

# MAKING YOUR SCUM

## STATS

Choose one:

Reach 2, Grasp -1, Sleight 0 if the Scum's artistry was pleasing or useful to the crew, and they built a reputation as creative thinkers valuable to the colonial effort. Reach 2, Grasp 0, Sleight -1 if the Scum were controversial and divided opinion among the crew; they were placed under surveillance by Security. Reach 0, Grasp 1, Sleight 1 if the Scum were loathed by the majority of the crew for their beliefs and antics; what they lack in diplomacy they've made up for in learning to defend themselves.

## DOCTRINE

Choose one:

Galactic Cosmopolitanism: When your Cabal completes an Art Project (success or failure), they get fleeting advantage on the Cabal of their choice.

No Gods, No Kings, Only Us: When another Cabal or its representative uses physical force against your Cabal or its representatives, their roll has disadvantage.

Burn it All Down: You can never *Stake Your Reputation* to help the Officer Class.

In exchange, you gain advantage on all diplomacy rolls with the Guardians of Eden and the Workers Intergalactic.

## LIFESTYLE

Choose one:

Crust Punk: Your digs are unbelievably filthy, but that's just your style; you have better things to worry about. Get advantage on any *Art Project* roll.

Problematic: You're hedonists. Universal laws and activist rules are for other folk; radical praxis means wild indulgence. Once per Age, convert a landmark claimed by someone else into a sex pit; fill their dreams with your Cabal's unchained hedonism.

University Collective: The Code of Conduct is life; abuse and oppression must be called out forthrightly and without apology. Get advantage on any *Community Action* roll.

## TRADITIONS

Choose one of each, create something else, or combine several:

### POPULACE

Expensively educated radicals; scholarship students from hardscrabble origins; collectivists from radical organisations; X Liberation Front.

### STYLE

Wild and unrestrained; bureaucratic and rule-bound; avant-garde and academic.

### GOVERNANCE

Commune of anarchists; council of community elders; charismatic leadership.

## LANDMARKS

### BEFORE

A forest of mushrooms ten storeys high, with reality-altering properties; A secret garden for communing only Scum can find (for now); A lake with alien properties; fun for skinny dipping!

### WORLDFAIR

An art gallery that promises to change the new world; A community centre that acts as neutral ground for all Cabals; The sex pit.

### THREAT

Where the narcs meet; the fucking police station; a place so beautiful you know someone else is going to want to exploit it.

## RESOURCES

Pick two as Surpluses and take the rest as Needs: Culture, Contacts, Art, Luxury, Justice.

## THE SCUM OF THE UNIVERSE



*“What we left behind was a fascist nightmare of unchecked power, war, and profiteering. Here on our new world there are no old gods, no masters, no kings. As it should be. Earth is very far away now, and we’re gonna keep it that way.” - Dori, Scummune Health Specialist*

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## NOTES

## INHERITANCE

Scum Characters get +1 to Sway or Force.

When you **Tool Up**, pick 1 to get for free:

- Some Followers with 1 Quality and *artsy*.
- Some Followers with 1 Quality and *incendiary*.
- An Outfit with *on-trend*.
- An Outfit with *sensual*.

## SURPLUSES

## NEEDS

## MOVES *Take two:*

### ART PROJECT

Your Cabal can spend a Surplus to create an art installation or work of some description in order to gain critical benefits. You must describe:

1. What it looks like
2. Where it is located
3. What, if anything, it may ask of passers-by.

Is it an interactive work, or merely meant to be looked at? The Project can also be more intangible: a ballad or a poem, perhaps.

**When you reveal it**, roll +Reach. On a 10+ choose 2, on a 7-9 choose 1, on a <7, the debut is a disaster; choose 1 but with a major downside to be determined by the GM.

- A Cabal is inspired by the work, granting you +2 Reputation.
- Communal donations to the artist(s) are redistributed to the Cabal. Choose one Surplus.
- The Scum initiate a colony-wide conversation or debate that can be used to their benefit; get fleeting advantage.
- The chatter around the Project leads some to theorise about its connection to the new world, granting you +2 Data.
- It's a hit with the Scummune, granting the Cabal +1 Mood for the rest of this Age.
- The Project inspires a wild change in perspective and practise that turns one Need into a Surplus, but changes a different Surplus into a Need.

### COLLECTIVE PROPERTY

The Cabal shares everything - *everything*. While this is a possible source of conflict it also makes for a surprisingly efficient distribution of resources.

**Once per session**, you can make anything you need, no matter how complex, materialise as if out of thin air cobbled together from junk lying around the Scummune. Whether it's built to last, however...

### COMMUNITY ACTION

**When you stage a protest**, describe it: what kind of action is it? A sit in? Assisting another Cabal's strike? Occupying an essential structure? Who exactly is participating? Are they carrying signs? If so, what do they say? Roll +Grasp to find out what happens. On a 10+ take one, on a 7 to 9, take one with a cost to be determined by the GM; on a 6- the Action fails with spectacular results.

- Successfully disrupt a specific faction's Wonder, causing them to lose a Resource they had previously invested in it (this includes the Constitutional Convention, reducing their influence on it.)
- Inspire negotiations that give you advantage on *Conduct Diplomacy* rolls with a Cabal of your choice for the rest of the age.
- Give an allied Cabal advantage on their next roll.

### UNWRITTEN RULES

Even non-hierarchical communities have elaborate norms and, of course, hidden social codes. Scum have a highly attuned sense for the nuances and submerged meanings of negotiation and discourse that others may miss.

**When you use Diplomacy**, you can ask a follow-up question, anything you like, and get an honest answer. **When you Uncover Secrets**, you can add two elements instead of one.



# MAKING YOUR KEEPERS

## STATS

Choose one:

Reach 2, Grasp 0, Sleight -1 if your faith evokes the most popular religions from the old world.

Reach -1, Grasp 2, Sleight 0 if Worldfall was a traumatic event that showed the need for strength.

Reach 0, Grasp -1, Sleight 2 if your faith focuses on the deep mysteries of the new world.

## DOCTRINE

Choose one:

**Harmony:** When your Cabal interacts with the new world's environment in any capacity, they gain fleeting advantage.

**Humanist:** When your Cabal is engaged in diplomatic negotiations of some sort, they gain fleeting advantage, and are immune to harm if they render aid.

**Purity of Faith:** When your Cabal takes an action that enhances the standing of their faith or attempts to win converts, they gain fleeting advantage.

## LIFESTYLE

Choose one:

**Shaking Bones:** Your devotion to revelation and personal experience of the Divine bends everything towards the furtherance of your faith. Spend 1 Tech to create a relic. Say what it is and does.

**Of the Holy See:** The majesty of the church itself will inspire all who follow it. Esoteric liturgy, flying buttresses, grand people in grander garb. So long as your character's gear has the regal tag, they gain advantage on all diplomatic rolls.

**Hermetic:** Your relative seclusion ensures you are difficult to infiltrate. All attempts to spy on your community have disadvantage.

## TRADITIONS

Choose one of each, or create something else:

### POPULACE

Ascetics who took the chance to start over quite literally; an opulent class of adherents ranked in a hierarchy of devotion; hedonistic lovers of nature who revere circles.

### STYLE

Identikit gowns that efface all difference; opulent silks and trimmed vestments with jeweled holy symbols; earthy, flower child garb in all colours.

### GOVERNANCE

A rigid hierarchy with a titular leader and a college of clergy; consensus driven circles with no leaders or ranks; a semi-hierarchical democracy where all parishioners have a vote.

## LANDMARKS

### BEFORE

Standing stones that hint at an ancient intelligence; a copse of glass trees that whisper of the sacred; a series of warrens that promise enlightenment or death.

### WORLD FALL

A cathedral to keep the flame; a monastery far from the main colony; a shrine containing a strange relic from before or after Worldfall.

### A THREAT

A social group devoted to your demise; a sacred location that claims life in sacrifice; an alien text that drives people to extremes.

## RESOURCES

Pick two as Surpluses and get the rest as Needs: Culture, Leadership, Recruits/Followers, Art, Artefacts of the Old World

## KEEPERS OF THE FLAME



*"What does a world leave behind? Above all else, monuments to its convictions. On our planet, as must be the case everywhere else in the universe, the oldest and best preserved ruins of our past selves were religious in origin. Burial grounds, sacred circles, tombs and temples. We've grown so far and so fast now. But are we to lose our appetite for wonder? For the unknown in that deep and lovely void of space? No, there is always something worth revering, always a force bigger than you. It commands respect, perhaps even admiration and worship. But above all, we must remember." - Arcano-Bishop Moira Whitbrook, "The Collected Sermons."*

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## NOTES

## INHERITANCE

- Keeper Characters get +1 to Sway or Steel.
- When you **Tool Up**, pick 1 to get for free:
- Some Followers with 1 Quality and *zealous*.
  - Some Followers with 1 Quality and *compassionate*.
  - An Outfit with *elegant*.
  - An Outfit with *ascetic*.

## SURPLUSES

## NEEDS

## MOVES

Take Our Eternal Flame and one more:

### OUR ETERNAL FLAME

The Cabal's faith can take any number of shapes. Choose one theology and its attendant bonus, or create your own!

Each theology has a core tenet. *When your Cabal successfully furthers their tenet*, hold 1. When an emissary of your Cabal - including your Character - draws on this vision of paradise on new earth, spend 1 hold to:

- Ignore all your Needs for one move.
- Recover a Wonder surplus you had previously lost due to intrigue.
- Gain a faithful convert. Describe them.

### GARDENERS OF THE NEW EDEN

*Tenet: The preservation of the new, sacred world.*

Grant your perspective character an animal companion, and an Arboretum that is capable of producing any plant-related surplus, including Medicines. Gain a new instance of it at the start of each Age.

### THE CATHEDRAL OF WORLDS

*Tenet: Reverence for the mysteries of the unknown.*

Gain a towering palace in the heart of the colony. You start with Surplus: Luxury and gain a new instance of it at the start of each Age. Customise a unique group of elite clergy who can serve as your catspaws in political endeavours.

### THE STAVE TEMPLE OF UNION

*Tenet: Serving others as if they were all part of the same, global family.*

Gain a meeting hall anywhere in or around the colony. Start with Surplus: Followers and gain a new instance of it at the start of each Age. Get advantage on all *Conduct Diplomacy* rolls.

### THE SHRINE OF ANCESTORS

*Tenet: Honour the world before and the memory of your ancestors; make them proud.*

Place several shrines around the colony. Name and describe at least three. Start with Surplus: Artefacts of the Old World and say what they are. Gain a new instance of them at the start of each age. You can spend 2 Tech to fashion a unique and powerful artefact that somehow resembles a relic of the Old World, once per session. Say what it does.

### NO ONE COLONIST SHOULD HAVE ALL THAT POWER

The hedonism of your cult overflows the very cup of life. Your personal opulence, your spiritual ecstasy, leaves you feeling able to do anything you set your mind to. And you're right. *Once per session*, gain a 10+ on a move instead of rolling.

### RELIQUARY

Your cabal stores and reveres three relics of their religion - describe them. *Once per session*, you can add an item of your choice to the reliquary and say what your cabal reveres about it. *When you cull a relic from the Reliquary*, convert it into an appropriate material Surplus.

### CANTICLE OF THE CHOSEN

*When you openly challenge a powerful figure, organisation, or Cabal in public and condemn them for their corruption or violation of your tenets*, roll your highest stat. Explain in detail how your faith's unique strength is involved in this challenge. On a 7-9 choose one, on a 10+ choose two:

- You suffer no reprisals.
- You receive alms and donations. Gain Surplus: barter goods, or Surplus: luxuries, or Surplus: art.
- Your enemy must tactically retreat. If they've harmed your Wonder in any way, you can use this opportunity to repair the damage.
- You create a holy relic. Describe it and how it came to be.
- You gain important political support on the Council (this can take the shape of e.g. doubling the power of votes friendly to your cause).

On a miss, you're just another voice in the wilderness. Or ranting on a streetcorner.



# MAKING YOUR GUARDIANS

## STATS

Choose one:

Reach 1, Grasp 0, Sleight 0 if your Guardians are a motley but earnest crew of activists drawn from all classes and walks of life.

Reach 0, Grasp 1, Sleight 0 if your Cabal is descended from militant eco-feminists who fight valiantly to preserve the ways of the Earth Goddess.

Reach 2, Grasp 0, Sleight -1 if your Cabal was formed from a branch of an internationalist NGO, or working group from a supranational body like the UN.

## DOCTRINE

Choose one:

**The Goddess' Will:** All interactions with nature, however exploratory or uncertain, will end in success if you can spend 1 Tech.

**Stand Before the Infinite:** Any Wonder you build will be sustainable, and thus cost one less resource to build—GM's choice.

**Become One With All the World:** Once per session, convert all waste into a newfound Surplus

## LIFESTYLE

Choose one:

**Beltane Beauty:** Your hedonism permits such creative freedom that you may produce one Surplus: art per session for free.

**Children of the Grove:** Your closeness with nature allows for an impenetrable defence. Twice per session, gain Advantage on Subterfuge rolls to misdirect assaults on your grove.

**Scholars of the Balance:** Your intricate knowledge of the novel sciences of this world allows you to convert one Surplus into Tech at will.

## TRADITIONS

Choose one from each, or make your own:

### POPULACE

Hippies, earthsingers, and crypto-anarchist folk musicians; scientists drawn from ranks of elite ecologists, biologists, and zoologists; mystical activists of passionate conviction who love freely.

### STYLE

Flowing, colourful garb made from natural fibres; lab coats and respectable business casual that still admits rude activist pins; nothing at all, if they can help it—bodypaint?

### GOVERNANCE

Straight up anarchism where no one knows who the hell is in charge of anything; non-profit industrial complex with ranks and offices; great circles of communal thought, perhaps linked by telekinesis.

## LANDMARKS

Draw a sign of one from each, or make your own:

### BEFORE

A pod of creatures that swim through the skies and just might take you with them; a chasm where it's impossible to fall through; chapels of wind in a lost valley with strange healing powers.

### WORLDFAIR

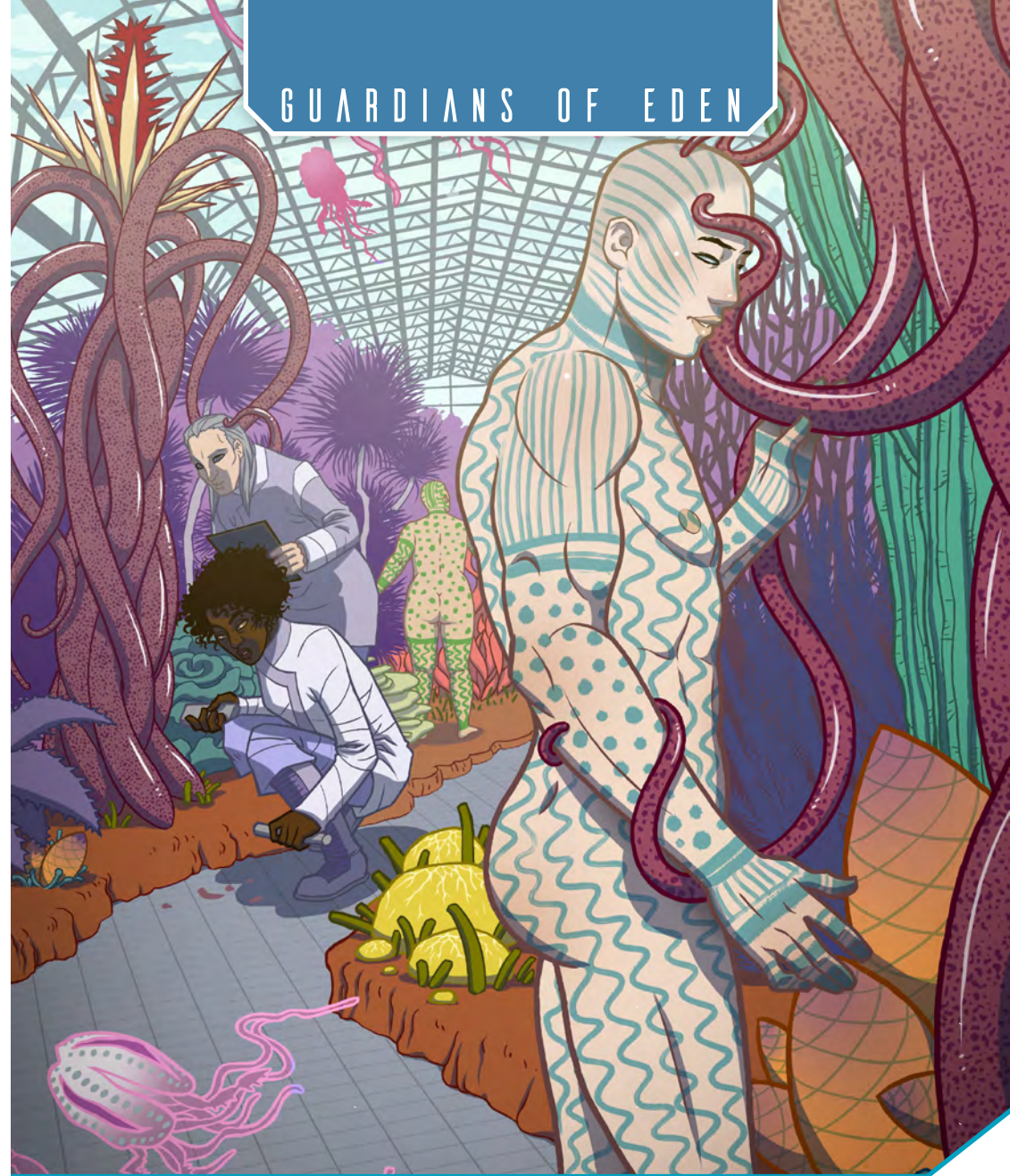
A greenhouse so vast you could get lost in it; a farm for ethically domesticating native fauna; an aquarium that opens the oceans to you.

### A THREAT

A native disease that could ravage the colony if left unchecked; a fungal mass that demands obedience; a maze of pillars on the verge of collapse—that could take you all with it.

## RESOURCES

Pick two as Surpluses and take the rest as Needs: Hydrophobic farm food, Exotic farm food, Domesticated life, Followers, Art.



*"You face a world of marvellous wonders painted in the strangest of hues; purple grass, floating rocks, oceans teeming with mammals and skies filled with invertebrates, fungus that talks, and ice that sings. Like any world, life here has a collective pulse that needs to be felt, known, and respected. A new colony is consumed with its own needs, its source culture, and its own dreams. But, to paraphrase an old story, who will speak for the new world's trees?" - Dr. Nigel Koh, ship zoologist, memoirs.*

*"Can you hear it? Can you hear the planet singing?" - Maisie Afryea Io, planetsister.*

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## NOTES

## INHERITANCE

Guardian Characters get +1 to Sway or Lore.

When you **Tool Up**, pick 1 to get for free:

- An Outfit with *academic*.
- An Outfit with *hippy*.
- Followers with 1 Quality and *Cultivation and permaculture*.
- A Vehicle with *eco-friendly*.

## SURPLUSES

## NEEDS

## MOVES

Take Create Your Own Lifeform and two more:

### CREATE YOUR OWN LIFEFORM

One unique ability of the Guardians is simply this: create the dominant lifeform on the new world. Interacting with the natural world will be important for a variety of reasons - when you construct a desalination plant, for instance, will you need to negotiate with coral? Several Cabals and characters have abilities that modify such interactions. But only you get to play god(dess) for a shining moment and say “this creature exists.” Work it out in concert with the GM. It can be anything; slugs, fish, space bears, a fungal network, cosmic otters. But make it interesting and make it part of the story. What is your Cabal’s evolving relationship to the creature?

### CONSTELLATIONS OF THE HEART

Everything about your Cabal’s community has fostered intimate understanding between its members; knowledge you can apply elsewhere. Roll +Reach to uncover the secrets of others. On a hit, ask a question. On a 10+ ask two.

- What am I missing here?
- Who is behind all this?
- Who should I really be speaking to?
- Where is this all going?

### 99 KRIEGSMINISTER

When an opponent is determined to use force against you or the planet, misdirect their militarism and send them running like headless (if pompous) chickens. Roll +Sleight to create a distraction in the colony that scatters or thwarts an attack against your interests—including espionage you may have uncovered. On a hit, you turn them back but with a cost (decided by the GM). On a 10+ you suffer no consequences—hold a rock concert in celebration, why not?

### TILTING AT WINDFARMS

Build an elegant series of windmills at your colony. For all the surplus power they generate, they might produce other surpluses as well. Twice per session, generate one surplus resource. Each surplus must be different and cannot be Surplus: luxury, or Surplus: art.

### THE POLITICS OF DANCING

Throw a massive festival that promises a cornucopia of pleasures and delights. Present an epicurean smorgasbord of nature’s finest. For the cost of a Surplus: barter goods, your festival can lay the groundwork for propitious diplomatic negotiations. Ply your prospects with wine and all of the Goddess’ ambrosia! On your next diplomacy roll, take a +2 advantage.

### LISTEN

Nobody knows this planet quite like your Cabal. Except, of course, the planet itself, and its mysterious alien intelligences. When you genuflect in humble awe before the planet, roll +Reach. On a hit, answer a single burning question of any description. It is, however, up to the planet (and the GM) to decide what exactly to tell you. Expect the kinds of riddles that start adventures rather than end them.



# MAKING YOUR GUARDIANS

## STATS

Choose one:

Reach 0, Grasp 2, Sleight -1 if your Envisioneers began as a military corps of battle engineers who get the job done without letting anyone get in their way.  
Reach 2, Grasp 0, Sleight -1 if you draw Envisioneers from the ranks of civil servants and planners, with an eye for politics.  
Reach -1, Grasp 0, Sleight 2 if your Envisioneers emerged from tech firms specialised in the architecture of invisible networks.

## DOCTRINE

Choose one:

**Essays:** Whenever you miss on a roll, gain another attempt if you spend 1 Tech, twice per session.

**Laboramus Sustinere:** Always begin an Age with any surplus of food you may desire. Choose from Surplus: barter goods, Surplus: hydroponic farm food, Surplus: vat meat, or Surplus: native food.

**Move Fast, Break Things:** Once per session, your character can guarantee a 10+ instead of rolling. Roll a d6 to determine how much damage you take from the exertion. 1-2 = 1 harm; 3-4 = 2 harm; 5-6 = 3 harm.

## LIFESTYLE

Choose one:

**Institute of Technology:** You will always have at least 1 Tech on hand, except when your Mood is at -3.

**Stargazers:** Take inspiration from the turning of the universe, and gain advantage on any *Dream of Infrastructure* roll.

**Blast. Build. Battle:** Whenever you win a battle with an opposing force, hold 1. Spend your hold to assist allies in any move they might make.

## TRADITIONS

Choose one from each, or make your own:

### POPULACE

Hardened soldiery and grimly efficient proletarian exemplars who build soaring monuments and overcome all physical challenges; aloof geeks who keep to the lab and their computers, working magic invisibly; cunning rockstar scientists eagerly promoting their projects with slick presentations.

### STYLE

Coveralls, hardhats, workwear, steel-toed boots; labcoats, e-Watches, and slacks; black turtlenecks, tight t-shirts, slick suits.

### GOVERNANCE

Crown corporation with a strict hierarchy and strident commitment to public service; private corporation with playful ideas about open-concept offices; a trade union with secret ballots and aggressive membership drives.

## LANDMARKS

Draw a sign of one from each, or make your own:

### BEFORE:

A power source unlike any you've ever known; geothermal vents and natural spas; a portal - next stop, anywhere.

### WORLDFAIL:

Solar farms; a transport network; electronic walls.

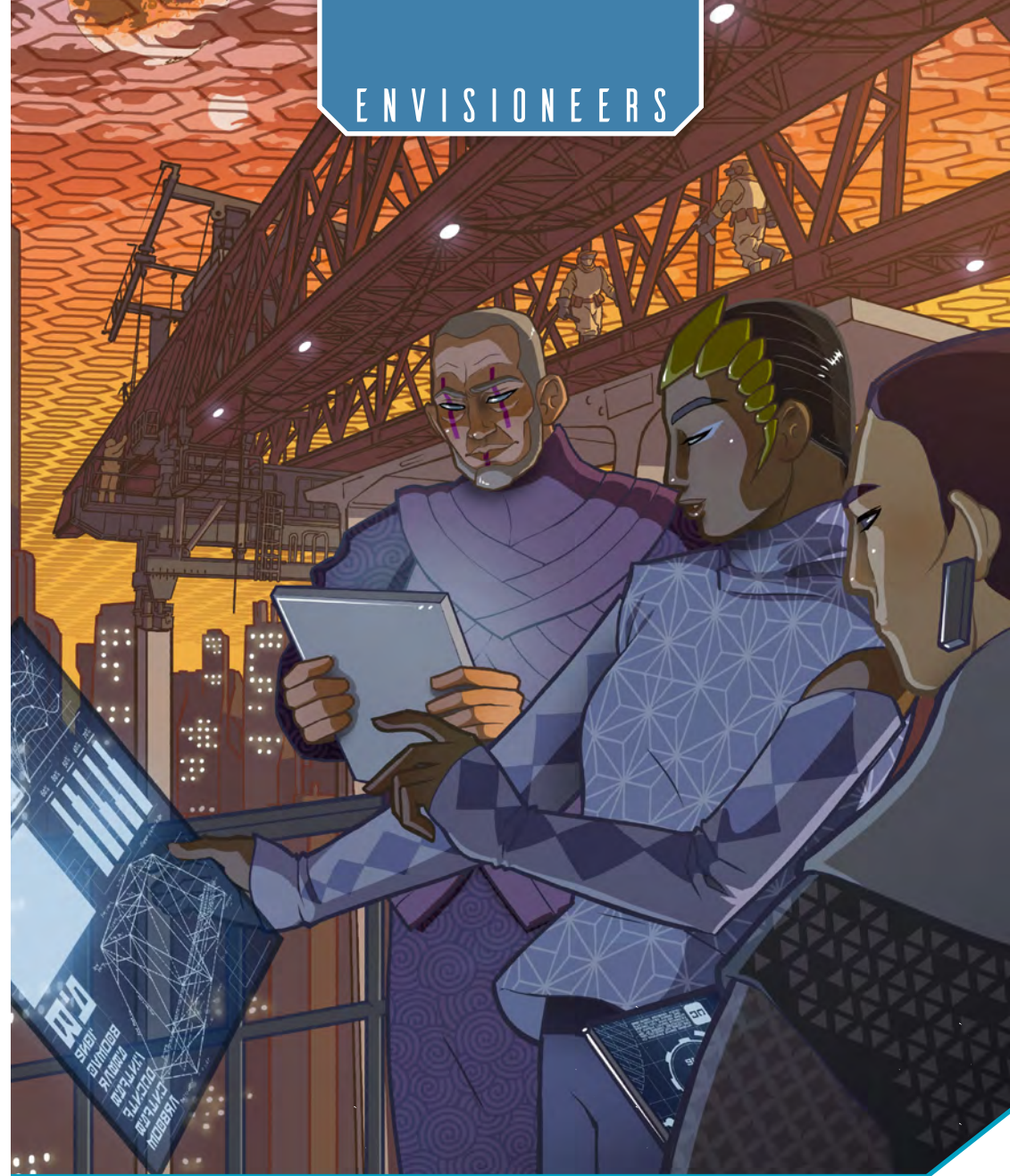
### A THREAT:

A geological anomaly that imperils the entire colony; a ticking time bomb in the heart of the colony's infrastructure; a type of weather that thwarts technology.

## RESOURCES

Pick two as Surpluses and take the rest as Needs: New World Tech, Barter Goods, Trained Staff,

## ENVISIONEERS



*"It seems boring, doesn't it? The girders, scaffolds, rafters, rusty pipes, and LED lights. Look closer, though; listen. Listen! It's the heartbeat of the colony. It's lifeblood rushing back and forth - engines, machines, yes, but also logistics! You make that happen, you make the colony go. Keeping the lights on isn't just a science, it's an art. You conduct a symphony of electricity and a chorus of systems. The result: everything we need to not only survive, but thrive. But to design it all, you must first invent a vision."*

*~Professor Athena Qhawe, Chair of the Engineering Department at \_\_\_\_ University, first day lecture.*

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## NOTES

## INHERITANCE

Envisioneer Characters get +1 to Sway or Steel.

When you **Tool Up**, pick 1 to get for free:

- ▶ Followers with Quality 1 and *technical expertise*.
- ▶ An Outfit with *powered*.
- ▶ A Vehicle with *tough*.
- ▶ A Vehicle with *hi-tech*.

## SURPLUSES

## NEEDS

## MOVES *Take two:*

### DREAM OF INFRASTRUCTURE

As the engineers of the colony, you're in charge of designing and building it. This ability can be used up to three times per session, and never consecutively. Decide what type of building to make, describe it, and what surplus it will produce for you and every other player. (Each player gets one copy of the surplus. If you try to deny a resource to a player, a conflict is triggered that will have to be resolved by other moves.)

Roll your highest stat. On a miss, no one gets anything but you do not use one of your three charges for this move. On a 7-9, distribute resources as normal, but the building cannot endure past this session and will have to be rennovated by performing this move again. On a 10+ the structure stands the test of time and can be "reactivated" to produce its surplus at the start of each new session.

### EXAMPLE BUILDINGS:

- ▶ Monorail: can increase Surplus: barter goods, Surplus: rare ore, Surplus: native flora, or Surplus: water from facilitating the rapid and efficient movement of materials, or simply Surplus: transport.
- ▶ Recycling plant: allows everyone to convert one surplus into another of their choice.
- ▶ Geodesic dome: grants every player Surplus: luxury or Surplus: land.
- ▶ Factory: produce any piece of electronics or machinery you desire.
- ▶ Spaceport: allows every player to add the *void* tag to one vehicle of their choice.
- ▶ Communication Tower: Each cabal can gain either Surplus: research or Surplus: luxury. They choose which.

### MIND AND HAND

Whenever you gain Tech, you also gain 1 Data. Describe what you've learned from the tech that's so valuable, and why only your intrepid engineers could see it.

### OPEN CONCEPT OFFICE

Your labs are a somewhat ridiculous space where limited resources were nevertheless channelled into ballbits, beanbags, and plastic slides. The benefit is that you'll always have Surplus: morale so long as you spend one tech per session on upkeep for the weird place.

### MIDNIGHT OIL

Once per session, you can throw everything you've got into a marathon crunch session that produces a free surplus required to complete a Wonder.

### THE ANDROIDS YOU'RE LOOKING FOR

You may spend tech to boost your followers' quality 1-for-1. Describe your robots and what makes them special.

### WHERE DO YOU WANT TO GO TODAY?

Using esoteric technologies cooked up in your engineering labs, once per session you can teleport up to five characters to or from anywhere on the planet. Either the starting point or destination must be in the colony itself.



# MAKING YOUR OFFICERS

## STATS

Choose one:

Reach 1 Grasp 0 Sleight -1 if your Officers were an elite cabal detached from the rest of the crew.

Reach 2 Grasp -1 Sleight 0 if your Officers executed their responsibilities wisely and with restraint before Worldfall, integrating themselves well with the rest of the crew.

Reach 1 Grasp 1 Sleight -2 if your Officers were drawn from military ranks.

## DOCTRINE

Choose one:

**Ex Astris, Scientia:** Exploring and understanding the new world is vital. When a research sample is brought back to the Cabal, they can break it down into 3 Tech.

**Ex Scientia, Tridens:** Knowledge is power; whenever you spend more than one Data, get one back.

**Context is For Queens:** Laws are for everyone else. Leadership demands more subtlety; gain advantage on all Diplomacy rolls and ignore your Sleight penalty on Subterfuge rolls.

## LIFESTYLE

Choose one:

**Officers of Intergalactic Law:** Your Cabal is understood as a local law authority, granting you leverage in negotiations. Get advantage on Diplomacy rolls when you are adjudicating a dispute.

**Dreamers of Far Flung Dreams:** A boundless literary imagination begets wonders. When you produce Data, gain a point of Tech or Reputation too.

**Palace of Nations:** The grandeur of your lifestyle, drawing from monuments to democracy and great public spaces, inspires all. You always have at least 1 Reputation, unless you're at -3 Mood.

## TRADITIONS

Chose one from each, or make your own:

### POPULACE

A tightly bound band of naval officers; open families of civil servants and peacekeepers; would-be explorers who want to “see what’s out there”; demagogues in waiting.

### STYLE

Casual dress that allows for easy mixing with the crew; functional jumpsuits; crisp naval-themed uniforms that clearly denote ranks and roles.

### GOVERNANCE

Council-based democracy; meritocratic bureaucracy; Triumvir of the highest ranking officers; military junta.

## LANDMARKS

Draw a sign of one from each, or make your own:

### BEFORE

A gorgeous waterfall that serves as a source of fresh water; a nest of jellyfish that somehow float through the air; a piedmont that makes for a perfect observatory site.

### WORLDFALL

The council chamber where all the big decisions are made (on paper, at least); a vast library, to preserve Old Earth’s knowledge; a place where physics appears to be suspended, perfect for a lab.

### A THREAT

An unstable anomaly that warps time, space, or worse; a predatory form of plantlife that’s less than thrilled by the colony; a terrible thing brought back from the homeworld that should’ve been left behind.

## RESOURCES

Pick two as Surpluses and take the rest as Needs: Culture, Operatives, Leadership, Luxury, Morale.

## THE OFFICER CLASS



*“There can be no future for this new world without stability and order. A title is more than just a decoration: it’s a responsibility, it’s a code, it’s where the buck stops. And we take that responsibility gladly, with all its burdens and glories.”*

*~ Captain Gavi Smith, during his first election campaign.*

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## NOTES

## INHERITANCE

Officer Characters get +1 to Lore or Sway.

When you **Tool Up**, pick 1 to get for free:

- ▶ An Outfit with *comms*.
- ▶ An Outfit with *dapper*.
- ▶ A Weapon with *ranged*.
- ▶ A point of Data.

## SURPLUSES

## NEEDS

## MOVES

Take Enclave and one other:

### ENCLAVE

This is the hub of operations, the nominal centre of the colony. Choose one:

#### COMMAND CENTRE

A sprawling complex of bunkers capped by ostentatious satellite dishes and comm arrays. Training rooms, tactical chambers, and barracks fill the various buildings, many of which stretch deep underground. While the new planet is beautiful, it's better to be safe than sorry.

You erase Need: Fighters as soon as you gain it, and add +1 Quality to any martially-focused Followers.

#### RESEARCH LAB

Geodesic domes rich with life; holographic libraries and reading rooms; lab buildings connected by glass tubes to distantly perched observatories; banks of computers to begin assimilating the first tidbits of data being collected by your xenosociologists. It's a prefab and plasteel palace devoted to the pursuit of knowledge on the farthest frontier humanity has ever known. You've landed on a new world, but you keep looking to the stars.

You erase Need: Researchers as soon as you gain it, and add +1 Quality to any scientifically-focused Followers.

#### PLANETARY CAPITOL

Peace, order, and good government; it all has to start somewhere. Fashioning a great dome out of prefab metals wasn't easy, but somehow an impressive monument to democracy has been built at the heart of the new colony filled with offices, debating chambers, committee rooms, and record halls. The Planetary Council meets here, beneath elegantly minimalist statues of abstract concepts (Justice, Virtue, etc.) and your choice of slightly pretentious quotes about democracy.

You erase Need: Leadership as soon as you gain it, and add +1 Quality to any diplomatically-focused Followers.

#### REDSUITS

You command a small army of people who can take on the most difficult and dangerous of tasks. Though they are especially vulnerable to harm, they can allow you to be two places at once. Three times per session, you can use (and sacrifice) Redsuits instead of spending Surplus: Security Staff or Surplus: Recruits.

### THE FIRST DUTY

The pursuit of knowledge is paramount for you, whether it's discovering the scientific truth of the new world or maintaining the historical truth of where we all came from. When you invoke this Duty, roll +Reach. On a 10+, gain your choice of one Tech, one Reputation, or a surplus related to the research (GM's discretion). On a 7-9, gain one of these at a significant cost. On a 6 or below, explain the explosive trouble your pursuit of truth at any cost has caused.

### IVAN THE TERRA-BUS

You have built a large, crewed ATV with lavish facilities - maybe, elaborate comms equipment, an on-board lab capable of analysing most findings in the field, or provisions to last for long trips. It just needs a commander, and a hardy stomach to deal with all the physics-defying bouncing across the landscape. It has land, and three Vehicle tags of your choice. Each time it survives to a new Age, give it a new tag.

### MOONSHOT

Your labs have infinite potential, and you aggregate the research of an entire colony made up of engineers, physical-, biological-, and social-scientists, and more. You can do something wonderful, and take it big. Devise a technological project - perhaps launching a satellite, or local terraforming, or developing a hybrid lifeform, be creative! Negotiate with your GM about what, if any, practical benefits it may give you. The GM will then give one to three of the following conditions:

- ▶ It will take weeks/months/years to build.
- ▶ Its byproducts must be shared among all Cabals, without condition or exchange.
- ▶ It will change the colony/planet in a less than desirable way.
- ▶ You will need to sacrifice 2 Tech.
- ▶ Researchers lose their lives, giving you Need: Morale.
- ▶ It requires access to a planetary power source that requires negotiation with the planet itself.
- ▶ Turn a GM-chosen Surplus into a Need.



# MAKING YOUR WORKERS STATS

Choose one:

Reach 2, Grasp 1, Sleight -2 if the Workers come from organised, mainstream labour movements on their homeworld and were active in electoral politics.

Reach 1, Grasp 0, Sleight 0 if the Workers are drawn from the ranks of previously un-unionised jobs in tech and other white collar professions.

Reach 0, Grasp 2, Sleight -1 if the Workers, steeped in militant trade union tradition, collectively endorse using their numbers to fight for their rights with force if necessary.

## DOCTRINE

Choose one:

**Workers of the World, Unite!** You fight for the freedom of everyone who labours, and it inspires any among your number to hone their strengths, ready to defend freedom. Your Character gets +1 Steel.

**An Injury to One is an Injury to All:** Your ethos protects your own, but it extends to the entire colony: you provide for them, but also liberate from oppressive ideologies.

At the start of every session, name a food surplus and distribute it among all players.

**Miljonprogrammet:** It's a new world: who's to say a million homes can't be built, with the needs of their inhabitants met? When another player's move gives you a resource, take double the resources you'd otherwise get.

## LIFESTYLE

Choose one:

**Bohemian Radicalism:** "Praxis" is a word you use in everyday conversation, and you're going to make damn sure the world knows what you're talking about. When you *Uncover Secrets* to discover something related to politics or diplomacy, you can ask an additional question.

**Young Pioneers:** Uniformed, devoted, marching ever forward. No one can thwart your fight for what's right. Twice per session, when you would fail a combat or espionage roll, you can reroll the dice.

**Flatpack Social Democrats:** Minimalist and modern, you have what you need to get the job done with just a touch of style. Once at the start of each session, name something your Cabal has built and what it does. Gain +1 to Tech, Reputation, or Data.

## TRADITIONS

Chose one of each, or create something else:

### POPULACE

Traditional workers contracted onto the colony ship; white collar workers who expected better on arrival; well-educated labourers with revolutionary praxis in mind.

### STYLE

Hardhats, overalls, hi-vis, and cigs; long-coats, long-beards, long-skirts, and longer memories; red star fatigues and green berets.

### GOVERNANCE

Traditional hierarchical trade union; representative bodies with no nominal president; organised cells of members collected in micro-unions.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE

A deep cavern with many hidden nooks; a geothermal vent that can power a single turbine forever; stone with really useful properties.

### WORLD FALL

The place where an investigative newspaper is printed (or published); a plaza that hosts a monument to a great labour leader (say who); a tavern that hosts the finest synth-liquors, and serves as a salon for radical politics.

### A THREAT:

A volcano long overdue for eruption; a nascent corporatist club that thinks unions are obsolete; a herd of mysterious animals on a mass migratory stampede.

## RESOURCES

Pick two as Surpluses and take the rest as Needs. Ore, Construction Equipment, Justice, Leadership, Transport.



"No matter where you go or what kind of society you build, hell, even if you have robots all over the damn place, someone's got to do the shitwork. Some job, somewhere has to be performed by skilled hands. Labourers. The real heart and soul of any endeavour. We take out the officer's trash and clean their shiny quarters, we're the ones who actually build the engineers' schemes, or the religious folk's temples. We keep everything squeaky clean and in perfect working order, with a love for detail no thoughtless robot can match. The thoughtful ones though? I'm gonna make sure they get union cards." ~Syd X. Velasquez, shop foreman at the Transport

NAME

REACH

GRASP

SLEIGHT

MOOD

REPUTATION

DATA

TECH

## NOTES

## INHERITANCE

Worker characters get +1 to Sway or Steel.

When you **Tool Up**, pick 1 to get for free:

- ▶ An Outfit with *tough*.
- ▶ An Outfit with *academic*.
- ▶ A Vehicle with *transport*.
- ▶ A Vehicle with *rugged*.

## SURPLUSES

## NEEDS

## MOVES *Take Strike! and one other:*

### ■ STRIKE!

Your ultimate power lies in what you are: the people who make everything happen. Using that power requires an unflinching willingness to down tools and remind everyone else of your true worth to the colony. *When you go on strike*, roll your highest stat and theme your strike around that stat's strengths. Choose a target:

**An Enemy Wonder:** Somewhere in your opponent's supply chain is a link that leads back to your workers, and you can sever it with extreme prejudice. On a hit, remove one of the Surpluses invested in the Wonder. On a 7-9 do it, but at a cost; turn one of your surpluses into a Need. On a miss, there is no effect.

**An Enemy Special Project:** This affects a variety of possible moves by other players, including the building of art installations by Scum or an Envisioneer Dream of Infrastructure project. On a 10+ redirect the benefit of the project to your Cabal, depriving others of its benefit for a single session. On a 7-9 you can do it if you spend 1 Reputation, 1 Tech, or 1 Data. On a miss, no effect.

### MONUMENT VALLEY

You build infrastructure and necessities for others, but what of the roses to go with your bread? You build towering and inspirational works of art that celebrate your Cabal's accomplishments. *At the start of every session*, gain Surplus: Art. Your Character gains +1 Sway.

### SOCIALIST REALISM

What is built in bronze, steel, or new world marble isn't easy to destroy. Your under-construction Wonders are robust despite being incomplete, and are being built by true believers forging their image in steel - your enemies take disadvantage on any rolls to sabotage them.

### CO-OP STORES

Your workers aren't alienated; they can sell their own goods for their benefit and the good of the Cabal. *When you bring products to market for a fair trade*, roll +Reach. On a 7-9 pick 1, on 10+ pick 2:

- ▶ Buyers don't realise the true worth of what they paid with.
- ▶ You acquire interesting gadgets from another cabal; get +1 Tech.
- ▶ You host a bazaar that generates some goodwill; get +1 Reputation.
- ▶ You get a powerful artefact from the Old World.
- ▶ A fascinating rumour comes across your Cabal leader(s)' desk.
- ▶ There's treasure in the wilds!

### HARDY SOULS INDEED

The rugged life of a new planet challenges some in the colony, but not your people. *When working or adventuring far afield in the wilderness*, every Worker has advantage and your followers gain Quality +1. You also have advantage on Hold Together.



# MAKING YOUR WORKERS

## STATS

Choose one:

-1 Reach, +2 Grasp, 0 Sleight if you are a world of furious storms and jagged peaks, where the skies speak in riddles.

+2 Reach, -1 Grasp, 0 Sleight if your lush and teeming forests beckon unwary souls with otherworldly music.

0 Reach, -1 Grasp, +2 Sleight if you are a world shrouded by the deep and lovely dark, where mysteries grow as freely as the trees.

## DOCTRINE

Choose one:

**Earth Mother:** When you spend Data to heal wounds caused by colonisation, it teaches you about your new neighbours' tools. +1 Tech.

**Goddess of Storms:** When you use weather to defend yourself or to aid the colonists, you integrate further understanding of the colonists into your planetmind: gain 1 Data.

**Reclaimer:** Take Advantage on rolls to Claim by Force any resource that you can credibly argue is leading the colonists to harm you.

## LIFESTYLE AND RESOURCES

You are eternity. The need for ephemeral resources is beyond you.

## TRADITIONS

Choose one from each, or make your own:

### FAUNA

Spectres and ethereal creatures that straddle plains; a biodiversity of mammals, avians, and sea creatures; gastropods and cephalopods that sparkle with hidden intellect; lithovorous ancients that lumber through the ages.

### FLORA

Fungal skyscrapers and fields of exotic mushroom bloom; heroic forests with pine needles sharp enough to cut; rainforests in rainbow hues; rolling fields of lifegiving violet grass and valleys filled with forest.

### GEOLOGY

Perilous mountains and divine pillars thrown up by clashing continents; eroded beauty carved into sloping curves that gently kiss the seashore; mile-deep canyons and calderas surrounded by thrashing waves.

## LANDMARKS

Draw a sign of one from each, or make your own:

### BEFORE

The ocean that swallowed the last colonists whole; an endless mountain range that's buried a horrifying secret; valleys dotted by ancient shapes that hint at intelligence, yours or someone else's.

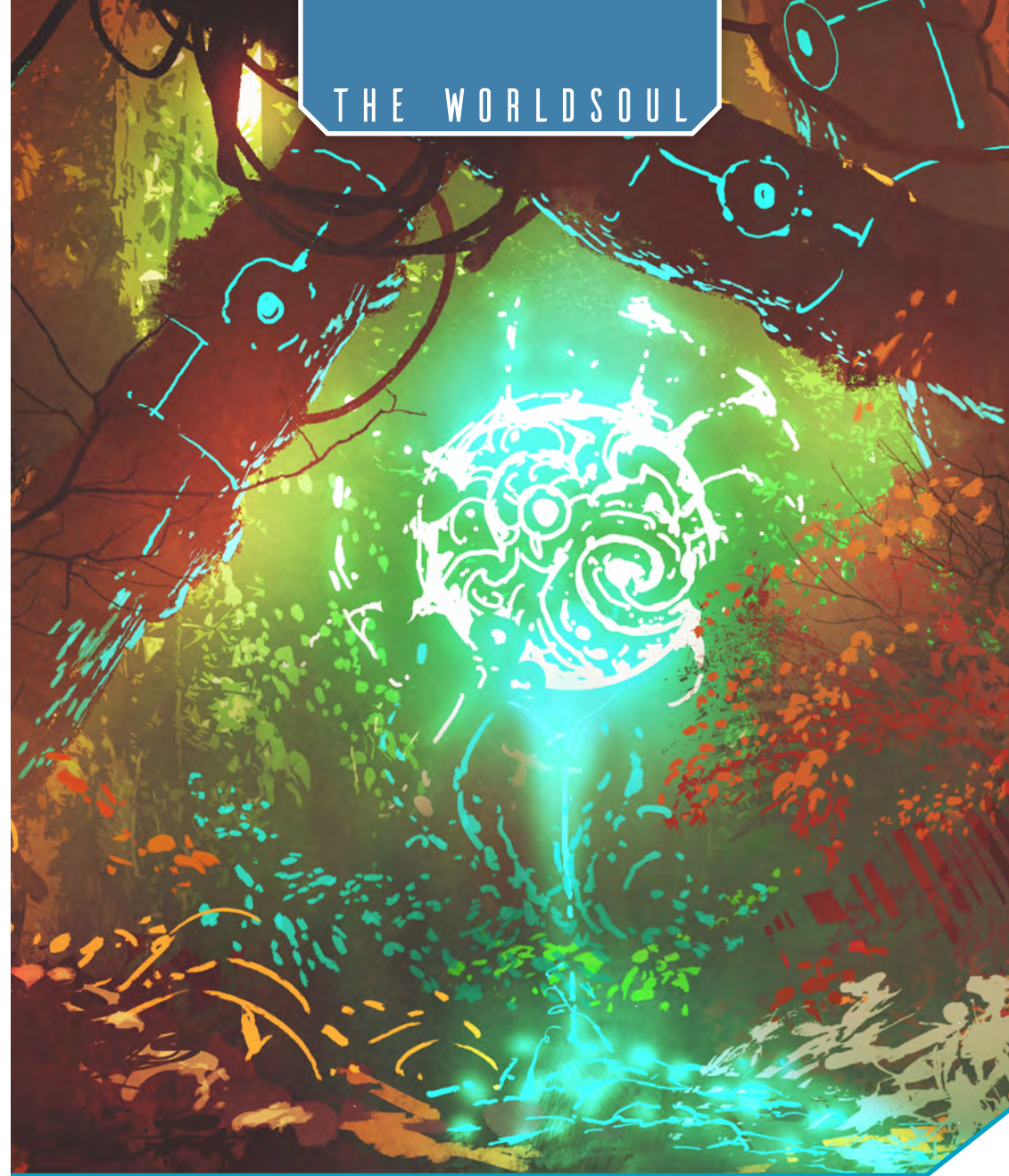
### WORLDFAIR

The copse of trees that spies on the colony; a water source that, when used by the colony, will teach you something about the interlopers; a pathway that leads deep into the bowels of the world, which you've opened for your new visitors.

### A THREAT

Something the colonists built that's acting like a nail in the spine of the world; the source of a disease that makes no distinction between native and alien life; a recently crashed meteor that contains something far more worrisome than the new colonists.

## THE WORLDSOUL



*I am used to dealing with life, being surrounded by it, marvelling at its brilliant diversity. This was different. This was being surrounded by awareness. Imagine if you were in a crowd of people and suddenly every single person fixed their gaze on you, lidless and unshakable, and probed your mind. That's what it was like when I discovered that our new home is a consciousness unto itself. That's our planet. It's watching us. And judging us.*

*~Dr. Mahli Yu, response given during a Parliamentary Inquiry.*

NAME			
REACH		GRASP	
MOOD		SLEIGHT	
DATA		REPUTATION	
		TECH	

## NOTES

## INHERITANCE

As your only characters are crafted by *Worldspeaker*, you have no other Inheritance bonus.

## SURPLUSES

## NEEDS

## MOVES *Take Worldspeaker and one more:*

### ■ WORLDSPEAKER

This is the lifeform that is most likely to act as your avatar. Design your own creature, much like the Guardians - look to their playbook for suggestions on lifeform creation. As the Worldsoul, there's a twist. You don't just have a relationship with that lifeform: you are that lifeform, at least partially. This process is your preferred way of creating an "individual" entity that might make you easier for the colonists to understand. *When you craft a lifeform to be your avatar*, pick two:

- ▶ Give it +1 to a stat.
- ▶ Give it a natural weapon with two tags.
- ▶ Give it natural armour with two tags.
- ▶ Give it a retinue of lesser creatures (1 Quality, a specialisation of your choice).

Any time you act through this specific lifeform, get Advantage on Subterfuge or Conduct Diplomacy rolls. Each time your Worldspeaker successfully interacts with the colonists, gain 1 Data as they learn something new.

### FLYING SEA MONKEYS

You have an army of flying jellyfish - creatures made of a strangely light but durable, flexible gel, who propel themselves through the air. They draw moisture to themselves to increase the viscosity of the air around them, simulating a kind of underwater floating. They won't collapse and they can walk upright on their tentacles.

*When you deploy them as an extension of your will*, roll +Grasp for offence or +Reach for exploration and diplomacy. On a 7-9, choose one, on a 10+ choose two:

- ▶ You learn more about the interlopers' strange technology. Gain 1 Tech.
- ▶ The colony now owes you a favour. Name the cabal who will have to deliver it.
- ▶ You gain new Joiners. Add 1 to the Quality of your Worldspeaker's followers, or gain a new group with a different specialty.
- ▶ You manifest a permanent presence in the colony through a strange new fixed lifeform that the jellies built; describe it.

### THE THREE RS

You can reclaim any colonial Surplus or artificial Landmark and diffuse it into the body of the planet itself in order to study it. Roll your primary stat and on a hit, explain what it looks like when the world absorbs, say, Surplus: luxury into itself and what it learns. Gain +1 Data.

### CATHEDRAL OF WINDS

The weather is your ally, your essence, your very being. You write poetry with the skies and sing through storms. Spend 1 Data to create a weather system to act in the world and define that action:

- ▶ If you're attacking the colony, roll +Grasp.
- ▶ If you're aiding the colony, roll +Reach.
- ▶ If you're repairing the ecosystem, roll +Sleight.

Weather has unpredictable results, however well-designed. On a hit you succeed; on a 7-9 choose 2, on a 10+ choose one. On a <6, the GM selects 3:

- ▶ The weather hits its target, but creates a strange geological formation elsewhere.
- ▶ You've sparked a forest fire, say where.
- ▶ A tsunami emerges from a very strange place.
- ▶ A stampede of animals ravages a place; say where.
- ▶ A species is cut off from the planetmind for the rest of the Age; name which.
- ▶ Your weather creates an earthquake which, in turn causes an archipelago or island to form somewhere nearby.
- ▶ Ash blocks out the sun for the rest of the session.

### EARTHSHAPER

Create a new natural feature of the world. Throw up a new hill, carve a new river, sprout a new forest, or reshape a stand of trees or a field. This move can't be used to create something as grand as a new mountain range or ocean, but what you change will be as noticeable as it is swiftly created.

Say what you want to create. The GM will name a price for it. Perhaps Tech, or a Resource you'll be charged with absorbing from a Cabal. When you acquire what you need, you can then create the feature. Some examples and their possible benefits are listed below:

- ▶ *Stand of White Pines*: every Cabal will be able to get Surplus: trade goods upon its growth and at the start of every Age.
- ▶ *Fungal forest*: every Cabal gets +1 Data but must sacrifice a weapon tag. If they have no weapons, they get the Data at no cost.
- ▶ *Singing Crystal Grove*: every Cabal gets a one time use of Surplus: art.
- ▶ *Hill of Standing Stones*: Any religious Cabal (Keepers and Guardians) are instantly granted Surplus: morale. All other Cabals can win Surplus: ore if they wrest control of this hill from the faithful.





# THE GASOLINE FIRE

Need to start a protest, organise an art exhibition, or organise an unofficial social group away from Security's prying eyes? Best talk to the person putting out fires with gasoline.

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Masculine, feminine, genderfucked, ambiguous.  
Scarred face, artful face, mischievous face, enraged face.  
Wild eyes, thoughtful eyes, cunning eyes, inquisitive eyes.  
Hard body, forceful body, goddess' body, unknowable body.

## BACKSTORY

Read these out, and ask for volunteers:  
\_\_\_\_\_ has vowed to help me change the world.  
\_\_\_\_\_ is my inside source - whether they know it or not.  
\_\_\_\_\_ has a creative spirit that won't be denied.

NAME: \_\_\_\_\_

FORCE

LORE

STEEL

SWAY

## CHOOSE TWO MOVES:

### GROUPIES

You've developed a coterie of hangers-on. *When you unleash your groupies*, roll +Sway. On a 10, they do what you ask of them. On a 7-9 choose one, on 6- the GM chooses two.

- ▶ A member of your inner circle publicly denounces you.
- ▶ One of your groupies accidentally hurts someone or destroys something valuable.
- ▶ One of your entourage leaks some info about you and/or your Cabal to a rival.
- ▶ Drama causes your inner circle to descend into the bad kind of anarchy. They're unusable until you resolve the drama.
- ▶ A groupie defects to a rival Cabal, taking a compromising piece of data with them.
- ▶ The action leads to an entire building being destroyed by the wildest party the colony has ever seen. Describe it.

### CUT PIECE

Gain +1 Steel. *When challenged to a fight*, gain fleeting advantage regardless of what you decide to do. This does not apply if you attack first.

### MUSE

Choose the source of your inspiration:

- ▶ The Decadence of Humankind: When Reputation is used to boost a roll against you, get advantage on rolls to strike back.
- ▶ The Wild Magic of the New World: When you go on an expedition outside the Colony, take advantage on your first roll.
- ▶ Utopia, Plain and Not-Simple: Just once, create a Surplus of your choice for free.

### IMMOLATE

*When you throw everything you have into the completion of an essential project*, you can mark one harm box and count that as spending a Resource or a Reputation point, or instantly complete your current art project.

### EYE FOR THE ETERNAL

Your eyes scan the horizon like a camera, scouring for the perfect shot and that one jolt of inspiration. *When you focus your senses*, describe what you see and how it inspires you, and receive one thing you need to complete an ongoing project.

## ROLE MOVES

Trigger one at character creation.

Leader: Mark when you're put in charge of a social event or protest action. As long as you bring your charming A-game, they'll follow you to the ends of the new earth.

Agent: Mark when a group needs you to uncover information about the colony's power brokers. Say who you've co-opted to help you learn what you need to know.

Rebel: Mark when you successfully challenge the colony's order (even if your preferred faction is in the ascendant).

Name a group whose suffering could be alleviated by resources you direct to them.

Outsider: Mark when you become part of an art project that refuses to let you go.

Work with the GM to figure out what you're trying to do and how much it will cost you.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

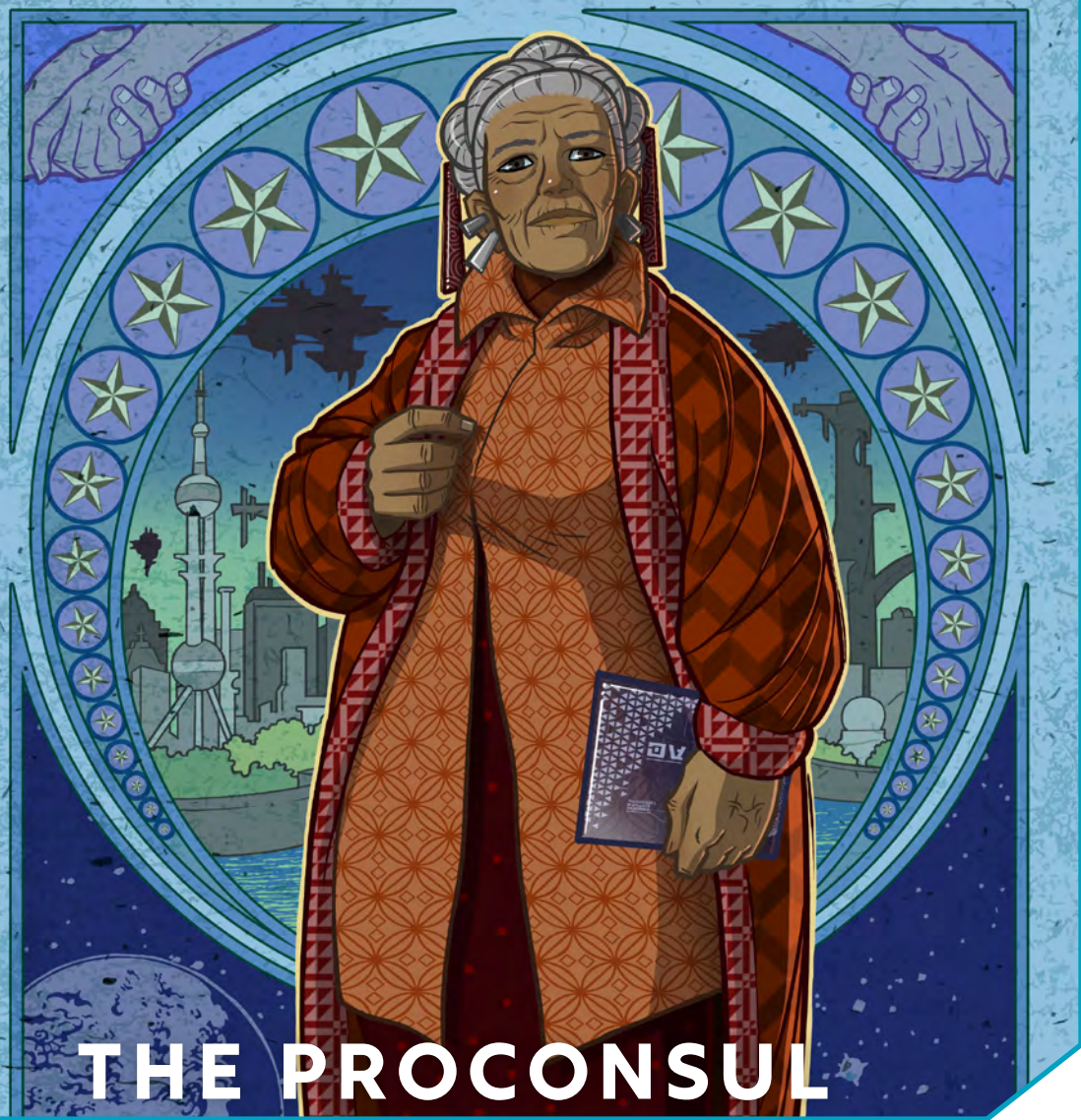
## HARM

- **Stressed** When you die, you inspire your groupies, fans, and haters
- **Bruised** to memorialise you in a way you didn't expect and may not
- **Agitated** entirely approve of. Discuss with the GM what that will
- **Shattered** (-1 Sway) involve.
- **Dead**

## GEAR AND NOTES

Add a free tag to your Outfit when you *Tool Up*.





# THE PROCONSUL

Who actually runs this place? Perhaps it's the uniformed officers, or maybe the engineers who keep everything running in more ways than one. But on a planet with so many competing visions for the future, diplomacy may yet prove to be most powerful – and necessary – art of all.

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Feminine, masculine, charismatic, arachnine.  
Elegant face, stoic face, angular face, poker face.  
Stark eyes, compelling eyes, passionate eyes, unreadable eyes.  
Wiry body, lanky body, fit body, indulged body.

## BACKSTORY

Read these out, and ask for volunteers:  
\_\_\_\_\_ gave me a secret that could change everything.  
I think \_\_\_\_\_ is trying to undermine me.  
There is only one person who can be counted on when it hits the fan: \_\_\_\_\_

## NAME:

FORCE  LORE  STEEL  SWAY

## CHOOSE TWO MOVES:

### EVERY VOTE COUNTS

Add +1 to Sway. *When a Wonder is completed*, add your Sway to your Fortune/Trials roll.

### REACTOR-SIDE CHAT

Your best defence is your mouth; so is your best offence. *When you talk to the colony, feel their pain, and tell them how you're going to take it all away*, roll +Sway. On a 10+ your faction wins a Resource (no luxuries). On a 7-9, you win your non-luxury resource but at a cost. On a failure, the worst fate of all is suffered: you are ignored.

### ARTICLE 26

Above and beyond what others may seek to build, yours is a library of philosophy and politics and accessible to all. Those who know the game can plumb its true secrets, naturally.

*When you use the library*, roll +Lore. On a hit, gain 2 Data. On a 10+ gain a Resource as well.

*When another player uses the library*, they roll +Lore or +Sway. On a hit, it'll give an answer to whatever pressing political question they have.

### THEIR FINEST HOUR

Should the need for fighting arise, your voice can prove decisive. *When battle begins*, roll +Sway: on a 10+, hold 3. On a 7-9, hold 1. Spend 1 hold to give an ally's combat roll advantage.

### THE GREAT GAME

You are the mistress of the dead drop, the dossier, the debriefing; you thrive on the hidden web of knowledge that ties the colony together, and the shadows that conceal its nexuses. *When you seek out an invaluable secret*, roll +Lore. On a hit, you force a secret out of a Cabal, a player, or the GM - make sure you ask the right question of the right party! Decide what the cost of the information is. On a 10+, pick one. On a 7-9, pick two. On a 6-, the GM decides how the colony's shadows exact their revenge.

- ▶ Many Cabal members die to bring you this information.
- ▶ A secret of your own is exposed to an unknown third party (GM decides).
- ▶ You mark two harm boxes.
- ▶ Your target knows you were responsible and will exact a very personal revenge.

## ROLE MOVES

Trigger one at character creation.

Leader: Mark when you promise the Colony luxuries in exchange for material support: gain a Surplus. You say how you've improved the Colony's lot already, and the GM says what they now expect of you.

Agent: Mark when you are dispatched to win the support of a crucial Cabal for your initiatives. Their player or GM says what they need to make a deal possible.

Rebel: Mark when you seek to usurp the power of another. Say why you're not only right, but morally justified. The GM tells you who you will hurt by doing this.

Outsider: Mark when you put another Cabal's interests ahead of your own. Justify your decision; the GM will tell you what your independence costs.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

## HARM

- Concealable wound A dead politician can do wonders... as a symbol. Just not necessarily a symbol they would have approved of. When you mark your Taps box,
- Winded
- Collapsing
- Not the Face! announce what you want your legacy to be. The remaining players will interpret it for themselves and pass legislation bearing your name.
- Taps

## GEAR AND NOTES

Add a free tag to your Outfit when you *Tool Up*.





## THE HERO OF THE PEOPLE

*You're not in charge - at least, not officially. And you're not smart - at least, not as the scholars would reckon it. But when a supervisor is working her staff to an early grave, or a leader needs to hear some home truths, you'll be there to help.*

### STATS

Choose one and add your Cabal bonus:

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

### LOOKS

Pick for each or make your own: Feminine, masculine, enshrouded, androgynous.

Realist face, chiseled face, beautiful face, weathered face. Stunning eyes, fiery eyes, quiet eyes, half lidded eyes. Gangly body, stooped body, muscular body, gorgeous body.

### BACKSTORY

Read these out, and ask for volunteers:

\_\_\_\_\_ would be a hero of the people if they let themselves. I know what secret burns in \_\_\_\_\_'s heart. I saved the life of \_\_\_\_\_ but they didn't know it was me.

NAME: \_\_\_\_\_

FORCE

LORE

STEEL

SWAY

### CHOOSE TWO MOVES:

#### THE WANDERER

Somehow you know the backcountry like you've lived in it your whole life. Perhaps you have. No matter what happens, you will always know the way back to the colony.

#### PEACE, LAND, BREAD

When you try to rally those who are down-trodden, or simply kept out of the corridors of power... or looking to start trouble, roll +Sway or +Force, whichever is highest. On a hit, you learn one:

- ▶ A hidden weakness of your foes.
- ▶ The location of a resource cache.
- ▶ The secret weapon of an enemy Cabal.

#### OF THE PEOPLE

Coming as you do from the nameless ranks of unknown colonists, you blend in. Among dozens, you won't be easily recognised. Even alone in the wilderness you may strike observers as simply a roaming worker of no consequence.

#### SWORD OF BURNING GOLD

Give others the strength they lack. If you encounter someone in need, whether another player or an NPC, you can inspire them to overcome a challenge they're confronting. If it's another player, they get +2 on their next roll. If the NPC is from an opposing force, you can turn them to your side (does not apply to pets or named followers of another player).

#### REVOLUTIONARY

When you convince your Cabal to undergo a radical change, roll +Sway or +Steel. On a hit, shift their Doctrine or Lifestyle to whatever you like, or swap one Cabal move for another. On a 7-9 they gain Need: morale or Need: followers. The process changes you, as well. Trigger a new role move. On a miss you are marked; the GM explains how.

### ROLE MOVES

Trigger one at character creation.

Leader: Mark when you lead a strike or other communal action, such as a protest or prayer meeting. Say what it'll take to end the protest; GM will say how your target is trying to break it.

Agent: Mark when you give (heeded or considered) advice to someone in a position of authority. The GM says what the advisee gets from your counsel.

Rebel: Mark when you attack someone or some organisation engaged in oppressive behaviour. Say why you're doing it.

Outsider: Mark when your affinity for life beyond your Cabal yields knowledge no one else among your number could possess. Explain what it is. GM says why it's dangerous.

When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.

### HARM

- Shivering
- Stammering (-1 Sway)
- Seeping.
- Staggering (-1 Force)
- Silenced

When you mark your Silenced box, everyone you ever helped or saved rallies to your ideals one last time. Say what they do as a group to carry on your work, or avenge you, or redeem you, or all of the above. When all is over, describe the bronze statue fashioned in their honour.

### GEAR AND NOTES

Add a point of Quality to your Followers when you Tool Up.





# THE FLAG

Someone had to lead this mission. Why not you? A Flag (as in “flag officer”) is in command, a leader of people and machines, a spender of blood and treasure – though hopefully not their own.

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Feminine, masculine, valkyrie, warlord.  
Stern face, scarred face, cryptic face, stoic face.  
Thousand-mile-staring eyes, calculating eyes, knowing eyes, hard eyes.  
Statuesque body, fit body, muscular body, lithe body.

## BACKSTORY

Read these out, and ask for volunteers:

I protected \_\_\_\_\_ from a disciplinary action.

There’s only one person I trust to fight at my side: \_\_\_\_\_

With \_\_\_\_\_ help, I found love where I least expected it.

## NAME:

FORCE  LORE  STEEL  SWAY

## CHOOSE TWO MOVES:

### FOR CABAL AND COLONY

When you inspire people with a rousing speech, roll +Sway. On a hit they’ll set aside their differences long enough to allow you to lead them to victory (one hopes). On a 10+ your Cabal gains a new member; say who they are.

### QUARTERS

Rank has its privileges, and one is a sweet setup. Even if everyone in the colony has similar lodging, yours is special because it has... (pick two)

- ▷ Protections against spying, assault and natural disasters.
- ▷ A computer that can tap into any file on any subject on the colony.
- ▷ Luxuries and antiques from the old world.
- ▷ One of the only honest-to-God weapons caches on the planet.
- ▷ A working nano-replicator, able to make one, maybe two surpluses before it dies for good.
- ▷ A fussy steward you can trust with your life.
- ▷ A cache of blackmail material locked away.
- ▷ A pet from the old world.
- ▷ A vast, antique, book collection that just so happens to have what you’re looking for.

## YOUR ACADEMY DAYS

When you are confronted by a serious challenge, roll +Force. On a 7-9, name a trick from your days at The Academy that’ll help you get out of this jam. On a 10+ the GM will tell you what risk you need to take to win an even greater reward.

## THE [YOUR NAME HERE] MANOEUVRE

When you win a duel of any sort, roll +Sway. Describe what incredible thing you did to secure your victory. On a hit the audience is swayed to your side; choose one. On a 10+ pick two.

- ▷ Your opponent views you with new respect.
- ▷ The audience rewards you with valuable gifts; GM decides what.
- ▷ Your Cabal gains a skilled new member.
- ▷ You learn something from the encounter, and get fleeting Advantage acting on it.

## BRIEFING ROOM

When you explain a coordinated action to your team, roll +Force. On a 10+, hold 3. On a 7-9, hold 1. While executing the plan, spend 1 hold to give a teammate Advantage on a roll.

## ROLE MOVES

Trigger one at character creation.

Leader: Mark when you must take charge to save your Cabal. Explain why it had to be you. The GM decides what your reward will be.

Agent: Mark when you start an investigation. The GM will say what gear your Cabal gives you for this mission. Explain who’s your greatest weakness on this mission.

Rebel: Mark when you defy a direct order. Explain why you were right to do so, and what you’re willing to sacrifice for this.

Outsider: Mark when you break a rule or norm someone of your rank is expected to uphold. Name one person inspired by your deeds, and one enemy you’ve now made.

When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.

## HARM

- Flesh wound
- Beaten up
- Shell-Shocked (-1 Force)
- Scarred (-1 Sway)
- Amazing Grace

When you die, you are buried with full honours. In your will you leave a relic of the old world to someone. What is it and what does it obligate them to do?

## GEAR AND NOTES

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





# THE ECOMANCER

No one knows the new planet better than you, and few people can hear its enchanted breath the way you can. The rewards – and the costs – of this intimate knowledge are yours alone.

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Masculine, feminine, brujería, ethereal  
Thoughtful face, zoned out face, friendly face, enchanting face  
Starry eyes, warm eyes, knowing eyes, yearning eyes  
Gangly body, divine body, limber body, generous body

## BACKSTORY

Read these out, and ask for volunteers:

There's something in \_\_\_\_\_'s eyes that only I can see.

\_\_\_\_\_ knows something vital about the planet that they're hiding from everyone else.

\_\_\_\_\_ and I grew something together.

NAME: \_\_\_\_\_

FORCE

LORE

STEEL

SWAY

## YOU GET THIS MOVE:

### WORLDSPAKER

Your connection to the planet is deep and abiding. So much so, you have bonded with a native lifeform. Choose one of the following:

A sea creature: The colony might be near water, and if those oceans are inhabited... An aquatic animal companion might be able to go somewhere you cannot.

A vaguely mammalian-looking thing: An animal companion that will stand and fight by your side. While it's not especially big or powerful, it may have unique features that set it apart from its terrestrial counterparts. You cannot communicate with the creature outside of personal range, but you could be connected in other ways. Describe it.

Fungus: An elaborate network of mushrooms links the planet together in a kind of nervous system. You cannot control it, but you can sense things through its branches. Presence, sound, even images may come to you, if you know where to touch.

A mount: Choosing a creature that you can domesticate and mount foregoes any other distinctions that might inhere to it.

No special features or optional extras, alas, but it can go really, really fast, carry a lot of cargo, and knows the terrain.

## ALSO CHOOSE ONE:

### YOUR CITY LIES IN DUST

When you infiltrate a Cabal with a technological focus, get advantage on every roll against them.

### BRANCHING OF A MILLION

When you encounter a native lifeform, roll +Sway. On a 10+ you can communicate with it directly, permanently learning how to speak with that species. On a 7-9, you can get vague impressions and feelings across, but no permanent communication knowledge is gained.

### COMMUNE

When you join your consciousness with other colonists to bind to the spirit of the world, roll +Lore. On a 10+ ask 2 questions. On a 7-9, ask 1. On a 6- the planet takes an unhealthy interest in everyone who participated.

- What are we failing to see here?
- What is the best way forward?
- Who, if anyone, is a hidden threat?
- What secret has the planet hidden here?

## ROLE MOVES

Trigger one at character creation.

Leader: Mark when you discover something new about the natural world. Say how the colony must adapt to your discovery.

Agent: Mark when you keep something about the planet secret from the other Cabals. Say how you plan to use that knowledge to your (or the planet's) advantage.

Rebel: Mark when you protect an aspect of the natural world from colonial meddling. Say how you're hoping to prevent the colony from doing something like this ever again.  
Outsider: Mark when you retreat to a distant oasis in the wilderness that only you know about. Return whenever you choose, but the GM says what came back with you.

When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.

## HARM

- Wilting
- Shrivelled
- Drained (-1 Force)
- Fading (-1 Sway)
- Fertiliser

When you die, say what grows in the spot where you fell. If allies are nearby, the planet itself immediately moves to protect them. GM decides how.

## GEAR AND NOTES

Add a tag to your weapon, so long as you're exploring the world beyond the colony.





# THE PRIESTESS

*You have faith stronger than steel, followers who love you more than life, and powers they can't explain. You're a tiny light in a dark void, but you'll burn bright enough to show them the way.*

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Feminine, Masculine, Mysterious, Ambiguous.

Youthful face, wise face, tired face, bewitching face.  
Vengeful eyes, knowing eyes, seductive eyes, laughing eyes.  
Wiry body, curvaceous body, sleek body, well-fed body.

## BACKSTORY

Read these out, and ask for volunteers:

\_\_\_\_\_ needs to see the light.

I believe \_\_\_\_\_ is the key to our faith's survival.

\_\_\_\_\_ confesses to me daily.

NAME: \_\_\_\_\_

FORCE

LORE

STEEL

SWAY

## YOU GET THIS MOVE:

### SANCTUARY

This is your temple: it might be a prefab building, brick and mortar, a copse of trees or a cave network. Whatever it is, it's the epicentre of your faith in the colony. *Once per age*, it can provide two spiritual or artistic Surpluses for you and your Cabal (e.g. Leadership, Lore, or Art, not Crops or Transport).

## PICK ONE MORE:

### JOYFUL MYSTERY

*When you want to know something important about the planet*, roll Sway instead of Lore, to commune with the holy land. On a hit, you can ask the GM questions. On a 10+, ask three, on a 7-9, ask one. On a miss, ask one anyway, but the planet takes exception in a way determined by the GM.

- ▶ What is this thing?
- ▶ How can I use this to my advantage?
- ▶ Where is the sacred here?
- ▶ How can this help me procure a needed resource?
- ▶ Is there magic to be learned here?
- ▶ What lurks beyond?

## ROLE MOVES

Trigger one at character creation.

**Leader:** Mark when you convert someone to your faith. Say what they've sacrificed for you. The GM will explain what the convert now expects from your faith.

**Agent:** Mark when you ease tensions in the colony somehow. Explain what the real cause of the dissension was.

**Rebel:** Mark when you spiritually denounce an aspect of colony life, or another Cabal. Explain what part of your faith compelled you to do this. The GM will say who in your Cabal disagrees with your interpretation.

**Outsider:** Mark whenever you are mocked or excluded because of your faith. Say how you respond and why. The GM may favour you with divine approval.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

## BOOK OF SHADOWS

You keep an elaborate book of rituals, rich with observations and lore about the new world - including your fellow colonists. *When you discover a dark secret about an authority figure or cabal leader*, roll +Lore. On a 7-9 choose 1. On a 10+ choose 2.

- ▶ You use their darkness to highlight your light. Your cabal gains +1 Reputation.
- ▶ You write a canticle that casts the cabal in a dark light, costing them -1 Reputation.
- ▶ Your shadow writing grants you insight into a secret weakness of the cabal.

## FOLLOWERS OF THE SPIRAL DANCE

*If you spend a few days proselytising*, you can gather a sizeable number of followers looking for peace and meaning on the new world. Gain followers of Quality 1 with one specialty: Spying, Preaching, Artistry, Diplomacy, or Communing with Nature.

You can spend Reputation to boost the follower's Quality 1-for-1. They will not leave the area with you, however.

## HARM

- Grazed
- Wounded
- Lashed (-1 Sway)
- Agonised (-1 Lore)
- In Passion

*When you mark your In Passion box*, you die and birth a legend among your followers. You're not just a martyr but a Book, a Canticle, with Stations to mark your tormented final hours - or the glories of your holy life. Describe how your followers commemorate you and how your death shapes the faith.

## GEAR AND NOTES

Add 1 to your Follower's Quality when you *Tool Up*.





# THE SYNTHESIS

*You are life, but not as they know it. An AI, a cyborg, or someone who chose to join with the planet itself. Whether through tech or hyper-evolution, you're a changed, perhaps ascended entity.*

## STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Feminine, masculine, beyond, pure light, slimebeast  
Slimebody, furbody, lithe, plastic, steel, ineffable  
LED eyes, black holes, a thousand eyes, humanoid eyes, killer eyes  
Perfect face, glowing face, mammalian face, void face

## BACKSTORY

Read these out, and ask for volunteers:

\_\_\_\_\_ helped me ascend.  
In order to get what I need to survive, \_\_\_\_\_ hooks me up.  
\_\_\_\_\_ did something to my kind that I'll never forget.

## NAME:

FORCE  LORE  STEEL  SWAY

## PICK ONE:

### JOINER

The planet is alive, far beyond the xenobiologists' predictions. Say who you were before you joined and how that identity changed after you communed with the new world. Gain +1 Force.

If you touch one part of the planet's ecosystem, you can look through any other manifestation of it. A tree can become your eyes, a pond your hand. **When you try to use the world as your limbs**, roll +Force. On a 10+, you can manipulate the world near a biological object. On a 7-9 you do it, but the GM will give you a cost. On a 6-, the planet punishes your insolent presumptions.

### SILICON LIFE

Were you the ship's computer? Or maybe a merger of wounded colonist and cyber-prosthetics? Either way, you're more machine than human; gain +1 Lore.

You aren't vulnerable to the same maladies as more meatbaggy lifeforms: you can ignore disease and most biological hazards. In addition, you can project three dimensional images at will. **Three times per session**, you can instantly understand any piece of technology and use it as an expert. Gain +1 Ongoing to use that specific

## ROLE MOVES

Trigger one at character creation.

**Leader:** Mark when you advance the position of your kind. The GM says what reactionary forces are moving against you.  
**Agent:** Mark when you swear to protect another of your kind from persecution. Say what incident from your past caused you to take up their plight.  
**Rebel:** Mark when you turn a colonist into something more like you. Say who was made uncomfortable by this, GM says why they weren't able to stand in your way.  
**Outsider:** Mark when you learn something through means only your kind has access to. Say what it costs and why it was worth it.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

piece of tech.

## HARM

- Scraped/Glitched
- Bleeding/Errored
- Scarred/Virus (-1 Steel)
- Walking Wounded/ Crashed (-1 Lore)
- Blue Screen

**When you die**, choose:  
Your kin hold a funeral for you. Describe the rituals, and what your death signifies to them.  
You are scavenged for 5 Data or Tech by a GM-chosen player. Explain what you teach the world, even in death.

## GEAR AND NOTES

The first time you **Tool Up**, describe an appendage your ascended form possesses and give it two tags.

# CONSTITUTIONAL CONGRESS

## REQUIREMENTS

2 Points of Reputation  
Barter Goods  
Culture  
Art  
Data

## ASSIGNING LIBERTIES

- ▶ First to meet Requirements: Two Positive Liberties, Two Negative.
- ▶ Second-most of the Requirements: Two Positive Liberties, One Negative.
- ▶ Third: One Positive Liberty.
- ▶ Fourth: One Negative Liberty.

## PERMANENT BONUS

Whoever meets the requirements first will be forever remembered as the convener of the Congress and will always have access to a second Doctrine move.

When you describe your government-type, think about which of these three broad government-types it'll fall into and choose the relevant bonus.

*Democracy:* The top two Cabals gain +1 Reach. In addition, all their clothing is upgraded; add a new tag to each.

*Authoritarian:* The top two Cabals gain +1 Force. In addition, all their weapons and vehicles are upgraded; add a new tag to each.

*Anarchist:* The top two Cabals gain +1 Sleight. In addition, once per session, they can evade the scrutiny of any security force or organisation.

## NEGATIVE LIBERTIES

- ▶ *The Fourth Freedom:* Unlawful search and seizure is forbidden; no security is worth the cost to liberty. Your Cabal oversees a civil liberties watchdog that requires you to pay out of pocket for its upkeep. NGOs can't always rely on public funds, after all. At the start of each Age where you control the organisation, take Need: Barter Goods (you may spend a Surplus: Barter Goods acquired through a Positive Liberty to meet this requirement). In addition, every Cabal takes disadvantage on all Subterfuge rolls. The Cabal that controls the organisation gains Surplus: Justice and Surplus: Leadership at the start of each Age.
- ▶ *Right to Bear Arms:* And, if they exist, the right to arm bears! In space. What could go wrong? This very old, almost archaic right presents new problems. Your Cabal can always add the *turret* tag to their Vehicles, and a free tag of their choice to their Armoury. All Cabals can freely add the *hidden* tag to sidearm sized weapons. The uptick in paranoia and violence extracts its cost: your unpopular position as lead lobbyist for arms ownership and manufacture costs you -1 Reach each Age you control it, and caps the Quality of your Followers at 2.
- ▶ *Goods, Capital, Services, and Labour:* You want to live with common markets, do whatever common markets do? Choose two Gear types for your cabal to specialise in, and a tag for each. As long as you control the CCB - Colonial Central Bank - your gear in that category will always have this tag, free of charge. Gain +1 Tech at the start of the Age. The economic precarity caused by all that free flowing money means that you have to go it alone - lose 1 Reputation, and take -1 Reach.
- ▶ *No Taxation Without Representation:* An extropian revolt has tightened the pursestrings of the incoming administration and its ability to raise public funds is limited. As you are tasked with overseeing tax policy, you gain Surplus: Luxury but at the cost of Need: Morale and Need: Prestige. In addition, lose -1 Reputation when you gain Data on Cabals with socialist or anarchist inclinations - ask them to identify themselves, if it hasn't already become obvious from play. Since there is less collectivisation of resources, however, your Cabal can hold fast to its newfound Surplus: Land and Surplus: Currency.
- ▶ *No Bosses:* The anarchists have won a major concession and rewritten the rules of hierarchy; wherever one person stood above others, she is replaced with a council or the direct democracy of the office, factory, school, or organisation in question. This cacophony of voices makes decisionmaking more difficult as consensus becomes ever more elusive. Your Cabal and one other of your choosing gain Need: Leadership and Need: Safety at the start of every Age. On the other hand, the improvement to cohesion brings a permanent Surplus: Morale for the Cabal that administers this process. As long as you control this programme, your Cabal takes +1 to Reach, and advantage on rolls that challenge hierarchical authority.
- ▶ *Freedom of the Press:* Now you can become the most trusted name in news. Drawing on the traditions established by early colonial newsletters and blogs, your Cabal now controls the biggest independent news network in the colony. Describe it; what's your medium? What's your angle and editorial bias? You attract the colony's best reporters. Each session, gain +1 Data if they cover a culture beat, +1 Tech if they're science specialists, or +1 Reputation if you field the best goddamn politics team on the planet. In addition, your Cabal and two others of your choice gain +1 Reach. However, name two Cabals that you have ongoing disadvantage against, so long as you control the Agency. Not everyone appreciates your snooping.
- ▶ *Freedom From Want:* Universal Basic Income is the law of the land, but it requires upkeep. The Cabal that administers the UBI Office shares, with one other Cabal of its choice, Surplus: Rare Materials and Surplus: Morale. This comes at the cost of Need: Luxury. In addition, your Cabal gains +1 Reach from their administration of a popular programme, but its high visibility comes at the cost of -1 Sleight.

## POSITIVE LIBERTIES

- ▶ *Intergalactic Supreme Court:* With gavels that will one day ring out across the stars, here is the place this document will be interpreted for all coming time. Your Cabal has produced most of the jurists for this Age. Tell us what their first ruling will be. At the beginning of every age where you control the Court, Gain and Share Surplus: Culture and Justice with another Cabal of your choice.
- ▶ *Universal Healthcare:* Just this once, everybody lives! Healthcare is enshrined as a fundamental right for all coming time. Your Followers start at 2 Quality instead of 1, and you have one free reroll each age if your previous roll would result in your Character's death.
- ▶ *The Palace of Culture:* A constitutional provision for the creation of heritage sites and vast museums. Describe an inaugural exhibit, newly declared monument, or a listed building. At the beginning of every new Age where you still control the Palace, Gain and Share Surplus: Culture and Art with another two Cabals of your choice.
- ▶ *National Parks:* Vast swathes of country are to be preserved and protected from any "development," flourishing forever as pristine wilderness shrines to the world's natural heritage. Describe the first national park or wildlife preserve. At the start of each session, gain +1 Data (knowledge gained of wilderness terrain and alien life) or +1 Tech (from gaining equipment to survey and study the preserves). At the beginning of every new Age where you still control the Parks Service, Gain and Share Surplus: Prestige and Morale.
- ▶ *Sovereign Wealth Fund:* The new Constitution guarantees everyone a stake in the colony's resources, and all citizens are entitled to a share of the world's mineral wealth. The Cabal that oversees this department will always have Surplus: Currency. Every Cabal gains Surplus: Barter Goods at the start of every new Age.
- ▶ *National Education Service:* All are entitled to a quality education at low to no cost. Name a university; if you want to be cheeky, name it after yourself! Your Cabal controls the Education Ministry and supplies some leading theorists for its schools and institutes. Gain +2 Data from your extensive sociological research on the colony, or +2 Tech from your expertise in cutting edge R&D, or +2 Reputation from your political think tanks. At the beginning of every Age where you control the Education Ministry, you Gain and Share Surplus: Research.
- ▶ *Moonshot:* You choose to go to the moon(s) (or nearby asteroids, or a sister planet) in this decade and do the other things, not because they are easy, but because you control the newly founded space agency. Gain +1 Tech, and you can add the *void* tag to your vehicles for free. Gain +1 Reach as long as you control the Space Agency. Gain Surplus: Knowledge at the beginning of the Age - after you tell us what's out there and why it's so important.
- ▶ *The Octagon:* National defence still matters, even when there's only one country. But whatever lies on the horizon, the biggest threats may yet come from within. Preside over a secretive Ministry of Intelligence and get an extra point of Data each time you gain Data investigating other Cabals. Once per session you can erase any Need from any Cabal at their request, and name your price for doing so. Describe the codenames given to your agents.
- ▶ *Mass Transit:* A right to get from one place to another, cheaply and easily. What could be more simple? The Ministry of Transport gives your Vehicles the transport tag for free, plus an extra free tag of your choice. Draw your own monorail, subway, or bus network on the map. Every cabal gains Surplus: Transport at the beginning of the Age, but for the Cabal who manages the system, they can take it as a permanent surplus so long as they are in control.



# FAMILY MOVES

## PERIPHERAL

### HOLD TOGETHER

When your Cabal 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 Cabal or Faction came through to help you. They get 1 Reputation.
- ▶ 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 Cabal'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 Data. 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 Cabal 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 Cabal gets a need of the GM's choice.
- ▶ You hurt somebody; the GM will say who, and you lose 2 Reputation.

### SUBTERFUGE

When your Cabal 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 a Cabal/Faction's organisation.
- ▶ 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 a Cabal or faction that sees through the deception.

### POWER UP

When you boost your actions with a marvel of Before or anomaly of the new world, spend a point of Tech to give a roll Advantage.

### UNCOVER SECRETS

When you gather your Cabal's specialists in council, roll +Data 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.

# FAMILY MOVES

## PERIPHERAL

### CALL IN A DEBT

When you call on an obligation another Cabal has to you, spend 1 Reputation 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-Reputation, or Holding Together if they have none.

### STAKE YOUR REPUTATION

When you help another Cabal, pick the Surplus you're using to aid them and give their roll Advantage. If their result is a 7+, get back the Surplus and gain 1 Reputation. If the result is a 6-, lose the Surplus and they lose 1 Reputation.

### DECLARE ALLIANCE

When you decide to ally with another Cabal, state your reasons for doing so.

If the Cabal is run by another player, their permission is required to form the alliance. They are entitled to ask for one of your Surpluses as a condition to joining the Alliance.

If it's an NPC Cabal, roll +Reputation. On a hit, the Alliance is created. On a 7-9, you must give them a gift first: sacrifice one of your Cabal's Surpluses.

So long as your alliance stands, take advantage on Conduct Diplomacy rolls with each other. When the Alliance works together to build a Wonder, collectively decide one requirement of the wonder to fulfill without spending any Surpluses.

Alliances must be re-negotiated at the start of each Age, or dissolved at the discretion of either member. The dissolution of an Alliance is always costly. If you break an Alliance without the other party's agreement, or if you act against your ally in secret and word gets out, you'll lose 1 Reputation (these losses do not stack).

### FINDING A SURPLUS

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

### RIGHT TOOL FOR THE JOB

When your Cabal 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:

- ▶ Sell off the excess Surplus for 1 Tech.
- ▶ 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 Cabal falls into infighting: get disadvantage with Grasp until the dispute is resolved.
- ▶ Your Cabal retreats into solitude to work through its issues, giving you disadvantage with Reach until they are convinced out of isolation.
- ▶ Your Cabal loses 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

## BASIC

### 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 technology 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:	GM list:
You scavenge a Device.	Something or someone important is harmed.
You find out some new info - get 1 Data.	Others will come after you.
Your avenue of escape is clear.	You take Harm as appropriate.
You inflict savage, terrifying harm, frightening and dismaying your foes.	The situation is destabilised and chaos will follow.

### UNLEASH POWER

When you find a Device, the GM gives you a few clues to what it can do. When you use the Device, 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 device does exactly what you wanted.
- The device can be used again.
- You don't rouse other devices in your environment.
- You avoid the device's side effects.

When you return it to your Family, lose the Device and give them +1 Tech.

### 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 discover a secret path you can use to take this route 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.
- ...your cabal loses 1 Reputation and theirs gains 1.

### 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.

# CHARACTER MOVES

## 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 family's research, spend a point of Data 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 Data. 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 family, you may spend time with them telling and being told stories of the deceased character's life. If you do, the family's player picks one:

- ▶ Their family gives your family 2-Treaty.
- ▶ Your character counts as a member of their family - 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. Other players may create or pick up quick characters to fill out the party.
4. Characters select gear according to their family's assets and the established fiction.

Begin play!

## TOOL UP

When you Zoom In on a character you may equip them with any of their Family's Inheritance options, customised to suit their circumstances. They can also take these:

- ▶ **Outfit:** Crew jumpsuits (*utility*).
- ▶ **Vehicle:** Planet buggy (*land*).
- ▶ **Armoury:** Dangerous tools (*melee*).
- ▶ **Followers:** Unseasoned colonists (1 Quality, remembering the old world).

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 Data.

## 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 family. Change their Role.*
- ▶ *They went scavenging in the wilderness. Add 1 Tech to their Family's stock.*
- ▶ *They scouted for information. Describe a lead that might give you a new Surplus or remove a Need, and get 1 Data.*
- ▶ *They helped out another Family or Faction. Gain 1 Treaty on them.*
- ▶ *They discovered a new danger. Describe it, and say which other Family or Faction it's threatening.*

Briefly describe what the Character got up to and then move to the Family level, describing what actions your family organisation are taking.

## 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 choose what crisis it creates for your family:

- ▶ *A family member's in trouble. Someone's ransoming them, or they're stranded in the wilderness, 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.

# THE AGE TURNS

When years and generations pass by, roll +Mood.

On a miss choose two trials.

On a 10+ choose two fortunes and gain 2 Tech.

On a 7-9 choose one trial and one fortune and gain 1 Tech.

## TRIALS

Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain Need: revenge.

Your Family was subsumed or enslaved by another Family, and have only recently managed to break away. Take a move from their playbook, but they get 2-Treaty on you.

Starvation and poverty forced your Family to try raiding and thieving, and it pissed people off. Gain 3 Surpluses, your choice, but give 2-Treaty to two other Families.

Something monstrous from out of the wilderness took a particular dislike to your Family and has been hounding them ever since. Say some secret you've learned about it, gain 2 Tech from scavenged parts of it, but take disadvantage on Family moves against it.

A plague ravaged your Family, and no other Families could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any Families you wish but take Need: medicine.

Your Family saved the colony from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and Surplus: motivation, but take Need: recruits.

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

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

## MAKING CHANGES

Each player:

1. Gives the broad story of their Family through the Age.
2. Changes Doctrine, Lifestyle, Gear and Traditions as desired.
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. Decides whether to keep their old Character playbook, move their original character to a new playbook, or build a new one from scratch. Then they trigger a role move of their choice.

## FORTUNES

Your Family goes through a golden age, questioning old philosophies and forging new paths. Gain a new Family move but gain Need: leadership.

Through marriage and trade, you learn one strength of another Family. Take a move from their playbook, but they get 2-Treaty on you.

Your Family spends its time brokering deals and making friends. If you erase 2 of your Surpluses by spending them on gifts and trades you can gain 3-Treaty divided between other Families however you wish.

Your Family found a hidden vault still intact from the World Before. Say what its true treasure was and gain 2 Tech from initial scavenging. However, decades of delving have left you isolated; gain Need: trade.

Your Family finds a windfall, whether through scavenging or by absorbing a smaller family. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: idle.

Your Family builds a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: peace, but take Need: obligation.

You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: weaponry, but someone out there holds 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 many Family members to leave, but it was all according to plan. 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.

# GEAR

## ARMOURY

All families can take weapons with one of these tags:

**Melee:** useful against targets within arm's reach.

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

Potential tags for the weapons you pick up:

**Far:** useful against targets hundreds of metres away but within eyesight.

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

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

**Brutal:** devastates its targets and leaves collateral damage.

**Hidden:** people won't see this weapon as a danger.

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

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

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

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

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

## OUTFIT

All families can take outfits with one of these tags:

**Utility:** The outfit's unremarkable and simple, but can be easily repaired.

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

**Regal:** The outfit's flashy. Everyone who sees it recognises you and your family.

Potential tags for the outfits you pick up:

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

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

**Hardened:** Negates disadvantage stemming from radiation, hacking, psionics and stranger forces besides. Get +1 Armour when these deal harm to you.

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

**Mantle:** High-tech defences provide 1 Armour to you and anyone within arm's reach when activated.

**Mobile:** Grapples, jump-jets, boosted muscles or similar make it much easier to get around wearing this gear.

**Comms:** You can send and receive audio messages, as well as limited digital data.

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

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

# GEAR

## VEHICLES

Vehicles have three harm boxes:

- ▷ Dinged
- ▷ Twisted (get Disadvantage while using it)
- ▷ Busted (cannot move).

When a vehicle takes damage the driver and passengers may also suffer harm at the GM's discretion, though no more than the vehicle took. A damaged vehicle's environmental protection may be impaired, depending on the fiction. To repair, use the same rules as character healing.

All Vehicles have one of these tags:

**Land/Water/Air/Space:** The vehicle can travel freely in the indicated environment.

Potential tags to pick up:

**Land/Water/Air/Space:** Get another area of operation.

**Mighty:** Get advantage when you *Forge a Path* or *Fiercely Assault* with the vehicle (melee, brutal).

**Swift:** Get advantage when you *Defuse* by manoeuvring out of danger.

**Canopy:** The vehicle protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

**Mount:** It's alive and can follow simple commands.

**Durable:** The vehicle gets another Dinged box.

**Eco-Friendly:** The vehicle causes no harm to the environment

**Hi-tech:** Your vehicle bristles with sensors and computer equipment, helping you find Data or Tech in the field.

**Med bay:** Characters treated here don't need a surplus to get *Professional Care*.

**Transport:** The vehicle can hold up to 10 passengers.

**Turret:** A ranged weapon mounted on the vehicle gains the area tag and can be controlled by the pilot.

## FOLLOWERS

Between a family acting in concert and a character acting alone there's a middle ground: sometimes a character gets help from a few family members or another small band. In these situations, you can treat the helpers as **followers**.

Followers have two important traits:

- ▷ **Quality:** from +1 for decent help to +3 for prodigious skill.
- ▷ **Specialty:** a phrase outlining their talents.

*When your character is directly assisted by their followers*, they increase the action's breadth or scope. Friendly scholars can help you research more quickly and comprehensively, but won't help you come to the right conclusions.

*When combat-capable followers fight with you*, add the *area* tag to your weapons as they help you to take on a large group.

*When assistants act unsupervised outside their specialty*, the GM should decide how well they do given the fiction as established.

*When followers act unsupervised within their specialty*, use this:

## UNDER ORDERS

*When you send a group of followers to perform a task within their specialty*, roll +Quality. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- ▷ They fell short in one particular aspect.
- ▷ There'll be unfortunate consequences.
- ▷ *It cost them:* their Quality drops by 1.

*When a group hits Quality* o they're no longer useful - they may be wounded, exhausted, or no longer interested in helping you.

*To restore Quality*, give a group of Followers *Professional Care*.