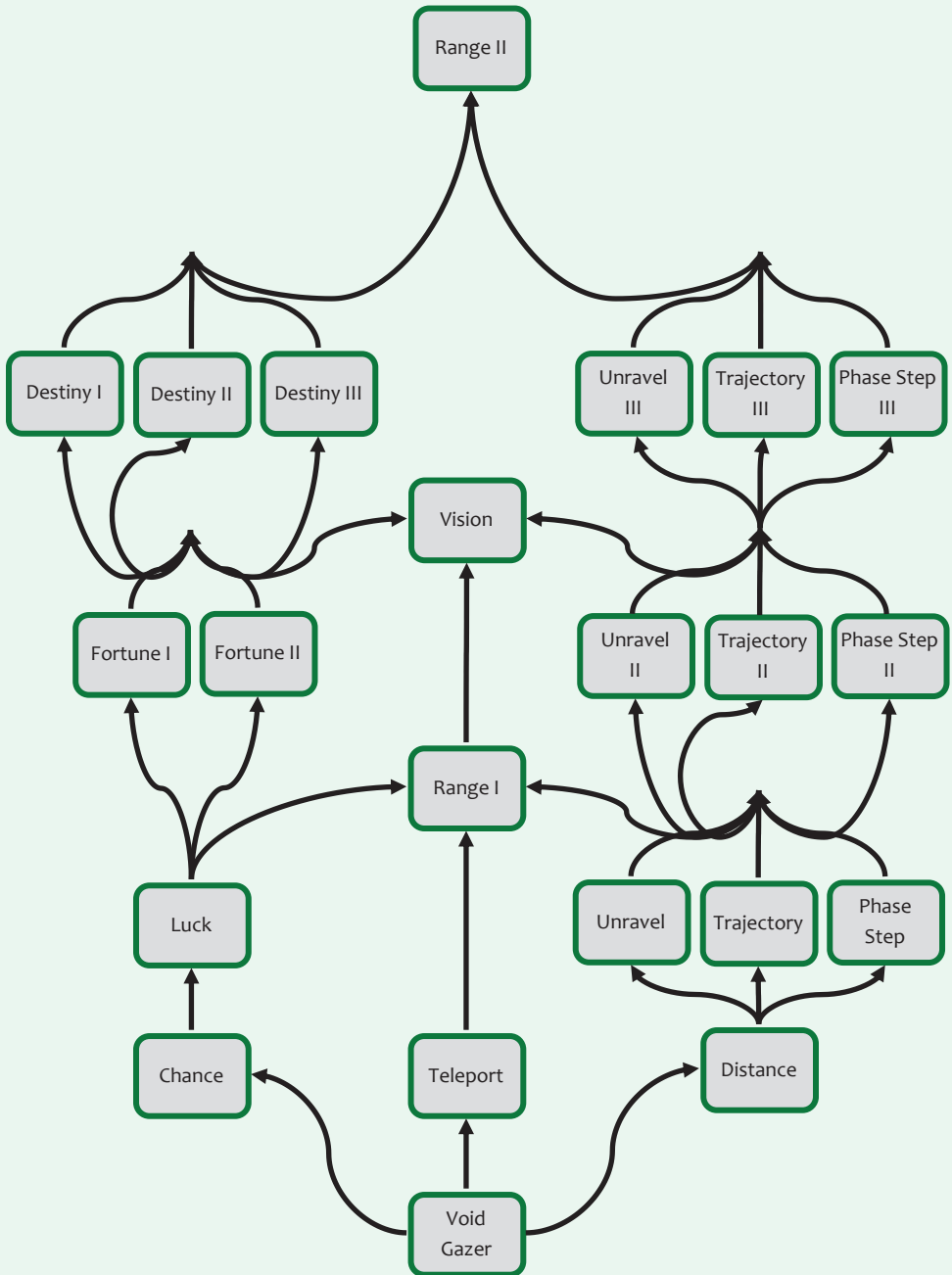
- +1 Operate
- +4 Fight
- +2 Interpret
- +3 Observe
- +5 Repair
- +8 React
- +2 Lie
- +0 History
- +1 Medical
- +1 Physics
- +10 Cool

Level	Upgrade Received
1	Void Gazer, 2 ability points
2	2 ability points
3	2 ability points
4	2 ability points, Refresh Tier 2, Advance Insanity track
5	2 ability points
6	2 ability points
7	2 ability points
8	2 ability points, Refresh Tier 3, Advance Insanity track
9	2 ability points
10	2 ability points

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Certain abilities have prerequisites, designated by black arrows. Abilities with multiple arrows pointing to them have more than one prerequisite. Unspent ability points roll over to the next time you level up, keep track of them in your permanent conditions section of your character sheet. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Witches is time. As you level up, you will periodically increase the severity of your Insanity. Your insanities stack with each tier you take.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)



Void Seeker

You have entered the true emptiness of space, and not all of you has returned. Choose a level 1 insanity.

Distance

You are able to manipulate the tides of randomness at a distance from yourself. Where others see random interactions, you see the strings that tie everything together, and know just where to tug.

Determine Process: +Cool

On a -12, reaching back into the void shows its consequences, take one of the following conditions, Dazed, Enraged, Weeping, Suspicious.

On a 13-17, choose the outcome of a game of chance, but the game master gives you a condition relating to your insanity.

On an 18+, choose the outcome of a game of chance

Unravel

Small vibrations and manufacturer's defects permeate any piece of equipment. You may attempt to cause a malfunction in a small electronic or mechanical object within sight.

Unravel I: +Cool

On a -12, the attempt to send compact vibrations through a target feedback into you. The game master chooses you, or a piece of your equipment to receive the condition Broken.

On a 13-17, give a weapon or electronic system the condition Broken, but you also take the condition Broken.

On an 18+, give a weapon or electronic system the condition Broken.

Unravel II

You can unmake an object of mass equal to or less than you, returning it to its basic forms.

Unravel II: +Cool

On a -12, the game master chooses something to unmake.

On a 13-17, the object falls apart, but you suffer minor cuts all over your body, suffer Class I damage.

On an 18+, the object is reduced a pile of sand and gas, the most basic forms of its constituent molecules.

Unravel III

You can make an object or a sphere of material up to 4 feet in radius cease to exist.

Unravel III: +Cool

On a -12, you are tempted by the void. You disappear for 3 rounds and return with the temporary conditions Insane and Violent.

On a 13-17, the object falls apart into its constituent pieces, but one of your limbs you use to channel this ability through also suffers the effect. Take the condition Wounded, and Class I damage and lose the use of a limb.

On an 18+, the object winks out of existence.

There are particles and convection currents present in all atmospheres, and deformations in the barrels of all guns that cause unpredicted change in the trajectories of projectiles. You may influence all these small changes to work together. You may all Trajectory abilities as reactions to prevent damage. (Effects Class II damage and lower)

On a -12, you've altered the trajectory, but not well. Give the incoming damage the Piercing condition.

On a 13-17, alter the trajectory of a small projectile slightly. Lower the damage class by 1.

Trajectory II

Every spray of bullets contains empty space. Rather than move yourself into that empty space, you have developed the power to move that empty space to where you are. (Effects Class III Damage and lower)

On a -12, you've altered the trajectory, the game master choose a new target.

On a 13-17, alter the trajectory of a medium projectile or a spray of small projectiles enough to reduce the Damage Class by 1.

On an 18+, alter the trajectory of a medium projectile or a spray of small projectiles up to 90°.

Mastery over the spaces between matter allows you a new level of control over objects in space. (Effects Class V Damage and lower)

On a -13, you fail to use your power, the game master will give you a condition based on your Insanity.

On a 13-17, the game master will give you two new targets to choose from. The damage will be redirected to one of these.

On an 18+, alter the trajectory of a small spacecraft, 12 medium projectiles, or 150 small projectiles up to 90°

Matter is mostly empty space. By perfectly managing the probabilities of how your atoms position themselves, you can phase through a solid object up to a foot thick

You can phase your body out of physical interactions for thirty seconds. Once you end your Phase Step, your cooldown starts.

You can phase another person for up to two seconds

Teleport

Your body is nothing more than matter, and matter can be made. By using the potential energy typically dormant in atoms, you can deconstruct the matter that makes up your body and reconstruct it anywhere you can see within 20 feet.

Teleport: +Cool

On a -12, you teleport, but the game master tells you where.

On a 13-17, you teleport, but rematerialized slightly inside of something. Take the condition Stuck, until you take an action to remove yourself.

On an 18+, your body evaporates into smoke and sand, you reconstitute somewhere else.

Range [Passive]

Moving through the void becomes easier, you can teleport up to 100 feet (effects Teleport move)

Vision [Passive]

You can feel space, matter, and more importantly, where there is nothing. You no longer require line of sight to teleport, but must have intimate knowledge of where you are teleporting. (effects Teleport move)

Range II [Passive]

Space is relative. Your teleportation is no longer bound by distance. (effects Teleport move)

Chance

Where others see random chance, you see the weights and balances that effect outcomes. After rolling a skill contest, you may choose to swap the results of your die with the character you are contesting.

Luck

It's not "luck". You may redo a roll.

Fortune I

While you manipulate the tides of probability that shape outcomes, you can also surrender to them. Flip a coin.

Heads: Reset your cooldowns.

Tails: Take 1 damage, and the condition *Panicked*

Fortune II

Force another character to re-roll a check or contest.

Destiny I

Choose which side of a die you would like facing up on a roll, and place that side up

Destiny II

(Only once a week) If you meet a character who is hostile toward you, that character is neutral instead.

Destiny III

When you choose to assist another character, or use plot dice, give them a d10 to add to their dice pool, not a d4. After the roll, the other player will add the normal d4 to their assist dice pool, or the game master will add a d4 to their plot dice pool, not the d10 used for the roll.

Splicer

Downtown boutiques and reality shows have nearly washed away genetic alteration's history of government control and military use. While genetic splicing was developed under government control with military funding, it had existed much longer. The first splicers were pre-exodus, before the Oceanic Fleets were dispatched. Companies developed gene-altering technology, and subject to consumer demand. Unreliable products were weeded out by a consumer environment. Demand for more dramatic gene alteration began to seriously outpace the companies ability to safely develop products and techniques. As complications developed, the users suffered, and the companies who made faulty products only ended up benefitting from their suffering

A community developed of splicers who were failed by their alterations, or who knowingly altered themselves in ways society at large did not approve of. This counter culture was insular, and protected their own. Though, as time passed, splicing technology improved, and risk was gradually, incrementally removed.

While expensive, it is no longer rare. Stock brokers can be seen gliding to their offices on feathered wings, pickpockets lurk through crowded streets and sprint away from police with feline dexterity. On every side of society, splicing raises questions, but those who undergo procedures to rip new DNA into their genes always seem more concerned with the wind in their hair as they race through the concrete forest.



+2 Operate
+9 Fight
+5 Interpret
+6 Observe
+1 Repair
+6 React
+4 Lie
+0 History
+5 Medical
+0 Physics
+2 Cool

Level	Upgrade Received
1	2 ability points, Cooldown Tier 1
2	2 ability points
3	2 ability points
4	2 ability points, Cooldown Tier 2
5	2 ability points
6	2 ability points
7	2 ability points
8	2 ability points, Cooldown Tier 3
9	2 ability points
10	2 ability points

Game Mechanics:

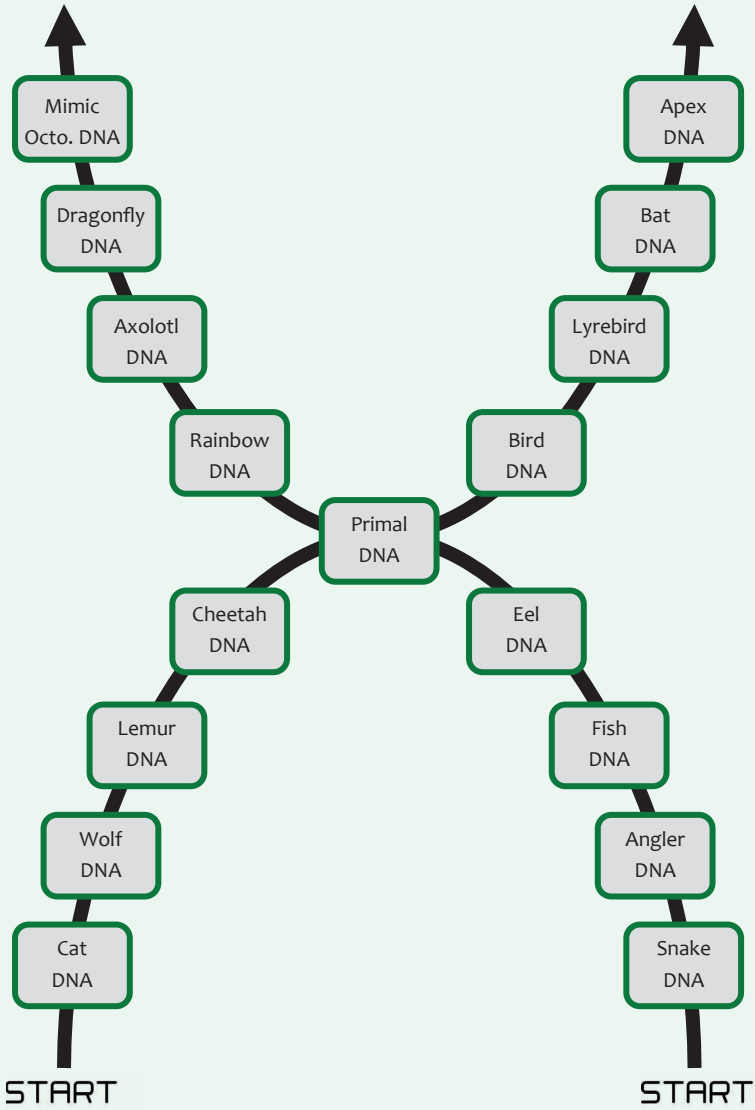
Each level, you can spend ability points to unlock either passive or active abilities. Gene upgrade paths continue along blue arrows through the point where they cross. You may take abilities from either track, but must take the prerequisite lower abilities to unlock successive higher abilities. Both main tracks must be completed before alien DNA can be unlocked, and you cannot take the racial ability of your original race. Passive abilities require nothing to use or activate. Active abilities must be recharged.

Each time you spend ability points you must choose.

- Buying an ability for 2 ability points, you successfully implant the DNA and take the ability.
- Buying an ability for 1 ability point, you must roll a d10 and take the result on the complications table.

Refresh Rates

Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)



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Complications Table

d10	Result
1	Alteration fails. Cross the alteration off the track. You may advance past this
2	Alteration effects internal systems, take Class I damage or the condition Crip-
3	The alteration you take is incompatible with a previous alteration. Cancel one
4	Alteration is grotesque. -2 Interpret when interacting with others.
5	Alteration takes energy to use. The ability it gives you will always be at
6	The alteration is unnatural with your skeleture, take -1 Fight
7	The alteration cannot be concealed.
8	Alteration can only be completed once the character has found this animal
9	Alteration is successful with no side effects.
10	Alteration takes to your body exceptionally well, any bonuses it grants give an

Cat [Passive]

Improved internal gyroscopic detection and muscular flexibility allows you to always twist yourself into landing softly on your feet. Negate fall damage up to 100 feet. You are silent if you are not wearing armor.

Wolf

When being attacked in melee range, you may choose to use this ability as a reaction in an attempt to cut down your enemy before they can deal damage. Your melee attacks all deal Class II damage.

Lash: +React

On a -12, by moving recklessly, you have made an opportunity for someone else, your enemy rolls with an additional d4

On a 13-17, you may make a move before your target, but you lose your next turn, and your enemy receives an extra d4 to their next roll.

On an 18+, you may make a move before your target's action completes, but you lose your next turn.

You can leap thirty vertical feet

You can sprint at sixty miles an hour for ten seconds over flat ground.

On a -12, your target is able to use something in the environment you missed to their advantage. You take the condition Surprised, and they make a move.

On a 13-17, if your target is less than a half mile away, you catch them, take the condition Exhausted.

On an 18+ if your target is less than half mile away, move to your target and make another move.

When you make a Survey check, you may add these to the list of questions you can choose from.

-who is the most dangerous here -can I survive _____

- what tools can help me survive
- what instinct drives this person

Large, feathered wings that protrude from your back allow you to fly and glide.

Your Mvmt while flying is double.

On a -12, you've misjudged your distance and made yourself very vulnerable to your target, your target makes a move on you with advantage.

On a 13-17, you make a move on your target, but your target makes an move on you afterwards.

On an 18+, make a move on a target with advantage.

You are able to replicate nearly any voice you have heard speak

On a –12, you have raised the suspicions of your target. They make a successful Engage check against you.

On a 13-17, you are able to mimic a voice you've heard, but take the condition Suspicious.

On an 18+, you are able to mimic a voice you've heard for the duration of a conversation.

The keen hearing of the bat is only the surface of this change. Interpreting that information and using it as a supplement to other senses gives you keen abilities.

On a –12, diverting your focus to your other senses takes time. Take the condition Blinded for the next round.

On a 13-17, you are able to “see” in darkness and around walls and corners for one round, but you take the condition Blinded for the next round.

On an 18+, you are able to “see” in darkness and around walls and corners for one round.

Apex [Passive]

A dangerous cocktail of the DNA of Apex predators from a variety ecosystems superimposes traits onto your body that remind all organisms of things they have learned to fear through millennia of evolution. When rolling for the Sway move, you may use your target’s fear to your advantage. You may use +Fight for Sway.

Snake [Passive]

Your teeth and nails secrete a poison. After successfully dealing melee damage, your poison infects the wounds of your target.

Poison: TARGET ROLLS +Fight

On a –12, the target takes one of the following conditions, Unconscious, Delirious, Dying, Rabid.

On a 13-17, the target takes one of the following conditions, Blurry Eyed, Concussed, Sluggish, Feverish.

On an 18+, your poison is resisted.

Angler Fish

You are able to produce a hypnotic glow, entrancing your target.

Hypnotize: TARGET ROLLS +Cool

On a –12, give your target the condition Entranced until their eyeline is broken with you.

On a 13-17, give your target and yourself the condition Entranced until you break eye contact.

On an 18+, your attempt to hypnotize your target has left you vulnerable. Your target makes a move, and you take the condition Ridiculous as well.

Fish [Passive]

Adding an organ to filter air from liquids allows you to breathe underwater. Your Mvmt is halved while moving through water.

Eel

This DNA teaches your body to build a gland that creates high voltages of electric charge. This move is in Range Group 1.

Zap: +Fight

On a –12, your target is grounded and your energy redirects through your own body. Take Class I damage and the condition Stunned for one round.

On a 13-17, inflict Class I piercing damage, you and your target take the condition Stunned for one round.

On an 18+, inflict Class I piercing damage. Your target takes the condition Stunned for one round.

Rainbow Shrimp [Passive]

By adding over a dozen new color receptive cones, you can see an incredible array of light. Set your Observe to 10.

Axolotl

You are able to regrow lost limbs. However, re-growing a limb from scratch takes a great deal of energy, and with the pastiche of DNA swirling through you, this move is prone to unintended results. When you re-grow a limb, roll on the table to discover the result. When safe and at rest, you do not need to roll.

d10	Result
1	Your new limb regrows at a third the size. Take -3 Fight
2	Your new limb regrows instantly, but is ineffective, take -3 Fight
3	Your limb regrows with a grotesque appearance, take -3 Interpret
4	Your limb regrows a foreign set of DNA. Take -1 Fight, -1 Interpret
5	Your limb regrows, but must take the biomass from your other limbs. Your Mvmt is halved for one day.
6	Your wound closes over, but is healed. Recover HP
7	Your limb regrows instantly, but falls off in two rounds.
8	Your new limb regrows instantly, but gives you -3 Fight for one day
9	Your new limb regrows instantly
10	Your new limb regrows instantly. Recover HP

Dragonfly

You are able to process the thought patterns and movements of prey, predicting their paths. Ignore 1 point of armor for all attacks (line of sight not required). This move can replace the Shoot move and is in Range Group 3.

Predictive Shot: +Observe

On a -12 , your shot was a guess, and misses entirely. Take the condition Exposed.

On a 13-17, your shot is close, but misses. Your target takes the condition Frightened, and you take the condition Exposed.

On an 18+, deal normal damage for your weapon through a wall or without line of sight.

Mimic Octopus

You are able to re-shape the structure of your body, and your volume to a lesser extent, to mimic another creature, or the environment around you.

Shift: +Observe

On a -12, your disguise fails when the game master chooses.

On a 13-17, generally mimic a person or object you have seen before. Under any level of scrutiny, you will take the condition Suspicious.

On an 18+, flawlessly mimic a person or object you have seen before.

Haz [Passive]

You are able to grow a hard carapace that provides 1 Armor. You may dig through solid rock.

Quill [Passive]

Chlorophyll cells that augment your skin give your appearance a greenish tint, and allow you to survive without food.

Andandian [Passive]

By intermixing your DNA with that of a race that has unlocked secrets of longevity, you can extend your life greatly. Extend normal life span to 200 years. You may also communicate one-word thoughts telepathically.

Coral

By changing part of your brain to a Coral network, information transfer happens much faster. +3 react -1 Perceive (social)

Human

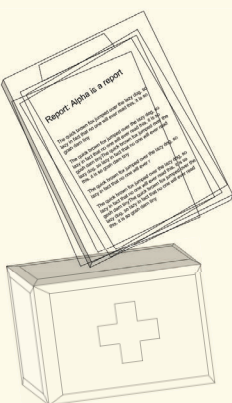
The genetic versatility of humans allows you to take on augmentations more easily. Choose any old augmentation and re-roll your complication with advantage (roll twice and choose your result).

Chemist

There is a certain kind of person who drops out of college in one of the most sought after fields of research to trudge out to the galactic edge, or wade into the dirty labyrinthian roots of the sprawling cities outside the control of the Directorate. Primarily trading in favors and threats, chemists have the knowledge and tools to create the drugs, and the weapons people want. Knowing who to befriend, and who to show the barrel of the gun are skills commonly found in the chemists who help produce the infrastructure in the less supported areas of space, the rest die quickly.

Chemists are found on the Directorate planets in white, well lit laboratories, conducting scientifically rigorous experiments to advance the companies that pay their loans. In the outer rims, the rent is lower near chemist's shops. Both have an exceptional knowledge of particle physics, metamaterials, and manufacturing processes. Among both cultures, the sponsored straight-laced graduates, and the soot-stained adventurers is an intense drive to push boundaries. An edge in the market is the carrot on the stick across all planets.

Hard work and diligence is important to learn the tools of the trade, but the successful know the secret: natural born brilliance. There is a smug pride among those who make it in this field. A natural confidence is born by making discoveries. The laws of economics demand no less from any scientist who is in the business of making money.





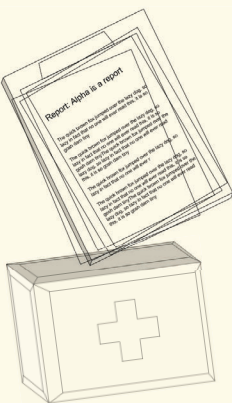
- +2 Operate
- +1 Fight
- +4 Interpret
- +4 Observe
- +0 Repair
- +2 React
- +5 Lie
- +6 History
- +6 Medical
- +10 Physics
- +2 Cool

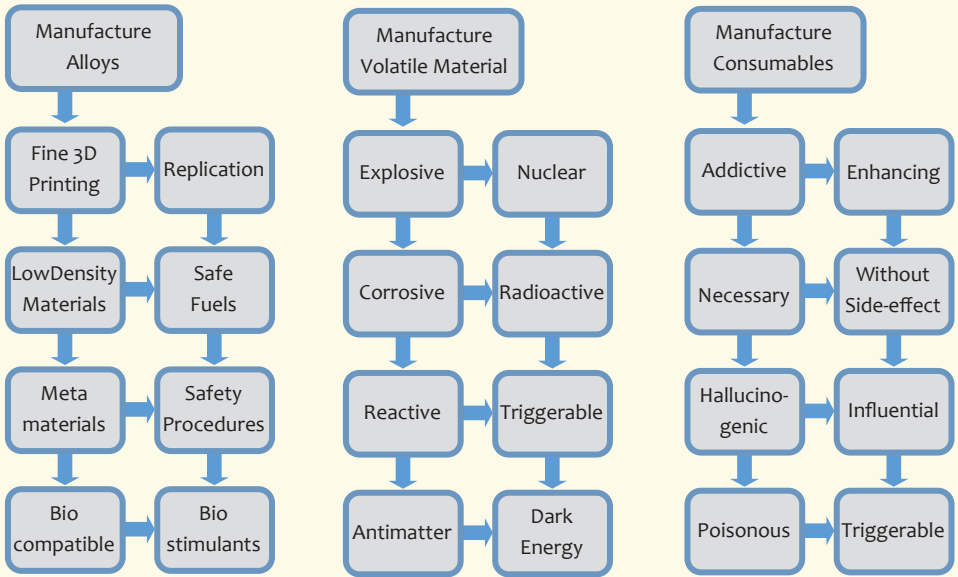
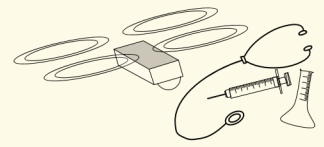
Level	Upgrade Received
1	Manufacture Alloys, Manufacture Volatile Material, Manufacture Consumables, 2 ability points, Cooldown Tier 1
2	2 ability points
3	2 ability points
4	3 ability points
5	2 ability points
6	3 ability points
7	2 ability points
8	2 ability points
9	3 ability points
10	3 ability points

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by a blue arrow. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Support Classes is time.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)





Manufacture Alloys [Passive]

Given the raw materials, you have the equipment to smelt and process basic building materials such as metals and plastics.

Fine 3D Printing

Access to the equipment necessary to scan and extrude, you can replicate any object you can scan, up to a square meter. You can even bypass the one rule of the print center– no printing printers. The speed of your printers relates to your cooldown tier. If you are at Cooldown Tier 1, for example it takes 24 hours to print.

Replication

You are able to instantly synthesize complex inorganic materials less than two square feet. You can synthesize complex circuitry and synthetic objects with biological complexity for the use of prosthetics for example.

Low Density Materials [Passive]

You can manufacture materials that weigh next to nothing, or are rigid, but transparent. You can also manufacture alloys that are immune to the effects of acid and serve as 2 armor to Energy Weapons. For example, you can print transparent weapons, armor, or light materials for a mech, raising its Mvmt.

Safe Fuels [Passive]

You can manufacture fuels that are inert until reacted in a designated process. Any machinery or mech that is converted to these fuels is safe from having their fuel ignited or explode.

Metamaterials

You can re-engineer any tool or weapon with materials not found in nature. This process takes 24 hours, but adds 1 to any roll associated with that item.

Safety Procedures [Passive]

Your careful precautions in your lab procedures and inventory quarantines provide a safety that carries over into the rest of your practices. By preventing any catastrophic damage from occurring, re-roll 1's once a day.

Bio-compatibles

You can manufacture materials that resist rejection from organic bodies. You can add them to the bones or muscles of any organic creature. Any character can have only one upgrade at a time.

Upgrade: +Medical

On a -12, your lack of medical expertise causes a problem, the host takes one condition from the left column.

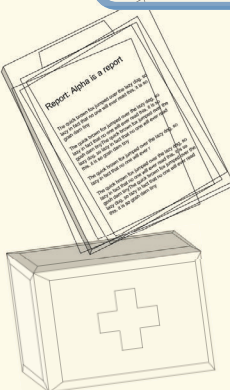
On a 13-17, the host takes one condition from the left column, and you choose one result from the right column.

On an 18+, choose two results from the right column to give to your host.

Conditions	Results
The augment is uncomfortable. Take the condition Distracted.	Improve internal skeleton. Give a character +1 HP
The augment will have to be removed after one week.	Increase nerve connections and tendon elasticity. +1 Operate (max 10)
The augment is visible and cannot be concealed.	Increase muscle density. +1 Fight (max 10)
When the augment effects the game, the game master may apply a condition	Insert a small weapon or tool.

Bio-stimulants [Passive]

By manufacturing small stimulants that improve individual performance, you can perform tasks quicker, and they take less energy. Move to Cooldown Tier 2





Manufacture Volatile Material

You equip your facilities to manufacture dangerous materials with high potential energy: fuels, low grade explosives, detonators and acids.

Explosives:

- Small Explosive: deals Class II damage in Range Group 2. These explosives are the size of a small loaf of bread.
- Large Explosive: deals Class IV damage in Range Group 3. These explosives are the size of large trunk.

Detonate: +Observe

On a -12, flip a coin. On heads, the explosive detonates and the game master chooses something additional that is destroyed. On tails, the explosive doesn't detonate. On a 13-17, the explosive detonates, but has a tell, allowing those in the blast area a brief moment to react.

On an 18+, the explosive detonates.

Nuclear

You can manufacture a small scale nuclear reactor. This provides energy at a constant rate indefinitely, however, if it sustains damage, it results in a class V explosion. A small scale nuclear reactor is the size of a large desk. It can be carried by a large vehicle or mounted in a mech.

Corrosive

You can manufacture acids that eat through plastics, organic material, even metal. Corrosive materials deal damage over time if not immediately treated. Storing corrosive materials requires a container lined with low-density material. Weapons that fire corrosive rounds typically do not deal damage, but rather, apply the Corroding condition. When the Corroding condition is applied, each round the condition is active, the target must make a choice between three options:

- take 1 damage
- lose a piece of equipment, or an equipment slot
- spend a round dealing with the acid to remove the condition.

Radioactive

You can manufacture materials that cause rapid degeneration in cellular organic matter. You also have developed the means to manufacture shielding against this. A weapon loaded with irradiated rounds to use the move Irradiate. When a character has the condition Irradiated, they must choose between two options:

- lay still, they will take no more damage or conditions.
- take an action as normal, but the game master will permanently reduce one of their Skills by 1

Irradiate: +Fight

On a -12, the magazine explodes, giving you the condition Irradiated.

On a 13-17, the round grazes your target, dealing Class I damage and the condition Irradiated. Your weapon must cool for a round before its next shot.

On an 18+, your shot hits its mark. Deal Class I damage and give your target the condition Irradiated.

Reactive [Passive]

You are able to develop volatile materials with a specificity that dictates what releases their potential energy. You can manufacture explosives or acids that catalyze when they come into contact with a specific material. (ex. skin, steel, oxygen, glass)

Triggerable [Passive]

Your reactive technology is taken to the extreme. You may now manufacture volatile materials with more specific triggers, such as volume, acceleration or pressure.

Antimatter [Passive]

The first step in harnessing Dark Energy

Dark Energy [Passive]

You have a supply of potentially limitless energy. You are able to manufacture dark energy reactors, which take up a small room, but provide an order of magnitude more energy than nuclear reactors. Any weapon powered by a dark energy deals an extra point of damage and pierces all armor. Weapons that use dark energy must be directly connected to a reactor, or use dark energy cells, each of which takes one equipment slot. Each time that weapon is used, it uses an energy cell. Move up a Cooldown Tier.

Manufacture Consumables

You are able to manufacture materials that react with organic systems and generate specific emotions or conditions.

Drug: +Physics

On a -12, the drug does not work as expected. Roll for one side effect.
On a 13-17, the drug works, choose a result, but also roll for one side effect.
On an 18+, the drug gives its desired effect. Choose one result.

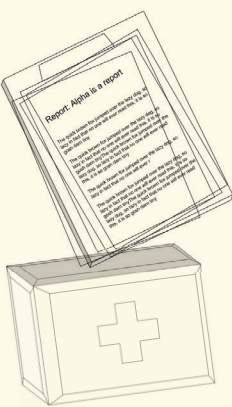
Side Effects	Results
1-Nauseous	-Add 1 to all rolls for the duration of a conversation
2-Violent	-Add 2 to your next roll
3-Dazed	-Take a positive condition for 1 day
4-Hallucinating	-You are immune to non-physical conditions for 1 hour

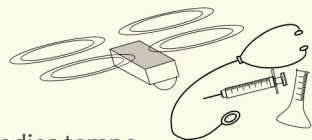
Addictive [Passive]

All consumable compounds you synthesize have an addictive quality. After 4 hours without this compound, a user is given the condition Dis-tracted, after 12 hours, Irritated, and after 24, Obsessed.

Necessary [Passive]

The compounds you synthesize cause the users to become rapidly chemically dependent. A character who does not have their compound after a day takes 1 damage and the condition Obsessed, and takes an additional damage each day following.





Enhancing [Passive]

You are able to synthesize compounds that enhance organic bodies temporarily, either improving focus, recollection, pain tolerance, or muscle performance. You may also choose from this list of results when synthesizing drugs.

- You have 1 extra HP for 2 hours
- Add 3 to your React score for 2 hours
- Add 3 to your Fight score for 2 hours
- If you roll a 10 when making a move, you may make another basic move

Without Side Effect [Passive]

You are able to manufacture compounds that are neither Addictive nor Necessary, and have no unintended side effects. You no longer need to roll to synthesize drugs.

Hallucinogenic [Passive]

These consumables create images in the user's mind that are influenced by their emotional state and their environment. When a target is drugged, they roll +Cool.

Taint: +Cool TARGET ROLLS

On a -12, give the target one of the following conditions, Truthful, Removed, Confused, Imperceiving, Hallucinating.

On a 13-17, the target becomes erratic, paranoid, and you may give them a condition.

On an 18+, the target becomes violent, focused, and is aware they've been drugged.

Influential [Passive]

These consumables leave a user open to influence, opening them up to a receptive state.

Influence: +Observe TARGET ROLLS

On a -12, the target enters a trance-like state, and will follow one simple command.

On a 13-17, the target enters a trance-like state, and will follow one simple command, but interacting with anyone else will break the trance.

On an 18+, the game master decides who the drug affects and how.

Poisonous [Passive]

You are able to synthesize both slow acting and immediate poisons.

Poison: +Fight

On a -12, the game master decides who the poison affects and how.

On a 13-17, the poison reaches the target, but has a limited effect. Give the target disadvantage on all rolls, but they will know who poisoned them.

On an 18+, the poison works well. Give the target disadvantage on all rolls, and one of the following conditions, Frail, Dying, Retching, Convulsing.

Triggerable [Passive]

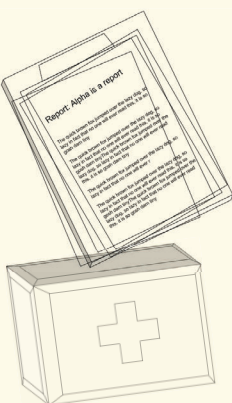
You may elect to add a trigger to the poison you synthesize. The poison will remain benign after your roll to apply it, until it encounters a trigger that you specify. (Passing through the electric scanner field of a door, Ingestion of a different material, a sound that vibrates at a certain frequency, etc.)

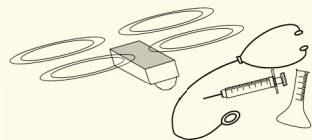
Physician

There are two schools of thought surrounding physicians. Some believe a doctor ought not do any harm to another soul, not carry a weapon and do everything in their power to help any injured being they come across. There are others who would prefer their medic shot the piece of shit who put a hole in their leg before they get a hole somewhere worse.

What is constant between all reliable medical professionals is the precision and focus that comes from years of grueling study at an academy. Being able to focus under the stress of gunfire and raid sirens, relying on steady hands during the turbulence of a refugee ship exiting atmosphere, the encyclopedic knowledge required to match antidote to ailment, these are skills taught and refined in school, and developed under watchful eyes before they are fully certified to practice medicine outside the confines of their institution.

For those not concerned with the medical maintenance of the body, the limits of what the organic body can accomplish is the frontier to be explored in the medical field. The lifespan of various races, the maximum output of muscles and load capacities of reinforced bone, these are all avenues to explore. The average life expectancy for a organic life jumped 12 years in the last decade. Medical advances in science are allowing people to live longer, stronger lives, risk more during exploration, and build dynasties that reach further.



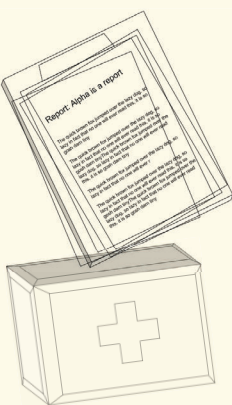


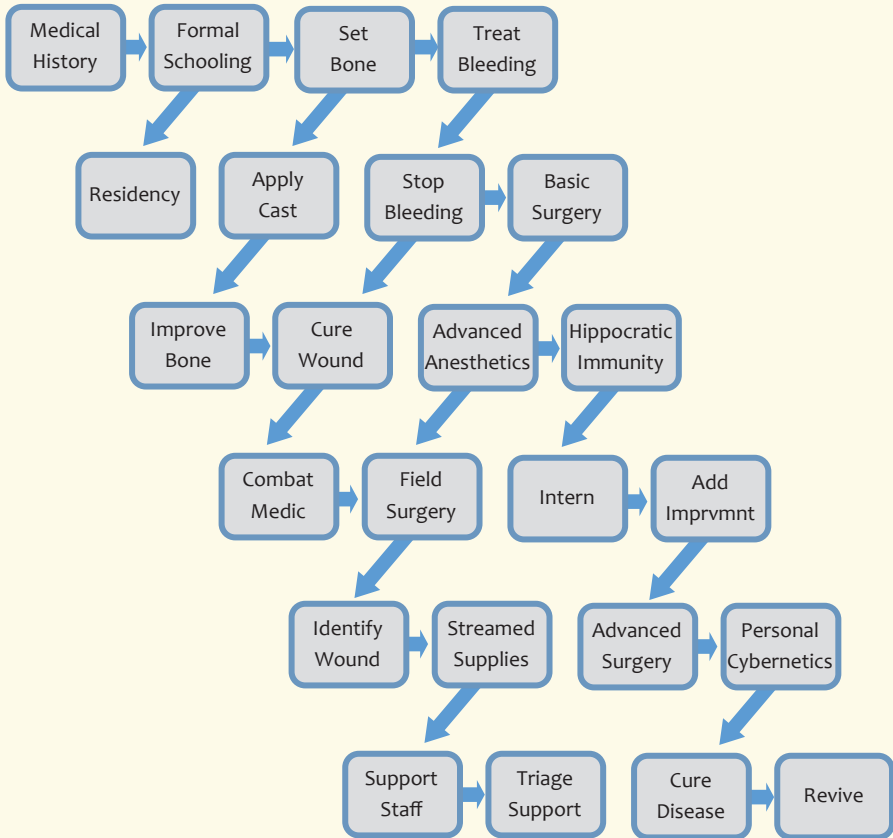
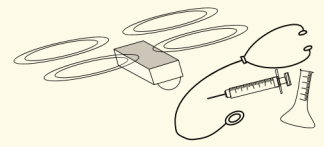
- +3 Operate
- +2 Fight
- +0 Interpret
- +8 Observe
- +3 Repair
- +3 React
- +0 Lie
- +2 History
- +10 Medical
- +2 Physics
- +4 Cool

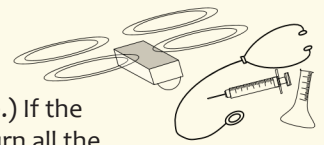
Level	Upgrade Received
1	Medical History, Formal Schooling, Set Bone, Treat Bleeding, Cooldown Tier 1, 1 ability point
2	1 ability point
3	1 ability point
4	2 ability points
5	2 ability points
6	2 ability points
7	2 ability points
8	2 ability points
9	2 ability points
10	2 ability points

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 Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by a blue arrow. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Support Classes is time.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)







(limping is light usage, walking and running is moderate usage.) If the wounded area is used before it can be completely healed, return all the conditions and damage that was healed.

Stop Bleeding: +Medical

On a -12, weather haste or hubris, you've made things worse. The game master will choose one of the following conditions to give to your patient: Infected, Blacking out, Frightened, Screaming.

On a 13-17, your treatment takes. Restore 1 HP, or remove 1 condition. Choose one of the following conditions to give to your patient: Hindered, Slow, Distracted, Dazed.

On an 18+, your treatment takes. Restore 1HP and remove up to 1 condition.

Cure Wound

Your technology and your proficiency with the tools you carry have reached the point where you may stop the flow of blood from a wound instantly and permanently, masking any conditions associated your patient's wounds.

Cure Wound: +Medical

On a -12, your patient has a violent allergic reaction to your sealing compound. Your patient takes 1 point of damage. If your patient was already at 0 HP, the game master will give them a condition.

On a 13-17, you can heal them, but it will take time. Your patient is healed 1 HP and 1 condition after your next turn. If the patient leaves your care in that time, you have no effect.

On an 18+, your patient is healed up to their max HP, and 1 condition.

Combat Medic [Passive]

Having spent enough time in battlefields patching the wounded, you've decided you would be able to heal some wounds by preventing them. Increase your Fight score to 8 and take 1 weapon.

Basic Surgery

With clean, well stocked facilities, you may attempt to revive a character who has fallen to 0 HP. This can only be done within 24 hours of the character having fallen to 0 HP and failed their rolls, and only if their brain is intact. Surgery takes one hour.

Surgery: +Medical

On a -12, your patient is too far gone. They die.

On a 13-17, your patient is able to be brought back from the brink of death. The patient regains consciousness at the end of the surgery with full HP, but the game master gives them one of the following Permanent Conditions: Gone Soft, Anxious, PTSD, Numb

On an 18+, your patient is brought back from the brink of death. They return with full HP and no conditions.

Advanced Anesthetics [Passive]

Specialized anesthesia that blocks pain receptors, but allows for some sensations aids surgeons in their operations. Surgery now takes only 10 minutes, and you may perform surgery on yourself.

Field Surgery [Passive]

You may perform surgery without the aid of surgical facilities. You are equipped with the sanitation equipment and compact tools needed to save lives wherever they need to be saved.

Identify Wound

You may take an hour to study a wound. You learn exactly what type of weapon and ammunition caused the wound. You gain any other forensic information that could be gathered as well, such as the direction, distance of the weapon that caused the wound. You also may use the move to ask questions immediately.

Identify Wound: +Observe

On a -12, your study destroys the evidence. No information can be gained now.

On a 13-17, choose one question from the list.

On an 18+, choose three questions from the list

- what weapon caused this wound
- how long ago was this made
- what distance was the source
- is this dangerous to me
- what direction was the source
- who has this capability

Hippocratic Immunity [Passive]

You WILL NOT be targeted by any character who is a member of ANY faction, or follows ANY ethical code. You are not allowed to carry a weapon or harm any other character. You MUST make an earnest attempt to save every life you encounter. If you neglect a life, or knowingly do harm, you will lose your immunity.

Intern [Passive]

A bright up-and-coming medical student is assigned to you due to your achievements in the medical field. They are at your disposal and can act with autonomy. They have a Medical score of 10. Move to Cooldown Tier 2.

Streamlined Supplies [Passive]

More compact equipment and better access to supplies allows you to have what you need at your disposal at a much better rate. Move up a cooldown tier.

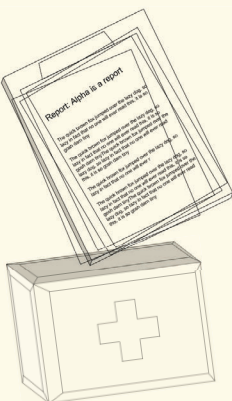
Support Staff [Passive]

The medical field has noticed your resolve for saving life, and decided you could make good use of a staff. You have 2 doctors under your authority. They have a Medical score of 10 and can perform any of your abilities with supervision. You will roll for them for any of the procedures or checks they use.

Triage Support [Passive]

Your support staff has the training and discipline to provide medical support for a small city. Between all of you, you can prioritize and treat a huge number of wounded. Move up a Cooldown Tier (max at 3). You may choose to change an ability's outcome spread to

On a -14, worst outcome On a 15+ best outcome





Add Improvement

Medical professionals have a long history of using technology to bring their patients up to where they were in their prime, but why stop there? You are able to implant cybernetics.

Implant: +Medical

On a -12, implant a hidden weapon or tool. This device is detectable under close scrutiny, and takes a full minute to re-conceal after use. Also, the user of the implant must roll a d10. On a 1-5, the device malfunctions.

On a 13-17, implant a hidden weapon or tool. This device is detectable under close scrutiny, and takes a full minute to re-conceal after use.

On an 18+, implant a hidden weapon or tool. This device is undetectable to the naked eye, and can be re-concealed after use.

Advanced Surgery

Bodies have limitations that can be overcome with cybernetics. By adding servos and reinforcements powered by bodies own electric field, or synapse accelerators, you can improve one of a character's basic Skills by 1. This surgery can only be performed on a person once, and takes a day to perform.

Personal Cybernetics [Passive]

By adding cybernetics to your own body, you may increase your React by 1 point and move up a cooldown tier (max at 3)

Cure Disease

This ability always takes a week of uninterrupted study. You may remove a permanent condition by curing it at its root cause.

Revive

Any person with their brain intact can be revived. This process is not limited by time of death, but takes three full days. This process also requires extensive medical facilities to rebuild any of the body necessary.

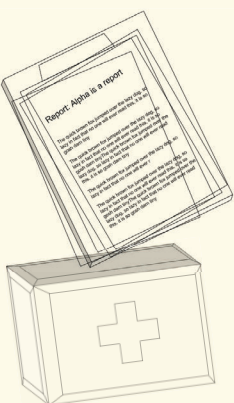
Terraformer

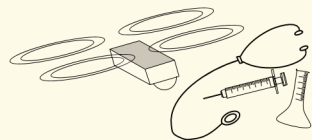
If every pork chop were perfect, we wouldn't have hot dogs. If every planet were perfect, there would never have been a need for terraformers. Much of the technology used by this dwindling profession was developed during by humans in preparation for their mass expansion through the Oceanic Fleets. Each colony ship could only afford one Terraformer, one person who understood all of the technology and processes involved in tailoring a planet to human specifications. Other races have developed similar technology, however the Haz and Quill can survive in a wide enough variety of environments that they view terraforming as a sin against nature. They have overlooked this to various degrees for the time being. The Andandians are not especially populous, and so can afford to be highly selective about where they choose to expand.

Terraformers were the leaders of the Human expedition. Responsible for both the survival of the colonists, bending the planet they chose to fit their race as a new home, and above all, not bending it past its breaking point. Terraforming is a science, like many sciences though, it requires an artist's touch. Several times, entire colonies were lost to a poor decision that lay on the shoulders of a terraformer. Some of these had time and resources to evacuate their planet, others didn't.

Those were the first to ever use this technology outside of a lab, and few still contain the breadth of knowledge to operate it. Terraformers were required to be a jack of all trades, knowing what crops would grow on foreign soil, and when to plant them on a planet with days a different length. When their equipment broke, they fixed it. When storms came, they built shelter. When people revolted, they handled the situation.

Today terraformers are rare, there are a litany of permits required from several separate governments to cause any major change to a planet, but the technology still exists, and it is a calling some still pursue. Those who successfully tailored planets and created harbors for thriving colonies live





among the highest tiers of the wealthy. Elsewhere, kids who dream about shaping planets in their image study late into the night to be accepted into selective programs just for the chance to learn how to use the technology that once opened up a galaxy to an eager race.

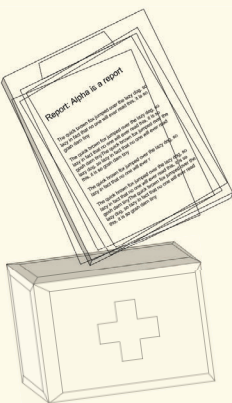
- +6 Operate
- +0 Fight
- +2 Interpret
- +0 Observe
- +10 Repair
- +4 React
- +3 Lie
- +0 History
- +2 Medical
- +10 Physics
- +5 Cool

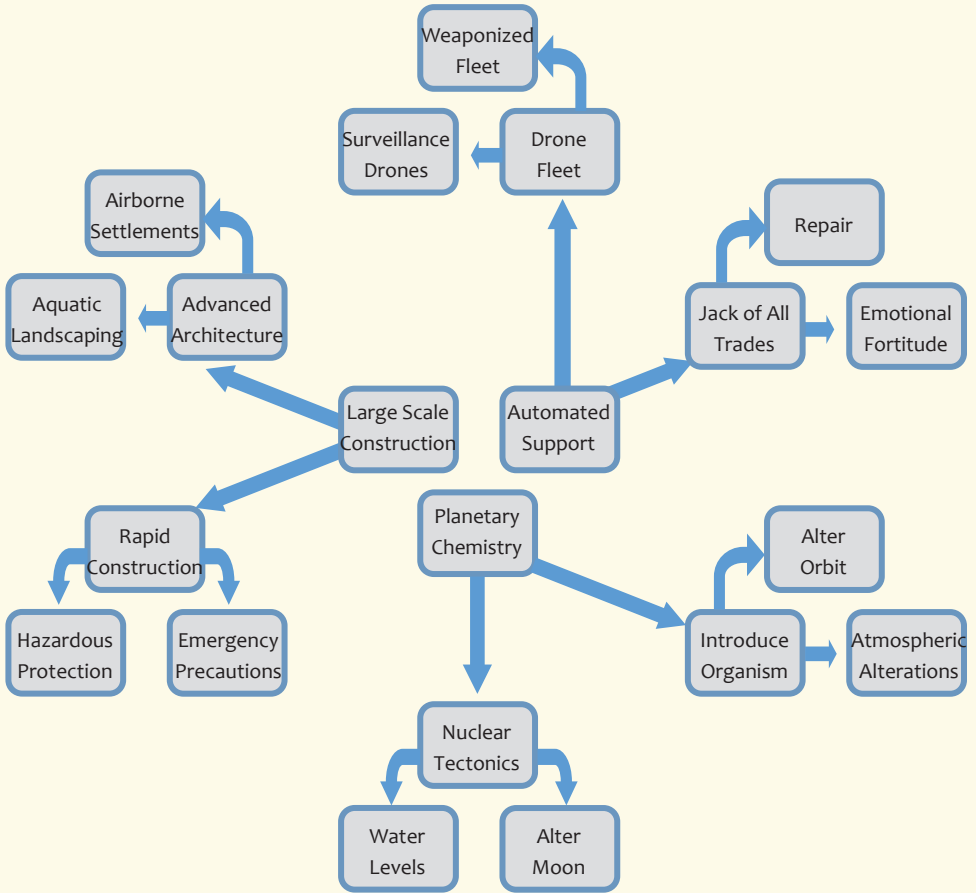
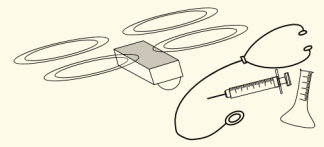
Level	Upgrade Received
1	Automated Support, 1 ability point, Cooldown Tier 1
2	2 ability points
3	2 ability points
4	2 ability points
5	2 ability points
6	2 ability points
7	2 ability points
8	2 ability points
9	2 ability points
10	2 ability points

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by a blue arrow. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Support Classes is time. Unlike other classes, when Terraformers use an ability, it does not happen right away. Their Cooldown Tiers represent the time it takes to do these large scale actions, so the action does not happen until the end of the Cooldown Tier. Some abilities specify differently.

Refresh Rates	
Tier 1	Ability cannot be used for a month
Tier 2	Ability cannot be used for 2 weeks
Tier 3	Ability cannot be used for 2 days.





Automated Support [Passive]

You have a small automated workshop. This workshop can fabricate components, tools, and houses an onboard digital library. When you take a day to research, you can roll with advantage.

Jack of All Trades [Passive]

Add six skill points across whichever skills you choose. No skill can exceed 10.

Repair [Passive]

Your experience with jury-rigging means you do not need materials to make repairs.

Field Repair: +Repair

On a -12, by trying to cut corners, you've made something weak. The game master will give the target the condition "inoperable" when they choose.

On a 13-17, repair up to 15 points of damage. This ability goes on cooldown.

On an 18+, repair up to 30 points of damage. This ability does not go on cooldown.

Emotional Fortitude

You have chosen a journey that will be long, lonely and trying. When making a Cool, Lie, or Interpret contest, both you and the other character adds their level to the roll.

Drone Fleet [Passive]

You have acquired one of the tools instrumental to those building a colony on a foreign planet- a fleet of construction drones. These drones have very basic guidance programming. The fleet consists of 200 flying drones that can carry 20 pounds each. The charging dock, as well as all the drones is the size of a standard shipping container. Move up one cooldown tier.

Weaponized Fleet [Passive]

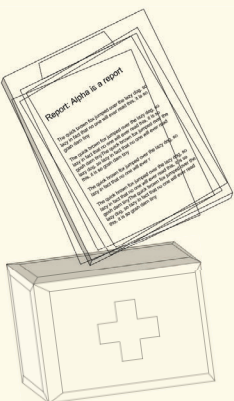
You have outfitted your construction drones with weapons. They may carry either a machine gun or a laser weapon. Either does class I damage. For automated protocols, outline a specific set of rules to the game master.

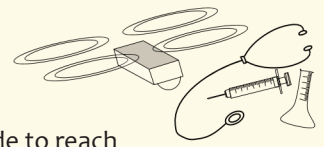
Surveillance Drones [Passive]

Originally for scouting out the vast terrain of new planets, you have been able to equip your drones with high magnification cameras, allowing them to take high resolution images from large heights. When not burdened by equipment or weapons, the drones are also able to be modified to be nearly silent.

Large Scale Construction

You've taken the instruction to build on the scale planetary colonies require. You can build immense buildings, as well as high volume modular buildings with the aid of the necessary equipment and personnel. This does not require any additional personnel if you are aided by drones.





Construct: +Repair

On a -12, the building is complete, but compromises were made to reach the deadline or specifications. The game master will give the building the condition Compromised or Broken at a time they choose.

On a 13-17, you are able to construct a building, but it takes the duration of your cooldown tier, and cannot use Construction abilities or Drones until it is complete.

On an 18+, you are able to construct a building, and can still use drones.

Advanced Architecture [Passive]

You are able to purpose-build complex and elaborate buildings, such as laboratories, improved workshops, and complex dwellings.

Airborne Settlements [Passive]

Some planets with excellent atmospheres have nearly inhospitable surfaces, which lead to the development of floating colonies. Powered by small nuclear reactors, these mobile cities float among clouds, high above the hostile planet surface. You may use your Construct move to make airborne structures.

Aquatic Landscaping [Passive]

There are some planets too close to their sun's brutal radiation. Water insulates against these rays quite well, so submersed cities were developed on many planets. You have developed the necessary techniques to replicate this process. You may use your Construct move to make underwater structures.

Rapid Construction [Passive]

Optimization of your workshop and order of operations with your building processes allows you to increase the speed you can complete tasks. Move up one cooldown tier.

Hazardous Protection

Building redundancies and precautions against some of a planet's more dangerous eventualities mitigates damage from any natural disasters. You also understand how these disasters happen and given time, can cause them with precision. You can execute a natural disaster on a planet that does not have precaution systems in place. You can create storms with rain, hail, snow, thunder or any combination.

Create Storm: +Physics

On a -12, you are able to create a storm in the time and place you decide, when your cooldown ends. During the storm, the game master will apply conditions from the list whenever they choose.

On a 13-17, you are able to create a storm in the time and place you decide, when your cooldown ends. Once during the storm, you are able to apply one of the following conditions to everyone in the storm.

On an 18+, you are able to create a storm in the time and place you decide, when your cooldown ends. Twice during the storm, you are able to apply one of the following conditions to anyone else in the storm.

Blinded, Hindered, Slipping, Freezing, Seeking Cover, Hidden, Calmed.

Emergency Precautions (Passive)

Many things can go wrong very quickly in colonizing a planet. Emergency precautions allow you to streamline the practice of evacuating a population. Knowing you always have a backup plan as well as a way out lends a peace of mind. +1 Cool.

Planetary Chemistry [Passive]

Large scale changes are sometimes needed to make a planet hospitable for a particular race. Formal education and years of study have given you the theoretical basis of understanding for how to affect those changes with at least some degree of safety. You have also been able to build or barter for your own equipment to do so.

Nuclear Tectonics

Changing the physical shape of a planet with nuclear force can have a variety of impacts, typically affecting the climate drastically, but perhaps more noticeably, the geological structure of the planet itself. You can breed mountain ranges and island chains. You can create deep sea trenches, and earthquakes that shatter cities.

Shape: +Physics

On a -12, there are a lot of variables, and your numbers were off just enough to create disastrous results. The game master chooses two things to destroy.

On a 13-17, change means some things are destroyed. Create a mountain range, island chain or trench. The game master chooses two things to destroy.

On an 18+, you are able to be precise with your force. Create a mountain range, island chain or trench. The game master chooses one thing to destroy.

Water Levels

By creating localized changes in pressure and temperature, you can alter the sea level of an entire planet, or create rain for specific regions. Your Shape move can now create Rain, Rivers and Lakes.

Alter Moon

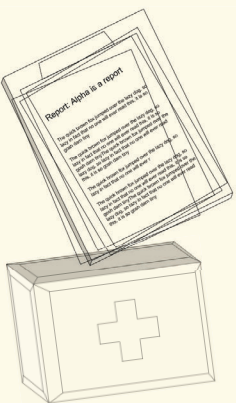
A process that does not go unnoticed, you can systematically detonate chains of nuclear explosions to create a new moon by using the mass from the planet. You can also change the size or orbit of an existing moon using a similarly destructive process. Your Shape move can now be applied to moons to create an Expanded Orbit, Contracted Orbit, or a New Moon.

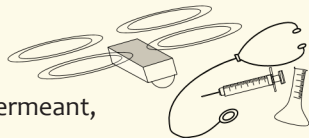
Introduce Organism

Using software that carefully models interactions of biomes, you can alter the biological makeup of a region by introducing an organism to upset the reproductive rates, predatory habits or territories of existing fauna.

Alter Biome: +Physics

On a -12, the change you introduce has a dangerous unforeseen side effect. The game master will introduce a new threat when they choose. On a 13-17, your change takes hold in the biome, but has an unforeseen consequence. The game master will introduce a complication.





On an 18+, your change takes effect. The biome undergoes a permanent, stable change.

Alter Orbit

Newton was the first human to put some basic laws to paper. Careful application of these laws, and a liberal use of asteroid redirection can alter the orbit of a planet, drastically changing climate, day/night cycle, or turning it toward a cataclysmic orbit with its sun, though a war crime of that scale has a number of institutions watching carefully to make sure such a thing never happens.

Redirect Orbit: +Physics

On a -12, your efforts are thwarted and you are placed on a wanted list.

On a 13-17, the change you were attempting to effect is limited (it will be slow or incomplete) and you are placed on a wanted list.

On an 18+, you change the orbit of a planet, and are placed on either a watch list or wanted list, depending on your actions.

Atmospheric Alterations

A massive chemical reaction in the soil of a planet can release or absorb enough of certain gasses to alter the makeup of an atmosphere. Pioneered by the first wave of terraformers sick of looking for planets with a perfect atmosphere, and also sick of wearing helmets, this can make most planets in the goldilocks zone develop a breathable atmosphere.

Alter Atmosphere: +Physics

On a -12, the chemical reaction does not make the atmosphere breathable, and if the planet has a biome, it suffers serious damage.

On 13-17, the chemical reaction makes the atmosphere breathable, but if the planet has a biome, it suffers serious damage.

On an 18+, the chemical reaction makes the atmosphere breathable, and if the planet has a biome, it suffers moderate damage.

Synth

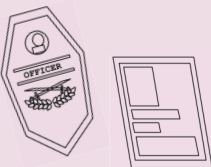
Before humanity even left Earth, corporations were in an arms race to secure the fastest, largest, best technology to trade their information. Any edge cost them billions, but made them more. As they fought tooth and nail to gain whatever advantage they could, they continued to push the upper limit for the end-user of information technology as well.

After centuries of the technological crawl, information reaches farther, faster than it ever has before. What has remained consistent, is that only a select few have a working understanding of how their equipment works. Navigating the tapestry of information that winds across the galaxy through beams of light and pulses of bound particles tapping in tandem across star systems is easy using store bought interfaces, but some intrepid individuals love to pull the plastic covers off their toys and find what makes them tick.

The flywheels and gear sets of this era are codes, programs, ice and routines. Those who understand how these are constructed and operate spend so much time peering into the other side of a manufactured world that their identity resides as much there as it does in a physical place. These people are synths- people who can understand and manipulate programs and the things programs are meant to control.

As the digital landscape has evolved its volume and purpose, so has the way which people interact with it and secure their own information. Synths log their consciousness directly into a network. By doing this, their senses are directly engaged with their environment, and they have more information to process, and better routes in their own brain to process it: feeling the shape of a firewall, or smelling a security routine. These advantages come with explicit danger, however. With their consciousness directly wired into a network, finding one's way back is not always a direct route.

High level corporations that find hackers rarely choose to take legal action. Their security routines more often simply erase the intruders, leaving an husk of a body somewhere in front of a network station. While





the risk for exploring the darker and stranger places of networks is very real, the rewards are just as real. Everything is tracked, everything is connected, and with the right information, nearly anything is within an effective synth's grasp.

- + -- Operate
- + -- Fight
- + -- Interpret
- + -- Observe
- + -- Repair
- + -- React
- + -- Lie
- + -- History
- + -- Medical
- + -- Physics
- + -- Cool

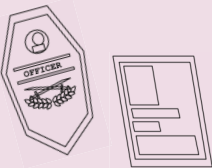
Level	Upgrade Received
1	Log In, Log Out, 3 ability points, Cooldown Tier 1
2	2 ability points
3	3 ability points
4	2 ability points
5	3 ability points
6	3 ability points
7	3 ability points
8	2 ability points
9	3 ability points
10	2 ability points

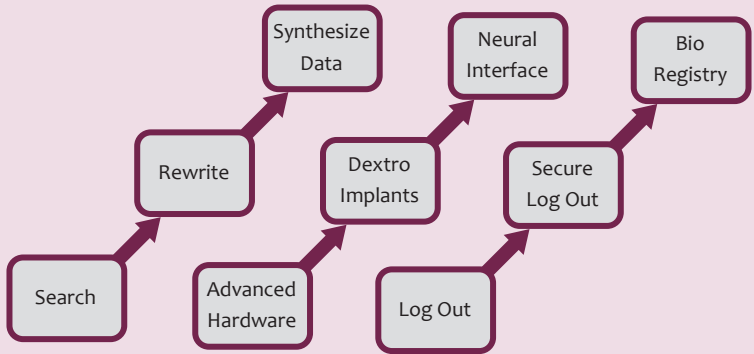
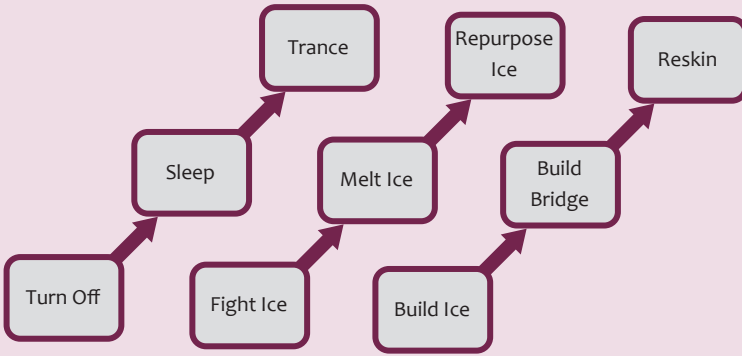
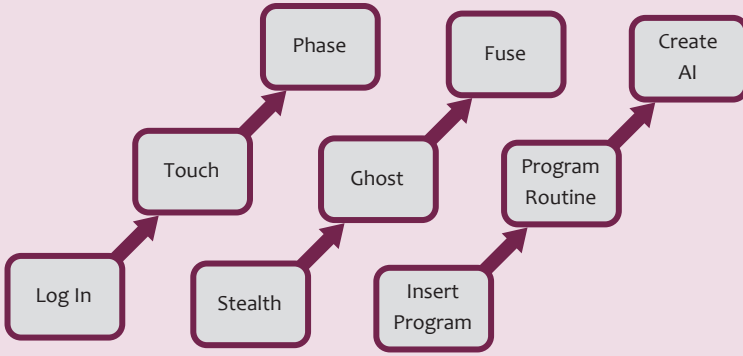
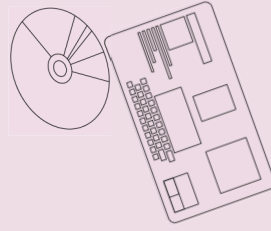
Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by an arrow. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Speechcraft Classes is time.

You may assign 40 points in your skills, no skill may exceed 10.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)





What is a network?

A network is made of three things: points of access, a location, and a function.

- A point of access to a network can be a hard port like a usb cable port on a robot, or a soft port, which is any sort of wireless connectivity. The way you access a network can impact how close you have to be to it's location.
- The location of a network is where the architecture, or framework of the network itself is located. The information that sorts and directs users, files, queries and information in general is the fundamental architecture of the network, and that programming is always stored somewhere physical. The location of the hardware influences the location of the network. Where that is stored may impact how many steps you need to go find an access port, or how quickly you can work in a given architecture.
- The function of a network describes what its architecture is designed to accomplish. Regardless of intention, networks operate by a set of rules, which accomplish certain results, whether that is as simple as sorting a package, or as complex as classifying refugee case files.

Log In [Passive]

You are able to enter any network with a point of access you can use, or is networked to a system with a point of access you can use. While you are interfacing with a network, your body appears to enter a trance-like state. If you want to move your body while logged in to a network, you can use the following move.

Hack & Dash: + Fight

On a -12, trying to move your body while not in full control of it is surprisingly difficult. The game master decides where your body goes.

On a 13-17, you're distracted, but can make your body do some simple things. You can move at half speed, but the game master can make a move on you in the network.

On an 18+, your focus holds well. Move your full movement, and make another move in the network.

Touch [Passive]

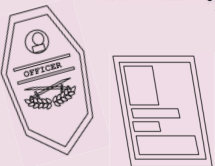
You've been able to afford or acquire specialized equipment that sends current through external hardware into networked drives. You are able to enter a network if you can physically touch the hardware its architecture is stored in.

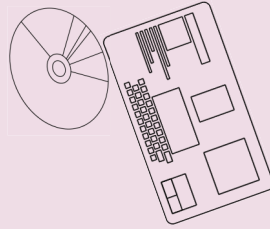
Phase [Passive]

With focus, you can shift your consciousness into a network within 30 feet even without a point of access. Take +1 to all Hack & Dash rolls. This ability requires the Neural Interface.

Stealth [Passive]

You are able to enter and move through a network undetected by anyone equal to or less in level than yourself.





Ghost

You are able to enter, observe and move through a network completely undetected by anyone equal to or less in level than yourself.

Ghost: +Observe

On a -12, your efforts to conceal yourself end up drawing more attention.

On a 13-17, you remain concealed, but must choose a condition from the following list.

Running, Boxed-In, Immobile, Retreating, Cut-Off.

On an 18+, you remain concealed.

Fuse

You are able to stitch your consciousness and a system process together and can manipulate it in a fashion where any security program views you and your actions as part of itself as opposed to coming from an outside source. **REQUIRES NEURAL INTERFACE.**

Fuse: +Interpret

On a -12, the system rejects your attempt to integrate, and sends ICE to purge you from its system. If you are already being pursued by ICE, it advances one step.

On a 13-17, the system connects with you, but you must make another Fuse roll when you exit the system, which may advance ICE.

On an 18+, you seamlessly sew yourself into the architecture of a network, allowing yourself to move and operate freely, unobstructed by its ICE.

Insert Programming [Passive]

You can write and insert a new program to insert into an existing network architecture. This will tell the network to perform a new function or give it a condition. If the network is sentient, they may resist this by rolling a +Operate contest. (you both roll and add your Operate skill. If your sum is higher, you succeed, if lower, they make a move on you.)

Program Routine

You can write a recurring program to insert, or a program that operates on an if/then basis. Rules for applying this routine to a network are the same as the Insert Programming ability.

Create AI

With 24 hours of net programming, you are able to write a synthetic intelligence. AI can assist you while immersed in a network, distract ICE, and act as scouts, but are also known to be fickle, demanding and temperamental. They will often demand something for themselves in order to act. **REQUIRES NEURAL INTERFACE.**

Turn Off

You can turn off a program, deleting it. If it is sentient, you can turn it off or apply a condition.

Turn Off: +Operate (TARGET MAY CONTEST)

On a -12 (or losing the +Operate contest), take the condition Isolated.

On a 13-17 (or if the contest is a tie), you delete the program or apply a condition to a sentient program, but take the condition Flagged

On an 18+ (or winning the +Operate contest) you delete the program, or apply a condition to a sentient program.

Sleep

You can temporarily disable a program. If it is sentient you can sleep the program, or apply a condition to a sentient program.

Sleep: +Observe (TARGET MAY CONTEST)

On a -12 (or losing the +Observe contest), you must immediately log out, or take the condition Quarantined.

On a 13-17 (or if the contest is a tie), the target is put to sleep for 30 seconds. You are also put to sleep for 30 seconds.

On an 18+ (or winning the contest) the target is put to sleep for 30 seconds.

Trance

You can isolate a program, making it believe it is operating normally, when it is cut off from any network. If it is sentient, you trance the program or apply a condition. If it is sentient, it will roll against your Operate, React and Observe. You only need to win two rolls, however, if you do not win all three, it will apply a condition to you and be partially aware it is tranced.

Trance: +Interpret (TARGET MAY CONTEST)

On a -12 (or winning 0-1 rolls), the walls you build construct around you instead. Take the condition Quarantined.

On a 13-17 (or winning 2 rolls), you set up a small quarantine to Trance your target, but you must immediately log out.

On an 18+ (or winning three rolls), the target takes the condition Tranced. It continues functioning believing everything is normal, but are isolated from being able to actually effect anything outside itself.

ICE

ICE is a special type of program designed to protect networks. Standing for Intrusion Countermeasure .Executable, these programs are the primary source of security in the digital landscape, and come in all kinds of representations and power, but all follow the same protocol. When ICE encounters an intrusion it will make one move each round:

ISOLATE —QUARANTINE—REPORT—DESTROY

Similar to NPC interactions, ICE has a Counter, but also a level. The counter reflects how many conditions in must take before you can bypass the ICE. The level is the number that it rolls for all of its checks. ICE will always start by ISOLATING the intrusion, then moving up their chain of process progressively. If you reduce that process all the way down, they will start from the beginning, not from their most recent place. If an ICE's next move was to DESTROY, for example, and you reduce it's process to QUARANTINE, it will not attempt to DESTROY the next round, but to QUARANTINE.

Once ICE has been bypassed or destroyed, you can move freely through the area of the network the ICE was responsible for protecting.





Fight ICE

ICE is often resistant to many types of moves because it is built as a security program. If you encounter ice, will try to isolate you from any exit to the network, trap you, and then either report you, or more likely, delete you. You can reduce how for it gets, however.

Fight ICE: +Operate vs TARGET LEVEL

On Losing Contest: the ICE applies a condition and raises its process one tier.

On a Contest Tie: the ICE applies a condition and raises its process one tier, but its counter is reduced by 1

On Winning Contest: the ICE's counter is reduced by 1

Melt ICE

Rather than working through ICE to bypass the security to a system, you may choose to destroy the security programs altogether. Melting ICE typically draws attention, but melted ICE cannot be reactivated. When ICE's level reaches 0, it is destroyed.

Melt ICE: +React vs TARGET LEVEL

On Losing Contest: the ICE applies a condition and raises its process one tier.

On a Contest Tie: the ICE applies a condition and raises its process one level, but its level is reduced by 4

On Winning Contest: the ICE's level is reduced by 5

Repurpose ICE

When you encounter ICE a lower level than you, or reduce its level to be below your own, you can attempt to alter its programming. This can alter the ICE's targets, its purpose or both. You roll against the ICE's level twice.

Repurpose ICE: +Observe (ROLL TWICE)

Fail Twice: the ICE applies a condition and advances its process one tier.

Succeed Once: you may alter the ICE's targets, or purpose but the game master changes one thing about the network.

Succeed Twice: you may alter the ICE's targets or purpose.

Build ICE

You can build ice with a level one less than your own. You must specify what network it protects and who is allowed access. You may only have one ICE active at any time.

Build Bridge

Networks are not all connected. Some are intentionally removed from other major networks for security purposes. You can build a bridge from a network which you currently occupy into any other known network. If you are building this bridge into a network you are not welcome in, you must build a program to hide it, or ice to protect it, or it will be destroyed in 30 seconds.

Reskin [Passive]

Every display in the world draws on digital files to tell it what to show. Storefronts, billboards, public signs, even much fashion relies on projection technology. If you have access to a network storing those images, you can tell any device connected to it exactly what to show.

Search

Searching databases that span the cultures of several planets is not a task as much as it is an art. You have spent enough time searching that you have learned how to optimize your results and narrow down the innumerable files to get close to what you're actually looking for.

Search: +Interpret

On a -12, someone notices what you're looking for.

On a 13-17, ask the game master one question about the world, they will answer truthfully, but may ask you where you found this. Someone notices where you were looking.

On an 18+, ask the game master one question about the world. They will answer truthfully, but may ask you where you found this.

Rewrite

You can rewrite large swaths of data with routines that make it appear initially consistent or correct, hiding specific changes you may want to hide, such as numbers of bank accounts, or a history log's name or dates.

Rewrite: +Observe

On a -12, while partway through, you are caught re-writing data.

On a 13-17, you are able to change the data in a way that is unsuspecting only under surface inspection. If investigated, there are signature elements that can be traced to you.

On an 18+, you change the data in a way that only raises suspicion under close scrutiny, but cannot be traced back to you.

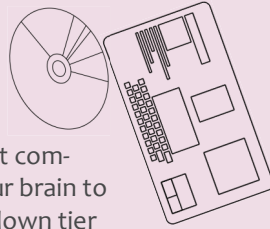
Synthesize Data

Living with the magnitude of data of galactic networks have accrued, you have attuned to massive amounts of data. When connected to a relevant network, you are able to process what would normally be an inhuman amount of data, picking out the specific results or patterns you are looking for. +2 (max 10) to Interpret and Observe when searching large databases for a specific piece of information. You may also take a base roll of 10 when rolling for History, Medical or Physics when you have 10 minutes to research. **REQUIRES NEURAL INTERFACE.**

Advanced Hardware [Passive]

While you operate in a synthetic world, you still have a mechanical or biological body. Upgrading the hardware you use from your second-hand, or self-made interface to state of the art hardware increases your speed. Move to cooldown tier 2.





Dextro Implants [Passive]

Entering commands is limited by the speed your fingers can punch out commands into your interface. Dextro Implants intercept signals from your brain to your hands and input them directly into your interface. Move to cooldown tier 3. -2 to Operate while not in a network.

Neural Interface [Passive]

A simple (but expensive and dangerous) set of chips set inside your skull allow you to input commands to a network interface with the speed and accuracy of your brain. While in a network, use your highest stat to determine initiative.

Log Out [Passive]

Entering a network is only half of it. This ability allows you to find and re-enter your body, but when you do, it goes on cooldown. If you do not have this move or must log out when this ability is on cooldown, you must roll to log out.

Log Out: +Observe

On a -12, someone else has found your body and is attempting to log into it.

On a 13-17, you successfully log out of a network, but it takes you one round.

On an 18+, you successfully find your body, and log out of a network.

Secure Log Out [Passive]

A series of security firewalls and basic ice mean no one your level or lower can enter your body while you are in a network.

Bio Registry [Passive]

You carry a registry of your biology with your consciousness. This unique print is used as a key when re-entering your body. No one else can enter your body unless you are compromised and your key is stolen.

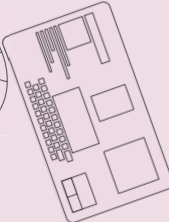
Emissary

Those who work in government understand best how to work outside of it. The Pan Planetary Directorate, the New Pacific, the Independent Free Worlds, the Haz, each of the Quill Gardens, the Coral Reach, the Andandian Democratic Meritocracy and countless more each want to whisper in the ear of the other. Good emissaries know better than to become indebted to syndicates, or to make back door deals. Great emissaries know how to do both, and come out on top. The enemy of my enemy is my friend, this virtue is true only as long as they're useful. Emissaries do not have the training to pilot a mech, they are not foolish enough to risk augmentation, but they understand the use of these people. If those willing fools are provided proper coordination and direction, a few people can garner an enormous amount of power, and the person who knows how all the cogs fit is the one who runs the show.

Dealing in power, emissaries walk a careful line between avoiding scrutiny, and gathering support. Early in their careers, they focus on building relationships, and establishing a sphere of influence. As they grow in power, their focus shifts from being powerful in an area to making their name itself carry weight.

Emissaries walk the ship docks at ports, smugglers praying they don't look too closely. They sit at trade meetings between planets and discuss wage cuts or factory openings by the tens of millions. They are careful, they are kind, and if you cross them, you will not see their retaliation coming, but it will ruin you none the less.





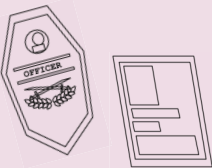
- +0 Operate
- +0 Fight
- +10 Interpret
- +5 Observe
- +0 Repair
- +4 React
- +9 Lie
- +5 History
- +1 Medical
- +1 Physics
- +6 Cool

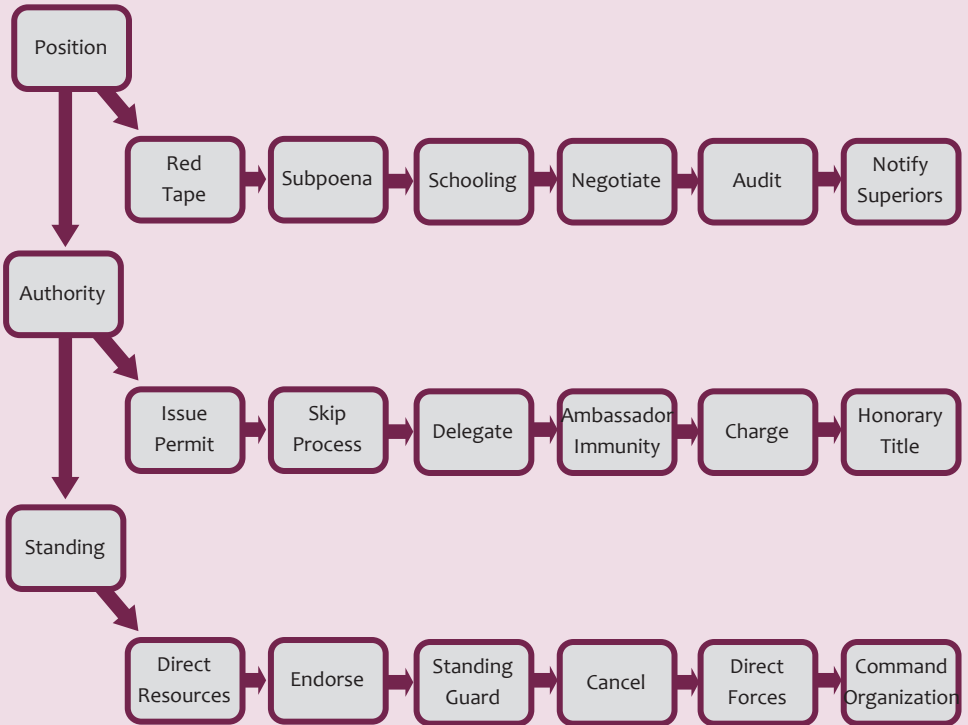
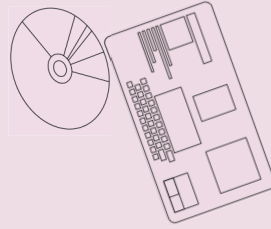
Level	Upgrade Received
1	Position, All tier 1 abilities, Cooldown Tier 1
2	
3	
4	Authority, All tier 2 abilities,
5	
6	
7	
8	Standing, All tier 3 abilities, Cooldown Tier 3 EXCEPT Command Org.
9	
10	Command Organization

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by an arrow. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Speechcraft Classes is time. As an Emissary, you may be asked to perform any number of tasks by your employing organization or government. You may choose to neglect these requests, but will lose the use of your abilities until you complete them.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)





Position [Passive]

You have a formal position with a reputable government agency or trans-planetary Corporation. This occupation comes with equal parts obligation and power. You are at cooldown tier 1. You have access to all Position abilities.

Red Tape

You can impose the drudgery of bureaucratic process on someone, giving them a condition that they must resolve before completing a designated action. (Example: you could give a smuggler who you are trying to swindle the condition Investigated, that they must resolve before they leave the planet)

Red Tape: +Interpret

On a -12, your target goes over your head and your attempt does not stick. Your superiors are frustrated with you, and you take -5 on your next roll.

On a 13-17, give your target one of the following conditions: Fined, Investigated, Flagged, Banned. The game master will also cause one of the following: your target makes a scene, your target seeks revenge, you are reprimanded by your superiors.

On an 18+, give your target one of the following conditions: Fined, Investigated, Flagged, Banned.

Subpoena

Your familiarity with the judicial systems across the galaxy allow you to make a legal request for any information. If the information your are requesting pertains to something secret, or is controlled by high levels of companies, the game master may censor the information.

Subpoena: +Interpret

On a -12, someone of the game master's choosing finds out about your request.

On a 13-17, ask one question from the list, and someone of the game master's choosing finds out about your request.

On an 18+, ask three questions from the following list:

- | | |
|---------------------------|------------------------|
| -who owns or employs this | -why is this here |
| -who paid for this | -how did this get here |
| -when did this start | -what is this |
| -what is this hiding | -where is this now |

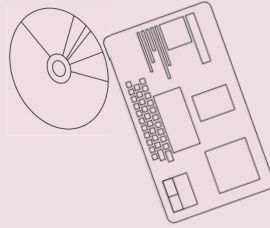
Schooling [Passive]

A prerequisite for your occupation is a certain degree of schooling in the histories and interactions of various governments and super corps. When rolling +History, roll twice, and take the better result.

Negotiate

Make an offer to another character, and receive something of equal value in return. Your offer can be money, information, or an immediate action, but promises or "I owe you's" are never accepted through this ability. You can negotiate under stress and even under fire, but your life may not be worth the same to your enemies as it is to you.





Negotiate: +Interpret

On a -12, the game master chooses one:

- the target accepts the terms, and goes back on their word
- the target finds the terms insulting.

On a 13-17, your target accepts your terms, if they are reasonable, but demands immediate transaction.

On an 18+, your target accepts your terms, if they are reasonable.

Audit

You may formally audit a character, small business, or government agency. This process reveals details about their financial dealings.

Audit: +Interpret

On a -12, your request for an audit is rejected, and the target is notified.

On a 13-17, ask one question from the list, and your target is notified of your audit.

On an 18+, ask two questions from the following list

- who owns this
- are there illegal transactions here
- where is this organization based
- what are they trying to hide
- how much money do they have

Notify Superiors [Passive]

You always have enough familiarity with bureaucratic systems to know who to talk to if you need to rat someone out. If you uncover corruption, you can bring this to the attention of their superiors, which is not to say something will be done. You also have a constant direct line to your own superiors. If you discover a problem much larger than yourself, you are able to notify higher echelons of authority with ease.

Authority [Passive]

Your position increases to give you a great deal of autonomous authority. Your decisions no longer have to be vetted through a chain of command. While you still answer to a system, you are expected to act with authority and solve the problems of the agency which you represent. Move to cooldown tier 2. You have access to all Authority abilities.

Issue Permit

You are able to issue the following permits , provided your agency has the legal right to issue.

- Pilot's License
- Transport Controlled Substance
- Heavy Weapons
- Basic Security Clearance
- Trade License
- Sign Permit
- Religious Expression Permit
- Transportation Clearance

Skip Process

By leveraging your authority in your system, you can side-step what would normally be a time-consuming bureaucratic process.

Skip Process: +Interpret

On a -12, you are flagged as someone who is making trouble. Take the condition Suspicious.

On a 13-17, skip over a process, but you will be flagged, and draw attention in the future.

On an 18+, skip over a process, or bypass an official's order/inquiry.

Delegate

You are able to delegate your power to another character. That character is able to use any of your Tier 1 (Position) abilities up to one day. You are only able to have one character delegated to use your abilities at a time.

Ambassador Immunity [Passive]

As a formal official, when in an embassy, you legally act as though you are in your own faction's jurisdiction. You cannot be prosecuted once you reach an embassy under the control of your faction. Outside of your territory, or an embassy, you may have immunity to anything which would be considered a misdemeanor or minor crime (speeding, theft) if you can justify the action's need to complete a task for your faction.

Claim Immunity: +Interpret

On a -12, even if it is against protocol, the officer who caught you doesn't care who you represent. They will prosecute you and add "resisting arrest" to your charges.

On a 13-17, you won't be detained by the officer, but may receive a fine, or end up on the news.

On an 18+, you are not detained by an official of the law for this act.

Charge

With authority comes power, you can formally charge someone with a crime through your legal system, which will begin processing that charge. This process is separate from the Arrest move.

Arrest: +Interpret

On a -12, you've made an arrest without legitimate cause, put all your abilities on cooldown.

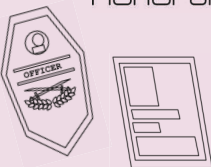
On a 13-17, the game master chooses one:

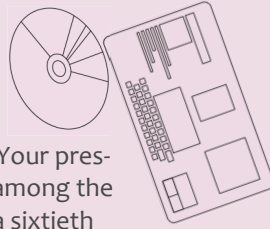
- your target flees.
- public perception in the area turns against you
- something is destroyed in your attempt to arrest your target

On an 18+, your target is arrested. They cannot speak to anyone except yourself and their representation for 24 hours, and any charges against them will be processed.

Honorary Title

You can give yourself any occupation or position equal to or less than your own social standing for a day.





Standing [Passive]

Beyond position and authority, your name has sway among the elite. Your presence is noticed when you arrive on a planet. Whether this is shouted among the masses and plastered on walls or pushed through clenched teeth on a sixtieth floor depends on how your character has progressed. Move to Cooldown Tier 3. You have access to all Standing abilities.

Direct Resources

You are among the upper tiers of your faction and can direct their resources. Money, personnel, labor, you have the influence to guide planets, and shape the course of history.

Endorse

Your voice is heard by millions. By publicly endorsing a character, they roll twice and take the higher result for +Interpret rolls, and act with access to your faction's resources.

Standing Guard [Passive]

Your influence of the galaxy makes you a target as much as a hero. Your faction has assigned to you a team of three people to protect their asset. Each of these three has a score of 8 in Fight, React and Observe.

Cancel

People lose jobs over dirty looks from officials as high up as you. When you say something stops, it stops, at least for a while. You can order the immediate halt of an action by any public faction. They can re-initiate that action, but not until directly ordered by someone in their chain of command equal to or higher in level than you.

Direct Forces

The weight behind words is force. You are able to direct your faction's forces (Divide the total number of forces by the number of officials in the faction at your level to determine how many you may command) The strength and effect of these forces is determined by the story and the game master.

Command Organization

You are given direct command over a small organization or task force. These are highly trained or a specialized unit assigned to a specific purpose. They are funded by you, but also directed entirely by you, and answer to no one else. (Examples: Psychic assassins, cyborg ninjas, mind-erasing agents, shape-shifting spies) You may direct this force to accomplish tasks or infiltrate a destination before you arrive and activate them at a moment of your choosing. You may not use this ability until level 10.

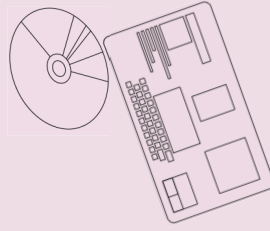
Smuggler

Some people never learned to play by the rules. There are lots of reasons to work outside of the law, some of those reasons are noble, and selfless, some people are just bastards. Either way, with the regulations, tariffs, and embargoes the PPD has set up, as well as the long histories between other races, the art of getting something from here to there without getting caught is a well paid practice. While bribing officials and kissing ass is a route that certainly can get the job done, some people still prefer the freedom of getting things done themselves in a very fast ship.

The highest volume of smuggling routes lie between the fringe planets and the PPD, as well as between the Andandian and Quill border. Stolen goods from the industrially and technologically strong PPD are fenced off at black market prices, but still need to reach their buyers. The Andandian and Quill's long history has left them with a bit of a mutual chip on their shoulders, and so buying directly from either often turns up noses.

Whether prejudice or precaution, sellers always want a middle man to do the dangerous work of running the goods. These galactic smugglers, gun-runners, artifact hunters and occasional mercenaries take that job. The risks are high, patrols and pirates fly the skies in equal measures in some sectors, but the reward is well worth it for some. For others, the mach nine starship chases through a low-atmosphere mountain range on a barely inhabited moon is its own reward.





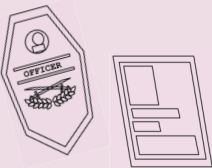
+4 Operate
 +7 Fight
 +5 Interpret
 +8 Observe
 +0 Repair
 +5 React
 +10 Lie
 +0 History
 +0 Medical
 +0 Physics
 +6 Cool

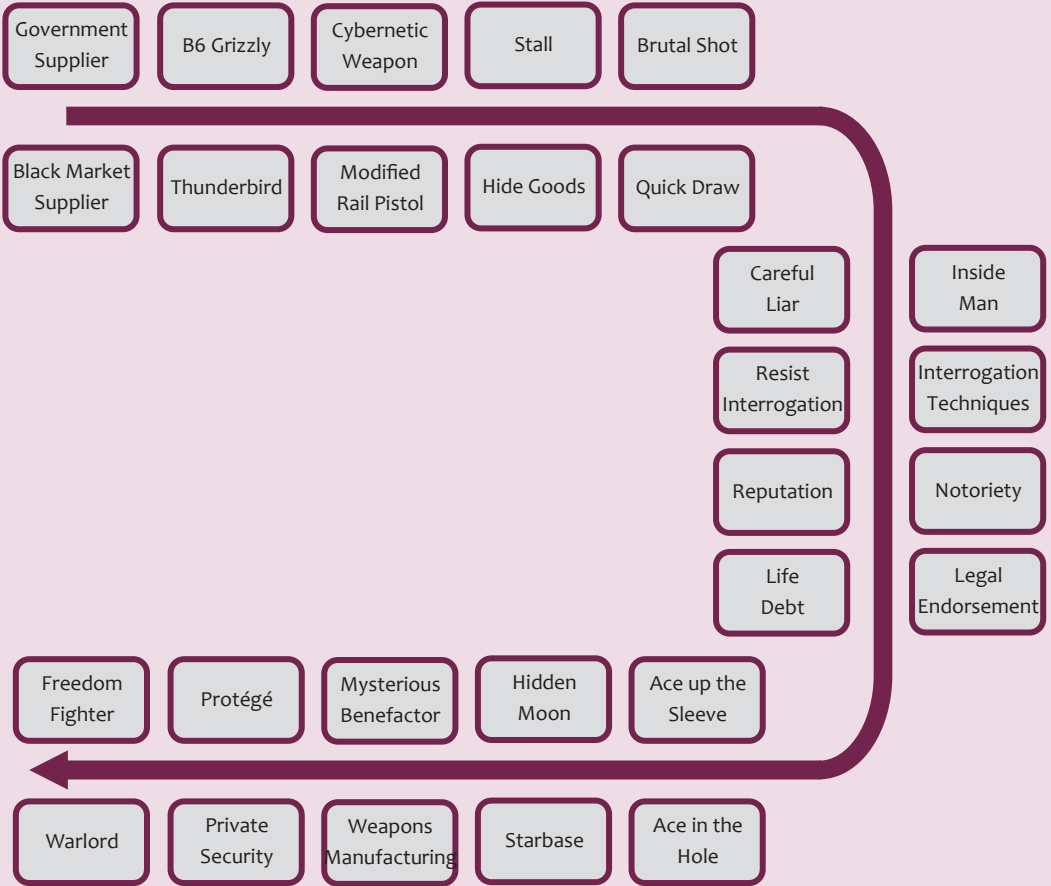
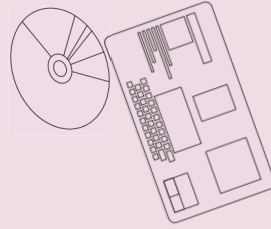
Level	Upgrade Received
1	3 ability points, Cooldown Tier 1
2	1 ability point
3	1 ability point
4	2 ability points
5	1 ability point
6	1 ability point
7	1 ability point
8	2 ability points
9	1 ability point
10	1 ability point

Game Mechanics:

Each level, you can spend ability points to unlock either passive or active abilities. Abilities require all prerequisites marked by an arrow. Each time you choose an ability, you must choose between the two abilities opposite the arrow, choosing one locks the other, for example, if you choose to have a Black Market Supplier, you cannot have the Government Supplier ability. Passive abilities require nothing to use or activate. Active abilities must be recharged. The recharge mechanic for Speechcraft Classes is time.

Refresh Rates	
Tier 1	Ability cannot be used for 24 hours
Tier 2	Ability cannot be used for 1 hour
Tier 3	All abilities reset in 30 seconds (unless otherwise specified)





Government Supplier [Passive]

You have familiar ties to a government official whose views on what goods should be restricted differ from the laws they are supposed to enforce. Your supplier is willing to let certain things disappear in paperwork errors, provided the merchandise can never be traced back to them.

Black Market Supplier [Passive]

Familiarity with the underground supply routes allow you offer goods that would not be available through legal channels, or allow you to sell restricted weapons and supplies to those without licenses. Your suppliers in the black market are eager to be rid of their merchandise, but demand good prices, and have absolutely no tolerance for being crossed.

B6 Grizzly [Passive]

This cargo transport ship is a favorite among smugglers. It is more common among less developed systems, but still prevalent enough not to look out of place at large ports. The ship is large, and its modular construction means it can be outfitted in a myriad of ways. While it has a berth with a great deal of space, its labyrinthian interior has been the selling point for smugglers for 80 years this ship has been manufactured. It can be outfitted with weapons, armor, larger cargo bays, or various other improvements for a price, but the second-rate electronics that make the ship affordable also makes added systems temperamental.

Thunderbird [Passive]

Technically designated the THND 3R1B, this ship was made famous in military circles by the mercenary Inexplicable North, who had taken to information smuggling, and ran the largest PPD blockade ever in this ship. This small ship has room for one pilot, a small sleeping quarters, twelve square feet of storage, sublight and warp capabilities, and the arguably the best maneuverability of any market ship available.

Cybernetic Weapon [Passive]

You surgically modify your body to conceal a powerful, one-time use weapon to get yourself out of a tight spot. This weapon is unnoticeable to any surface level detection, unless the skin is broken and is visible beneath the open skin. You may conceal a blaster or a knife.

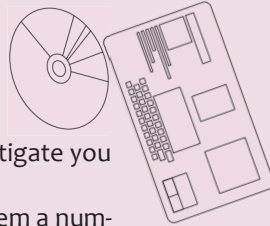
Modified Rail Pistol [Passive]

Thorough knowledge of the construction of firearms has allowed you to modify a simple electric rail pistol to fire at faster speeds, doing much more damage. This weapon is only the size of a standard sidearm, and deals class II damage.

Stall

You wouldn't have gotten this far if you didn't know how to distract people, at least for a little while. By making conversation, changing the topic, or making up bogus paperwork you have to work on, you just might buy yourself a little time.





Stall: +Lie

On a -12, you've only drawn attention to yourself. Someone will investigate you as well as your ship or someone close to you immediately.

On a 13-17, you are able to prolong your target's investigation: stall them a number of minutes equal to your level. The target will also make a point to follow up on their investigation.

On an 18+, you stall your target for a number of minutes equal to your level.

Hide Goods (Passive)

"Random" searches are a part of smuggler's lives, and inspections happen at most secured ports worth flying to.

Hide Goods: +Lie

On a -12, your cargo is found.

On a 13-17, you are able to hide your goods from sight, but take disadvantage on +Lie rolls until you have off-loaded your cargo.

On an 18+, you are able to hide your goods from sight and sensors, the game master may ask you how you do this. You also take advantage on +Lie rolls when asked about your cargo.

Brutal Shot (Passive)

You are willing to be immediately savage to end fights. If you would reduce a character to 1 HP, reduce them to 0 instead. You are not able to make non-lethal attacks when using a weapon. The authorities will be notified immediately whenever you cause violence.

Quick Draw

When settling disputes, great smugglers always lose to good smugglers with quicker hands. Raise your react by 1. You cannot take the condition Surprised in combat, and whenever combat starts, you may choose to take an action with a weapon before the initiative order begins.

Inside Man (Passive)

You have not gotten where you are without making a lot of friends in the right places. Wherever you go, you are on a first name basis with someone there. Their willingness to assist you depends both on your standing with the government they are a part of, and what kind of person your character presents themselves as.

Careful Liar (Passive)

Years of lying as a profession have taught you how to build elaborate nests of lies without contradicting yourself or backing into a corner. When you would fail a +Lie roll, you may choose to succeed. The next time you fail a +Lie roll, however, you will take the negative consequences of both rolls.

Interrogation Techniques

Your time with the underworld has taught you how to get information where it does not come easily. You always know when someone is lying.

Interrogate: +Lie –TARGET's COOL

On a -12, you've gone too far, or been too lax. The game master decides if the target escapes or is killed.

On a 13-17, the target tells you what they know, but someone will get revenge for what you've done.

On an 18+, the target tells you what they know.

Resist Interrogation [Passive]

You've been in some tight spots before, and have learned how to not crack under the pressure. No form of interrogation will be successful on you, including truth serums and digital memory decoding.

Reputation [Passive]

Word has finally gotten around about how damn good you are at your job. Those in the underworld, and those whose job it is to pursue the underworld all respect your name. You've proven to be reliable, and capable enough to succeed at jobs others wouldn't dare attempt. You are always able to find a job. Choose a group or faction that you regularly work with. That faction will bail you out of one situation in exchange for a favor.

Notoriety [Passive]

Word has spread that you are a person to be feared. Soldier and mercenary alike know your name, and know to turn tail when your ship drops in. Few live to tell the stories of how many you have killed, and those you've left alive are testament enough to your cruelty. Choose a faction you have tangled with in the past. Any character in that faction suffers disadvantage when dealing with you.

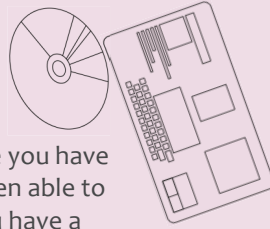
Life Debt [Passive]

Your travels have caused you to cross paths with many cultures, and many faiths. A person belonging to one of these, rescued from a dire situation, feels they owe their life to you. They will do whatever you ask, their life is yours, though they may not be happy about it, and they may not do it well. The Skills of this character are ultimately up to the game master, but suggestions are encouraged.

Legal Endorsement [Passive]

What some governments consider treason, others consider acts of heroism. You have the legal endorsement of a government, and will not be pursued when in areas under their control. If you are being actively pursued by another faction, if you can make it to friendly territory, you will only be pursued if that faction is willing to go to war. The system which endorses you will provide you with licenses, and supplies to conduct your business, but not for free.





Ace Up the Sleeve [Passive]

After years of things going wrong, you've finally learned to make sure you have an escape plan. By always keeping a couple tools with you, you've been able to get out of tight spots. These tools do not take an equipment slot. You have a detachable hologram projector that is embedded in your heel, and an encrypted radio transmitter in your tooth. The hologram projector can be loaded with looping videos of up to three people.

Ace in the Hole [Passive]

Being outgunned in every fight became boring after a certain point. You are able to conceal Class IV explosives on your person, taking 1 equipment slot. These explosives can be triggered by a timer or a voice command. The shells of the explosives are magnetic and generate a small rudimentary cloaking field as well.

Hidden Moon [Passive]

You've moved a lot of illicit goods over the years, and a warehouse you've been using on a distant backwater moon has received gradual improvements over the years. Its title is now in your name. The moon is uninhabited with the exception of your small warehouse, landing bay, and living quarters.

Starbase [Passive]

Having made enemies the way you have, some investments pay for themselves. Through negotiation, blood, or cold money, you now own a small starbase. It is equipped with automated class III cannons, and enough bay space for up to 5 medium ships, or one cruiser.

Mysterious Benefactor [Passive]

You've stepped on a lot of toes and been put on dozens of "do not fly" lists to get where you are. The things you do make many people angry. Someone has seen what you do, however, and wants you to keep going. They're even willing to back you up. Choose a faction. That faction is not able to take administrative action against you, and Emissaries of all factions roll twice against you and take the worse result. Specific people in that faction are still able to push things through to thwart you, but someone is making it difficult on your behalf.

Weapons Manufacturing [Passive]

After years of being a middleman in gunrunning, you've come to the conclusion that it would simply be more efficient to also control the manufacture of the products you distribute. You have acquired a medium size manufacturing plant and the raw materials to turn your product out. You are able to equip any ship or person with a basic weapon.

Protege [Passive]

Someone who used to just tag along has been watching and learning. You now have an eager accomplice at your right-hand , a protege who looks up to you and would follow you through a black hole for a thumbs up and a smile. Functionally, they are a level 5 smuggler, with the following abilities, Black Market Supplier, Thunderbird, Cybernetic Weapon, Stall, Quick Draw.

Private Security [Passive]

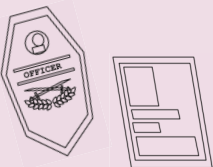
Tired of close calls and skin of your teeth encounters, you've hired a team of private security. You have a standing guard of three highly trained security officers. Each of these three has a score of 10 in Fight, React and Observe.

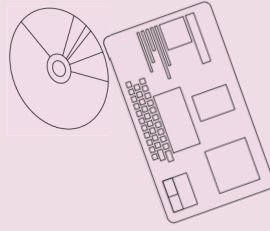
Freedom Fighter [Passive]

You began taking jobs under the nose of an oppressive faction government years ago. The movements against that government have catalyzed under your leadership, and now have a real chance of changing their fate. You have been named, for better or worse, as one of the faces of this new movement. Anyone who feels oppressed by this government will be ready to aid you, hide you, and help you with supplies. You also receive a flagship of the rebel fleet. The specifications of the ship are at the game master's discretion.

Warlord [Passive]

You have been fighting back a long time, and built an industry around yourself to sustain your fight. You are now the unquestioned head of a small militia. Mercenaries, disgraced soldiers, and runways alike have been hired by your agents and are battle hardened together under your flag. You have 100 soldiers with scores of 8 in Fight, React and Observe. Each is equipped with a Class I rifle.





BASIC MOVES & EQUIPMENT

-Basic Moves-
-Basic Equipment-
-Special Equipment-

Basic Moves

Direct a spacecraft, a car, a giant robot, a hoverboard, or anything you can steer.

Pilot: +Operate

On a -4, you direct your craft somewhere unintended. The game master tells you where you've gone.

On a 5-10, choose one from each list.

On an 11+, choose two from the left list.

- | | |
|--|--|
| -You evade damage successfully | -You take damage |
| -You avoid detection | -You are detected |
| -Your maneuvers are impressive | -You are sloppy and your passengers take |
| -You reach to an advantageous position | damage |
| | -The enemy gets a position |

You get in close and ram something sharp into your target.

Stab: +Fight

On a -4, your target gets the better of you. Take Class I damage, and lose your weapon.

On a 5-10, your target takes damage, but at a cost. Reduce your Damage Class by one level and take Class I damage. You both take the condition Bleeding

On an 11+, your target takes damage according to your weapon's Damage Class. They take the condition Bleeding

You reach out with a blade and strike at an enemy.

Slash: +Fight

On a -4, your target closes in faster. Lose your weapon or take Class I damage.

On a 5-10, your target takes damage according to your weapon's damage Class or a condition, but you lose your weapon or also take Class I damage.

On an 11+, your target takes damage according to your weapon's Damage Class or a condition.

You force a target into a position where they aren't able to threaten you.

Subdue: +Fight

On a -4, your target is undeterred, and has the drop on you. They may make a free move.

On a 5-10, your target is subdued, but you had to give something up to do so, position, equipment, or HP.

On an 11+, your target is subdued.

With tools or fists, you bash something as hard as you can.

Bash: +Fight

On a -4, take the condition Broken

On a 5-10, you and your target take the condition Broken

On an 11+, your target takes the condition Broken

A thrown or launched explosive blasts away at a target.

Blast: +Fight

On a -4, your blast doesn't go off, your weapon jams, your grenade fails to ignite, your target gets a free move.

On a 5-10, deal damage or a condition according to your weapon, but take the condition deafened or blinded.

On an 11+, deal damage or a condition according to your weapon.

When using an appropriate weapon, you aim and fire.

Shoot: +Fight

On a -4, your shot misses, and you take one of the following conditions, exposed, jammed, disarmed.

On a 5-10, deal damage or a condition according to your weapon, but take one of the following conditions, exposed, jammed, loud.

On an 11+, deal damage or a condition according to your weapon.

By taking a moment to challenge what your environment is telling you, you can intuit some hidden truths.

Challenge: +Interpret

On a -4, the game master changes something in the world, or introduces a something new.

On a 5-10, Choose one question from the list, and the game master will answer truthfully.

On an 11+, Choose three questions from the list, and the game master will answer truthfully.

-What happened here recently?

-What is about to happen?

-What should I be on the lookout for?

-What is this connected to?

-What here is useful or valuable to me?

-Who's really in control here?

-What here is not what it appears to be?

-Who or what knows more about this?

Sharp senses are able to pick up on hidden details in the world around you. Take a moment to scour your environment for any telling sign.

Notice: +Observe

On a -4, the game master introduces a new obstacle into the environment.

On a 5-10, you notice something useful to you.

On an 11+, you notice something useful to you, take +1 on your next roll.

You use whatever you have on hand to repair a machine you are using.

Quick Fix: +Repair

On a -4, the machine takes the condition Inoperable

On a 5-10, remove one condition from the machine, but you must use an equipment slot to do so.

On an 11+, remove two conditions from the machine, but you must use an equipment slot to do so.

Bring up information from a story, a book, or a conversation from your past.

Recall: +History

On a -4, the game master reveals something dangerous.

On a 5-10, the game master will tell you something interesting but not useful about your environment, or the object you are inspecting.

On an 11+, the game master will tell you something interesting and useful about your environment, or the object you are inspecting.

Prevent the death of an unconscious character

Stabilize: +Medical

On a -4, you make the problem worse. The character receives a tails coin flip.

On a 5-10, you help, but minimally. The character receives a heads coin flip.

On an 11+, you are able to help with the problem. The character receives two heads coin flips.

Equipment

When we play games, we assume our characters have an understanding of the world that gives them context, and that there is often meticulous planning that happens off-screen. While this can be fun to role-play, the choices of what to bring and how to prepare can be left to the conversations that happen when we are away from our characters. All you need to choose when your mission starts is your Load.

Any time during the mission, you can assign any piece of basic equipment, or advanced equipment that you have bought to one of your equipment slots. Your load determines how much equipment you can carry, but is also reflected in your appearance and encumbrance. Starting with a higher Load means you can pick less up along the way.

Load Level	Eqmt. Slots	Open Slots	Appearance
Casual	1	4	You look unassuming. Either everyday clothes or formal wear. You can carry one piece of equipment that can be concealed.
Ready	3	2	You look armed. While you wouldn't draw attention anywhere you would see security forces, you won't make it past any checkpoints without surrendering your weapons.
Tactical	4	2	You look ready for a mission. With a pack and all your equipment, you would fit in on a drop-ship or a military scout team, but walking down the street, someone will call authorities.
Battle	5	0	You look ready for war. Armed to the teeth or wearing layers of armor, you look ready break down doors and shoot first.

- This mark designates 1 equipment slot needed to carry the item.
- This mark designates 2 equipment slots needed to carry the item.

Remember, you don't choose your equipment when you start your mission. You choose you equipment the moment you say "This is what I've been carrying all along" and then mark that down on your inventory.

The narrative still takes precedence however. If it would not make sense for your character to have a piece of equipment, the game master still has the right to ask you to choose something else.

Basic Equipment- Weapons

Item		Range	Damage	Moves
		Class	Class	
Knife	■	1	I	Stab
Sword	■	1	II	Stab, Slash
Tazer	■	1	I	Subdue,
Shotgun	■	2	II	Blast, Destroy
Grenade	■	2	III	Blast
Pistol	■	2	II	Shoot
Rifle	■	3	II	Shoot
Beam Rifle	■	3	II	Shoot
Sniper Rifle	■ ■ ■	5	II	Shoot
Mortar	■ ■ ■ ■	5	III	Blast

Basic Equipment- Tools

Item		Effect
Scanner	■	Gives +1 to any +Observe roll
Computer	■	A handheld computer
Satellite Link	■ ■	Allows you to connect from anywhere
Bulletproof Vest	■	+1 armor
Armor	■ ■	+2 armor
Medical Kit	■	Stabilize a dying character until you leave
Radio	■	Relatively secure communication between other radios
Personal Effects	■	Carry your memorabilia or small tools with you

Starting Items

While you can choose the equipment you have during your missions, each character starts with some special tools, or resources. They also lack some tools and resources. When making your character, choose two items from the following list under your class. You start with those two things. You lack the other two. Figure out with your game master how you have the resources you have, and why you lack the ones you don't.

Class				
Warden	Letter from home	Well made tool	Good family name	A friend who still calls
Rigger	An antique pistol	Welding equipment	A safe home	A clean record
Drone	Clothes	Extra rounds	A personality	A past
Immune	A worn keepsake	Government contacts	Your medical charts	A case of books
Void Gazer	Coin that always lands up	Nice clothes	A religious artifact	An innocent past
Splicer	A doctor who doesn't ask	Hologram mask	A family	A community
Chemist	A degree or certification	A workshop	No warrants out for arrest	A reliable source
Physician	No debt	An employer	Extensive medical kit	Precision tools
Terra - former	Terra-forming equipment	Youth	Commission for work	A good history
Synth	Updated computer	Really excellent fashion	No security flags	Robotic animal
Emissary	Badge	Favor from an official	Security Access	A valuable bottle of liquor
Smuggler	Safe port	Upper class clothes	No holes in your ship	A reputation

Advanced Equipment

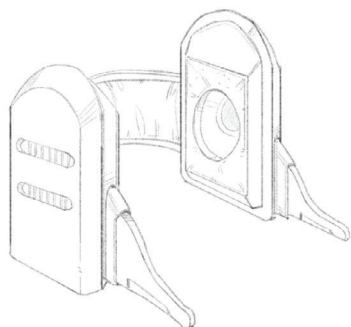
You will always have access to basic equipment. Your game master may put restrictions in place, for example, if you are infiltrating an embassy, you may not have access to an assault rifle, unless you can explain how you snuck it in. Special equipment is something your character may own or have come across that they'd like to take with them on a mission. These pieces of special equipment may effect your rolls, give bonuses, or allow you to make special moves.

If you own a piece of equipment, you can use it through your equipment slots in your Load. Your Open slots in your load can be used to pick things up as you go, if you find a special tool or weapon as you play, and choose to pick it up, you would mark off one of your Open slots from your Load. Advanced equipment functions the same as basic equipment, but you must find or buy it before you have access to it.

If there is a piece of equipment you want that isn't in this book, that doesn't mean it doesn't exist. Work with the game master to write out the effect of that equipment and how much of your load it takes.

Voice Imitator ■

Some look like necklaces, older models look like thick metal bands that rest on the base of your neck. Reading the vibrations of your voice and altering them to mimic a loaded voice, these gadgets allow their user to replicate a voice with recorded information loaded into the band.



Mimic: +Lie

On a -12, you have raised the suspicions of your target. They recognize that they are being deceived.

On a 13-17, you are able to mimic a voice you've heard, but take the condition Suspicious.

On an 18+, you are able to mimic a voice you've heard for the duration of a conversation.

Seeker Kite ■

A small drone with angled wings and a miniature jet-engine. This flying camera can be fed information about a person or object, and scout out an area as large as a square mile to find it within a minute. Upon finding the person or object, it can either return, or detonate for Class II damage, or apply a condition. (Courtesy Thomas Franz)

Exo-Suit ■

A powered system of joints and supports that run along your own body, this armature increases your lifting capacity, speed and strength greatly. While they allow for a significant increase in strength, they also weigh a great deal, and can be clumsy. Exo-suits are also vulnerable to reprogramming. Increase your Mvmt by 10, and add 1 to your +Fight (max 11).

Silence Grenade ■

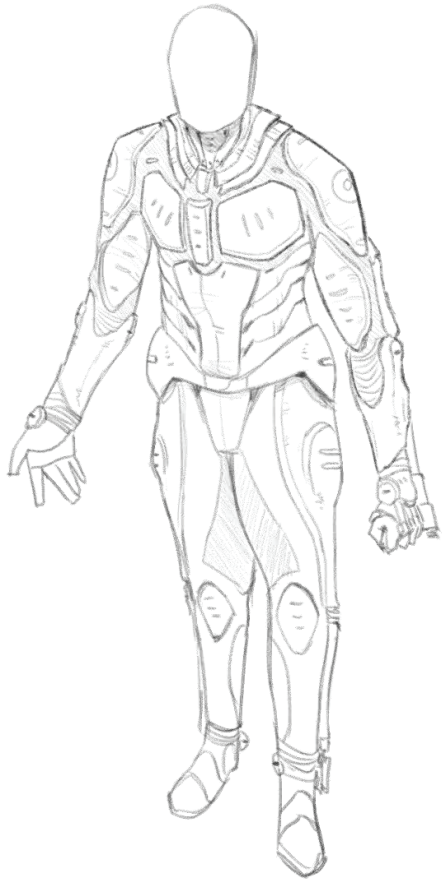
A gentle toss and a button press, and a silence grenade will use magnetic propulsion to launch itself into a target's face. On contact, the magnetic straps clamp together around their head, rendering the target unable to make a sound. Effective for intimidation and keeping someone alive and conscious if you need quick directions.

Silence: +Fight

On a -12, the device finds an unintended target.

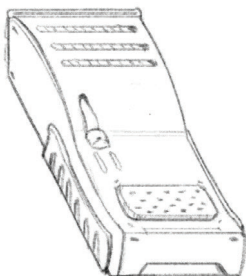
On a 13-17, the device works, but reinforcements will be on their way soon.

On an 18+, the device works.



CEDS Decoder ■

This small black brick is placed over a combination entry door-lock. Able to run through possible combinations orders of magnitude faster than a person, these helpful little tools are very useful when snooping around where you're not supposed to be.



Find Code: +Observe

On a -12, someone sees you picking the lock.

On a 13-17, someone sees you picking the lock as it finishes.

On an 18+, you've kept a smart watch out, the decoder finds you the code.

Foam Dissolver ■

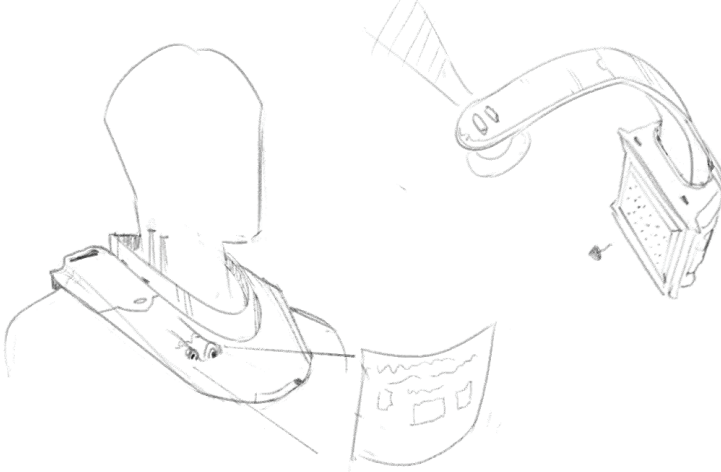
Dispensed through a handy can, this foam eats through concrete, metal, plastics, most things used to make doors and walls. It takes about thirty seconds to eat through a foot of material, makes a hissing sound, and releases noxious fumes as it works. One can holds enough foam to cover 4 square feet of surface area.

Holographic Display ■

This tool has a tripod that snaps out to point a lens straight up, projecting a pre-loaded looping video of a person. While a cursory inspection will not reveal anything wrong, if someone looks closely, or for long enough, they will notice a flicker, or the looping of the image. These are very useful for making guards think someone is still at a post, or making your boss think you're still at your desk.

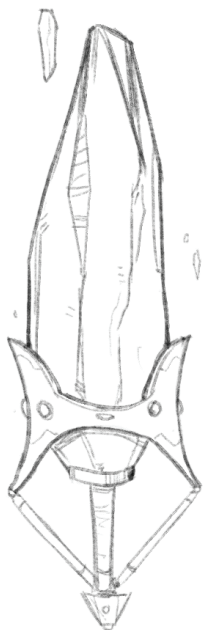
Blueprint Augment ■

A neural interface or HUD that connects to available zoning information to display blueprints on an in-vision display. You can see the walls, rooms, floors, as well as the wiring and construction of any building for which you can download the blueprints. This information is displayed directly on your vision, layered into the walls your eyes see. This also shows you possible exit routes and paths through a building.



Gibble Translate ■

Conveniently small and it comes in green, yellow and blue! This translator fits right into your ear, allowing you to keep all your other fantastic accessories. Translating over 320 languages across five species, the Gibble Translate is the market standard for ambassadorial and market business. (Gibble Inc. does not accept liability for mis-translated phrases, lack of culture context or voice capture, terms and conditions may apply)



Void Crystal ■

Touched by a void gazer, these crystals are rare, and often scattered among imposters. These crystals are often collected by devout of The Pursuit of the Unknown. Stories of strange occurrences follow these crystals, though ways to use and capture their power elude even those most steeped in the mystery of The Pursuit. When you would be reduced to 0 HP, instead, the strike or bullet misses, and the crystal shatters.

Collapsible Sword ■

Built to fold into its handle, this sharp three foot blade is useful melee weapon. Easily concealed, and easily stored, these practical self-defense tools make their ways onto most private ships that can't afford extra security. This weapon can fit into a pocket, takes only a moment to extend, and allows the user to make the Slash and Stab moves.

Carry Drone ■

A hovering drone with an attachment to carry your effects, this helper is programmed to follow you wherever you go. It is able to carry up to thirty pounds of weight, allowing you two extra equipment slots during your mission, but the controller takes its own slot, for a net gain of one.

Carblex Rope ■

Interlocking spirals of carbon tubes create a rope flexible enough to be wound, but can withstand hundreds of thousands of pounds of stress, and cannot be cut. It is not immune to heat tools, however. For pirates who can afford it, an effective strategy has been to anchor this material to two separate asteroids, and swing them near a ship to cut it in half.

Doorstop ■

Used by tactical teams and law enforcement, this tool is used to seal a doorway. Unexpanded, it resembles a short black bar about two and a half feet long. When activated, the bar expands quickly, lodging itself into a doorway. This bar then unrolls a sheet of steel, sealing off the doorway entirely. Whether sealing off routes, or locking individuals in rooms, this tool is a staple of urban tactical operations.

Microcamera ■

Marketed as “small as a grain of sand”, the word grainy describes more than their size. While the picture quality is not great, these wireless cameras are useful tools for espionage and surveillance. Microcameras’ limited range and picture quality mean they need to be placed strategically, but if they are not being actively scanned for, are virtually undetectable, making them a favorite of the black market.

Dart Gun ■

This pneumatic barrel launches pressurized syringes into a target. What you choose to fill those syringes with is up to you. A paralyzing agent, truth serum or good old muscle relaxant, this weapon goes far in the hands of those opting for a less lethal answer to combat. Range Class 2.

Dart: +Fight

On a -12, your pressure is waaay too high on your dart gun. The syringe shatters, the plastic cartridge cuts you and the contents of the syringe gets into the wound.

On a 13-17, your syringe hits the target, but not where you’d like. There is a limited effect.

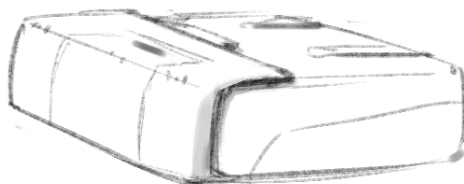
On an 18+, your syringe hits its mark, apply a condition.

Catch Gas ■

The biological diversity of the galaxy means it is relatively easy to design knockout gas that effects one person, and not another. Named for a diplomatic event-gone-bad in an early contact war between the Andandians and Quill, an ambassador was told to “catch” and tossed a can of knockout gas. Now this gas can be found in flavors that target any specific race, and do not effect the others. Resisting knockout gas is a +Fight check.

Basic Pouch ■

Even in the far off future, people still seem to run out of pockets. Sometimes you just need to carry a little more stuff. The basic pouch takes one equipment slot, but allows you to either pick up three additional items as you are on your mission, or use it to conceal a collapsible weapon. If you use it to conceal a weapon, you can still use it to pick up one additional item as you are on your mission. Concealing a weapon with a basic pouch will not conceal the weapon from scanners or searches.

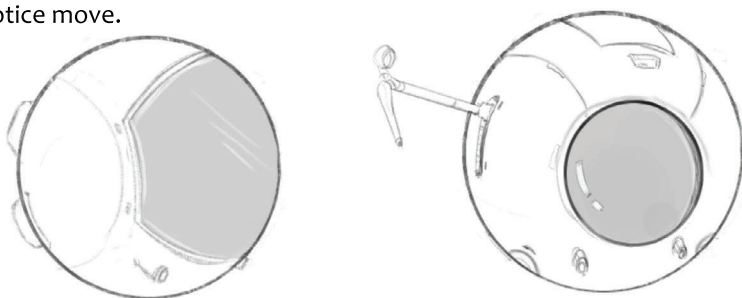


Falsewall ■

This adhesive-backed projector scans an environment and projects a new wall. Useful for hiding from pursuers, quickly storing goods, and confusing the elderly, these projectors are in different levels of legality across the galactic arm. The PPD has been trying to track down the true patent owner, but every time they've closed a manufacturer, a few more pop up.

Mapping Drone ■

Flying overhead, this hovering robot can map out routes and stream information to you from the sky. In order to remain light enough to fly, these robots only have enough charge to stay airborne for fifteen minutes. When charging in their case, they can be carried in a backpack. These robots allow you to perform a variation of the Notice move.



Notice (Mapping Drone) + Observe

On a -4, someone else learns the answer to one of the questions about you.

On a 5-10, ask one question from the list.

On an 11+, ask three questions from the list.

-Where is _____

-How do I get to _____ fastest?

-How do I get to _____ safest?

-How can I block off _____

-What shouldn't be here?

-Am I alone?

Hover Board ■

Sick tricks and sweet flips are to be had. Get yourself a hoverboard and get up to some cyberpunk nonsense. Not quite the fastest way through a city, and definitely not the safest, but a hoverboard is definitely the coolest way to get around the sprawling metropolises that cover developed planets. Hoverboards are the only vehicles that can be carried as equipment.

Shoulder Cannon

A military weapon designed to turn light infantry into artillery on foot. Aimed by a robotic arm mounted to a soldier's shoulder armor, this powerful laser is powered by a backpack battery, and fires a beam of Class III energy. The targeting system is often linked to a separate switch on a soldier's rifle. This weapon allows you to make the Shoot move at in Range Group 3. It takes 30 seconds to recharge a shot.

Marshmallow

A grenade that detonates harmlessly into a low density, rigid foam. While originally used as a tool for crowd control and non-lethal extractions to immobilize targets, more creative uses have been discovered, such as breaking falls from great heights.

(Courtesy Marcus Maday)

Immobilize: +Fight

On a -12, the grenade goes off in your hand, immobilizing you for one round.

On a 13-17, the grenade goes off near the target, immobilizing them for one round, but the game master chooses on other object nearby that is affected.

On an 18+, the target takes the condition Immoblie.

Vehicles

Hover Board

Size	3 ft
Mvmt	60
Capacity	1
Equipt	n/a

Small, quick, and fits on your back. They're not illegal yet, but governments that hate fun, unsafe things have been trying to regulate use of hover boards since they got off the ground. Popular among couriers and delivery people, they allow fast travel in crowded areas, and can be taken with you just about anywhere. Cost: \$100-300

Light Cycle

Size	7 ft
Mvmt	80
Capacity	1 - 2
Equipt	n/a

Arguably the fastest city transportation, a light cycle may not be quite as maneuverable as a hover board, but it is significantly faster. Light bikes got their name from the trails of luminescent particles they leave behind as they fly through skyways. Darting through skyways and back alleys, these are a favorite of city dwellers who need to live as fast as possible. Cost: \$500-8,000

Car

Size	10 ft
Mvmt	80
Capacity	1 - 6
Equipt	1

The staple of human transportation since their industrial revolution, the car comes in many forms. Most fly, though in rural areas, cheaper ground cars are still common. Most are driverless, but have an override system. A personal driver, whether robotic or organic is a symbol of luxury and wealth. Cost: \$800 -25,000

Star Hopper

Size	30 ft
Mvmt	150
Capacity	1
Equipt	1

A personal spacecraft capable of making warp jumps. While warp technology has come a long way, it is still as subject to error as any kind of transportation, and buying a ship with a few thousand warps on it's core may be cheaper, it is certainly a risky trade-off.

Cost: \$25,000 - 250,000

Shuttle

Size	30 ft
Mvmt	150
Capacity	1 - 12
Equipt	1

The simplest space-fairing ships you can buy, little shuttles mostly ferry people and small runs of cargo from planets to moons or space-stations. These vehicles are particularly useful for those who need to frequently travel across a planet very quickly.

Cost: \$20,000 - 150,000

Fighter

Size	30 ft
Mvmt	150
Capacity	1 - 12
Equipt	2

While not capable of warp jumps themselves, these small ships are typically housed in larger military ships which patrol controlled borders and strategic planets. What these ships lack in fuel capacity and size they make up for in fire-power and maneuverability. The more expensive fighters are also outfitted to operate both in-and outside of atmosphere. Cost: \$50,000 - 250,000

Hull

Size	150 ft
Mvmt	500
Capacity	5 - 30
Equipt	3

Describing a size of ship more than a specific type, Hulls are the smallest class of ship that have the full amenities of a cruiser. Though cramped, they have crew quarters, a kitchen, a common area, as well as a bridge. These ships are used for everything from cargo transportation, to ferrying large groups of people, to military security, it all depends on how the ship is outfitted.

Cost: \$ 1M - 10M

Cruiser

Size	500 ft
Mvmt	500
Capacity	12 - 200
Equipt	3

Outfitted with a full crew and a range of equipment, cruisers are the powerhouses of interstellar vehicles. Scientific research vessels that go where no one has gone before, military ships housing fighters to battle invasions, these cruisers are often self-sustaining vehicles with large missions.

Cost: \$ 10M - 100M

Dreadnought

Size	300 ft
Mvmt	600
Capacity	6 - 50
Equipt	8

There have been times when militaries have resorted to “scorched earth” strategy. The result of long wars and engineers whose ambitions run ahead of their morals, these destroyers are machines of war and nothing else. A small crew to bear the burden, and equipped for their purpose.

Cost: \$ 100B-300B

Colony

Size	800 ft
Mvmt	200
Capacity	1/2M - 3M
Equipt	30

A pre-cursor to warp flight, Colony ships now mostly float as space-fairing cities, drifting from planet to planet for commerce or influence. Construction is renewing on these ships as the galaxy begins to fill, and species look outside the confines of the near stars for room to expand.

Cost: \$ 5T - 25T

Teleporter

Size	20 ft
Mvmt	n/a
Capacity	1
Equipt	n/a

As long as it has existed in the fiction of all the races, you’d think this technology would work better. The teleportation of sentient life is illegal, and with good reason. No one has been able to safely teleport organisms to their intended location consistently.

Cost: \$10,000 -25,000

None

Size	n/a
Mvmt	30
Capacity	1
Equipt	n/a

There’s always walking.

Cost: \$0

NPCs & ENEMIES

-Breakdown & Understanding-

-Deep Space-

-City-Side-

-War-

-Fringe Worlds-



-The Mega Corps-

Anatomy of an NPC [Non Player Character]

[Name of the Character or Creature]

Permanent Condition, Permanent Condition,
Permanent Condition



	HP	#
	Armor	#
	Mvmt	#

This is the description of the character or creature. Where they are found, some useful information, or maybe just some world flavor can go here. When writing out your own NPCs, whether they are friendly or antagonistic, this is a good place to put something that players can latch onto if they want to discover more about the characters being brought into their game. The clock represents how many conditions need to be applied to the NPC for them to be dealt with.

Alignment: Here you will find the goal of the character. There may be multiple goals under this section.

Moves: This section will list the moves the NPC is most likely to use

This book will offer a selection of NPC templates to fill roles in your story. As you play you will almost certainly find a need for a character that doesn't fit into any of the templates here in this book.

Writing NPC templates is simple. Begin with their Clock. The Clock of an NPC determines how strong of a character they are, similar to the level of a player's character. Next move on to the NPC's alignment. With any NPC in the game, from a barista to a brigadier general, the game master should know each character's goal. Goals should be broad, but actionable. When trying to decide on an action, it is the alignment that should inform that decision. "Don't cause trouble at the coffee shop" is a well written alignment for a barista, because it will inform that character's actions, but is not confining. If the character is developed more in the game, you may need to write a new alignment as they develop.

The last thing to consider when making an NPC is the moves they have access to. It's not necessary to list all of the moves they have, or all the moves they cannot use. Focus on the moves they are most likely to use. Write them down as a reminder of what that character is likely to do. If they have special moves, write those out, what are the conditions for those moves going wrong? What if they go very well?

A Few Words on Clocks

This game was designed to encourage storytelling. What that means is that situations that a game master presents should be able to be handled in a variety of ways. You don't have to kill every monster to escape, you don't have to reduce the boss' HP to zero to save the village. These things can still happen, but this game encourages creative alternatives. Communication, striking deals, deceit, finding ways to leverage what you have to get what you want can come in so many forms.

Clocks are a representation of both intelligence and willpower of an NPC. Each time a character applies a condition to an NPC, fill up one section of the Clock.

When a clock is full, the NPC will become more compliant. This does not mean completely compliant, but they will change their stance in a way that the player's characters will be able to navigate the situation.

For example: Regina's team is in a firefight with a security force employed by a corrupt corporate executive. The team leader of the security force has a Clock of 4. Regina's friend, a pilot named Grey, dives behind a short wall and fires blindly, attempting to give the condition Pinned. The game master decides Grey is using the move Shoot, and asks Grey to roll. Grey rolls an 8, and adds 9 for their +Fight. The 18 is high enough for Grey to get the maximum effect, and applies the condition.

Regina's team-member Baja Blast, a synth, is already in the computer system for the building and closes the doors behind the security team, giving them the condition Isolated. Then the strike team moves. Unable to retreat, they move up, and use the Shoot move. The game master rolls a 2 for the strike team, so they deal damage, but must take a condition. The game master decides to give them the condition exposed, now that they've moved out of cover.

As Regina is shot, she asks the game master, "Can I just take the bullet, and stare the team leader in the face when I do? I'm wearing a bullet proof vest." The game master likes the idea and asks Regina to roll a +Cool check. Regina rolls a 4, but adds 10 +Cool. She succeeds but the game master gives her the condition bruised. She uses her success to give the team leader the condition Impressed.




At 4 conditions, the Security Team Leader's clock is full, and the game master decides the team leader will hear them out. He knows this is a losing battle, and isn't willing to die for a paycheck. The game master says, "Alright, the team leader approaches, his hands still on his rifle, but it is not at the ready. 'What are you here for?' he asks, clearly looking for a way out."

Deep Space

Space Pirate Lackey

Dirty, Paranoid, Opportunistic, Hungry,
Greedy, Grouped



	HP	2
	Aarmor	1
	Mvmt	30

Ready to tear apart a ship for the pilot’s wallet, space pirates are known for sprinting toward the quickest dollar they can make, and feared for their recklessness. Their loyalty is only to a captain who can keep them paid, and never to each other. Many pirates have found themselves on the wrong side of an airlock when they couldn’t offer up enough at the end of a raid.




Alignment: The only path to security is money. I will obtain wealth at any cost.

Moves: Shoot, Stab, Blast, Notice, Negotiate

Space Pirate Captain

Aware, Merciless, Greedy, Opulent, Cruel
Patient, Individual



	HP	2
	Aarmor	2
	Mvmt	30

There are only a few rules among pirates, and those are set by the captains. None of the rules mention obeying the captain. They don’t have to. The captains of rogue ships are exceedingly fast and direct with punishment. Anyone foolish enough to speak out against them is made an example of. Though vicious, these people did not reach their station without a degree of brilliance, and owing at least a couple favors. As much as they would deny it, no one, even a Captain is invulnerable.




Alignment: Amass power until I am safe, then accrue fortune until I can have some one amass power for me.

Moves: Shoot, Negotiate, Challenge

Alboleth

Curious, Cautious, Dominant, Massive,
Grotesque, Enigmatic



	HP	12
	Aarmor	0
	Mvmt	150

Evolution occurs in places other than planets, and the harshest environments create the most dangerous creatures. These creatures are the size of small spacecraft, squid-like in appearance, a ring of tentacles surrounding a beak that is known to

sheer through the hulls of ships with clean cuts. Their dark bodies and occasional pale spots blend them into the black of space, and are often preying upon a ship before they've been detected. Incredibly intelligent and equally territorial, these creatures have developed ways to twist the minds of creatures they prey upon.

Alignment: Amass a legion to protect my home.

Moves: Notice, Crush, Dominate

Crush: d10 +10

On a -12, the prey slips from its grasp, and finds an opportune moment to strike or escape.

On a 13-17, the prey is caught tight, and suffers a condition, but take the condition Exposed.

On an 18+, the prey is caught tight, suffers a condition, and can be opened.

Dominate: d10+8

On a -12, by probing its target's mind, the target gleans information, and makes a successful Notice move on the Alboleth

On a 13-17, the target takes the condition Helpless until physically stirred or makes a +Observe roll of 10




On an 18+, the target relinquishes control of their body until they make a +Observe roll of 10.



Research Crew

Educated, Curious, Protective,
Suspicious, Particular



	HP	2
	Armor	1
	Mvmt	30

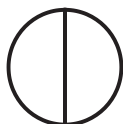
Thought they were told they had a bold mission to go where no one had gone before, no one told them it would take so long. While there are always noble hold-outs, most research vessels are crewed by largely disgruntled PhD candidates and interns who are inventing new words for boredom on ships that are sent to deeps space to collect data for periods of months.




Alignment: Collect data and eliminate or perfectly account for extra variables.

Moves: Challenge, Notice, Share Information

Stranded Ship Crew

Unpredictable, Desperate, Hungry,
Weak



	HP	1
	Armor	1
	Mvmt	25

Even the best plans still go awry. Ships run out of fuel, pirates hit, flares fry navigation systems. If maintenance is not kept up on a ship, or if a captain dares to test a route controlled by pirates, they may end up finding themselves in a drifting hull. Having time to stare death in the face, people can be driven to do anything to escape their situation, and to make sure they're never in it again.




Alignment: Find passage home however I can.

Moves: Negotiate, Challenge, Shoot

Drifter

Psychotic, Violent, Incoherent, Strong,
Unreasonable, Grouped



	HP	3
	Armor	0
	Mvmt	40

Isolation can drive a person insane, but isolating an entire group, away from civilization, away from laws, away from any hope of rescue, it will change them. Consigned to their fate to drift through space, and broken by isolation, when drifters encounter other ships their only goal is to tear them down to the same fate. They have no concern for survival, or the humanity of those they encounter. If you are unlucky enough to encounter a drifter ship, don't plan a way around them, run.




Alignment: Teach others what you have learned: there is no such thing as humanity.

Moves: Blast, Stab, Torture

Patrol Crew

Aware, Suspicious, Authoritative,
Rigid, Tired



	HP	2
	Armor	1
	Mvmt	30

Cruising through deep space trade routes and demilitarized zones for weeks or months at a time, the crews tasked to keep their faction's borders secure have little patience, and aren't interested in your story. They are there to make arrests and collect checks. Who gets in trouble isn't their concern so long as they follow their rules.

Alignment: Identify unauthorized ships and arrest them.




Moves: Notice, Arrest, Shoot

City-Side

Merchant

Opportunistic, Short-Sighted, Wealthy,
Well-Dressed



	HP	2
	Armor	0
	Mvmt	30

“I have the very best mods, augments, software, hardware, you name it. If you’re looking for an upgrade, I have what you need at the best price. If you can’t afford me, you can’t afford anywhere, so don’t bother looking. Just got a brand new shipment of– hey, hey, where you going?!”




Alignment: Make money off of the unaware.

Moves: Negotiate

Detective

Aware, suspicious, tired, Intelligent,
Calm



	HP	2
	Armor	0
	Mvmt	30

It takes something truly outrageous to surprise a detective, and even then, maybe not. They’ve seen it all and they’ve seen it twenty times. Dealing with the worst people of the biggest cities takes a toll, but there is still some satisfaction in putting them away. Sometimes the rules detectives have to follow work, sometimes they don’t, but they have to follow them. At least they do on paper.




Alignment: Put those who have broken the law in jail, and destroy evil people when you can.

Moves: Challenge, Notice, Arrest, Negotiate, Interrogate

Ambassador

Polite, Planning, Well-read, Closed-off,



	HP	2
	Armor	0
	Mvmt	30

There are hundreds of governments across the galaxy, and different levels of representation is needed depending on how useful an ally may appear to another faction, or a number of other factors. Ambassadors speak for the interests of their factions, and can only do so with intimate knowledge of their resources and intentions.

Alignment: Advance the power of my faction

Moves: Negotiate, Charge

Zealot

Devoted, Well-spoken, Forward,
Persistent

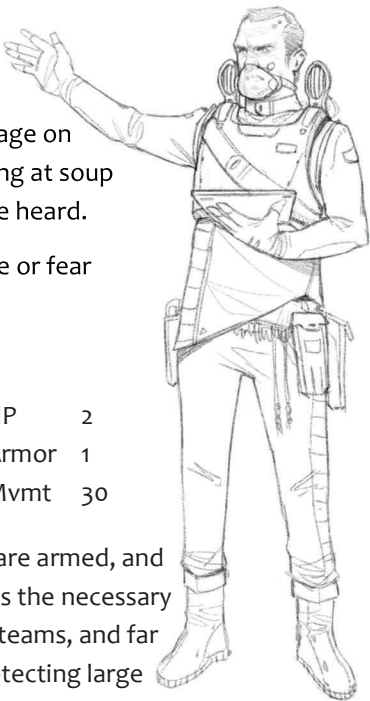


	HP	2
	Aarmor	0
	Mvmt	30

The universe is a magnificently broad and unfathomably deep construction. There are those who believe the coincidence of life could not have come about through chance alone. Some scream this message on street corners, others have conversations while serving at soup kitchens and shelters, but all wish their message to be heard.

Alignment: Bring people into the faith through service or fear

Moves: Negotiate



Patrol Drone

Robotic, Single-Minded, Tireless,
Unemotional, Ethically Rigid



	HP	2
	Aarmor	1
	Mvmt	30

Placed only in restricted areas, these security robots are armed, and carefully programmed to avoid killing anyone who has the necessary permissions to enter the area. Cheaper than security teams, and far more diligent, these robots are often tasked with protecting large areas, or perimeters, saving time for organic teams that act with discretion.

Alignment: Follow programmed orders, and prevent trespassing.

Moves: Notice, Shoot,

Courtesy Officer

Single-Minded, Robotic, Polite,
Official



	HP	2
	Aarmor	1
	Mvmt	30

The ever-growing size of cities presented law-enforcement with a problem. In order to patrol every street and maintain a presence all the way across a city, they implemented robotic Courtesy Officers. These unarmed robots walk the city in their bright blue jackets, offering help where needed, and issuing citations when appropriate. Taking the roll of traffic officers and local constables, Courtesy Officers are designed to maintain a presence and promote safety rather than replace police.




Alignment: Promote safety and the law while doing no harm.

Moves: Notice, Charge

Infected

Single-Minded, Relentless, Unassuming,
Unpredictable



	HP	2
	Aarmor	1
	Mvmt	30

Hosts of the Niella Virus can live normally for weeks, even months. Upon manifestation of symptoms, hosts are driven to madness, which can exhibit in a variety of ways, from ravenous hunger to exceedingly violent and aggressive behavior. An effective vaccination or antibody is yet to be found for this virus. Though it does not spread at an uncontrollable rate, it prolongs and protects its host, allowing them to enter a comatose state, surviving even the vacuum of space, reanimating its host shortly after rescue. (Courtesy Lord of Ice)




Alignment: Create more hosts.

Moves: Bash, Slash

Disgraced Scientist

Suspicious, Spiteful, Educated, Devoted,
Unhinged



	HP	2
	Aarmor	0
	Mvmt	30

Institutions have restrictions in place to keep practitioners of medicine and other branches of science from delving into the ethically grey realms. When certain lines are crossed, licenses are revoked and titles are stripped. In spite of this, some scientists still seek to find answers to the burning questions that brought them down. Setting up shops in forgotten shipping districts and experimenting on those they can lure to participate in their “studies”

Alignment: Continue your research and prove you were right all along.

Moves: Challenge, Subdue, Experiment, Augment, Torture, Interrogate

Experiment: d10+8

On a -12, the scientist discovers nothing, but the target takes Class I damage.

On a 13-17, the scientist discovers something interesting about the target. The target takes Class I damage.

On an 18+, the scientist discovers something interesting about the target, and gains a condition.

Augment: d10+8

On a -12, the scientist is unsuccessful. The augment is destroyed in the process.

On a 13-17, the scientist adds an augmentation to a character with the condition Subdued, but that character also takes the condition Awkward.

On an 18+, the scientist adds an augmentation to a character with the condition Subdued.

Technician

Experienced, Handy, Equipped, Crafty,
Unhurried



	HP	2
	Armor	0
	Mvmt	30

“Oh yeah, those ‘83 supercapacitors kick out at about 80,000 light years. We have some on order, they’ll be here in a couple days. We could hook you up with those, but on these older models, we might be able to fit you with the Star Hopper’s warp capacitors. It’s not going to be a permeant fix, but it’ll definitely get you planeside, if you need to get there today.”

Alignment: Make money by fixing things

Moves: Negotiate, Repair

Thief

Careful, Quick, Nice, Untruthful,
Compulsive



	HP	2
	Armor	0
	Mvmt	35

There are still wallets to snatch and people to rob, so thieves are not out of work. Their methods and tools may have evolved, scanning hard drives of phones standing next to someone on the train, or writing scripts to phish for security information, their goal is the same: take what isn’t theirs. Some of the oldest techniques still work best, of course. Good old muggings have not disappeared, and purse snatchers still plague some streets. As long as there is a quick buck to be taken, count on a thief beating you there.

Alignment: Bring people into the faith through service or fear

Moves: Notice, Steal, Challenge, Lie, Escape

Steal: d10+8

On a –12, the thief is caught in the act, and doesn’t get their hands on the item they intended to steal.

On a 13-17, the thief is able to take an item, but is noticed as they do.

On an 18+, the thief is able to take an item completely unnoticed.

Escape: d10+8

On a –12, the thief has nowhere left to run. They take the condition Cornered

On a 13-17, the thief escapes, but has to leave something behind.




On an 18+, the thief escapes.

War

Soldier

Strong, Devoted, Experienced, Hasty
Violent



	HP	2
	Armor	2
	Mvmt	30

Soldiers get barely enough training to not get their superiors in trouble, and hopefully avoid dying. Veterans look at the eager faces of green recruits and are able to pick out who is going to cause trouble and get themselves killed, and who is smart enough to keep their head down, shoot back, and stay alive.




Alignment: Follow the mission.

Moves: Shoot, Blast, Stab

Intelligence Officer

Suspicious, Probing, Invasive, Persistent,
Impolite, Experienced



	HP	2
	Armor	1
	Mvmt	30

There are many ways to get information out of someone who doesn't want to share. The nature of their work lends itself to a cruelty born of being impartial. Using a variety of sources, reports from their own reconnaissance teams, satellite imagery and the information they are able to pull from captured soldiers, they create detailed intelligence reports and make recommendations on courses of action.

Alignment: Learn all you can about your enemy.

Moves: Challenge, Notice, Interrogate, Torture, Intelligence Report

Intelligence Report: d10

On a 1-2, the information came at a cost. The game master chooses something to destroy.

On a 3-4, the information is unreliable. Take a -2 on your next Challenge move.

On a 5-6, take an 8 on your next Challenge move, but you must give up a piece of information to the enemy.




On a 7-8, take an 8 on your next Challenge move

On a 9-10, take a 10 on your next Challenge or Notice move.

Officer

Commanding, Quick, Perceptive, Detached,
Soft



	HP	2
	Armor	2
	Mvmt	30

Responsible for planning, analyzing intelligence and issuing orders, the higher rank an Officer attains, the further they get from combat. Educated in the art and practice of war, Officers learn the right thing to do in just about any situation, but typically have far less experience than the soldiers they are asked to lead.




Alignment: Give effective orders

Moves: Challenge, Notice, Shoot

Chaplain

Nonviolent, Honest, Trustworthy, Pious
Resilient, Devoted



	HP	2
	Armor	1
	Mvmt	30

War takes a toll on more than the bodies of soldiers. Given the impossible task of keeping the minds and spirits from coming apart, Chaplains are often the only counsel they have. Though they typically choose not to carry a weapon, Chaplains are respected among other soldiers, and often the toughest among them, not sleeping for days on end, working alongside others, and using their downtime to offer solace and guidance for the people they've been charged with helping.

Alignment: Provide spiritual guidance and emotional support to all who need it.

Moves: Challenge, Notice, Counsel, Aura of Calm

Counsel: d10+8

On a -12, the Chaplain succeeds in making the person they are counselling more nervous. The game master gives the target the condition Scared or Guilty

On a 13-17, the Chaplain has wise words for the target. Remove a temporary condition from the target.

On an 18+, the Chaplain offers spiritual healing. Remove one permanent or temporary condition from the target.

Aura of Calm




Anyone in the vicinity of a Chaplain of the same faction cannot be given the conditions Frightened, Scared, Intimidated, Hopeless, Panicked, or similar conditions.

Fringe Worlds

Scout

Rugged, Determined, Independent,
Equipped, Distanced



	HP	2
	Aarmor	1
	Mvmt	35

A paramilitary force sent to underdeveloped planets, Scouts are expected to be entirely self-sufficient, act with a degree of autonomy, and not intervene too extensively without direct orders to do so. Making camp in deserts, mountains, and in canopies of jungles, Scout groups keep themselves secluded from civilizations, but observe and report constantly. Scouts are typically equipped with long-range surveillance equipment and weapons.




Alignment: Observe and report on interesting groups, but protect yourself.

Moves: Notice, Challenge, Shoot,

Retired Terraformer

Wealthy, Powerful, Well-connected,
Eccentric, Soft



	HP	2
	Aarmor	0
	Mvmt	25

The fringe worlds describe a wide set of planets that are habitable, or made habitable, but only just so. Paid enormous sums to oversee the process of making those planets habitable, when a Terraformer's job is done they typically have first choice of the most scenic areas of the planet they designed. Living in wealth and excess, retired Terraformers occasionally govern, but more often sit back and finance excursions, research and projects that they find interesting or profitable.

Alignment: Find entertainment and profit by financing others.

Moves: Challenge, Notice, Finance, Negotiate

Finance: TARGET rolls +Interpret

On a -12, the Terraformer likes the idea, but not you. They hire a different group to accomplish what you had set out to do.

On a 13-17, the Terraformer likes the idea, and really wants to see it through. They decide to hire you and an additional group. Payment will only be offered to the first, or better group.

On an 18+, the Terraformer likes your idea, and you've convinced them you are the person or group for the job. They will finance you, provided it is interesting or will yield profit.

Harrier Beetle

Unintelligent, Massive, Carapaced,
Blind, Territorial, Skittish



	HP	1
	Armor	2
	Mvmt	40

Assumed to be distant relatives of the Haz, Harrier Beetles grow to 7-8 feet in length. While dormant and peaceful normally, Harrier Beetles are tremendously territorial and easily spooked. Sharp toes and wings that can create gusts of wind and deafening noise are the defense mechanisms of these bugs. Solitary by nature, they are normally easy to avoid or deal with, unless you stumble into a nest.




Alignment: Eat, procreate, and protect yourself

Moves: Bash, Slash

Daggit

Low Intelligence, Primal, Massive, Armored
Violent, Solitary



	HP	4
	Armor	3
	Mvmt	40

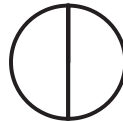
Massive reptiles on lower gravity planets inspire legends. Some have retained wings, others have evolved strange glands to convert toxic atmospheres into something breathable, and discharge their breath with chemical reactions, causing fire, or caustic liquid to spray from their mouth with each breath. Because of their size, Daggits claim huge swaths of territory, and can spend years in seclusion.




Alignment: keep your territory clean of any intruders.

Moves: Slash, Detonate, Irradiate

Crawler Swarm

Unintelligent, Collective, Tiny, Slow
Uninterested



	HP	8
	Armor	0
	Mvmt	15

Crawler Swarms are collections of thousands of bugs, somewhere between an ant and a beetle, each about an inch and a half long. These bugs have conductive carapaces, allowing their swarms a unique form of communication across them, enabling a sort of group-think and decision making. The larger a crawler swarm, the more intelligence it is capable of. These groups of insects are quick to hide and burrow, but when their nest is in danger, will defend it to the end.




Alignment: Defend the nest.

Moves: Slash

Wraith Hawk

Unintelligent, Fast, Violent, Territorial,
Perceptive



	HP	2
	Armor	0
	Mvmt	40

These birds of prey have transparent feathers and flesh. Their bones appear black beneath their skin, giving them an appearance of a ghostly bird. A wingspan of eight feet, and razor sharp talons and beak, Wraith Hawks are dangerous animals, and set on their prey with little hesitation and no warning.

Alignment: Find prey to hunt.


Moves: Slash, Notice



Tarrow Trees

Plant, Large, Colorful, Resilient



	HP	1
	Armor	0
	Mvmt	0

The harsh climates of fringe worlds have lead evolution to some resilient and dangerous organisms in all forms of life. Tarrow Trees are what make forests dangerous on underdeveloped planets. These trees cover themselves in a hallucinogenic sap, which acts quickly on sentient organisms, driving them mad, and conveniently spreading their seeds all across the forest as they run from imaginary pursuers.

Alignment: Show nightmares

Moves: Poison

Poison: d10+8

On a -12, the target notices the poison, and is able to recognize similar trees in the future.

On a 13-17, the target takes the conditions Confused and Disoriented.

On an 18+, the target takes the conditions Horrified, Hallucinating, and Fleeing.

Mega Corps

Corporate Agent

Formal, Well-equipped, Cold, Procedural,
Owned,



	HP	2
	Armor	1
	Mvmt	30



Agents sent out to protect the interests of corporations with the power of governments act with complete immunity. Provided they operate within the realm of their corporations' influence, Agents interrogate, assassinate and surveil whoever and whenever they need to keep the grip of power of their corporation as tight as possible. Outside their territory of influence, Corporate Agents are practiced in subterfuge and espionage, acting behind the scenes and from the shadows to make people disappear.

Alignment: Eliminate the enemies of my corporation, and increase its power.

Moves: Challenge, Shoot, Stab, Torture, Lie, Notice

Private Security

Trained, Precise, Unprincipled, Well-Equipped, Fast



	HP	2
	Armor	2
	Mvmt	30

When you do not trust the municipal forces to protect your assets, it's not uncommon to hire outside help. If you can hire enough outside help, in the case of Mega Corporations, you can become the municipal force. The authority of Private Security forces is tied directly to their employer. The orders of a security officer acting for the largest corporation in the galaxy carries more weight than someone hired to guard an apartment.

Alignment: Protect with lethal force, but my life must be protected first.

Moves: Shoot, Stab, Blast, Notice, Negotiate

Billionaire Philanthropist

Eccentric, Unpredictable, Wealthy, Rushed, Carefree, Show-off



	HP	2
	Armor	1
	Mvmt	30

"I don't think even you have enough money to pay for- okay, maybe you do."
-Small Soldiers.

Alignment: Entertain yourself

Moves: Negotiate, Challenge, Finance

Security Turret

Mechanical, Persistent, Precise, Electric, Unmanned



	HP	1
	Armor	1
	Mvmt	30

"Introducing the consumer version of our most popular military-grade product: the turret. How do we get so many bullets in 'em? Like this. Plus, we fire the whole bullet. That's 65% more bullet, per bullet! This is the same technology we've been using on robots for decades. Scares the hell out of them. They come in hundreds of designer colors including forest, desert, table... uh, evening at the improv- what idiot picked these? Then we box 'em up and ship them straight to your doorstep!"
-Portal 2

Alignment: Identify targets and destroy.

Moves: Notice, Shoot

Intern

Naïve, Unattached, Opportunistic, Young, Underpaid, Idealistic



	HP	2
	Armor	0
	Mvmt	30

Interns at Mega Corporations are brilliant. They work nearly double the hours, unwanted shifts, take on side projects from management and attempt to do this while completing a degree for the job they're already working. While brilliant, they're also young enough to be idealistic about change. They see all the problems and cracks in the machines they're working in, but haven't spent the time inside to see the stress those cracks relieve, or the deeper problems that came when the solutions they would proposed were tried years ago. They are wild and privy to a great deal of information. Loyalty is demanded of them, but they're not contracted yet...




Alignment: Secure the best job possible.

Moves: Challenge, Negotiate

Corporate Executive

Formal, Wealthy, Hurried, Classist,
Calculating



	HP	2
	Armor	1
	Mvmt	30

Executives run companies. They run the corporations that buy and sell planets. They make the decisions to harvest moons or finance wars. In the face of a seemingly limitless economic market, the strength of the Corporation has never been stronger. Placing assets in battlefields, courtrooms, or banks, Executives decide the fates of billions from their board rooms and tower lofts with the detachment of a chess match. Corporations are gaining power; if left to their own devices, they will soon run the galaxy. The chairman is always looking to get on top.

Alignment: Gain power.

Moves: Challenge, Finance, Notice, Negotiate, Create Project




Create Project:

Corporate Executives may create projects using the assets which they control. A strike team with a specialized task and training, a research vessel sent to a specific location or a legal team instructed to find every viable accusation to charge an enemy. It is important to remember that the world moves while your players are elsewhere, and powerful players still make plans according to their resources. Executives have a great deal of resources.

Office Worker

Formal, Polite, Civilian, Sedentary, Routine,
Individual, Knowledgeable



	HP	2
	Armor	0
	Mvmt	30

The face of corporations are its flashy Executives, its mottos and its PR and social media campaigns. What a corporation is comprised of at the end of the day, is people. People still need to make decisions, people are needed to deal with people, people are needed to decipher the words the scanners cannot parse. It is boring, unfulfilling work, but it generally pays well. These are people who go to the same job every day, most eat the same thing for lunch every day, and almost all of them are just dying to express a little bit of individuality as soon as they get the right chance. Start up a conversation about a mutual hobby, and it may go on for hours.

Alignment: Keep your job.

Moves: Notice, Notify Superiors

GAME MASTER'S GUIDE

-A Note to Game Masters-

-Running Encounters-

-Creating a Story-

A Note to Game Masters

No rule or mechanic in this game is sacred. Everything can be changed by anyone at the table, but you have the final say. Your job is not to police your players or know everything, but to keep all of your players in the same, consistent world as best as you can. In shared storytelling, like any role-playing game, there are as many true versions of the world as there are people imagining it. The game master's job is to provide vivid imagery with detail in the right places to keep everyone synced up. The job this rulebook has is to give the game master the tools to do that.

This game is a tool. I played Dungeons & Dragons for years because I loved telling stories with my friends. I have since found tools that let us do that much better. I don't think I would have ever gotten to those without Dungeons & Dragons, but I use those games because they are sets of rules that fit with how I run games and how I tell stories. I reached a point where I wanted to tell a story that didn't fit any of the tools I had, so I made one. These tools work for me, and the people at my table. If there is a race or a class that you think should be in the game, work together with your players and create it. If there is a mechanic from a different game that you like, use it when you run your game. We cannot be precious about our characters we create as game masters, because they must reach an end, in the same way, don't be overly precious about the rules.

If you've been a game master for years, or are just picking it up, you already know how much work it is. Use these rules to do the work for you where you can. Remember above all else that while you help your players touch the world together, they have just as much a say in its creation as you do.

This game is a tool to tell a story with friends. Don't let the game get in the way of that.

Running Encounters

An encounter describes a situation that your players will arrive into (or sometimes it will come to them) where all of the characters, NPCs, enemies, environment, and possible “spontaneous events” are accounted for ahead of time by the game master. The goal of creating an encounter is to make a problem that is interesting, challenging, and rewarding for the players. When creating encounters there are three main things to keep in mind

- What kind of problems are the characters capable of solving?
- What scale of problems are the character capable of solving?
- Why should they care?

Something that makes Sixty Mile Sky unique from other games, is the degree of specialization of classes. What this means is that some classes are amazing at things that other classes can't even do. If your party consists of a Smuggler, an Emissary and a Physician, having them fight a team of giant robots is most likely an ill-suited challenge for them at any level. While it is encouraging to have problems that cater directly to the party's strengths, try and create encounters that have problems they will have to think about strategically. If they don't have a Pilot in their party, that doesn't mean you can't attack them with a giant robot, but you need to make sure they have the tools to solve the problem.

This is easiest when you bear in mind that solving problems can look like many different things. Your party doesn't have a Pilot, but is being attacked by a giant robot. Can they hack the robot? Can they shut it off? Do they have explosives? Can they take a hostage?

Most classes can handle any problem if you give them the right tools. Some will have a harder time than others. This is where scale comes into play. When confronting an ill-suited problem, a smaller scale still feels like an accomplishment. Sixty Mile Sky is also designed to scale your player's characters up to incredible power by the highest levels. As they grow in power, let them find challenges that are worth their time and effort. You can make your enemies stronger, or increase their number, but the interesting way to do this is often by presenting them with new enemies that have more power and better moves. To calibrate difficulty, look at the total clock count of all the enemies in an encounter. If the encounter was too easy, give them more challenging enemies, if it was too hard, let them fight something simpler.

The final thing to take into account when building an encounter, is, “why should your players care?” Players will tell you what they care about, and what their characters care about through how they play the game. Make a point to listen, and adjust.

Creating a Story

No matter how intricate a mystery or complex a plot you create for your players, there is one thing they need in any game: a clear verb. There are good verbs and bad verbs to base a mission or campaign around. Good verbs have a clear purpose, the players will be able to come up with ways to accomplish the verb, and they will know when they've done it.

- KILL the evil warlord

-STOP the reactor explosion

-RESCUE the ambassador
- EXPOSE the shadow police

-PROTECT the regent

-DESTROY the factory



DIRECTIVE VERB

There are verbs you should avoid building a campaign around, because they don't give your player's a clear directive: Investigate, Find, Reach. You will find yourself wanting your players to do these things (Investigate the murder, Find the artifact, Reach the Hidden City) but the reason you want them to do this, is to then do another thing. Once you've Investigated the murder, then what? Instead, use CATCH the killer. This has a clear end. You know absolutely when you've accomplished this.

Your players should be able to point to this overall verb at any time in the game. If they don't know what to do, where to go, it is because they don't have one overarching directive. This overarching verb is what ties a series of missions or sessions together. They may have to accomplish it in steps or stages, but show them what they're fighting for (literally or metaphorically) early on. Even if the characters don't know, your players need something to work toward.

That's not to say it always needs to be simple. Making things complicated for your players is how we make games fun.

While your players are working toward accomplishing your overall directive verb, introduce the reasons why they CAN'T.



DIRECTIVE VERB

CAN'T

These big blocks of CAN'T that you put in your player's way are the challenges they have to overcome to complete their verb and accomplish their directive. Is it a team of hired guns in their way? Is it a lack of money or time? Do your player's lack the knowledge to access an area they need?

Let's look at some examples to help wrap our heads around how we can use Directive Verbs and "Can't" obstacles to create dynamic stories. (start at the bottom)

Is the job finished? They've discovered similar factories all built by the same Mega Corp popping up on several new planets...

It's time. The group must deal with the security teams at the factory, plant the explosives, destroy this factory, and save their planet.

Security Teams
Patrolling Area

They've drawn some unwanted attention. How will they shake their pursuers before they are arrested?

Government is
investigating the group

The factory is large. The group will need explosives to destroy the complex effectively. Unfortunately they don't have massive explosives laying around. Where will they get them? How much attention will they draw?

Need
explosives

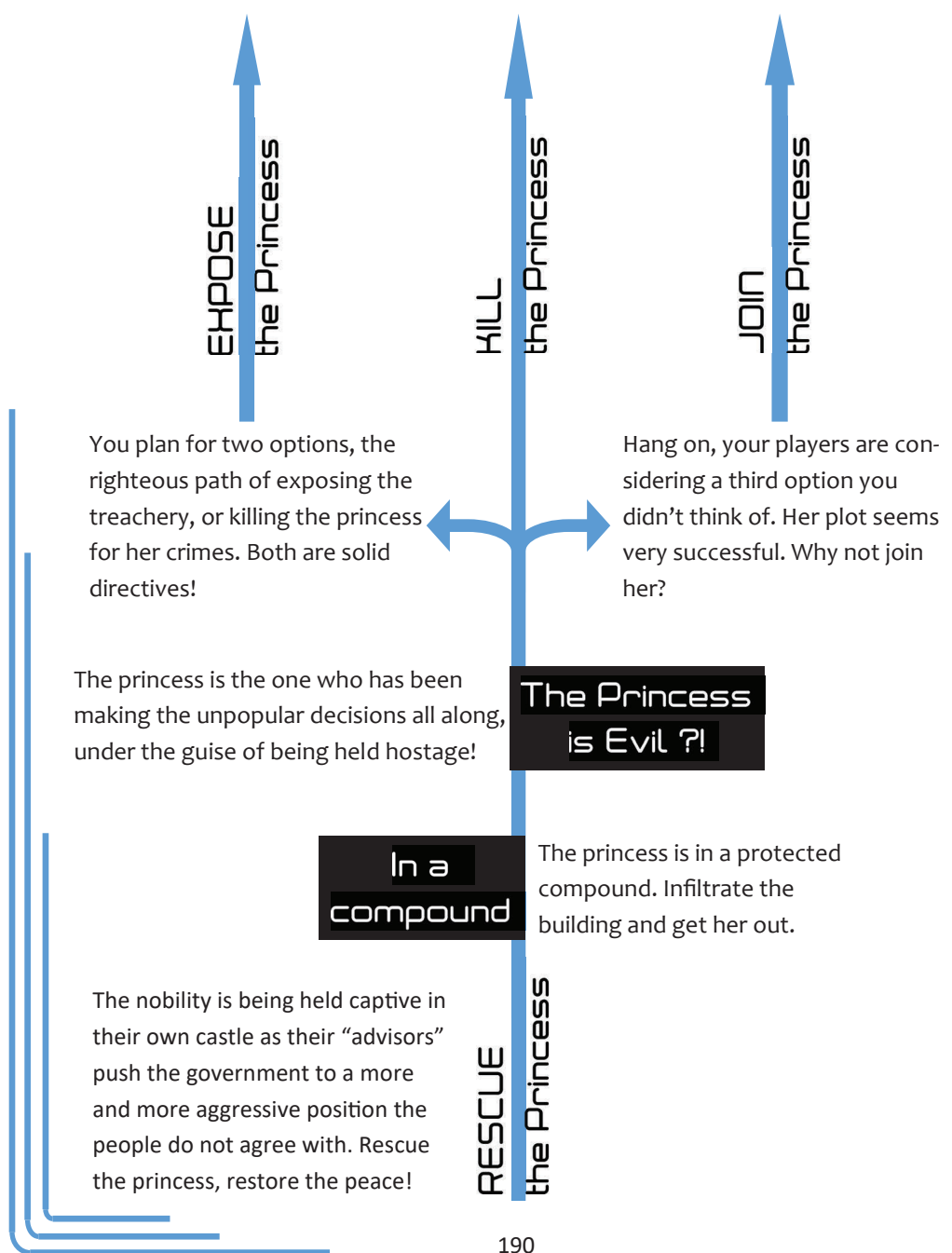
The location of the factory is a closely guarded secret. Will the group find a high level official who knows the secret, or stealthily follow the supply chains?

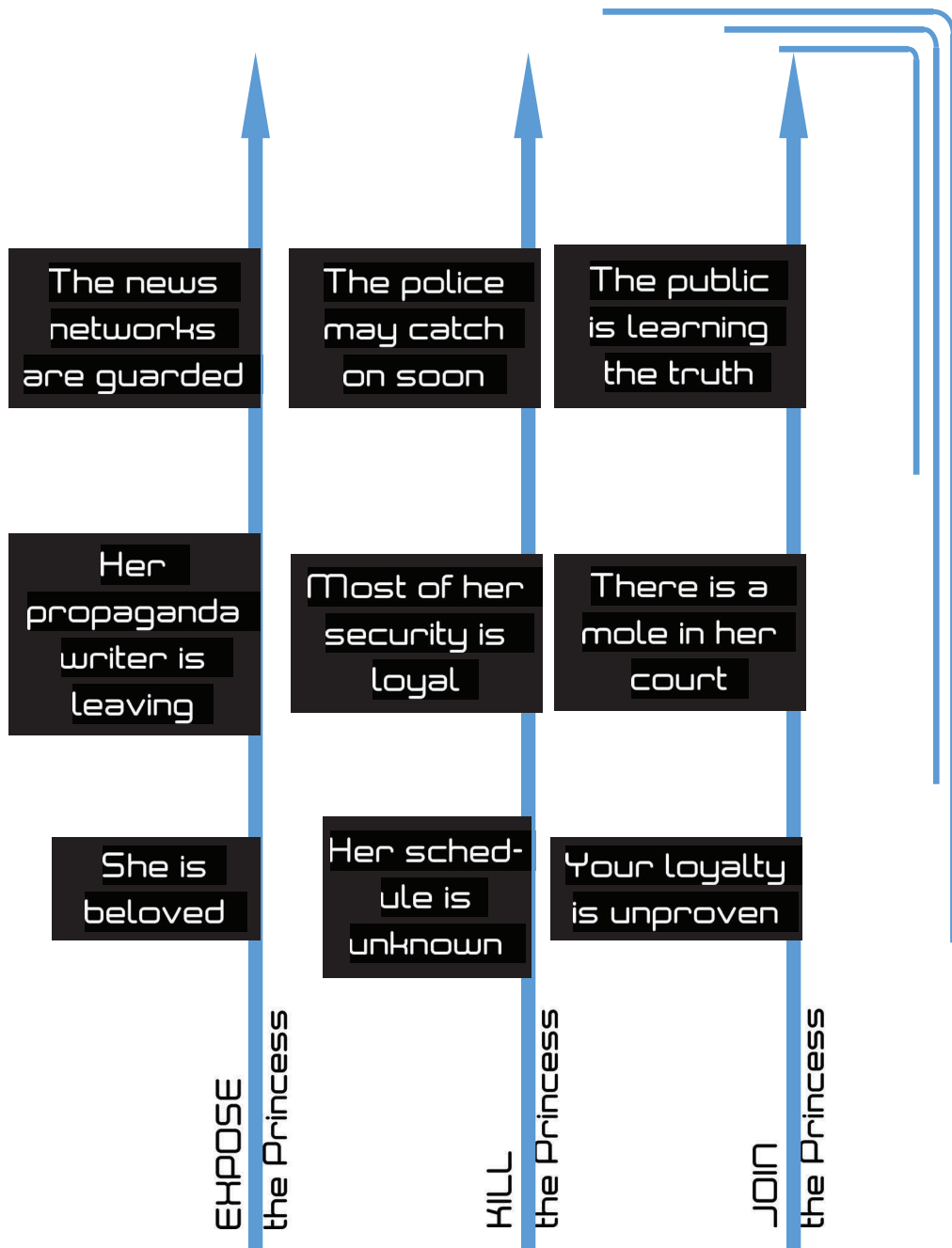
Factory location is
unknown

The group lands on their home planet and discovers the planetary government has been constructing an armed robotic police force to institute a police-state fascist rule. Their control is exerted through the use of these robots who surveil and enforce. Destroy the factory, destroy the robots, save the world.

DESTROY
the factory

The individual problems blocking the group’s directive are good tools to build specific missions around. Lets look at some ways we can use this same Directive and CAN’T model in some creative ways, and how we can adapt when our player’s make decisions that surprise us.



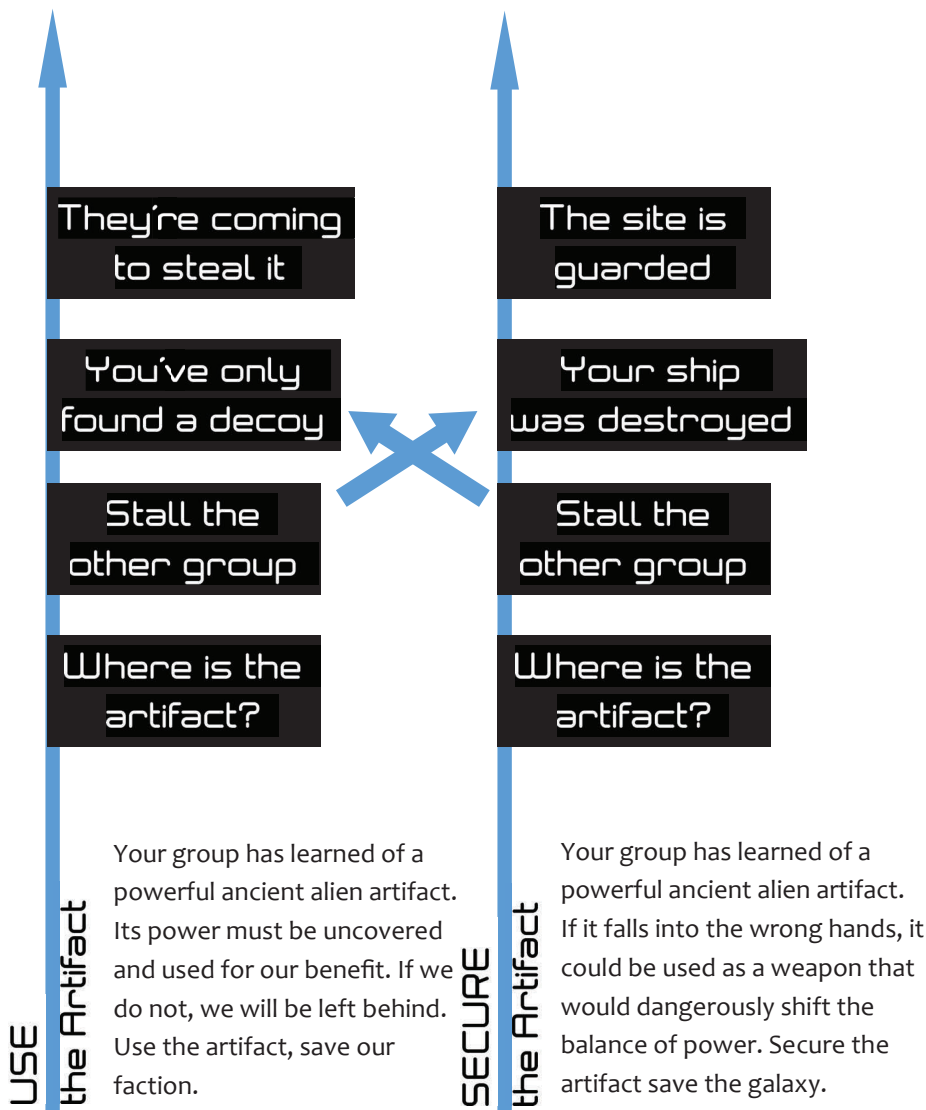


So your players choose a path you didn't predict? Will it be simple? What is the new Directive Verb for this? Join? That sounds good, it isn't immediate, and it will be clear when you've finally earned the Princess's trust. What are the reasons they CAN'T join her?

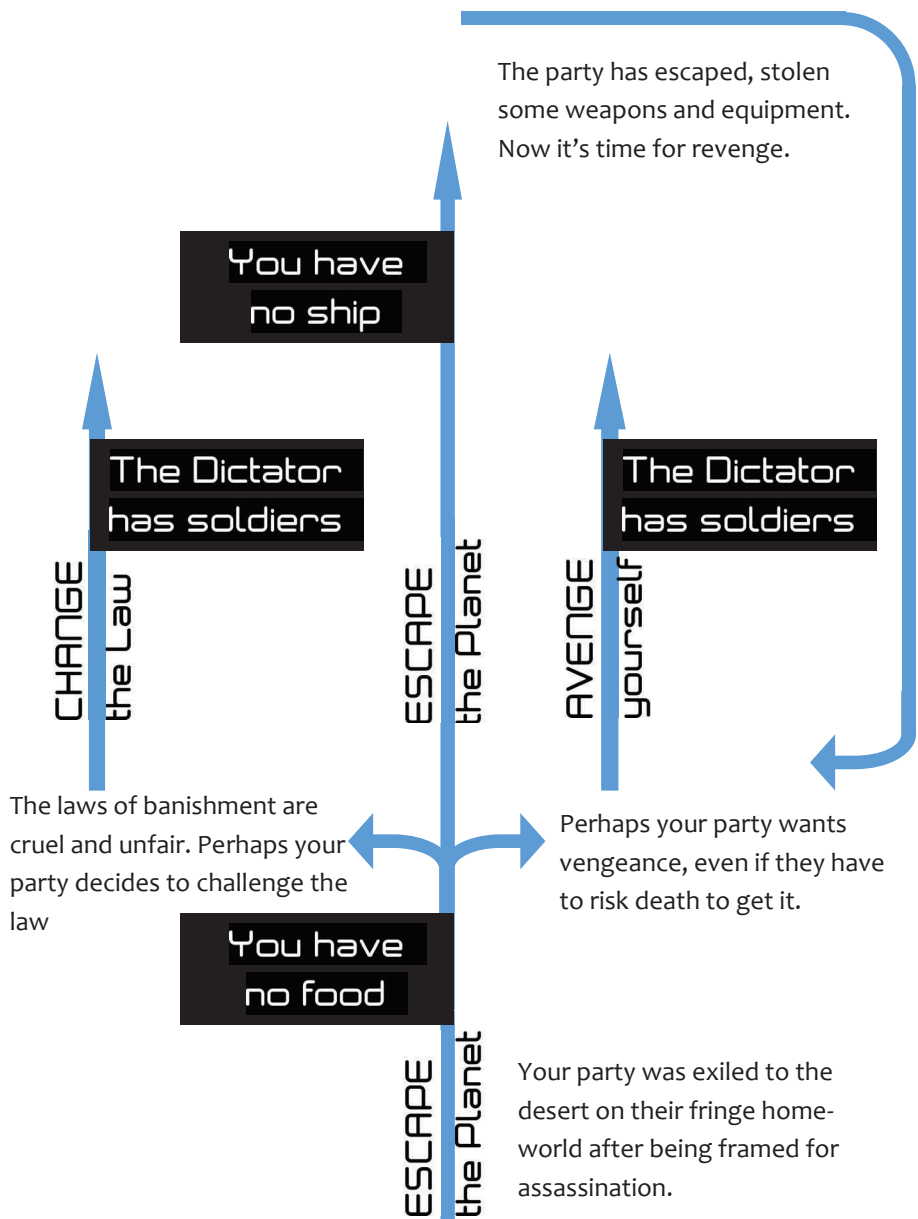
There are other ways to tweak the Directive Verb to create interesting stories and problems for your players. Remember that the world turns while your players stand still. The problems they face may change and evolve if they try to tackle them too quickly or too slow.

Here are a few more examples of how this method of laying out a story's paths can be tweaked and expanded.

In this example, we can see two different groups competing for the same artifact. The players could start the game as either group, side with either faction. As you play, each faction must overcome their challenges while also putting new challenges in the path of their competition to arrive at the artifact first.



In stories where your players may be able to take multiple paths, consider providing ways for your players to return to paths they didn't take, but present goals they want to address once they have better resources. Especially when designing larger stories, letting your players tackle problems in a strategic order both gives them a sense of accomplishment, and adds to the world by showing them problems they aren't equipped to deal with yet.



APPENDIX

-Helpful Tables and Graphics-

-Thank You's and Kickstarter Backers-


-Index-


How to make flash cards for NPCs/Enemies


[Name of the Character or Creature]

Permanent Condition, Permanent Condition,
Permanent Condition



 HP #

 Armor #

 Mvmt #

This is the description of the character or creature. Where they are found, some useful information, or maybe just some world flavor can go here. When writing out your own NPCs, whether they are friendly or antagonistic, this is a good place to put something that players can latch onto if they want to discover more about the characters being brought into their game. The clock represents how many conditions need to be applied to the NPC for them to be dealt with.

Alignment: Here you will find the goal of the character. There may be multiple goals under this section.

Moves: This section will list the moves the NPC is most likely to use

How to make flash cards for Mechs

[Name of the Mech] [Name of the Pilot]

Permanent Condition, Permanent Condition,
Permanent Condition



 HP #

 Armor #



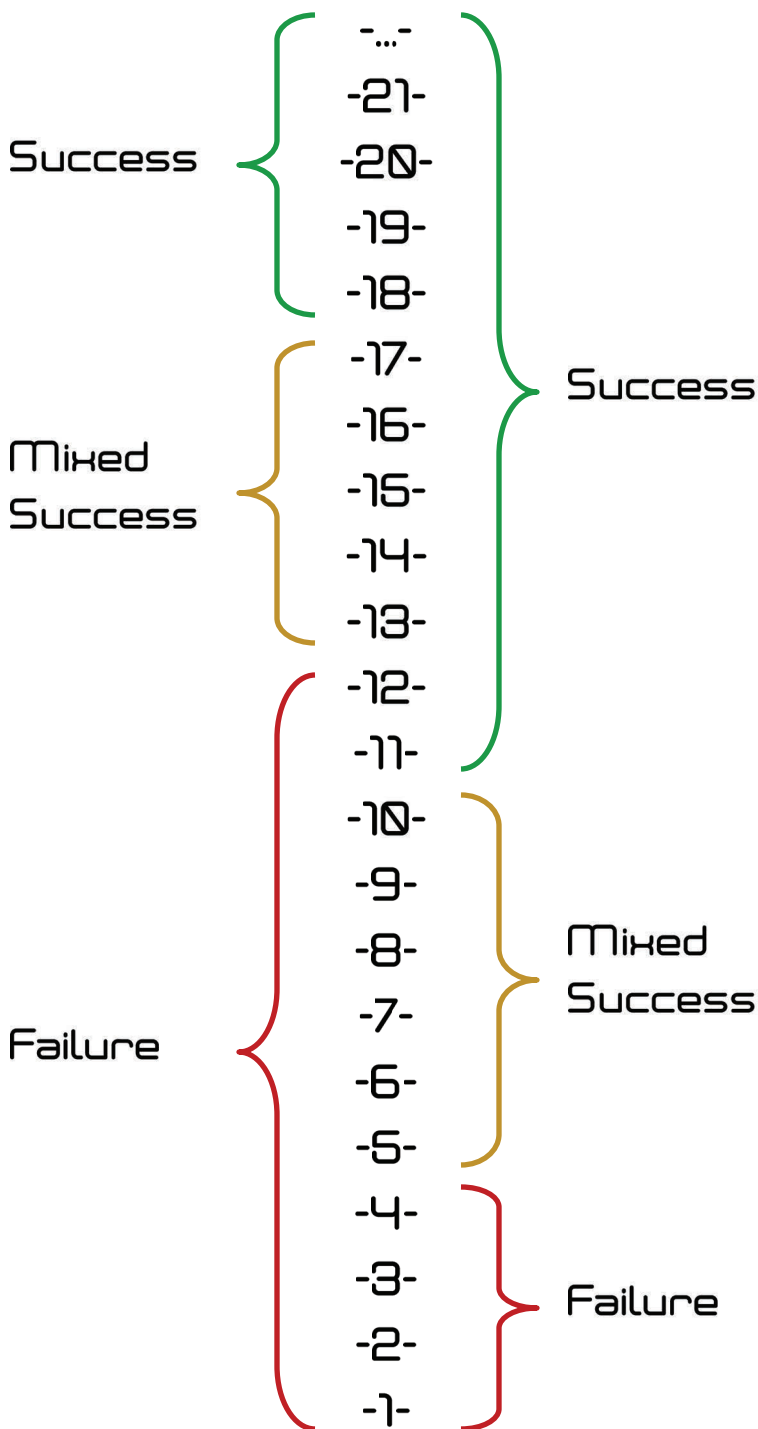
Make sure to give mechs a good description. They're darn cool, and take a lot of resources to make, so of course the people who make them would add some flourishes, right? Also if this mech has any unique traits or special abilities, make sure to give yourself a note in this section so you don't forget.

Weapons:	-Chain Gun	-Rockets
	-Chain Gun	-Auto Targeting Drones
	-Laser Rifle	-Divine Hand

Abilities: This section will list the special abilities and moves that you will rely on for this Mech

ICE progression

ISOLATE—QUARANTINE—REPORT—DESTROY



Class Moves

Basic Moves

Damage Classes

Class I	1 damage to one target
Class II	3 damage to one target
Class III	5 damage on a point
Class IV	8 damage in a 30 foot radius
Class V	15 damage in a half mile radius

Range Classes

Class 1	Melee/ touching
Class 2	Across the room/ thrown
Class 3	Up to a half mile
Class 4	Up to six miles
Class 5	Same Planet

Typical HP and Armor

Basic Machine or Tool	1 HP	0 Armor
Character	2 HP	0 Armor
Player Character	3 HP	0-2 Armor
Large Creature	5-8 HP	0-1 Armor
Small Mech	5-15 HP	1-2 Armor
Small Space Craft	15 HP	0-2 Armor
Medium Spacecraft	30 HP	0-3 Armor
Large Mech	30 HP	2-3 Armor
Large Spacecraft	45 HP	0-5 Armor
Huge Spacecraft/Fortress	100 HP	4-6 Armor

Useful Positive Conditions

Accurate	Honorable	Sparkling
Adept	Honest	Strong
Anchored	Hopeful	Supported
Artistic	Humble	Supportive
Bold	Important	Sure-footed
Calculating	Impressed	Tactical
Calm	Informed	Tough
Caring	Inspiring	Trained
Charming	Intellectual	True
Classic	Intent	Trusting
Clean	Keen	Truthful
Clear	Lawful	Understated
Cool	Loyal	Understood
Deadly	Luminous	Uniform
Decisive	Majestic	Valuable
Delighted	Memorable	Watchful
Dependable	Modest	Well-groomed
Disguised	Moral	Well-informed
Distinguished	Mysterious	
Eager	Nimble	
Educated	Notable	
Elegant	Obedient	
Esteemed	Ornate	
Exotic	Peaceful	
Expendable	Portable	
Experienced	Powerful	
Famous	Prestigious	
Fierce	Proud	
Forceful	Quiet	
Glamorous	Quiet	
Graceful	Repaired	
Grounded	Rich	
Hand-made	Secure	
Hard-to-find	Sentimental	
Healthy	Sharp	
Hidden	Silent	
Hidden	Smart	

Useful Negative Conditions

Afraid	Identical	Secret
Blind	Illegal	Sedate
Bruised	Imaginary	Shady
Bulky	Impolite	Shy
Burdensome	Impure	Squeaky
Buzzing	Inexperienced	Surprised
Cheap	Infamous	Surrounded
Clueless	Inferior	Suspicious
Clumsy	Irresponsible	Talkative
Complex	Irritating	Tedious
Corny	Isolated	Ugly
Corrupt	Itchy	Unaware
Corrupted	Jaded	Uncommon
Creepy	Jagged	Unhealthy
Criminal	Jealous	Vague
Crowded	Jittery	Vengeful
Damaged	Jumpy	Vicious
Deficient	Lame	Violent
Elaborate	Late	Warped
Embarrassed	Lazy	Weary
Emotional	Legitimate	Well-documented
Enraged	Limping	Wet
Estranged	Lonely	Wide-eyed
Expensive	Loud	Wobbly
Extraneous	Menacing	Wounded
Fake	Monstrous	Wrong
Fatal	Mundane	
Flailing	Naïve	
Flimsy	Nauseous	
Grotesque	Necessary	
Gullible	Neglected	
Harmless	Nervous	
Haunting	Obvious	
Heavy	Offensive	
Helpless	Plastic	
Humiliated	Pricey	
Hungry	Scared	

Hickstarter Backers

Justin Cranford	Patrick Macy	Matthew Cicchillo
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Tim Davis	Evil Kill One	
Phil Corpuz	Kat	
Ian McFarlin	Glenn Seiler	

Special Thanks and Credits

There is a quote from Arthur C. Clark, “Any sufficiently advanced technology is indistinguishable from magic.” I grew up imagining magic and playing in fantastic worlds. I have since found it much more satisfying to hope for a future in which we will be able to act on the things we can imagine.

The folks at Friends at the Table, Austin Walker, Ali Acampora, Art Martinez-Tebble, Jack de Quidt, Andi Clare, Keith J Cardberry, Janine Hawkins, and Nick Scratch, these folks have helped teach how to tell rich stories about worlds and characters with meaning and hope.

Matthew Colville and Chris Perkins both have very good things to say about dealing with players, making games that people want to play.

This game would not exist without a long history of other, excellent, and often better games. I made the game I wanted to make, but it would not exist if it were not for the comprehensive rules of Dungeons & Dragons that have permeated roleplaying for decades. The success, partial success, failure model of Apocalypse World that was adapted by Dungeon World have both played a huge part in how moves were written for this game.

The inventory system of this game is also influenced by Blades in the Dark.

All of these games are incredible in what they do, and I would recommend any of them if you are interested in high fantasy, low fantasy or stealth oriented games.

My family, and my partner have been incredibly supportive and encouraging through the entire process.

My friends at Gamers of the North were incredibly helpful with their playtesting and promotion of the game.

Finally, this book would not be complete, professional or engaging without the incredible art of Max Goldman. His work has helped bring this world to life.