

THE HUNTER

The Hunter favours those creatures that rally around the hunting horn, that seek out bigger and more dangerous adversaries, that live to amass trophies to enhance the glory of their line. While species favoured by The Hunter tend to be predatory carnivores, this is not exclusively the case. Any life-form that seeks greater and greater challenges in the name of naught but self-improvement can earn the favour of The Hunter, regardless of the nature of the challenge. The societies of species favoured by The Hunter tend to be organised around ideas of personal merit and glory, with those who have achieved the most impressive feats taking centre stage.

REACH

GRASP

SLEIGHT

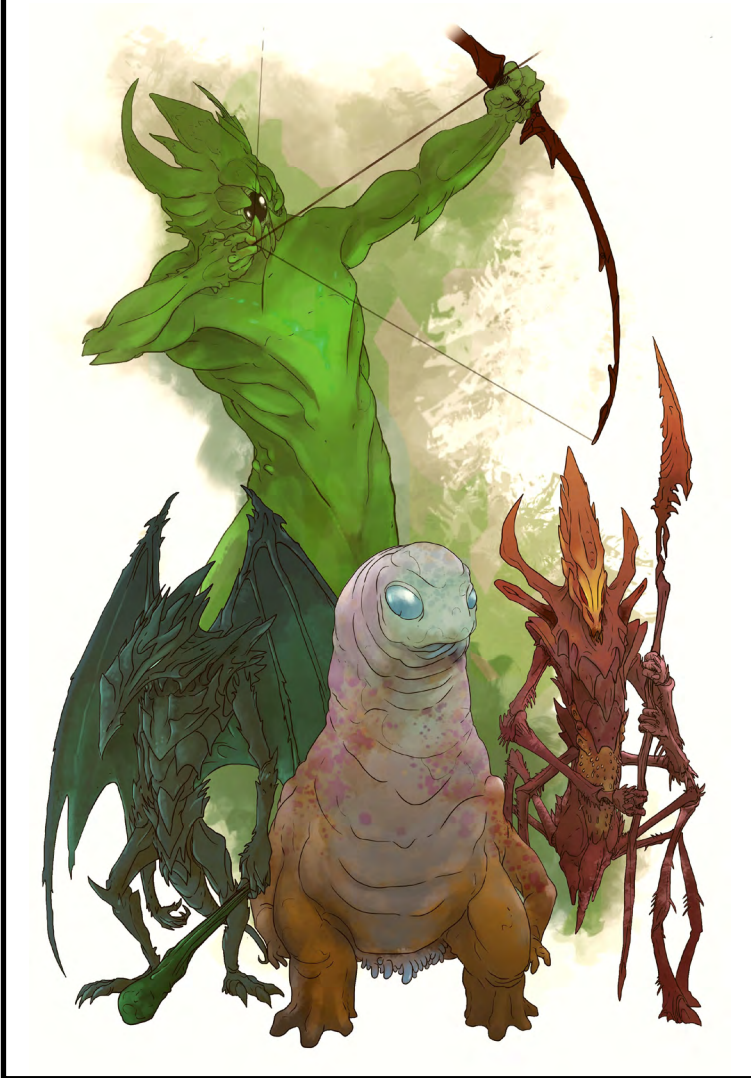
TRAITS

TREATY

RESOURCES

PRIMAL POWER LEGEND

SURPLUSES	NEEDS
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FAVoured OF THE HUNTER

The Hunter has taken an interest in your species. Prove to it that your heart swells in the glory of the Hunt, and it will grant you the tools for further glory.

When your species seeks out and overcomes a great challenge you may petition a boon from The Hunter. Roll **+Primal Power**. On a 10+ The Hunter is impressed with your victory and grants you a boon, gain a point of Primal Power. On a 7-9 The Hunter is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power. On a miss The Hunter is unimpressed by your feat, and tasks you with a greater challenge.

ORIGIN OF THE SPECIES

STATS

- Choose one:
- Reach -1 Grasp 1 Sleight 0
 - Reach 1 Grasp 0 Sleight -1
 - Reach 0 Grasp -1 Sleight 1

RESOURCES

- Pick one Surplus and take the unchosen Surpluses as Needs.
- Prey
 - Water
 - Scouts

HISTORY

Ask the other players:

Which one of you was our natural prey before we became favoured by the Guardians? Take 1-Treaty on each other.

Which one of you did we save from a monstrous creature? Take 2-Treaty on them.

Which of you is our most resented rival? They take 2-Treaty on you.

LANDMARKS

Draw a sign of one from each on the map:

BIOMES

- A dense pine forest, rich in prey and lumber.
- A vast jungle inhabited by deadly predators.
- A windswept tundra, rugged and harsh but rich in valuable minerals.

A THREAT

- An ancient mythical warbeast of massive size and ferocity.
- A rival group of hunters who are carelessly driving the local fauna into extinction.
- An infestation which is devouring natural resource at an unnatural rate.

MANIFESTATIONS OF THE GUARDIAN

- An Arena dedicated to The Hunter, where beings of all kinds compete for the Guardian's favour.
- An area where powerful beasts from the Primal Plane occasionally manifest, for some currently unknown reason.
- A camp established by a group of Primal Denizens dedicated to The Hunter.

GEAR

WEAPONS

Stockpile: Melee, Ranged

OUTFIT

Stockpile:

BEASTS

MACHINES

FOLLOWERS

THE HUNTER'S PATH

Take two traits.

BLOOD

HUNTING CAMPS

Gain needs: Leadership, Medicine

Pick two:

- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Gain any Trait.
- ☐ Gain a new Beast or Machine, or add a tag to an existing one.

PERSISTENCE

Each age designate a target. This target can be a person, a creature, or an object. While taking actions to pursue this target, you have Advantage.

SPORT

TRIAL BY COMBAT

Gain needs: Population, Morale.

Pick two:

- ☐ Get a new group of followers or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

COMPETITIVE STREAK

Each age designate another player species. When your actions put you in direct competition with them, you have Advantage. If you win, gain 1 treaty on them.

HONOUR

WARRIOR CODE

Gain needs: Food, Glory.

Pick two:

- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.

UPSTANDING REPUTATION

When you demonstrate a great show of your honour to another species, take 1 treaty on them.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

NOMADIC WARBANDS

Gain needs: Land, Raw Materials

Pick two:

- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Gain any Trait.
- ☐ Gain any Trait.
- ☐ Add a new tag to any Gear category.

TROPHY COLLECTOR

When you achieve a major victory against another player species, you take a trophy from them. Designate one of your opponent's Guardian moves: your trophy can be expended for a one-time use of this move.

TOURNAMENTS

Gain needs: Art, Luxury.

Pick two:

- ☐ Get a new group of followers or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

RAISE THE BAR

You can still use Under Orders even if the task is outside a group's Specialty. Treat a 10+ as a 7-9; on a 7-9 they do it, but choose one:

- They fall short in many aspects.
- There'll be serious consequences.
- It exhausted them completely: their Quality drops to 0.

CASTE SYSTEM

Gain needs: Obligation, Trade.

Pick two:

- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.

A PLACE FOR EVERYTHING...

Treat a Follower's Quality as 1 higher when using Under Orders, so long as they only have one specialisation.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

MILITARY RULE

Gain needs: Legitimacy, Victory.

Pick two:

- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Gain any Trait.
- ☐ Gain a new Beast or Machine, or add a tag to an existing one.

SURGICAL STRIKE

Once per age, you may expend a Surplus to carry out a high-value assassination of a rival leader or cultural figure. Roll +Sleight. On a 10+, a major leader is killed, and the rival faction immediately invokes Fall Into Crisis. On a 7-9, the target is badly wounded, creating a temporary void in leadership; the faction must expend an appropriate resource to fill this void or fall into crisis at the end of the age. On a miss the assassination failed.

SOCIAL BOUNTIES

Gain needs: Transport, Engineering.

Pick two:

- ☐ Get a new group of followers or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

LIFE IS A GAME

Once per age, you may set a task for another player species. If they achieve it, they gain 1-treaty on you. If they refuse or fail, you gain 1-treaty on them.

IMPERIAL MONARCHY

Gain needs: Justice, Allies.

Pick two:

- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.

BY ORDER OF THE EMPIRE

"Keep your chin up. The Emperor has a plan for us, it'll all turn out alright"

When you roll +Mood, treat Mood values less than 0 as -1.

TAKE ONE OF THESE OPTIONS EACH TIME YOU EVOLVE. YOU CAN TAKE EACH MULTIPLE TIMES.

☐ ADD A NEW TAG TO ANY GEAR CATEGORY.

☐ GAIN ANY TRAIT.

TRIBE

REALM

STATE

THE DEVOURER

The Devourer favours those creatures that consume without pity and remorse, consume to empower themselves and their rightful Guardian. While The Devourer appreciates predatory carnivores, a creature need not consume meat to be favoured by the Guardian: resources, culture, animals, magic...as long as they are fed to the churning wheels of progress, they are all the same. Societies dedicated to The Devourer tend to be more unified: there is the species, and there is the other. The other exists to fuel the species, and the species is united in that aim.

ORIGIN OF THE SPECIES

REACH

GRASP

SLEIGHT

TRAITS

TREATY

RESOURCES

PRIMAL POWER LEGEND

SURPLUSES	NEEDS
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FAVoured OF THE DEVOURER

The Devourer has taken an interest in your species. Prove to it that you long to conquer and consume to fuel your objectives.

When your species bolsters its power by consuming a great resource or enemy, you may petition a boon from The Devourer. Roll +Primal Power. On a 10+ The Devourer is impressed with your victory and grants you a boon: gain a point of Primal Power. On a 7-9 The Devourer is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power. On a miss The Devourer is unimpressed by your feat, and tasks you with a greater challenge.

STATS

Choose one:

- Reach -1 Grasp +2 Sleight -1
- Reach -1 Grasp +1 Sleight 0
- Reach -1 Grasp -1 Sleight 2

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

- Population
- Weapons
- Rare materials

HISTORY

Ask the other players:

Which of you previously repulsed our foray into your land? They take 2-treaty on you.

Which one of you almost went extinct when we consumed a vital resource? They take 2-treaty on you.

Which one of you shares our desire for a particular resource? You take 1-treaty on each other.

LANDMARKS

Draw a sign of one from each category on the map:

BIOMES

- A desert wasteland filled with subterranean tunnels
- A gigantic mountain with many defensible wide plateaus
- Savannah grassland filled with giant herds

A THREAT

- Another species which is consuming the same resources you crave
- A deadly plague blighting a previously lush area
- A dwindling resource that is vital to your species survival

MANIFESTATIONS OF THE GUARDIAN

- A gigantic hungry spirit which promises rewards to those who can sate its hunger
- A yawning portal to the Primal Plane, sucking in anything in its vicinity, never to return.
- Some suspicious denizens from the Primal Plane have taken up residence, and are asking beings to gather Primal artifacts for them, for some as yet unknown reason.

GEAR

WEAPONS

Stockpile: Melee, Ranged

OUTFIT

Stockpile:

BEASTS

MACHINES

FOLLOWERS

THE DEVOURER'S PATH

Take two traits.

SWARM

GRAND MATRIARCH

Gain needs: Food, Raw Materials

Pick two:

- ☐ Get a new group of followers or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

THE QUALITY OF QUANTITY

Once per age you can use Right Tool for the Job on a problem Surplus: Population would help with, without needing to have the Surplus or erase it.

MIGHT

APEX PREDATOR

Gain needs: Land, Prey.

Pick two:

- ☐ Gain a new kind of Beast or Machine, or add a tag to an existing one.
- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

AGGRESSIVE DIPLOMACY

Gain advantage on Claim by Force when your target is physically weaker or smaller than you. If you fail such a roll, this bonus does not apply for the rest of the age, as your aura of intimidation has been temporarily broken.

INDUSTRY

TRADING PARTIES

Gain needs: Warriors, Shelter.

Pick two:

- ☐ Gain a new kind of Beast or Machine, or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Gain any Trait.

BARTER TOWN

At the start of each age you may designate an Gear tag that another player species possesses. When you gear up for the first time, you may apply this tag to a single piece of equipment.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

HIVE SOCIETY

Gain needs: Trade, Security

Pick two:

- ☐ Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

BORN TO SERVE

During character creation, designate your character as either a Soldier or a Worker. Soldiers receive advantage when they trigger Fiercely Assault, Workers when they trigger Wasteland Survival.

COUNCIL OF WARLORDS

Gain needs: Conquest, Order.

Pick two:

- ☐ Gain a new kind of Beast or Machine, or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Gain any Trait.
- ☐ Add a new tag to your Weapon or Outfit stockpile.

THE PROPER APPLICATION OF LEVERAGE

When you successfully claim a major resource or conquer a strong adversary in battle, you may gain one treaty on another species of your choice.

MERCHANT CLASS

Gain needs: Connections, Infrastructure.

Pick two:

- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

TURN THE RIGHT CORNER...

When you comb your market for goods and services, roll +Mood. On a 10+, choose one:

- You find interesting information; get +1 Tales
- You procure valuable supplies. Next time you roll Wasteland Survival, you have advantage.
- You hire useful aid: get a bodyguard or servant.

On a 7-9, pick one of the above, and also one of:

- You now owe a favour to some conniving merchant.
- You are robbed of a significant possession.
- You pissed off the wrong creature. A shady merchant has a grudge against you.

On a 6-, pick two from the second list.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

COLLECTIVE CONSCIOUSNESS

Gain needs: Allies, Rare Materials.

Pick two:

- ☐ Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

WE ARE ONE

Members of your species can communicate instantly via their shared hive mind. Though extremely useful, species with a collective consciousness often become detached and seem to behave strangely to those outside their collective.

MILITARY STATE

Gain needs: Industry, Recruits

Pick two:

- ☐ Gain a new kind of Beast or Machine, or add a tag to an existing one.
- ☐ Add a new tag to your Weapon or Outfit stockpile.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

WITH AN IRON FIST

You always have advantage when rolling Claim by Force. However, a military state does not suffer dissension lightly. When you roll Hold Together you always get Need: recruits in addition to any other results, as the military leadership purges their population of sedition by force.

INDUSTRIAL CAPITALISM

Gain needs: Energy, Artisans.

Pick two:

- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

REBRAND, REBUILD, RECLAIM

Even natural resources can be branded, commodified and controlled. When the age turns, any resources you have control of become part of your industrial complex. If one of such resources is taken from you, it still counts as your resource until the conqueror takes the time and effort to remove your influence.

TAKE ONE OF THESE OPTIONS EACH TIME YOU EVOLVE. YOU CAN TAKE EACH MULTIPLE TIMES.

☐ ADD A NEW TAG TO ANY GEAR CATEGORY.

☐ GAIN ANY TRAIT.

TRIBE

REALM

STATE

THE BUILDER

The Builder values progress and growth most of all, and favours those creatures which use the world's natural resources to build great marvels. Wood and water, rock and stone, these are the tools of The Builder, whether you guide their natural growth or break them down and reform them. The Builder also favours those who master their craft, those who dedicated their lives to a single beautiful goal. The Builder is less concerned than the other Guardians by how its favoured behave towards others. Make war, make peace: it makes little difference. As long as the trees, buildings or walls grow tall and strong, it is satisfied.

REACH

GRASP

SLEIGHT

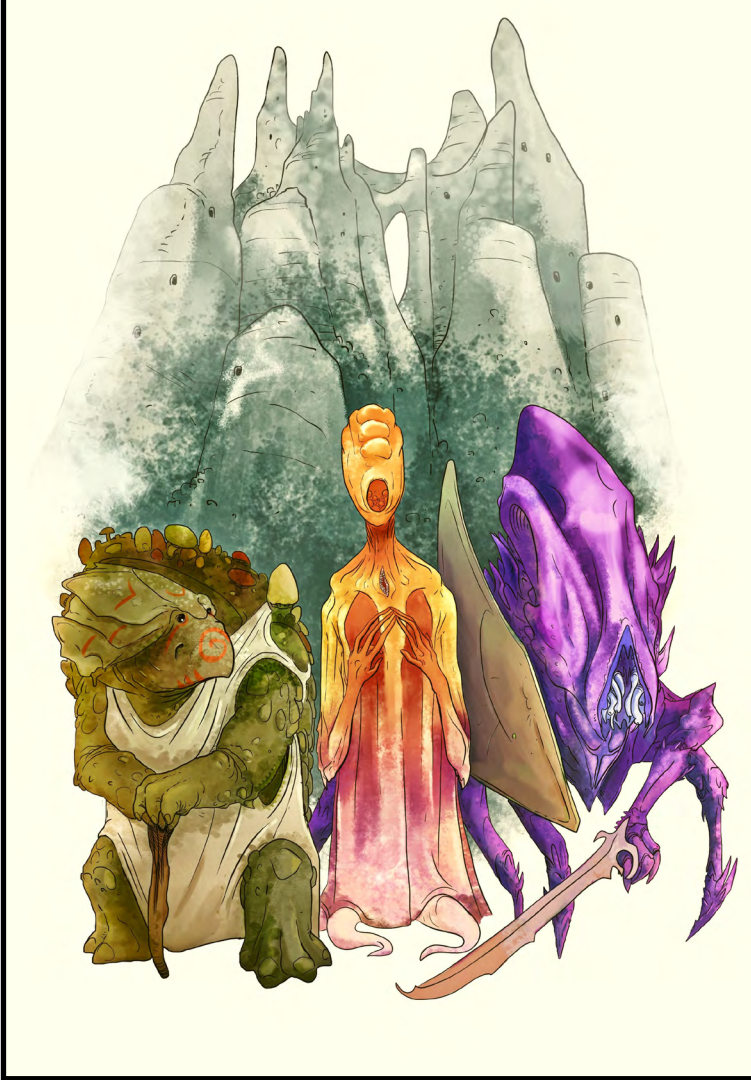
TRAITS

TREATY

RESOURCES

PRIMAL POWER LEGEND

SURPLUSES	NEEDS
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FAVoured OF THE BUILDER

The Builder has taken an interest in your species. Prove to it that you your heart burns with a desire to grow and build.

When your species completes a great feat of construction or growth, you may petition a boon from The Builder. Roll **+Primal Power**. On a 10+ The Builder is impressed with your victory and grants you a boon: gain a point of Primal Power or of Legend. On a 7-9 The Builder is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power. On a miss The Builder is unimpressed by your feat, and tasks you with a greater challenge.

ORIGIN OF THE SPECIES

STATS

- Reach +2 Grasp -1 Sleight -1
- Reach -1 Grasp 0 Sleight +1
- Reach -1 Grasp +2 Sleight -1

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

- Crop seeds
- Lumber
- Warriors

HISTORY

Ask the other players:

Who did we help establish their first settlement? Take 1-treaty on them.

Who is jealous of our skill and craft? They take 1-treaty on you.

Who also demonstrates a desire to build and learn? Take 1-treaty on each other

LANDMARKS

Draw a sign of one from each category on the map:

BIOMES

- A rocky area rich in rare materials, ripe for a quarry or mine
- A wetlands area with overgrown wilderness and mineral-rich soil
- A valley sparse in resources and natural life, but highly defensible

A THREAT

- A huge active volcano
- An area prone to strangely localised devastating earthquakes
- A voracious swarm of insects bent on consuming crops

MANIFESTATIONS OF THE GUARDIAN

- An abandoned, dilapidated temple to The Builder
- A grandmaster craftsman from the Primal Plane
- An area where a rift to the Primal Plane is causing uncontrolled growth of flora

GEAR

WEAPONS

Stockpile: *Melee, Ranged*

OUTFIT

Stockpile:

BEASTS

MACHINES

FOLLOWERS

PATH OF THE BUILDER

Take two traits.

CULTIVATION

☐ NOMADIC PASTORALISM

Gain needs: Land and Safety

Pick Two:

- ☐ Gain a new kind of Beast or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Gain a new kind of Beast or add a tag to an existing one.
- ☐ Gain any Trait.

CROP ROTATION

You may expend a Surplus to start a massive crop planting operation. At the start of the next age, gain Surplus: Food and Surplus: Trade Goods.

MASTERY

☐ LEXICOGRAPHY

Gain needs: Food and Trade Goods

Pick Two:

- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Gain any Trait.

CREATURES OF LETTERS

When you roll Uncover Secrets, treat a roll of 7-9 as a roll of 10+.

DEFENCE

☐ WALLED CITIES

Gain needs: Crops and Fresh Water

Pick Two:

- ☐ Gain a new kind of Machine or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Gain a new kind of Machine or add a tag to an existing one.
- ☐ Gain any Trait.

THE BEST OFFENSE

At the start of each Age any settlements or resources you control will have defensive walls built around them. Any attempts a rival makes to use Claim by Force against one of your settlements or resources will have disadvantage as long as your walls are standing.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

☐ AGARIAN COMMUNES

Gain needs: Progress and Luxury

Pick Two:

- ☐ Get a new group of followers or add 1 to an existing group's Quality.
- ☐ Gain a permanent Outfit tag.
- ☐ Gain any Trait.
- ☐ Gain any Trait.

WHERE EVERYBODY KNOWS YOUR NAME

If they have no followers, your characters may take a few days to gather support from their local community and gain followers of Quality 1 with one of the following specialisation: Agriculture, Crafting, Building.

☐ CRAFT GUILDS

Gain needs: Rare Materials and Leadership.

Pick Two:

- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Gain any Trait.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.

SKILL BEYOND COMPARE

All Gear produced by your people can be given the tag Reliable. Gear with this tag rarely breaks down or malfunctions even under hostile conditions.

☐ CITY-STATES

Gain needs: Transport and Trade.

Pick Two:

- ☐ Gain a new kind of Machine or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Gain a permanent tag in Armoury.
- ☐ Gain any Trait.

WE STAND ALONE

If you spend Treaty to resist a Call in a Debt, no-one else can Call in a Debt on you for the rest of the session.

☐ GAIN +1 REACH, GRASP OR SLEIGHT.

☐ GAIN A TRAIT.

☐ CLASSLESS SOCIETY

Gain needs: Weaponry and Justice

Pick Two:

- ☐ Gain a new kind of Beast or add a tag to an existing one.
- ☐ Gain any Trait.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.

OUR ANIMAL BRETHREN

Your people have a special connection with non-sapient animals. As long as beings in your society continue to treat animals with respect and love you may communicate with non-sapient creatures. Also, domesticated creatures are capable of following more complex commands (or requests, be polite!)

☐ GREAT LIBRARY

Gain needs: Spies and Scouts.

Pick Two:

- ☐ Gain 1 Tale or 1 Artifact at the start of each age.
- ☐ Gain any Trait.
- ☐ Gain any Trait.
- ☐ Add a new tag to any Gear category.

REPOSITORY OF KNOWLEDGE

Your people have constructed a huge library, filled with information on every conceivable topic. When you consult the library for information, roll +Lore.

On a 7-9, pick one from the list below. On a 10+ pick one from the list and gain 1 Tale.

- Add a new feature from Uncover Secrets to the map
- Ask the GM a question from Uncover Secrets.
- Ask the GM a question from Unearth Forgotten Lore about a landmark, threat or rival people.

☐ METROPOLISES

Gain needs: Energy and Artisans.

Pick Two:

- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.
- ☐ Add a new tag to any Gear category.
- ☐ Gain any Trait.

ARCHITECTS OF THE FUTURE

When you successfully complete a Wonder you may immediately reclaim one of the requirements. In addition, when your preparations are attacked and the GM instructs you to remove a fulfilled requirement, you may roll +Grasp:

- On a 10+, your careful backup plans kick in. Do not remove the fulfilled requirement, but you cannot roll to protect this wonder again.
- On a 7-9, you've learned from your mistakes. The requirement is removed, but further attempts to derail your plans have disadvantage.
- On a miss, your attempts to protect your operations backfire horribly. Remove an additional fulfilled requirement.

TAKE ONE OF THESE OPTIONS EACH TIME YOU EVOLVE. YOU CAN TAKE EACH MULTIPLE TIMES.

☐ ADD A NEW TAG TO ANY GEAR CATEGORY.

☐ GAIN ANY TRAIT.

TRIBE

REALM

STATE

THE PARASITE

The Parasite knows the value of others, and how to manipulate them in its favour. It favours those species who expertly utilise the work of others, whether through subtle diplomatic machinations or domination and slavery. The Parasite dislikes those species that waste potential by destroying and consuming, deeming them wasteful. Species that are favoured by The Parasite may not consider others with the same detached efficiency it does, but so long as they recognise the value of cooperation, exploitation or subjugation they will remain in the Guardian's good books.

REACH
GRASP
SLEIGHT

TRAITS

TREATY

RESOURCES

PRIMAL POWER	LEGEND
SURPLUSES	NEEDS



FAVoured OF THE PARASITE

The Parasite has taken an interest in your species. Prove to it that you are capable of manipulating and capitalising on the work of others.

When your species achieves a great accomplishment through manipulation or cooperation, you may petition a boon from The Parasite. Roll **+Primal Power**. On a 10+ The Parasite is impressed with your victory and grants you a boon: gain a point of Primal Power. On a 7-9 The Parasite is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power. On a miss The Parasite is unimpressed by your feat, and tasks you with a greater challenge.

ORIGIN OF THE SPECIES

STATS

- Reach -1 Grasp -1 Sleight 2
- Reach 1 Grasp -1 Sleight 0
- Reach 2 Grasp -1 Sleight -1

HISTORY

Ask the other players:

Who feels that they were previously manipulated by us? They take 1-treaty on you

Who sees us as a great ally, dedicated to peace? You take 2-treaty on them

Who owes us a favour after we helped them with a problem? You take 1-treaty on them.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

- Shelter
- Tame animals
- Storytellers

LANDMARKS

Draw a sign of one from each category on the map:

BIOMES

- A system of lakes, filled with aquatic life.
- Wetlands, stalked by predators and choked with flora.
- A long beach bordering on a huge ocean.

A THREAT

- A water source which causes sickness in any who drink from it.
- A massive subterranean hive of voracious predators.
- A rival settlement, intent on the subjugation of others.

MANIFESTATIONS OF THE GUARDIAN

- A settlement of Primal Plane denizens who exhibit psychic powers.
- A valley where Primal Energy runs rampant, subtly changing those who enter.
- A cult dedicated to worshipping a denizen of the Primal Plane.

GEAR

WEAPONS

Stockpile: Melee, Ranged

OUTFIT

Stockpile:

BEASTS

MACHINES

FOLLOWERS

PATH OF THE PARASITE

Take two traits.

DOMINATION

RAIDING BANDS

Gain needs: Food and Land

Pick Two:

- Gain a new Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

WE DO NOT SOW

When you raid an opposing player faction you capture some of their Primal Powerology or livestock. Pick one of their Gear tags: the next time you Tool Up you may add that tag to an appropriate piece of gear.

SYMBIOSIS

PILGRIMS OF PEACE

Gain needs: Defences and Leadership.

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain a permanent Outfit tag.
- Gain any Trait.
- Gain any Trait.

DOVES OF PEACE

Your people have a reputation as peacemakers. As long as your characters and faction abstain from physical violence, you have advantage on Conduct Diplomacy and Defuse rolls which use Sway. Engaging in any act of violence removes this benefit until the start of the next age.

SUBVERSION

SCOUTING PARTIES

Gain needs: Crops and Shelter

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Gain any Trait.

TOPOGRAPHICAL PIONEERS

You may instruct a group of followers to scout an area on the map. When you do this, roll Uncover Secrets, spending Tales as normal. On a 10+, instead of choosing a second question or a map item from the list, you may add a valuable natural resource and a nearby threat to the map.

GAIN +1 REACH, GRASP OR SLEIGHT.

GAIN A TRAIT.

FEUDALISM

Gain needs: Artisans and Prestige

Pick Two:

- Gain a new Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

SPOILS OF WAR

When you call in a debt on a faction you've won a victory against, pick two options from the list.

EMBASSIES

Gain needs: Luxury and Transport

Pick Two:

- Get a new group of followers or add 1 to an existing group's Quality.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

YOU ARE SPOILING US

When you freely give treaty to an opposing faction, roll +Reach. On a 10+, they're obligated to return the gift. Gain 1 treaty on them and fleeting advantage on Conduct Diplomacy with them. On a 7-9, they send you a gift in return: they choose one of their Gear tags. The next time you Tool Up you can apply it to a single piece of Gear.

ESPIONAGE

Gain needs: Barter Goods and Trade

Pick Two:

- Gain 1 Tale or 1 Artifact at the start of each age.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

FRIENDS IN HIGH PLACES

When you roll 7+ in Subterfuge you may spend a point of Tales to choose a second item from the list. In addition, whenever you roll Uncover Secrets you may ask another player a single question, which they must answer truthfully (though not necessarily extensively).

GAIN +1 REACH, GRASP OR SLEIGHT.

GAIN A TRAIT.

PUPPET STATES

Gain needs: Weaponry and Recruits

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

YOU WILL SERVICE US

When you conquer a non-player faction you can invest a Surplus to turn them into vassals. They're nominally independent, but you can Call in a Debt on them without spending Treaty. Each age, roll +Reach for each one of your vassals:

- On a 10+, your hold over them remains strong.
- On a 7-9, your control over them is slipping. If you haven't taken appropriate measures to keep them in check by the end of the age they break free.
- On a miss they rise in open rebellion against you, stealing the invested Surplus.

INTERGOVERNMENTAL ORGANISATION

Gain needs: Energy and Morale.

Pick Two:

- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

INTERNATIONAL PLAYER

Your position as the centre of world diplomacy gives you a new found authority. Whenever another player faction performs an unjustified act of aggression, is proven to have performed an act of Subterfuge, or pressures another faction into acting against their best interests, you gain 1 Treaty on them. In addition, you have advantage on Conduct Diplomacy rolls made in the interests of securing world peace and global stability.

SURVEILLANCE NETWORK

Gain needs: Justice and Rare Materials

Pick Two:

- Gain 1 Tale or 1 Artifact at the start of each age.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

THE WALLS HAVE EYES

When you roll Uncover Secrets and score a hit you may spend an additional point of Tales in order to ask an additional question or add an additional item from the list to the map (this stacks with Friends in High Places). In addition, whenever another player faction engages in an act of Subterfuge, you are made aware of the full details of the incident and gain 1 Treaty on them.

TAKE ONE OF THESE OPTIONS EACH TIME YOU EVOLVE. YOU CAN TAKE EACH MULTIPLE TIMES.

ADD A NEW TAG TO ANY GEAR CATEGORY.

GAIN ANY TRAIT.

TRIBE

REALM

STATE

THE OTHERWORLDLY

The Otherworldly is mostly uninterested in the petty squabbles and banal suffering of the Material Plane. The Material applies unnecessary limitations on the power of the Primal, and thus this Guardian favours those creatures that seek to transcend earthly restrictions. Whether they call it magic, spiritualism, or religion, societies that use the power of the Primal to survive and thrive earn the favour of The Otherworldly. Creatures which follow The Otherworldly tend to be forward thinking and inquisitive, but also detached from the struggles of others, perhaps even callous. To these beings, the Material Plane is a temporary home, and a frustratingly limited one at that.

REACH

GRASP

SLEIGHT

TRAITS

TREATY

RESOURCES

PRIMAL POWER LEGEND

SURPLUSES	NEEDS
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FAVoured OF THE OTHERWORLDLY

The Otherworldly has taken an interest in your species. Prove to it that you can rise above the petty distractions of the physical plane and exalt in the Primal.

When your species has a powerful spiritual experience or succeeds in a great act of conversion, you may petition a boon from the Otherworldly. Roll +Primal Power. On a 10+ the Otherworldly is impressed with your feat and grants you a boon, gain either a point of Primal Power or of Legend. On a 7-9 the Otherworldly is not quite convinced, and requires an offering. Remove a Surplus to gain either a point of Primal Power or of Legend. On a miss The Otherworldly is unimpressed by your feat, and tasks you with a greater challenge.

ORIGIN OF THE SPECIES

STATS

- Reach +1 Grasp 0 Sleight -1
- Reach 0 Grasp +1 Sleight -1
- Reach -1 Grasp 0 Sleight +1

HISTORY

Ask the other players:

Who is similar to us in their piety and devotion to the Guardians? Take 1-treaty on each other.

Who has disrespected our Guardian? Take 2-treaty on them.

Who came to our defence when we were being attacked for our unusual beliefs? They take 2-treaty on you.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

- Missionaries
- Land
- Artefacts

LANDMARKS

Draw a sign of one from each category on the map:

BIOMES

- A large and constantly mist covered forest, where people sometimes go missing.
- A system of crystalline caverns, resonating with strange echoed sounds.
- A wide, long canyon with natural caves riven through the walls.

A THREAT

- A settlement of your people who have angrily rejected The Otherworldly.
- A feral beast which is stalking your people.
- A towering obelisk to which your people are inexplicably drawn.

MANIFESTATIONS OF THE GUARDIAN

- A trove of crystalline artifacts, inaccessible beyond a Primal Storm.
- A forest of dead trees, where the voices of Primal Spirits whisper, seduce and threaten.
- A blasted ritual site where, rumour has it, a group of beings once ascended to the Primal Plane.

GEAR

WEAPONS

Stockpile: Melee, Ranged

OUTFIT

Stockpile:

BEASTS

MACHINES

FOLLOWERS

PATH OF THE OTHERWORLDLY

Take two traits.

TRANSCENDENCE

RELIGIOUS CULTS

Gain needs: Pilgrims and Leadership

Pick Two:

- Gain a new Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain a permanent Outfit tag.
- Gain any Trait.

SPIRITUAL CONNECTION

Your species has a close connection to the Primal Plane. Once per age, you may roll for Favoured of The Otherworldly without first having a powerful spiritual experience or succeeding in a great act of conversion.

CRUSADE

WARRIOR SAINTS

Gain needs: Devotion and Glory.

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

BLESSED WEAPONRY

Before battle, you may infuse your weapon (natural or otherwise) with the power of your Guardian. Add +Primal Power to your first Fiercely Assault roll using this weapon.

UNIFICATION

MISSIONARY SETTLEMENTS

Gain needs: Crops and Shelter

Pick Two:

- Gain a new Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain a permanent Outfit tag.
- Gain any Trait.

HEAL WITH LOVE

Philanthropy and charity are spiritual acts in themselves. Add +Primal Power to any action your society takes to rescue the threatened, heal the sick, aid the destitute, or any other selfless act. If your selfless act is successful, gain +1 Primal Power.

GAIN +1 REACH, GRASP OR SLEIGHT.

GAIN A TRAIT.

CLERICAL ACADEMIES

Gain needs: Luxury and Transport

Pick Two:

- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

BEINGS OF THE CLOTH

Your characters can take a long a member of your clergy. Pick: an educated scholar (+1 Lore on spiritual or archaeological problems) or a missionary (+1 Sway to convert or convince a sceptical audience). In addition, when you take harm, you can decide they suffer it instead. Add a harm box to your sheet labelled with their name, if it's crossed out they are taken out.

THEOCRACY

Gain needs: Tribute and Trade

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

EXISTENTIAL TERROR

When your leaders attempt to keep the populace in line through religious fear, roll +Sleight. On a 10+ pick one: Immediately end the effects of *Fall Into Crisis*, or your faction cannot *Fall Into Crisis* again this age. On a 7-9, the populace are resentful of the scaremongering, but obey. Choose one of the above, but you cannot trigger *Flush With Resources* until the next age. On a miss, the people rail against the theocracy. Gain Need: Stability.

PRINTING

Gain needs: Scholars and Engineers

Pick Two:

- Gain 1 Tale or 1 Artifact at the start of each age.
- Gain any Trait.
- Add a new tag to any Gear category.
- Gain any Trait.

WORD TRAVELS FAST

By expending a Surplus you may send missionaries and religious pamphlets to a chosen settlement. As long as the owners of the settlement take no action to expunge your teachings, any Sway or Sleight roll involving the settlement has advantage.

GAIN +1 REACH, GRASP OR SLEIGHT.

GAIN A TRAIT.

TRANSCENDENCE

Gain needs: Disciples and Morale

Pick Two:

- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Add a new tag to any Gear category.
- Gain any Trait.
- Gain any Trait.

TRANSCENDENCE

Your people leave the mortal plane entirely, joining their Guardian in the Primal Plane. Your species are now Primal Entities. They may still traverse the physical plane, but must travel through Primal Rifts to get there, and must eventually return.

Characters from your species cannot die, but are banished back to the Primal Plane when heavily injured. Individuals from your species will find it increasingly difficult to relate to physical beings, and lose all concept of the passage of time.

WEAPONS OF MASS DESTRUCTION

Gain needs: Entertainment and Security.

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.

MUTUALLY ASSURED DESTRUCTION

Your species possess a powerful weapon, capable of annihilating a huge area of land. As long as you possess this weapon, gain +1 Treaty on every other faction at the start of each age. You may expend this weapon to turn a very large section of the map into an uninhabitable wasteland. The weapon remains expended until after the second Turning of the Age following its use, and you cannot gain Treaty until it returns.

MASS MEDIA

Gain needs: Alliances and Rare Materials

Pick Two:

- Gain 1 Tale or 1 Artifact at the start of each age.
- Gain any Trait.
- Add a new tag to any Gear category.
- Gain any Trait.

CULTURAL DOMINANCE

Entertainment is your civilisation's largest export. Your fashions are the world's fashions, your vices the world's vices. At the start of each age, other player factions may roll against a stat of their choice to resist your media's influence. You have advantage on any Reach or Sleight roll made against factions that fail this roll.

TAKE ONE OF THESE OPTIONS EACH TIME YOU EVOLVE. YOU CAN TAKE EACH MULTIPLE TIMES.

ADD A NEW TAG TO ANY GEAR CATEGORY.

GAIN ANY TRAIT.

TRIBE

REALM

STATE

ANCIENT

FORCE

LORE

SWAY

STEEL

ANCIENT MOVES

Choose one at character creation:

☐ GRIZZLED VETERAN

You may not be able to fight like you used to, but you can still teach the youngsters a thing or two. When anyone in your group suffers harm, tell everyone about a time something similar happened to you. The first being that acts on this past experience has advantage on their roll.

☐ CIVIC LEADER

You're a respected member of your community. When there's a problem you are among the first to be consulted, and you're often included in dealings with other beings. When you seek to advise or command another species, roll **+Sway**. On a 10+, they respect/fear you enough to hear you out and consider your words carefully. On a 7-9, they will hear you out, but without some expert diplomacy or other means of persuasion they may dismiss you as an irrelevant meddler. On a miss, they won't hear you out, and there may be resentment towards your interference.

☐ KNOW AND APPLY

Your body may be weak, but your Primal Pownique is as strong as ever. When you Fiercely Assault you may roll **+Lore** instead of **+Force**, provided your plan of attack is based in Primal Pownique and knowledge, not brute force.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ HARDENED WITH AGE

Your hide is leathery and your will is iron. You don't die easy. When you would check the Dead harm slot, roll **+Steel**. On a 10+, you shrug off the killing blow. You survive, but cross out one Harm Box: it is gone for good. If all your Harm Boxes are crossed out, you are dead, and there's no saving you. On a 7-9 you push through the pain and execute one last significant act before death, such as dealing a mortal blow to your attacker or sacrificing yourself to save your fellows.

☐ LOYAL RETAINERS

Everywhere you go, you are followed by your trusted retinue. Pick two:

- Warrior: Get +1 Force when they fight at your command.
- Sage: Get +1 Lore when you listen to their advice.
- Courtier: Get +1 Sway when they sweet-talk your target.
- Ranger: Get +1 to Steel when you send them to scout ahead.

Write their names in the Loyal Retainer Harm slots. When you take harm, you can decide they suffer it instead. They're taken out.

To heal those slots, convince someone equally skilled to join you, or spend time healing them in a place of safety with access to a relevant surplus.

☐ O CAPTAIN, MY CAPTAIN

You're a leader and a mentor. Add 1 to a group of Follower's Quality when they start following you. If you spend a few days training and instructing them, restore a point of lost quality.



NAME: _____

Ancients are the oldest and wisest of the species. They've survived, and even thrived, in situations where others have fallen. For that reason they have earned a special respect in society, even if they are no longer capable of the same feats of heroism that they may have achieved in youth.

HARM BOXES

- ☐ Exhausted
- ☐ Head trauma (-1 Lore)
- ☐ Dead

If you have Loyal Retainer, you also have:

- ☐ Loyal Retainer 1
- ☐ Loyal Retainer 2

DEATH MOVE

When you mark off your Dead box, name someone as your successor. Your nomination will be respected by all parties, at least initially.

CREATING YOUR ANCIENT

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ *resents my continued presence and relevance. They think life is for the young, not for fossils.*

_____ *has shown respect for my experience and advice.*

_____ *'s people has a bad history with me and my people.*

GEAR

Add 1 to a group of Follower's Quality when you Tool Up, or gain a group if you have none.

ROLE MOVES

☐ LEADER

Mark when you take overt control of your People. They'll bring concerns to you before opposing you.

☐ AGENT

Mark when you become another leader's advisor. Say a topic they're humble in, GM says a topic they're over-confident in.

☐ REBEL

Mark when you learn something that shakes up your view of the world. Say who you're hoping will give you answers.

☐ OUTSIDER

Mark when you reveal your membership in a secret Faction. Say which other groups they've infiltrated.

CHOSEN

FORCE

LORE

SWAY

STEEL

CHOSEN MOVES

Choose one at character creation:

☐ SMITE THE UNWORTHY

You are a righteous crusader for your cause. If you Fiercely Assault following the traditions of your Guardian you have advantage, but if you go against them you have disadvantage. For example, a Chosen of The Devourer's path of Might would have advantage with a berserker frontal assault, but disadvantage with a sneaky ambush.

☐ MISSIONARY

When you preach your way of life to an unbeliever, roll **+Sway**. On a 10+, they are entranced by your words. They may not change their ways, but they will certainly approach your beliefs with a new found respect. On a 7-9, your words are considered but have also drawn the ire of a party hostile to your views. They may become an obstacle in future. On a miss, your words elicit outrage and hostility. The word is out, but people are not happy to hear it.

☐ SCHOLAR OF THE PATHS

Your knowledge of the Guardians is deep. When doing research related to the Guardians, the Primal Plane, or the beings and artifacts which call that Plane home, roll **+Lore**. On a 10+, you may ask the GM two questions about the subject. The answer must be truthful, but it does not have to be helpful or even complete. On a 7-9, you may ask the GM one question.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ UNYIELDING DEVOTION

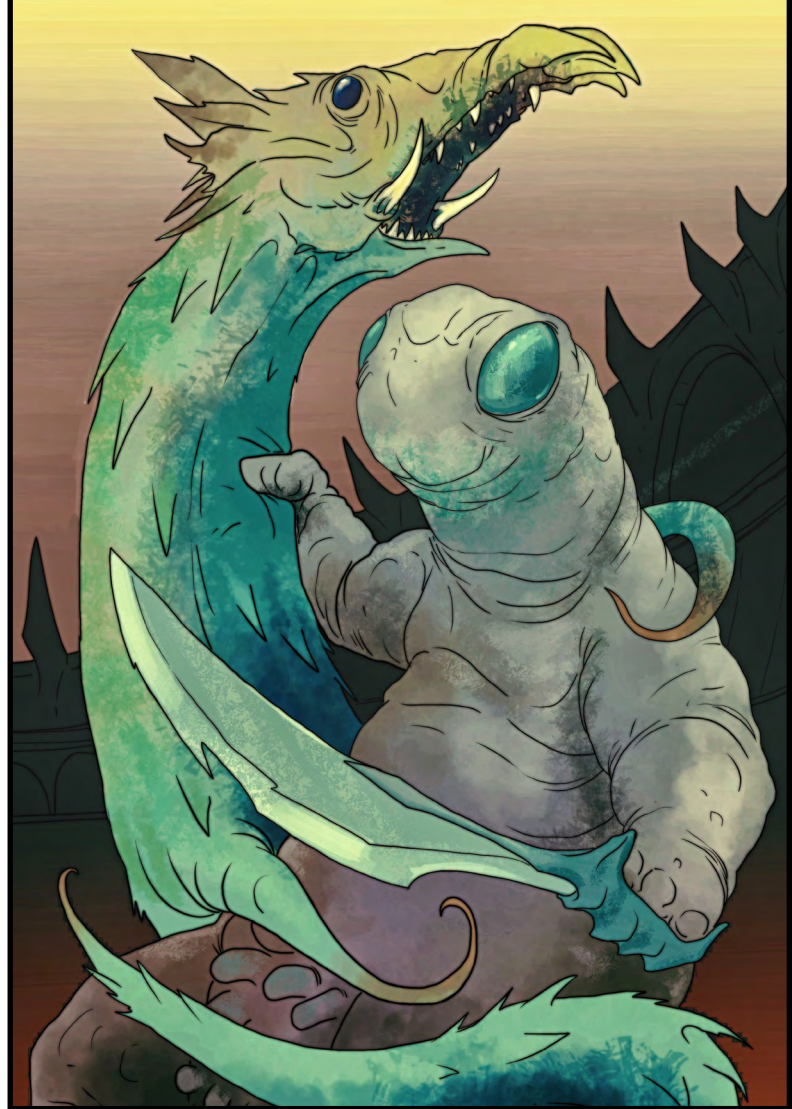
When your endurance and thresholds are tested you draw strength from your faith in the Guardian. When your physical or mental limits are tested, roll **+Sway**. On a 10+, you overcome your obstacles in an impressive display of devotion. Your feat impresses and shocks those who witness it. On a 7-9, you fail to overcome your obstacle completely, but you endure it longer than any could expect. Although unsuccessful, your efforts may earn the respect of those watching.

☐ CULT OF PERSONALITY

Your faith and determination earns you followers wherever you may seek them. When you spend a few days preaching in an area where you have no followers, gain followers of Quality 1 with one speciality from: Preaching, Rioting, Spying or Building.

☐ MAKING MIRACLES

Before rolling on a move, you may expend a point of Primal Power or consume an Artifact to perform a miracle appropriate to your Guardian and Pathway. As well as shocking onlookers, the miracle will give you advantage when rolling for the move.



NAME: _____

The Chosen are those amongst your species with the most spiritual dedication to the Guardian. Often acting as shamans, clerics or advisors, Chosen have a close connection to their Guardian and manifest strange abilities and powers. Chosen resemble their Guardian closely in appearance or in personality, sometimes appearing strange and disconnected to others.

HARM BOXES

- ☐ Enraged
- ☐ Concussed (-1 Sway)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, you become a centrepiece to a new sub-sect of Guardian devotees. Describe the sect of worshippers that rally around your legacy and how their beliefs and practises differs from the rest of your people.

MAKING YOUR CHOSEN

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ *has shown great disrespect towards my Guardian*
Although they follow a different Guardian, _____ understands the value of mine
_____ has given me cause to question the depth of my devotion

GEAR

Add a free tag to your weapon or outfit when you Tool Up.

ROLE MOVES

☐ LEADER

Mark when you lead your people in a show of devotion to the Guardians. The GM says one way it's changed how they follow the Guardian.

☐ AGENT

Mark when you cause a group to question their Guardian's Path. Say what they are questioning, the GM tells you how this impacts their way of life.

☐ REBEL

Mark when you cause your own people to question how they follow their Guardian. Say what the splinter cult that forms believe and how they impact society.

☐ OUTSIDER

Mark when you set off on a lone trial or pilgrimage. Name the boon you hope to gain from your Guardian, the GM tells you which direction you need to be heading.

EMISSARY

FORCE LORE
SWAY STEEL

EMISSARY MOVES

Choose one:

☐ SOCIAL CHAMELEON

When in dealings with other species, you may attempt to mimic their customs and mannerisms in order to endear yourself to them. When you do this, roll **+Sway**. On a 10+, you mimic their subtle mannerisms effortlessly. They are set at ease, and thus drawn to trust and consider your words more carefully. On a 7-9 you successfully identify their mannerisms, but something is lacking in the execution. They notice you affecting these mannerisms, and may appreciate it or resent it depending on the individual. On a miss you have veered into caricature and have caused irritation, and possibly even deep offence.

☐ INTERSPECIES DIPLOMAT

When you try to bring many groups together to accomplish a goal, roll **+Sway**. On a hit they'll stick together long enough to see the job through. On a 10+ some will stick around afterwards to see what you have planned next.

☐ EXPLOITING WEAKNESS

Secrets are funny, you can sell them as many times as you like, and you still own them. When you use someone's shameful or illicit secrets as leverage for Find Common Ground, the target can only pick one option on a 7-9, and can pick none at 10+.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ LIKE A DAIRY FARMER...

A duel is as much a matter of psychology as it is brawn. When engaged in a 1 on 1 fight, you may roll **+Sway** for Fiercely Assault instead of **+Force**, provided that you utilise your gift of the gab in some way: intimidation, mockery and other such verbal sparring.

☐ THE KINDNESS OF STRANGERS

There's an art to being pitiable, and it's a useful art at that. If required to check your Death harm box, you may roll **+Sway**. On a 10+, your opponent (if fighting a creature or being) or a bystander (if hurt by something environmental) takes pity on you. They spare or save your life, though what happens to you afterwards is up to them. On a 7-9, your entreaties cause hesitation. You may execute one last significant act before death (such as badly wounding/killing your opponent, or instructing a bystander to carry a final message).

☐ MAGNETIC PERSONALITY

When you convince your People to undergo radical change, roll **+Sway**. On a hit, shift their Doctrine or Lifestyle to whatever you like or swap one People move for another. On a 7-9, they gain Need: morale. When passions cool, the populace begins to second-guess the wisdom of their decision.



NAME: _____

Emissaries are the diplomats and spies of your species. A varied lot, from austere agents of the state to swashbuckling scoundrels, they all share a charisma and a will to push the boundaries of society.

HARM BOXES

- ☐ Disoriented
- ☐ Bleeding out (-1 Steel)
- ☐ Dead

DEATH MOVE

When you mark your Dead box, you may pass a letter to a companion. This letter can contain a piece of valuable information, a message which obligates the recipient to do something, a map to a secret treasure or location, or anything else important agreed with the GM.

BUILDING YOUR EMISSARY

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ made a fool of me in an important political meeting

_____ has some dirt on me that could damage my position

I helped _____ out of a tight spot when no one else would

GEAR

Add 1 to group of follower's Quality when you Tool Up, or gain a new group if you have none.

ROLE MOVES

Pick one at character creation:

☐ LEADER

Mark when you promise your People luxuries if they do what you say. You say how you've improved their lot already, GM says what they now expect from you.

☐ AGENT

Mark when you're sent to bring peace between two groups. Say what grudge is keeping them apart.

☐ REBEL

Mark when you seek allies to bring a corrupt leader down. Say a group who's suffering under them, GM says another group they're favouring.

☐ OUTSIDER

Mark when you disclaim ties to build a greater alliance. Say why the larger threat needs everyone to band together to defeat it.

MAGUS

FORCE

LORE

SWAY

STEEL

MAGUS MOVES

Pick one at character creation.

☐ PLACE OF POWER

When you engage in a ritual to invoke the Primal Power of a significant location, roll **+Lore**. On a 10+, some powerful Primal Spirit or Denizen representative of the geography appears to lend you aid. Be warned however that these beings have their own agendas as well. On a 7-9, you gain new insight into the land and the power it holds. Ask the GM two questions about the surrounding area.

☐ MATING RITUALS

When you engage in a ritual to affect the mind of others, roll **+Sway**. On a 10+ you have temporarily entranced your target. They will do whatever they can to aid you for a limited time, but they will remember what you made them do. On a 7-9 you have improved their disposition towards you somewhat, provided they have no knowledge of the ritual you cast. If they do, this effect is negated.

☐ UNLIMITED POWER

When you engage in a ritual to harness elemental forces against your enemies, roll **+Lore**. On a 10+, your target takes Harm appropriate to the element harnessed (usually 1 to 4). On a 7-9, both you and your target take harm. On a miss, only you take harm.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ MIND OVER MATTER

When you take harm, roll **+Lore**. On a 10+, you overcome the pain through force of will. You may ignore any stat and roleplay penalties caused by checking the harm box. On a 7-9 you still take the stat penalty, but ignore the roleplaying effects.

☐ SHOCK AND AWE

Your power wreaks havoc on the superstitious mind. When you use your power to impersonate a Primal Entity, roll **+Sway**. On a 10+, your impressionable target is completely convinced that you are not of this world. On a 7-9, they are sceptical but curious, be careful what you say.

☐ LEY OF THE LAND

You feel the energy of the land, and have deep knowledge of the natural world. When you navigate to somewhere you've been before with Survival, roll **+Lore** rather than **+Steel**



NAME: _____

The Magi have an academic fascination with the Primal Plane and its power. Unlike the Chosen, whose interest is purely spiritual and who take what power their Guardians grant them, a Magus pushes the boundaries of the Planes. Magi seek out tears between the Planes, for artifacts to further their understanding and power, and for Primal Entities to parley with.

HARM BOXES

- ☐ Drained
- ☐ Shell-shocked (-1 Lore)
- ☐ Dead

DEATH MOVE

When you mark your Dead box, your spirit passes into one of your possessions and becomes a new Artifact. Describe the Artifact and its main function. In addition your spirit may be consulted for advice by rolling Unleash Power (with all the potential side effects that involves).

BUILDING YOUR MAGUS

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

- _____ has a strange Primal resonance. Fate has something big in store for them.
- _____ doubts my power and connection to the Primal Plane
- _____ knows about a hidden place of Primal Power, but refuses to tell me any more.

GEAR

When you Tool Up you may outfit your Magus with one Artifact, as if you had spent a point of Primal Power.

ROLE MOVES

Pick one at character creation:

☐ LEADER

Mark when you lead your people in a magical ritual. Say what the ritual seeks to achieve, the GM says what it costs to enact.

☐ AGENT

Mark when you use your powers to uncover a great secret. Say what the secret is related to, and the GM will say what the consequences of the secret being uncovered are.

☐ REBEL

Mark when you use your power to damage a corrupt power. The GM will say how they react to this damage.

☐ OUTSIDER

Mark when you have a powerful experience related to the Primal Plane. State a truth about the nature of the Primal Plane or its denizens.

RANGER

FORCE

LORE

SWAY

STEEL

RANGER MOVES

Pick one at character creation:

☐ MARKED FOR DEATH

Once per age you may designate an individual being or creature as your Quarry. While tracking this being you have Advantage on rolling Forge a Path and Wasteland Survival. Also, when rolling Fiercely Assault against your Quarry you may pick an extra effect from the character list on a 7-9.

☐ FLEET OF FOOT

When you sneak through cover, nothing that hadn't already spotted you will notice you. If you would be revealed, the GM will warn you in time to hide. Even when you attack, there'll be a period of confusion for you to exploit.

☐ PIONEER

Your prey is not a living being, but the great unknown. Whenever you roll Wasteland Survival to travel a route you've used before, you always get to pick one of the 10+ options even if you roll a 9 or lower.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ LEYLINE AFFINITY

You have developed limited magical skills, and are in tune with the land itself. When you meditate to sense the energy of the land, roll **+Steel**. On a 10+, the GM gives you a rough outline of the major landmarks in your vicinity, including any potential threats. On a 7-9, you have attuned to the terrain. When you Forge a Path in this area you may roll **+Steel** instead of **+Force**.

☐ FANG AND BONE

You reject the pointless knick-knacks of lesser hunters. As long as you're only using your own natural forces to eliminate your targets, when rolling Fiercely Assault you always "inflict savage, terrifying harm" in addition to any other effects. This does not apply on a miss, or if any weapons, tools, traps or armour are used in your assault.

☐ TRICKS OF THE TRADE

Only hunters who lack finesse and skill bother getting their hands bloody. As long as you're only using your traps and tools to eliminate your targets, when rolling Fiercely Assault you always "scavenge something valuable" in addition to any other effects. This does not apply on a miss, or if you need to use your natural abilities in your attack.



NAME: _____

Rangers are explorers, scouts and hunters. They often live apart from their species in the wilds, observing nature and stalking their enemies.

HARM BOXES

- ☐ Blood-soaked
- ☐ Hamstrung (-1 Steel)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box you may either deal a fatal blow against the being or creature that killed you, or impart to your companions the location of a great hidden treasure.

MAKING YOUR RANGER

STATS

Choose one and add any Trait bonuses:

Force +1 Lore -1 Steel +1 Sway -1

Force 0 Lore 0 Steel +1 Sway -1

Force +1 Lore -1 Steel 0 Sway 0

BACKSTORY

Choose one:

_____ *messed up an important hunt for me*

_____ *shows potential, and may be worth taking under my wing*

_____ *and I share a bond, despite our people's animosity*

GEAR

Add a tag to a beast or machine when you Tool Up, or gain a new one if your people have none.

ROLE MOVES

Pick one at character creation:

☐ LEADER

Mark when you lead an expedition. Say what your objective is, the GM says a clue to achieving it.

☐ AGENT

Mark when you scout out your opposition. Ask the GM a question about your adversary.

☐ REBEL

Mark when you investigate a personal grudge. Say where you might find allies.

☐ OUTSIDER

Mark when you work with beings your people are on bad terms with. Say what proof you have that your people are mistaken about them.

WARRIOR

FORCE

LORE

SWAY

STEEL

WARRIOR MOVES

Pick one at character creation:

☐ AS HARD AS STONE

When you stand in defence of a person, place or thing, roll **+Steel**. On a 7-9, pick one. On a 10+, pick two.

- No harm comes to the thing you defend.
- You deflect blows raining down on you harmlessly away.
- You force the danger back and away.

☐ GREY MATTER

You may analyse your opponents fighting style in order to gain an advantage over them. When you study an opponent, roll **+Lore**. On a 10+, pick two, on a 7-9, pick one.

- You've predicted their movements accurately. You may make the GM's choice when you Fiercely Assault against them.
- You've studied the limitations of their weaponry. Hold 1. You may spend this hold to destroy your opponent's weapon while fighting them.
- They struggle to deal with a certain kind of attack. The GM designates a weapon tag. As long as you're using a weapon with that tag, you have advantage on Fiercely Assault.

☐ HIT AND RUN

Float like a butterfly, sting like a bee. When you launch a surprise attack the GM may not pick "You take harm appropriate to the enemy" for Fiercely Assault. Once the enemy is alerted this no longer applies.

EVOLUTION MOVES

Once unlocked by Traits, you also pick one of these at Character Creation:

☐ JUGGERNAUT

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

☐ BERSERKER

You can't be slowed down when the battle rage is upon you. While in combat, ignore all effects of checking harm boxes until the encounter is over. This includes Death.

☐ STRENGTH OF THE GUARDIAN

Based on your Guardian, you now have one of the following effects:

Hunter:	Once you have wounded a target, you gain advantage on any efforts made to track them.
Devourer:	Once you have defeated a foe, you may consume part of their person to restore any checked Harm Boxes.
Builder:	Weapons of war you have personally constructed gain 1 extra tag.
Parasite:	You gain advantage when you capitalise on the actions of another in combat.



NAME:

Warriors are the backbone of a species' military strength. Whether a rank-and-file trooper or a individualistic hero out for glory, Warriors are proud, forceful and mighty.

HARM BOXES

- Weary
- Gangrenous (-1 Force)
- Dead

DEATH MOVE

When you mark off your Dead box you may use the last of your strength to demolish an obstacle, be it a breathing foe or an inanimate object.

BUILDING YOUR WARRIOR

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ is an impressive fighter, I long to face them in combat.

Like it or not, I owe a life debt to _____

_____ fights dirty, and I resent them for it.

GEAR

Add a tag to your weapon or outfit when you Tool Up.

ROLE MOVES

Pick one at character creation:

☐ LEADER

Mark when you lead your people in battle. Say how you'll defeat your enemies, the GM says how the plan goes.

☐ AGENT

Mark when you raid a major rival. Say what you take from them, the GM will say what the consequences might be.

☐ REBEL

Mark when you kill someone you weren't meant to. Say what you took from them that might prove you were right to do it.

☐ OUTSIDER

Mark when you seek your death against a worthy opponent. Say who or what would be worthy, and how you want to fall.

TRAITS

OFFENSIVE

BARBED CLAWS

Your species has deadly claws or talons, with the Melee and Brutal tags.

VENOM SAC

Your species can spit a venomous liquid. This attack has the tags Ranged and Silent.

NEUROTOXIC FANGS

The fangs your species hold a dangerous neurotoxin which can paralyse opponents. Attacks with fangs have the tags Melee and Non-lethal.

PIERCING SHRIEK

Your species can create an ear-damaging noise. Attacks of this kind have the tags Ranged and Aberrant.

NEEDLE BARRAGE

Your species is studded with razor sharp needles which can be fired in a deadly volley. Attacks of this kind have the tags Ranged and Area.

RETRACTABLE CLAWS

Your species can retract its natural weaponry. Their claws have the Melee and Hidden tags.

PIERCING BLADE

Your species have a sharp chitinous or bony natural weapon. This has the Melee and Elegant tags.

OVERSIZED Pincer

Your species has a gigantic pincer with crushing force, though it is somewhat unwieldy. This has the Melee, Brutal and Unreliable tags.

DEFENSIVE

AUTOTOMY

When threatened, your species can self-amputate a particular area of its body, provided it is not a vital area. All future characters have an extra harm box labelled “Amputated (-1 Steel)”.

ENHANCED ADRENAL GLAND

When in a corner a dangerous cocktail of hormones floods your species’ system. All future characters have an extra harm box labelled “Chemical haze (-1 Lore)”.

ARMoured

Your species have thick scales, a tough exoskeleton, or a leathery hide. They have +1 armour against physical harm. This trait may be taken twice.

SHELL

Your species have a thick shell into which they can retract. While retracted they have +3 armour against physical harm, but cannot take any actions.

CAMOUFLAGE

You blend in with the environment. If you stay still you’ll be overlooked.

INTIMIDATING DISPLAY

Your species anatomy is impressive and flashy. They are instantly recognisable, and easily intimidate the weak-willed.

REGENERATION

Your species heals very quickly. Shake It Off and Professional Care take significantly less time to resolve.

RADIORESISTANCE

Your species can withstand high levels of radiation. They are immune to harm caused by high levels of radiation.

WEATHER PROOFED

Your species can survive extreme environments. They are immune to harm caused by very high or very low temperatures (pick one).

HARDY STOMACH

Your species is resistant against poisons, corrosive materials, venom and infection. Gain +3 armour against harm from these sources.

PASSIVE

WINGS

Your species has developed wings, and is thus capable of flight, with all the benefits that entails.

MUSCLED FLANKS

Your species have highly muscled legs, and can thus run at high speeds and jump impressive distances.

NIMBLE LIMBS

Your species has an advanced sense of balance and a wiry strength, they can climb almost any surface and rarely lose their footing.

RAPID TUNNELLER

Your species is able to burrow through soft earth at the same pace as they move on land. Harder earth or rocky ground takes longer to dig through.

POWERFUL SWIMMER

Your species is able to swim through still liquid at the same pace they move on land. Swimming through liquid with strong currents will be slower and more treacherous.

EXTREME STAMINA

Your species almost never gets tired, unless wounded. They do not need to stop while travelling to rest, though they still require food and water.

SPINNERETS

Your species can produce a strong, silken thread. This can be used to create nets, webs, ropes and shelters. It is however highly flammable.

CEMENT GLANDS

Your species can produce a viscous, adhesive liquid that dries solid. This liquid can be used to construct defences and shelters, but it melts into useless goo after 24 hours.

PHEROMONES

Unlock the following Evolution Moves: Loyal Retainers (Ancient), Cult of Personality (Chosen), and The Kindness of Strangers (Emissary). These moves become available for future characters to pick during character generation.

ENLARGED CRANIA

Unlock the following Evolution Moves: Making Miracles (Chosen), , Mind Over Matter (Magus), and Tricks of the Trade (Ranger). These moves become available for future characters to pick during character generation.

SURVIVAL INSTINCT

Unlock the following Evolution Moves: Hardened With Age (Ancient), Unyielding Devotion (Chosen), and Juggernaut (Warrior). These moves become available for future characters to pick during character generation.

NEURAL LEY RECEPTORS

Unlock the following Evolution Moves: Leyline Affinity (Ranger), Strength of the Guardian (Warrior), and Ley of the Land (Magus). These moves become available for future characters to pick during character generation.

DISPLAYS OF DOMINANCE

Unlock the following Evolution Moves: Fang and Bone (Ranger), Berserker (Warrior), and Magnetic Personality (Emissary). These moves become available for future characters to pick during character generation.

COMBAT PSYCHOLOGY

Unlock the following Evolution Moves: Shock and Awe (Magus), Like a Dairy Farmer... (Emissary), and O Captain, My Captain (Ancient). These moves become available for future characters to pick during character generation.

GENETIC MEMORY

All future characters may pick one extra Move at character creation. This trait may be taken twice.

GEAR TAGS

ARMOURY STARTING TAGS

Melee: useful against targets within arm's reach.

Ranged: useful against targets outside arm's reach and out to a few hundred metres.

TRIBE TAGS

Many: If you lose or use up the weapon, you have others to hand.

Hidden: you can carry this weapon without being seen as a danger.

Non-lethal: it incapacitates and won't deal lasting harm.

Unreliable: sometime it gets spectacular results, sometimes it fails spectacularly.

Silent: the weapon doesn't draw attention to you when used.

REALM TAGS

Area: affects a wide area when used, enabling you to take on groups that outnumber you.

Brutal: devastates its targets and leaves collateral damage.

Elegant: it's flashy in use and can bypass simple defences.

Far: useful against visible targets hundreds of metres away.

STATE TAGS

Aberrant: uses something other than kinetic force to hurt your enemies: sound waves, radiation, psionics etc.

OUTFIT STARTING TAGS

Tough: Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get +1 Armour when these harm you.

Camo: You blend in with the environment; if you stay still you'll be overlooked.

Regal: It's impressive and flashy. Those who see it know who you are, and the people you hail from.

Utility: It's unremarkable and simple, but can be easily repaired.

REALM TAGS

Mobile: Grapples, light construction and built in climbing tools similar make it much easier to get around wearing this gear.

Aberrant Shielding: Negates disadvantage stemming from radiation, magical force and stranger things besides. Get +1 Armour when these harm you.

Sealed: Negates disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these harm you.

Thermo: Negates disadvantage stemming from freezing and/or scorching temperatures. Get +1 Armour when these deal harm to you.

STATE TAGS

Powered: Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.

Comms: Integrated comms let you send and receive audio, and limited digital Tales.

Mantle: High-tech defences give 1 Armour to you and anyone in arm's reach when activated.

Implanted: The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.

BEASTS STARTING TAGS

Mount: This beast is built for riding. Less obedient and intelligent than other animals, so is less likely to follow orders, but a good way to get from point A to point B.

Pet: A faithful companion. More intelligent and likely

to follow instructions, but are generally smaller and less imposing than other beasts and cannot be ridden.

Livestock: A beast raised to produce a commodity of some kind, such as meat, milk, leather, wool or eggs. Unlikely to follow commands, but a valuable trade resource - and can be eaten in a pinch.

Land/Water/Air: The beast can travel freely in the indicated environment.

TRIBE TAGS

Swift: Fast and maneuverable, good at escaping danger through speed. Pets move quickly and can avoid danger. Mounts give +1 to Steel when you Defuse by maneuvering out of danger.

Tough: The beast gets a new harm box (Spooked)

Mighty: This beast is very powerful. Beasts give +1 Force when you Forge a Path or Fiercely Assault with them (tag: melee).

REALM TAGS

Transport: This beast can carry up to 10 passengers. Cannot be taken by Pets, Livestock must be led by a handler.

Armoured: This beast is either naturally armoured or has been fitted with armour. The beast gets another harm box (Sundered)

Pack Animal: This beasts can carry a large amount of equipment, or be used to transfer resources between settlements.

Fine Breeding: This beast is particularly well bred and fine. Worth more in trades, and provides +1 Sway when you try to use your social status as leverage.

Nurturing: Characters resting with this animal don't need a Surplus to get Professional Care.

Natural weapons: The beast has some kind of devastating natural weapon such as tusks, claws or spines. Using the beast to Fiercely Assault grants the tag Brutal.

Utility: This beast has a useful ability that can be used to perform a practical function. Examples include: digging through soil or rock, a highly developed sense of smell that makes tracking easier, a compulsion to gather natural resources and crops, or a homing sense that facilitates sending messages.

STATE TAGS

Space: This beast can survive in a vacuum and can travel freely in a space environment.

Internal Compartments: This beast has been bred to manifest natural passenger compartments. The beast protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Projectile Launcher: This beast has a orifice that can launch projectiles at high speed. Its weapons gain the Area tag.

Enhanced Intelligence: These beasts are not sentient, but they are highly intuitive and capable of following complex commands.

MACHINES STARTING TAGS

Vehicle: A Artefact used to take individuals and goods from point A to point B. Piloted directly by a being, unless tags indicate otherwise.

Drone: Mobile automated servitors with the ability to carry out simple tasks. Prone to misinterpreting complex requests. Cannot be piloted directly.

Land/Water/Air: The machine can travel freely in the indicated environment.

TRIBE TAGS

Robust: Built to last. This machine gets another harm box (Scuffed)

Overclocked: High speed, low drag. Drones move quickly to escape danger. Vehicles give +1 Steel when you defuse by manoeuvring out of danger.

Powerful: This machine is built to destroy. These machines give +1 Force when you Forge a Path or

Fiercely Assault with them (tag: melee).

REALM TAGS

Reinforced: Features additional or thicker armour. Gains the harm box Breached.

Transport: Can carry up to 10 passengers. Cannot be taken by Drones.

Cargo Vehicle: These machines can carry a large amount of equipment, or be used to transfer resources between settlements.

Elite Craftsmanship: This machine is particularly well built and fine. Worth more in trades, and provides +1 Sway when you try to use your social status as leverage.

Med bay: Characters resting in this vehicle don't need a Surplus to get Professional Care.

Mounted weapons: The machine has some kind of devastating close-range weaponry mounted on its hull. Using the machine to Fiercely Assault grants the tag Brutal.

Utility: Machines with this tag can be used to perform a useful practical function. Drones with this tag bet an extra, more complex utility on top of their other capabilities. Some examples of possible functions: drilling through hard surfaces, analysing the composition of substances, automatic harvesting of crops, repairing other machinery, acting as a communication hub.

STATE TAGS

Space: This machine can travel freely in a space environment.

Canopy: This machine has an enclosed compartment which protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Turret: This machine has a turret mount fixed to its hull. A ranged weapon fitted to this mount has the tag Area (can be controlled by the pilot if a Vehicle).

AI: This machine is sentient. Highly intelligent, but may have its own personality and priorities.

SPECIES MOVES

BASIC HOLD TOGETHER

When your People must resist hardship, temptation or infighting, roll +Mood. On a hit you mostly remain OK, pick 1:

- You lose people to harm and/or desertion. Get Need: recruits.
- Another Guardian's People came through to help you. Give them 1 Treaty on you.
- The danger hasn't passed so much as shifted into something more manageable. Say what it is.

On a 10+ the trial brings you together. Gain Surplus: Morale in addition to the other results.

CONDUCT DIPLOMACY

When you call on your People's allies, say what you want from them and roll +Reach:

- A meeting with one of their VIPs.
- Access to a tightly-guarded location or item.
- Information on an opportunity or threat.

On a hit, you get what you wanted and 1 Tales. On a 7-9, your agents had to get help from a third party. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

When you direct your People to seize or maintain control of a resource, roll +Grasp. On a hit it's theirs, but not without cost. On a 7-9 choose two; on a 10+, choose one:

- You need to commit to securing it. Tie one of your surpluses to the resource: if you lose the resource, you lose the surplus and vice versa.
- There is a cost to your victory. Your People gets a need of the GM's choice.
- You hurt somebody; the GM will say who, and they take 2-Treaty on you.

SUBTERFUGE

When your People infiltrates other factions, roll +Sleight. On a hit, choose one thing your agents achieve:

- They make a resource appear more or less desirable.
- They cause a scandal within the organisation of another Guardian's People.
- They hide your own involvement in an action; you may frame someone else in their place if you wish.
- They sabotage an asset, making it fail at the worst moment.

On a 7-9 the GM names a clue you leave behind, or an outside group that sees through the deception.

POWER UP

When you boost your actions with the gifts of your Guardian, spend a point of Primal Power to give a roll Advantage.

UNCOVER SECRETS

When you gather your People's specialists in council, roll +Tales spent. On a hit ask 1:

- "How do I get Surplus __",
- "How do I remove Need __",
- "What's the truth behind __"
- "How can we best make use of __".

For each answer, add an appropriate detail to the map.

On a 10+, ask a second question or add to the map one of:

- A powder keg ready to explode.
- A place to shelter from harm.
- A barrier that impedes travel.

PERIPHERAL CALL IN A DEBT

When you call on an obligation another Guardian's People has to you, spend 1 Treaty and choose one:

- Gain +2 on a move that targets them.
- Take a Surplus from them.
- Get them to back you up, fall into indecision, or protect something important.

Player families can resist by spending 1-Treaty on you, or Holding Together if they have none.

LEND AID

When your People throw their weight behind another, roll +Treaty with them.

On a hit you give those People fleeting Advantage.

On a 7-9 your People are exposed to any danger, retribution or unforeseen consequences of their move.

FINDING A SURPLUS

When your People claims or creates a significant resource in the fiction, add it as a surplus.

RIGHT TOOL FOR THE JOB

When your People uses their resources to confront a crisis, erase an appropriate surplus and mitigate or resolve the problem.

FLUSH WITH RESOURCES

If Mood would hit +4, erase a Surplus and pick 1:

- Sacrifice the excess Surplus for 1 Primal Power.
- Gift the excess to your allies and gain advantage with Reach until the end of this Age.
- Bond with a great celebration, giving you advantage with Grasp until the end of this Age.
- Finance a network of informants and gain advantage with Sleight until the end of this Age.
- Invest in better equipment. Get a new gear option.

You can only pick each option once per age.

FALL INTO CRISIS

If Mood would hit -4, erase a Need and pick 1:

- Someone takes advantage of your weakness: lose territory or an important alliance.
- Your People fall into infighting: get disadvantage with Grasp until the dispute is resolved.
- Your People retreat into solitude to work through its issues, giving you disadvantage with Reach until they are convinced out of isolation.
- Your People lose discipline and your contacts smell weakness on you, giving you disadvantage with Sleight until you make a display of might and drive.
- Your old tools fail you. Lose one gear option.

You can only pick each option once per age.

CHARACTER MOVES

CORE

DEFUSE

When you de-escalate a tense situation with:

- *Intimidation or physical exertion*, roll **+Force**.
- *Fast talking or misdirection*, roll **+Sway**.
- *Endurance or quick action*, roll **+Steel**.
- *Improvised Primal Power* or *remembered information*, roll **+Lore**.

On a 10+ the situation is safe unless changed significantly. On a 7-9, you've bought some time, but choose one:

- There's a cost to securing safety.
- The danger will soon return.
- The danger's still present but threatening someone or something else.

FIERCELY ASSAULT

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll **+Force**. On a hit, you do it. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

Character list:

- You scavenge a Artefact.
- You find out some new info: get 1 Tales.
- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

- Something or someone important is harmed.
- Others will come after you.
- You take Harm as appropriate.
- The situation is destabilised and chaos will follow.

UNLEASH POWER

When you find a Primal Artefact, the GM will give you a few clues to what it can do. *When you use the Artefact*, say a thing you want it to do based on the clues and roll **+Lore**.

On a 7-9 pick two; on a 10+ pick three:

- The Artefact does exactly what you wanted.
- The Artefact can be used again.
- You don't rouse other Artefacts in your environment.
- You avoid the Artefact's side effects.

When you return it to your People, lose the Artefact and gain +1 Primal Power.

WILDERNESS SURVIVAL

When you navigate through the wilderness outside of settled lands, roll **+Steel**. On a hit, pick one: the GM will give you further details.

- You lose something along the way.
- A member of your group is hurt or sick.
- An obstacle or threat is blocking your way back.

On a 10+, also pick one:

- You discover a hidden treasure in the wilderness, worth a lot if you can secure it.
- You find a route you can use to make this journey without triggering this move.
- You discover a secret: details on a threat, signs of other peoples, the origin of the Fall.

FIND COMMON GROUND

When you ask someone to work with you, roll **+Sway**. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if..

- ...a third party vouches for you.
- ...they can change specific parts of the task.
- ...they can back out as soon as it costs them.
- ...you reduce the threat you pose to them.
- ...you give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their People gets 1 Treaty on you.

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls an appropriate stat.

If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+.

On a 7-9, they also share in your move's consequences.

If they fail, your result drops to a 6- and they share in the consequences.

PERIPHERAL

FAMILIAR FACE

When you look for old friends in a new settlement, roll **+Sway**. On a hit, you find someone; on a 7-9 pick two, on a 10+ pick 3:

- You don't owe them.
- They're influential in the settlement.
- They're not tied up in their own crisis.
- They're already interested in your current predicament.

FORGE A PATH

When you find a way across precarious or dangerous terrain, roll **+Force**. On a hit you make the trip, but on a 7-9 pick two, on a 10+ pick one:

- You're exposed to danger as you travel.
- The route you took is lost.
- You can't take gear/other characters with you.
- You take a lot longer than you expected.

INFORMATION IS POWER

When your character draws on your People's lore, spend a point of Tales and get advantage on a roll.

UNEARTH FORGOTTEN LORE

When you uncover a landmark or custom from the past, roll **+Lore**.

On a 7+, gain 1 Tales. On 7-9 ask 1; on a 10+, ask 3:

- Is that a wonder or a horror?
- Where is it drawing power from?
- What dangers is it hiding?
- How can I turn it to my advantage?

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted.

When you have a few hours of peace, heal all minor harm boxes.

PROFESSIONAL CARE

When you rest a few days in safety with access to a relevant Surplus, heal all harm. The GM says how the local area changes while you're being treated.

EULOGY

When you bring a character's relic back to their People, you may spend time with them telling and being told stories of the deceased character's life. If you do, the dead character's player picks one:

- Their People gives your People 2-Treaty.
- Your character counts as a member of their People: mark a role representing this new relationship.
- Their next Character swears to perform a task of your choosing.

STORY MOVES

ZOOMING IN

When you focus on critical scenes where a handful of people might change the course of history over hours or days, say where you are on the map.

1. The main characters present say what they're there to do.
2. The GM describes details of the environment, or asks the players questions about it.
3. Characters select gear according to their family's assets and the established fiction.

Begin play!

ZOOMING OUT

When events move from zoomed in scenes to the bigger picture, and actions covering weeks and months become important, each player whose main character wasn't involved picks one:

- They found a new place in their People. Change their Role.
- They communed with the Guardians. Add 1 Primal Power to their People's stock.
- They scouted for information. Describe a lead that might give you a new Surplus or remove a Need, and get 1 Tale.
- They helped out another Guardian's People. Gain 1 Treaty on them.
- They discovered a new danger. Describe it, and say which other Guardian's People it's threatening.

Briefly describe what the Character got up to and then move to the People level, describing what actions your organisation is taking.

TOOL UP

When you Zoom In on a character you may equip them with any of their People's assets, customised to suit their circumstances.

For each of your Surpluses, pick a relevant benefit:

- Add a tag to a piece of gear for this mission.
- Get as many copies of a weapon, outfit or vehicle as needed to outfit the whole party.
- Add 1 to the quality of a set of followers for this mission.
- Get scout's reports worth 1 Tale.

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs.

On a 10+ pick a Need. On a 13+, the GM picks one too. For each Need, select another player to pick what crisis it creates for your family:

- A family member's in trouble. Someone's ransoming them, or they're stranded in the wasteland, or they're at death's door.
- A family asks for aid you can't easily give. Refuse and lose 3-Treaty on them, or get involved despite your limited resources.
- Something snuck under your radar. The player picks an option from Uncover Secrets as the first sign of danger, adding it to the map.
- Your resources run dry. You can't get new supplies from one gear category this session.

Either the other player or the group then fleshes out the details.

EVOLUTION

When generations rise and fall and play skips forward in time, roll +Mood.

- On a 6 or less, choose two trials.
- On a 7-9, pick one: choose one trial and one fortune, or choose one trial and pick an evolution on the next tier.
- On a 10+, choose one: pick an evolution on the next tier, or choose two fortunes.

TRIALS

Starvation and poverty forced your People into raiding and thieving, and it pissed others off. Gain 3 Surpluses of your choice, but give 2-Treaty to two other People.

A plague ravaged your People, and no-one else could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any People you wish but take Need: Medicine.

Your People saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and Surplus: Morale, but take Need: Recruits.

Something monstrous from the Primal Plane took a particular dislike to your People and has been hounding them ever since. Say some secret you've learned about it, gain 2 Primal Power from encounters with it, but take disadvantage on People moves against it.

Your People fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and Surplus: Leadership, but gain Need: Prestige.

Disaster scattered your People. You abandoned your holdings, but you know how to stay hidden better than ever. Gain +1 Sleight and Surplus: Scouts, but take Need: Land.

FORTUNES

Your People spend their time brokering deals and making friends. If you erase 2 of your Surpluses on gifts and trades, you can gain 3-Treaty divided between other People how you wish.

Your People found a trove of artefacts from the Primal Plane. Say what they had formed around and gain 2 Primal Power from initial scavenging. However, decades of delving have left you isolated; gain Need: Trade.

Your People finds a windfall, either through their own cultivations or by absorbing smaller People. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: Morale.

Your People build a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: Prestige, but take Need: Crops.

You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: Weaponry, but someone out there has a grudge. Take disadvantage on all Reach moves against them until they've been dealt with for good.

A series of messy public disagreements caused your People to fragment, but it was all planned. From their new homes, your exiles send you regular reports on their host's activities. Gain +1 Sleight and Surplus: Spies, but take Need: Recruits.

UPDATING THE MAP

Each player:

1. Gives the broad story of their People through the Age.
2. Describes how their evolution has changed their cosmetic appearance.
3. Names a new custom they develop to remember this Age.
4. Adds one new threat, opportunity or faction to the map.
5. Adds/adjusts map elements to fit the Fortunes and Trials chosen.
6. If their old character made it to the end of the past age, describe how their story ended and make a Relic with one of their items and one of their moves.
7. Each player then makes a new character, triggers a Role move of their choice, and play starts up again.