
SPACE WURM



SPACE WURM

Name & Title:

No one calls you Space Wurm to your face! Of course you have a name and a title, like God-Empress or Khalifa, but the most important thing is what form of address others use when they speak to you.

Choose one (or more if you are greedy):

Holiness, Magnificence, Most Glorious One, O Revered Excellency, Our Most Illustrious Leader, Your Grace, Your Great and Terrible Eminence, Your Imperial Majesty, Your Most Serene Highness.

Power

You start the game with Power+2. This stat changes during play, but can't go below zero.

When you begin a new scene in a place where you are powerful, you start the scene with Power+2, even if you had a lower score previously.

☐ **Special:** If you can get one of the other PCs to swear undying loyalty to you during the game, you will start scenes where you are powerful with Power+3 for the rest of the game.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Command

When you command your underlings to take action, say what you want them to achieve (change society, create new technologies, go to war, etc), roll+Power, and lower your Power by 1. Your underlings can only follow one command at a time. **On a 10+**, they obey quickly, but may need to weed out those who resist. **On a 7-9**, they try to enact your will but there are complications you may have to deal with. **On a 6 or less**, they encounter disaster trying to execute your orders, the GM says what.

■ Consider or Study

When you consider something or study it carefully, ask a question and roll+Power. **On a 10+**, your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9**, the GM tells you something useful and interesting. **On a 6 or less**, the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, roll+Power and lower your Power by 1. **On a 10+**, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9**, you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less**, the GM tells you the consequences.

■ Space Tyrant

Choose two sectors of society that you control:

- Aliens.
- Cybernetics.
- The Imperial throne.
- Interstellar transit.
- Religion.
- The secret police.
- The spice.

Then cross two off: they don't exist. If you gain control of the remaining three, you win the game.

■ Suffer Harm

When you suffer serious harm and resist, roll+Power. **On a 10+**, the damage is annoying but ultimately inconsequential. **On a 7-9**, you are injured slightly and suffer a setback, the GM says what. **On a 6 or less**, if this is the climactic end scene, you die. If not, you are temporarily incapacitated. If you are defending your treasure, a 6 or less counts as a 7-9.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Power and lower your Power by 1. **On a 10+**, they do what you want and will expect a reward later. **On a 7-9**, they do what you want if you give them a reason now—pay in advance, emotional support, or threats of violence perhaps. The GM says what will work. **On a 6 or less**, the GM tells you the consequences.

Power

Space Wurm

Space Wurm
vs. Moonicorn
Quick Play Rules

Bonds

Instead of bonds, you decide, for each of the other PCs, if they are treasure, and why, or if they are just currency. You always consider Moonicorn to be treasure. You can change your mind about the others during the game, at the beginning or end of any scene.

You can also make either of these two moves, which rely on your opinions of the other PCs:

■ Help

If you help someone you treasure when they are rolling, they take +1 to their roll but any consequences may affect you as well. Decide before they roll.

■ Interfere

If you interfere with someone you consider currency when they are rolling, they take -2 to their roll but if they get a hit anyway, you become vulnerable to consequences. Decide before they roll.

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

_____ is [just currency / treasure].

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Claws

Instead of causing someone harm, you may capture them and exit the scene. You begin your next scene in the location of your choice, along with your captive.

☐ Collector

You have a vast collection of valuable items. **When you show someone this collection**, they will inevitably find something they want.

☐ Great Wyrn

You can transform into a mighty serpent, all claws and iron scale, flying through the air and breathing fire. **While in this form**, you cannot be harmed and you don't lower your Power when you roll to do something dangerous, but you may not add your Power when you roll to command or convince. You may switch back at any time.

☐ Jealous Coils

When you make a move to defend your treasure, add +1 to your roll.

☐ Monuments in Darkness

When you erect a monument in your own honour, you may see through its eyes and hear through its ears forever after.

☐ Vader

When you command your underlings, if you make an example out of one of them, a 7-9 counts as a 10+, and a 6 or less counts as a 7-9. You may decide after you roll.

☐ Weirding Module

You can speak with the voice of the god-emperor. **When you give an NPC a direct order**, roll+Power. **On a 7+**, they must choose 1:

- Attack you.
- Back away slowly, then flee.
- Do what you say.

On a 10+, you also get +1 to your next roll. **On a 6 or less**, the GM tells you the consequences.

MOONICORN



MOONICORN

Name:

Choose a hopeful, normal, or rebellious name, or one from the list:

Angela, Asantewa, Aurobindo, Bolivar, Chennamma, Cherchiz, Corazon, Emmeline, Gwendolene, Hope, Ibrahim, Ignaty, Johnny, Laskarina, Leon, Nehanda, Nusta, Nzinga, Obavva, Pachen, Renno, Rosa, Ryan, Sankara, Shamil, Sutomo, Vilma, Vusumzi, Washington, Yatsen, Yoshimi, Zenobia.

Integrity

Integrity

You start the game with Integrity+2.

You gain +1 Integrity, up to a maximum of Integrity+3, when you:

- Follow through on something important you said you were going to do.
- Share an intimate moment with someone (without crossing the line).
- Stand up to authority.
- Take the moral high ground.

☐ **Special:** If you declare another PC to be your one and only true love during the game and they reciprocate, nothing you do for, or on behalf of, your true love causes you to lose Integrity, unless you spend it when you take a stand or use a special move.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Assess

When you assess your situation, ask a question about it and roll+Integrity. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.

■ "I Believe in You"

When someone else rolls less than 10 for a move, you can look them in the eye, tell them you believe in them, and lower your Integrity by 1 (unless it is already zero). If you do, their roll changes from a 7-9 to a 10+, or from a 6 or less to a 7-9.

■ First Encounter Authority

When you first encounter an authority figure or institution, the GM must do one of these (their choice):

- Reveal a lack of responsibility on the part of this authority / by this authority.
- Reveal a resource this authority is lacking.
- Reveal corruption within this authority.

You lose all your Integrity (change it to zero) when you:

- Attack someone unprovoked.
- Betray or lie to someone.
- Have sex with someone.
- Kill someone.

Some of your moves ask you to spend Integrity, which requires you to have Integrity +1 or more. You can't spend what you don't have.

■ Take a Stand

When you take a stand or expose yourself to danger, you can lower your Integrity by 1 (unless it is already zero) to choose an option from the list:

- You draw the immediate attention of everyone around you.
- You inspire someone watching you, the GM decides who.
- You reveal your true feelings for someone, without using words.
- You suffer no harm or personal consequence from the danger.

You may do this as many times as you like. If you have no Integrity left, the GM tells you the consequences.

■ Try to Convince

When you try to convince an NPC to believe in you, roll+Integrity. On a 10+, they do what you want if you back them up and help them do it. On a 7-9, they give you an opportunity to prove yourself, but only believe in you if you show them results. On a 6 or less, the GM tells you the consequences.

Moonicorn

Space Wurm
vs. Moonicorn
Quick Play Rules

Gear

Choose one or two:

Guitar, high security passcard, lightsaber, medkit, pocket television, poison sniffer, signals jammer.

Bonds

To create a bond, answer one of the following questions with the name of another player's character. You may answer as many as you like. Each question can be answered with one name only.

- Who are you trying to rescue, and from what?
- Who do you feel most comfortable around?
- Who do you go to for help when you need it?
- Who do you have something to prove to and what is it?
- Who do you look up to most and why?
- Who do you owe a debt to?
- Who have you heard the most stories about?
- Who has been your friend the longest?

When you make a move that tells you to lower your Integrity by 1, you can cross off a bond you have with someone you are helping or being helped by instead. Your Integrity remains the same.

Half-way through the game, write a new bond with each of the other PCs based on what has already happened.

New Bonds:

Looks

Choose one or more:

A Single Horn, Blessed, Modest Gaze, Mohawk, Our Last Hope, Rainbows,, Rock and Roll, Runaway, Soul Survivor, Stoic Stare, Sunset, Teenage Wasteland, Torches, Tousled Elf-Locks, Translucent Eyes, White Mane.

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Alien Moon

You can spend a point of Integrity to make someone, or everyone, notice you and pay attention, even if you do nothing else.

☐ Ashes in the Fall

When you take your bearings in a new location, you may ask the GM one of these questions. If you lower your Integrity by 1, you may ask another:

- What here was great once, but no longer?
- What is most destructive or ruinous here?
- What is wrong with this, and how could it be fixed?

☐ Disarm

When you take a stand, if you lower your Integrity by 1 to choose an option, you may also disarm an opponent.

☐ Fortress of Solitude

You have a safe place you can always retreat to—a cabin in the woods, for example, or perhaps a deserted planet, rebel stronghold, underwater base, or your old bedroom at your parents' house.

☐ Speak from the Heart

You can communicate effectively with anyone and everyone in your presence, whether they are alien, animal, or human being.



THE LOVER

THE LOVER



Name:

Choose a beautiful, innocent, or sultry name, or one from the list:

Adonis, Alcibides, Aleqasina, Alphonse, Anarkali, Banu, Byron, Caesar, Cerinthus, Cypris, Fermina, Florentino, Hadrian, Heathcliff, Helena, Isolde, Juliet, Lucrezia, Pyramus, Romeo, Sappho, Scheherezade, Sulpicia, Thisbe, Tristan, Xaviera.

Stats

Looks

These are numbers you add to dice rolls.

Choose one set:

- Love +1, Peace +1, War -1.
- Love +1, Peace -1, War +1.

Then add +1 to one stat.

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Alone with Someone

When you are alone with someone, decide whether you are attracted to them or not. If you are, but you tell them why you can't be together, they become fascinated with you. If you aren't, but you tell them what they've got going for them to let them down easy, they become fascinated with you. If they're already fascinated with you, that doesn't change. You can end that fascination at any time in order to choose one:

- They are distracted by thoughts of you and lose an opportunity.
- They are inspired by you and take +1 to their next roll.
- They must meet you again, you say where.
- They tell you a secret.

They can end their fascination with you at any time by doing something you tell them to do, giving you something you want, or fighting to protect you.

■ Ask for a Favour

When you ask an NPC to do a favour for you, out of the kindness of their heart or whatever, roll+Love. On a 7+, they do it so long as it's not too dangerous and, on a 7-9, if it's also pretty quick. How they feel about it after is up to them—if they regret what they did, they won't be affected by this move again until you make it up to them. How you can make it up to them is their call. On a 6 or less, the GM tells you the consequences.

Choose one or more:

Avante Garde, Bright Colours, Earth Tones, High Class, Hungry Mouth, Idle Eyes, Not Shy, Rebel, Smooth Hands, Smouldering Darkness, Street Casual, Strong Hands, Tattoos.

■ Assess

When you assess your situation, ask a question about it and roll+Peace. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how you do it and roll. If you do it...

- ...in order to give someone their just desserts, roll+War.
- ...in order to stop people from fighting, roll+Peace.
- ...to defend, save, or support someone you love, roll+Love.
- ...to protect yourself, roll+War.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. On a 7-9, you complete your intended action, but there are complications or consequences, GM says what. On a 6 or less, the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+War. On a 10+, the damage is annoying and cosmetic but ultimately inconsequential. On a 7-9, you are injured slightly and suffer a setback, the GM says what. On a 6 or less, if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

The Lover

Space Wurm vs. Moonicorn Quick Play Rules

LOVE:

Love

Ask for a favour.

PEACE:

Peace

Assess.

WAR:

War

Suffer harm.

Bonds

Special Moves

To create bonds with Space Wurm and Moonicorn, answer these two questions:

- What do you love about Space Wurm?

- What do you love about Moonicorn?

To create more bonds, answer some or all of the following questions with the names of another player's character. You may answer as many as you like, but each question can be answered with one name only.

- Who do you have a feud going with, and why?

- Who do you want on your side, and why?

- Who is your best friend?

- Who needs you to look out for them?

- Who were you in a band with?

- Who's gotten you into trouble before?

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. On a 7+, choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Choose one of these when you start playing, and a second one half-way through the game:

☐ Fascination Ends

Someone who is fascinated with you can only end their fascination if they also get into trouble for doing what you tell them, giving you what you want, or fighting to protect you.

☐ K-I-S-S I'm in Distress

When you are injured or in distress, the first PC who comes to your aid gets +1 to their next roll.

☐ Persistence

When you ask an NPC for a favour, if they won't do it, the GM tells you what you have to do to change that.

☐ Rapture

When someone is fascinated by you, they cannot attack you until you attack them.

☐ Spooked

When you run into someone's arms, roll+Peace. On a 10+, both the following apply. On a 7-9, choose one that applies:

- If they hold you tight, neither of you can be killed or incapacitated until they let you go.
- If they push you away, they suffer the consequences of any dangers that would befall you, until they leave or the scene ends.

On a 6 or less, neither and the GM tells you the consequences.



THE MOGUL

THE MOGUL



Name:

Choose a totally boss name, or one from the list:

Avon, Dahlia, Destrinx, Dombey, Fisk, Galt, Griselda, Gulshara, Isalina, Jameson, Kane, Mildred, Montana, Qudsiya, Ramus, Rearden, Ruqayya, Staristina, Swede, Victoria, Volkov, Zinat.

Stats

These are numbers you add to dice rolls.

Choose one set:

- Authority +1, Old Guard +1, Young Turk -1.
- Authority +1, Old Guard -1, Young Turk +1.

Then add +1 to one stat.

Your Moves

■ Ask Your Underlings

When you ask your underlings for information about something, speak your question and roll+Old Guard. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something dangerous, with or without your underlings doing all the work, say how you do it and roll. If you do it...

- ...by enduring or powering through, roll+Old Guard.
- ...on your own, without your underlings, roll+Young Turk.
- ...within the bounds of your authority, roll+Authority.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. On a 7-9, you complete your intended action, but there are complications or consequences, GM says what. On a 6 or less, the GM tells you the consequences.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Young Turk. On a 10+, they do what you want if you make them a promise, the GM will tell you what. On a 7-9, they do what you want if you give them something concrete right now, the GM will tell you what. On a 6 or less, the GM tells you the consequences.

Looks

Choose one or more:

Branded Empire, Covetous Mind, Flashy Clothes, Generous Eyes, Hawkish, Manicured Narratives, Opulent Life, Popular Appeal, Robes of Office, Stylish Uniform, Like a Boss.

Your Organization

You run things somewhere, in your own scene. You aren't the boss of everything, the way Space Wurm is, but you're the boss of your thing.

Choose one or two:

- You control a business.
- You have a top government position.
- You lead a criminal gang.
- You run party time.
- You're a captain of industry.
- You're the chief of police.
- You're the mayor of the capital.

This organization is propped up by three pillars of support. As long as you have control of these pillars, they give you special abilities. When you lose control of a pillar, choose a special move. You may start the game already having lost control of one pillar.

■ Internal Support

Lost ☐

When you have the internal support of your organization, you can summon loyal personnel to your presence any time it would be feasible. When you lose that internal support, choose a special move.

■ Lieutenants

Lost ☐

When you have loyal lieutenants, you can send one to do your bidding. Play them as if they were your character, until they are captured, defeated, or injured at all. When you run out of lieutenants, choose a special move.

■ Means of Production

Lost ☐

You control factories that manufacture goods used by your organization, and you have access to those goods. When you lose control of those factories, choose a special move.

The Mogul

Space Wurm
vs. Moonicorn
Quick Play Rules

AUTHORITY:

Special.

OLD GUARD:

Ask underlings.

YOUNG TURK:

Try to convince.

Owe List

Instead of bonds, you have an Owe List. Write Space Wurm and Moonicorn's names on it to start with.

When you do something that someone else asked you to do, write their name on your Owe List.

When someone asks you for a favour and you deliver, write their name on your Owe List.

When someone breaks their word to you, no matter how slight, write their name on your Owe List.

You can only have someone's name on your Owe List once, at any one time. After you cross it out, you can write it again.

You can cross out someone's name to:

- Consider them under your authority for a moment.
- Help them make a move: they get +1 to their roll.
- Interfere when they make a move: they take -2 to their roll.
- Take an item or object from their possession. Now it is yours!

Owe List:

Special Moves

You get a special move whenever you lose control over a pillar of support:

☐ Back-Up Plan

When you meet with someone on business, you may ask the GM two of these questions:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

☐ Market Research

When you analyze, consider, or study something under your authority, you may ask a question about it and the GM (or another player) answers it.

☐ Micromanager

You may show up to any place or person under your authority at any point during the game, even if the events occurring there should be secret from you.

☐ Monopoly

When you order your people to take over the markets, choose a resource (something more specific than food or metal, for instance), and roll+Authority. On a 10+, no one else has access to that resource except by your permission or if they take it from you by force. On a 7-9, you are one of two remaining suppliers. The GM says who the other is. On a 6 or less, you flood the market instead and this resource becomes cheap and readily available.

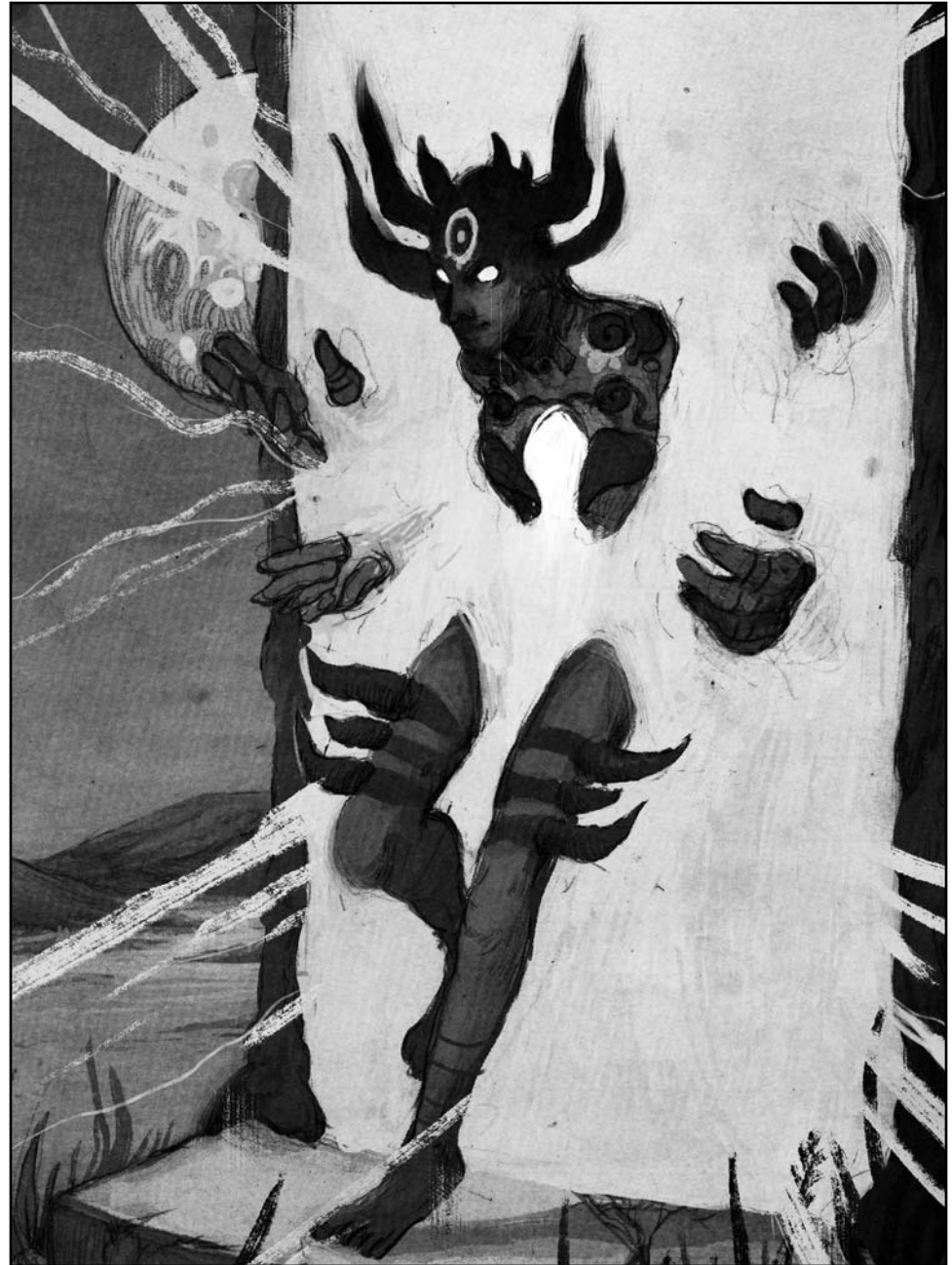
☐ Reputation

When you first meet someone who's heard of you (your call), roll+Authority. On a 10+, you say two things they've heard about you. On a 7-9, you say one thing they've heard, the GM says another. On a 6 or less, the GM tells you the consequences.



THE OTHER

THE OTHER



Name:

Choose a strange or unpronounceable name, or one from the list: Algol, Amacis, Cagan, Cally, Camu, Codrum, Dahlgren, Dylan, Emon, Fyodor, Kalsoy, Kay, Lowry, Mar-Ko, Merian, Meursault, Nadja, Nyah, Olaudah, Pallache, Po, Spiral, Tanna, Van, Wazzan, Ymir.

Looks

Choose one or more:

Absurd Life, After-Dream, Autumn into Winter, Escape from the Mechanism, Halo of Nembutals, Human Form, Humanoid Body, Inhuman Shape, Protoplasmic Bubbles, The Sky Reflecting, Summer Storms.

Stats

These are numbers you add to dice rolls.

Choose one set:

- Alien +1, Curious +1, Wild -1.
- Alien +1, Curious -1, Wild +1.

Then add +1 to one stat.

Your Otherworld

Your home—your Otherworld—is a place unlike this galaxy, where things are different. It may be an isolated area inside this galaxy, where your oppressed underclass lives, or the lab where you were created, or it could be a place outside of it, like the astral plane, Dimension X, or hyperspace. Describe it, and choose a familiar element—one place in this galaxy where you feel at home:

- Engaged in battle.
- Immersed in liquid.
- In a tightly confined space.
- In the bitter cold.
- In total darkness.
- In warm, direct sunlight.
- Making love.

■ Ask the Otherworld

When you ask your Otherworld to provide you with something useful, roll+Alien. On a 7+, your home brings you something similar, either from itself or by seizing something from this galaxy, and on a 7-9, trouble comes with it. Either way, it is always marked by its Otherworldly-ness. On a 6 or less, the GM tells you the consequences.

Your Moves

■ Complete a Task

When you complete a task someone ordered you to perform, you may ask a question about them and roll+Curious. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, say how and roll. If you do it...

- ...by acting impulsively, roll+Wild.
- ...by enduring or powering through, roll+Curious.
- ...in your familiar element, roll+Alien.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. You may ask a question about your situation: the GM (or another player) answers it. On a 7-9, you complete your intended action, but there are complications, GM says what. On a 6 or less, the GM tells you the consequences.

■ Suffer Harm

When you suffer harm and resist, roll+Alien if you are in your familiar element, and roll+Wild if you are not. On a 10+, you are disturbed but not permanently harmed. You may ask a question about your situation: the GM (or another player) answers it. On a 7-9, you are injured slightly and suffer a setback, the GM says what. On a 6 or less, if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, if you...

- ...do it in your familiar element, roll+Alien.
- ...do it on behalf of someone else, roll+Curious.
- ...do it to get something you need, roll+Wild.

On a 10+, they do what you want if you make them a promise, the GM will tell you what. On a 7-9, they do what you want if you give them something concrete right now, the GM will tell you what. On a 6 or less, the GM tells you the consequences.

The Other

ALIEN:

Alien

Otherworld.

CURIOUS:

Curious

Complete a task.

WILD:

Wild

Suffer harm.

Bonds

To create a bond, answer one of the following questions with the name of another player's character. You may answer as many as you like, as long as you have at least one bond with Space Wurm and one bond with Moonicorn. Each question can be answered with one name only.

- Who brought you to this new place?
- Who gives you orders that you obey?
- Who holds your heart in their hands?
- Who reminds you of home?
- Who saved you when you found yourself in trouble here?
- Who taught you something important about this place?
- Who was the first person you met here?

You can also make this move, which relies on your bonds:

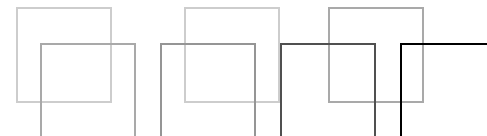
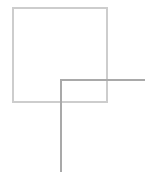
■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. On a 7+, choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:



Space Wurm
vs. Moonicorn
Quick Play Rules

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

□ The Missing

When you send an object from this galaxy to your Otherworld, roll+Wild. On a 10+, it is gone forever, unless your Otherworld brings it back. On a 7-9, it is gone but so is something else, the GM says what. On a 6 or less, the GM tells you the consequences.

□ Oceans Tell You Their Secrets

When you're in your familiar element with someone else, you can ask 1 of these questions, and they must answer:

- What do you desire (or whom)?
- What do you hope for the future?
- What makes you feel like an outsider?
- What secret pains do you hold in your heart?
- When were you at your lowest?

□ Rejuvenated

When you enter your familiar element after a break, all your ailments, injuries, and wounds are healed—even death.

□ Secret Ways

When you pass through your Otherworld in order to get somewhere, roll+Curious. On a 10+, it deposits you anywhere in this galaxy you want to go, faster than other methods of travel. On a 7-9, it gets you exactly where or when you want, but not both. On a 6 or less, the GM tells you the consequences.



THE SPY

THE SPY



Name:

Real Name:

Other Real Name:

Choose an exotic, ordinary, or secretive name, or one from the list:

Allison, Ames, Blake, Cherkashtin, Cynthia, Deriabian, Donovan, Dulles, Duquesne, Elyesa, Emeline, Falcon, Farago, Felfe, Felix, Gabriele, Ghaffar, Golitsyn, Inayat, Karla, Kim, Lafayette, Margaretha, Mawby, Melita, Reilly, Sasha, Smiley, Somerset, Sorge, Ursula, Violette, Virginia, Walsingham, Wolf, Yoshiko.

Gear

Choose one or two:

All-spectrum visor, antitoxins, ceramic knife, diplomatic immunity, encrypted communicator, hand-held document replicator, hidden laser gun, map collection, painwave module, rope gun, secret hideout, spy camera drone, stealth vehicle.

Looks

Choose one or more:

Aged, Beyond Good and Evil, Bloody Palms, Confidante, Criminal Mind, Eyes of a Stranger, Guilty Conscience, Muzzled, Steady Hands, Sticky Fingers, Sunglasses at Night, Voyeur, Wrapped Up in Silence.

Your Stats & Moves

Instead of having your own stats and moves, choose another archetype that no one else is playing. That's your disguise. Their stats are your stats, their moves are your moves. You don't get any of their special moves or their bonds—for those, you have your own.

You also have a secret spymaster who gives you orders, portrayed by the GM.

Current Disguise:

Secret Spymaster:

The Spy

Space Wurm
vs. Moonicorn
Quick Play Rules

Bonds

To create a bond, answer one of the following questions with the name of another player's character. You may answer as many as you like, as long as you have at least one bond with Space Wurm and one bond with Moonicorn. Each question can be answered with one name only.

- Who are you in a secret club with?
- Who are you spying on?
- Who did you go to school with?
- Who do you want to help, and with what?
- Who do you work for (ostensibly but not really)?
- Who dumped your for somebody better?
- Who is a legend on your planet?
- Who saved your father from Space Wurm's wrath?

You can also make this move, which relies on your bonds:

Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. On a 7+, choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

You get this one:

Undercover

When you have time and materials, you can change your disguise. Choose another archetype that no one else is playing. As before, their stats are your stats and their moves are your moves. You retain your own special moves, and do not gain any from your new disguise. If your true identity is discovered, you retain the stats and moves of your last identity until you assume a new one. You have no true identity, with its own stats and moves.

Choose one of these when you start playing, and a second one half-way through the game:

The Propaganda Machine

When you spread rumours about someone, roll+the number of bonds you have with them. On a 10+, the rumour sticks. On a 7-9, it isn't widely believed, but someone important takes a shine to it, the GM says who. On a 6 or less, the GM tells you the consequences.

Tradecraft

When you try to get close to someone covertly, roll+the number of bonds you have with them. On a 10+, you make it to them secretly, or get a secret message to them (your choice). On a 7-9, you reach them, but someone else knows, the GM says who. On a 6 or less, the GM tells you the consequences.

Unmasking

When you suffer harm, you may reveal yourself as the spy and remain unharmed. You may do this even after you roll to resist the harm, but you may not do it if you have already been revealed as the spy.

Written by the Victors

When you destroy a piece of evidence, you can instantly replace it with new evidence of your own devising.



THE ALIEN QUEEN

THE ALIEN QUEEN



Name:

Brood

Stats

You have a brood of 6 underlings, plus 3 for each bonus point of Brood. How does your brood increase? Choose one:

- Birthed from your flesh.
- Brainwashing.
- Infection.
- Pledge of allegiance.

Give them all names (or at least numbers):

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

■ **Assess**
When you assess your situation, ask a question about it and roll+Alien. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.

■ **Do Something Dangerous**
When you do something personally dangerous other than fighting, say how you do it and roll. If you do it...

- ...in a social context, roll+Queen.
- ... through your underlings, roll+Brood.
- ... using speed, strength, or violence, roll+Alien.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. On a 7-9, you complete your intended action, but there are complications or consequences, GM says what. On a 6 or less, the GM tells you the consequences.

These are numbers you add to dice rolls.
Choose one set:

- Alien +1, Brood +1, Queen -1.
- Alien +1, Brood -1, Queen -1.
- Alien -1, Brood +1, Queen +1.

Then add +1 to one stat.

■ **Command Your Brood**
When you command your brood, roll+Brood. On a 10+, they follow your commands faithfully. On a 7-9, they pursue your orders but there are complications. PCs who are part of your brood may resist your commands but it is dangerous for them. On a 6 or less, the GM tells you the consequences.

■ **Suffer Harm**
When you suffer serious harm, if you would rather not be harmed, choose one of your brood to die instead.

■ **Surrounded**
When you are surrounded by your brood, other PCs making moves against you take -1 to their rolls.

■ **Try to Convince**
When you try to convince or persuade an NPC who wants something you can offer, roll+Queen. On a 10+, they do what you want if you make them a promise, the GM will tell you what. On a 7-9, they do what you want if you give them something concrete right now, the GM says what. On a 6 or less, the GM tells you the consequences.

The Alien Queen

Space Wurm
vs. Moonicorn
Quick Play Rules

ALIEN:

Alien

Assess.

BROOD:

Brood

Command.

QUEEN:

Queen

Convince.

Bonds

Special Moves

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- Who has been to your alien world?

- Who has the same enemies as you?
- Who is the most important member of your brood?
- Who is the newest member of your brood?

- Who promised to help you get what you want?
- Who stood up to you and got away with it?

- Who used to be part of your brood, but isn’t anymore?
- Who was your friend in the days before you led your brood?

You can also make this move, which relies on your bonds:

■ **Help or Interfere**
When you or your brood help or interfere with someone who is making a move, roll+the number of bonds you have with them. On a 7+, choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Choose one of these when you start playing, and a second one half-way through the game:

☐ **Alien Fortitude**
Choose one common source of harm (acid, electricity, fire, etc). You become immune to it and can utilize it safely.

☐ **Queen Mother**
When you have sex with someone, they become part of your brood.

☐ **Scavengers**
When you demand your brood bring you an item (that is not unique or valuable), roll+Brood. On a 10+, they have just what you asked for. On a 7-9, they have something close, but not exact. Make do or don’t. On a miss, they had something like that, but it broke and they were afraid to tell you.

☐ **Telepathy**
You can communicate telepathically with each of your brood. You can see through their eyes, hear through their ears, and direct their actions.

☐ **Third Eye**
When you look at someone or something with your third eye, roll+Queen. On a 10+, ask two questions about and get true answers. On a 7-9, one only:

- How can I use this to my brood’s advantage?
 - In what ways is this vulnerable to me?
 - What has happened near this, recently?
 - What is this concealing from me?
 - Where has this been, in the past?
- On a miss, the GM tells you the consequences.



CREATURE FROM
THE GHOUL STAR

CREATURE FROM
THE GHOUL STAR



Name:

Stats

Hunger

These are numbers you add to dice rolls.

Choose one set:

- Ghoul +1, Star -1.
- Ghoul -1, Star +1.

Then add +1 to one stat.

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

■ Do Something Dangerous

When you do something personally dangerous that does not sate your hunger, say how you do it and roll. If you do it...

- ...by risking your physical safety, roll+Ghoul.
- ...without risking harm, roll+Star.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Pursue Your Hunger

When you pursue an opportunity to sate your hunger immediately, roll+Ghoul. **On a 10+,** choose three. **On a 7-9,** choose two. **On a 6 or less,** choose one but the GM tells you how you are already at a disadvantage:

- You cross a distance or hurdle an obstacle in a mere moment.
- You resist one source of harm, as if it were nothing.
- You seize control of someone or something.
- You shine too bright to look at.

You may choose at any time before you sate your hunger or desist.

What do you hunger for most?

Choose one:

- Dominating others.
- Eating people.
- Hedonistic excess.
- Inspiring fear.
- Technological inventions.

■ Suffer Harm

When you suffer serious harm and resist, roll+Star. **On a 10+,** the damage done to you only makes you look more dangerous. **On a 7-9,** you lose a body part of your attacker’s choice. It grows back moments later. **On a 6 or less,** you are killed. You wake up, alive again, some time later.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, say how you do it and roll. If you do it...

- ...by offering them something concrete that they desire, roll+Ghoul.
- ...by threatening harm or offering safety, roll+Star.

On a 10+, they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Use Your Senses

When you use your supernatural senses to survey your surroundings, ask a question about it and roll+Star. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

Creature from the Ghoul Star

GHOUL:

Assess,
Pursue your hunger.

Ghoul

STAR:

Suffer harm,
Use your senses.

Star

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- For whom do you pretend to be a normal human being?
- Who agreed to help sate your hunger?
- Who has studied your ancient civilization?
- Who hired you, and for what job?
- Who promised you sweet vengeance?
- Who stirs tender feelings inside you?
- Whose fate called out to you from across the empty vastness of space?

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ **Algol’s Light**

You can turn invisible at will and people will ignore you until you call attention to yourself.

☐ **Bottomless**

Choose a second hunger.

☐ **Detachable Penis**

When you remove a part of your body, it yet lives! You always know where it is and may control it as if it were still attached to you.

☐ **Life Transference**

When you are completely alone with another player’s character, decide who is worse: you or them. **If you choose yourself,** your minds switch bodies and you swap character sheets with their player. They can choose to switch back at the beginning of the next sequence unless they have already swapped bodies themselves.

☐ **The Semblance of Life**

When you disguise yourself as a “normal” person, choose a character sheet that is not in play. You may use those stats and moves, but not their gear or special moves, until you are exposed or you choose to use your own moves. **If you are forcibly exposed,** you may not use the same disguise again.

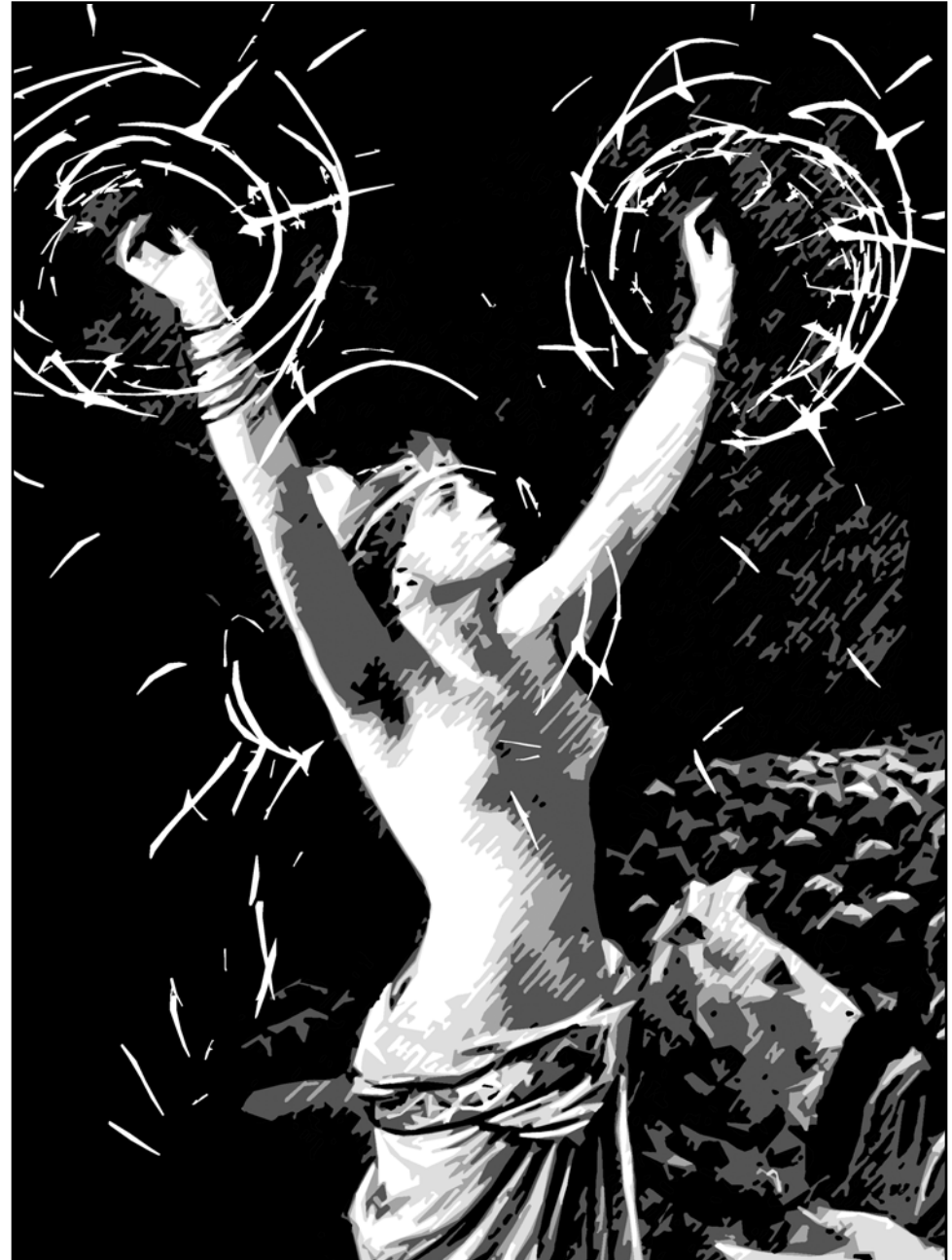
☐ **The Taste of Memory**

When you eat a dead thing, or parts of a living thing, you gain one of its memories. You may gain one you already know it had, or you may ask the GM for one.



THIS PLANET'S
MESSIAH

THIS PLANET'S
MESSIAH



Name:

Revelations

You have a message to deliver. What is it?
Choose one or more elements:
Arrival, Ascension, Chosen People, Collapse, Consecration, Destruction, Divine Law, Ecstasy, End Times, Famine, Horses, Plagues, Punishment, Purging, Redemption, Rebirth, War.

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

■ Consult Your Knowledge
When you consult your accumulated knowledge about something, ask a question and roll+Vision. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Defend
When you defend someone or something from harm, roll+Vision. **On a 7+,** you redirect any attacks or harm from them to yourself, and **on a 10+,** choose one:

- They are free to act unhindered.
- You mount a successful counterattack.
- You remain unharmed as well.

On a 6 or less, choose none and the GM tells you the consequences.

■ Divine Guidance
When you pray to the heavens, either Space Wurm or Moonicorn (your choice) tells you what you should do. **If you choose to do what they tell you to do,** you take +1 to your next roll.

Stats

These are numbers you add to dice rolls.
Choose one set:

- Faith +1, Vision -1.
- Faith -1, Vision +1.

Then add +1 to one stat.

■ Do Something Dangerous
When you do something personally dangerous other than defending, say how you do it and roll. If you do it...

- ...in order to prove or spread your faith, roll+Faith.
- ...in order to save yourself, roll+Vision.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Suffer Harm
When you suffer serious harm and resist, roll+Faith. **On a 10+,** you remain unharmed, as if by a miracle. **On a 7-9,** you must immediately pursue fresh blood until your thirst is quenched or fall into an inert state. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince
When you try to convince or persuade an NPC who wants something you can offer, roll+Faith, but if they are an enemy of your faith, consider your stat to be -1. **On a 10+,** they do what you want if you make them a promise, the GM will tell you what. **On a 7-9,** they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less,** the GM tells you the consequences.

This Planet’s Messiah

Space Wurm
vs. Moonicorn
Quick Play Rules

FAITH:
Consult your knowledge, Defend.

Faith

VISION:
Convince, Suffer harm.

Vision

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- *Who are you secretly in love with?*
- *Who can you always trust?*
- *Who did you grow up with?*
- *Who do you think should be following the path you walk?*
- *Who has the same friends as you?*
- *Who is part of your flock?*
- *Who will help you free your people from their bondage?*

You can also make this move, which relies on your bonds:

■ Help or Interfere
When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ **Abjuration**
When you banish someone from your presence, roll+Faith. **On a 10+,** they must leave, but you may not advance toward them. **On a 7-9,** they don’t have to leave, but they cannot get any closer as long as you concentrate on them. **On a 6 or less,** the GM tells you the consequences.

☐ **Armour of Faith**
Add +1 to your Faith score.

☐ **Bend Light and Darkness**
When you bend, create, or warp light and darkness around you, roll+Vision. **On a 7+,** you have mastery of light and darkness as long as you concentrate, but **on a 7-9,** there are unintended complications, the GM says what. **On a 6 or less,** the GM tells you the consequences.

☐ **Lay on Hands**
When you lay your hands on someone and pray for them, roll+Faith. **On a 10+,** all their wounds are healed, they even rise from the dead if necessary. **On a 7-9,** they are healed but their injuries are transferred to you. **On a 6 or less,** the GM tells you the consequences.

☐ **A Myriad of Voices**
When you pray to the heavens, ask any other player what you should do (not just Space Wurm or Moonicorn). **If you choose to do what they tell you to do,** you take +1 to your next roll.

☐ **Visionary**
Add +1 to your Vision score.



THE SERPENT PRINCESS

THE SERPENT PRINCESS



Name:

Stats

These are numbers you add to dice rolls.

Choose one set:

- Power +1, Scales +1, Skin -1.
- Power +1, Scales -1, Skin +1.

Then add +1 to one stat.

Use the stat box to the right to record your Power, or use these boxes:

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+1	+2	+3

Power

Your Moves

When you describe your character undertaking any of the actions listed below, that's called "making a move." Consult the rules to resolve the situation. "Roll" means two six-sided dice, add them together.

■ Assess

When you assess your situation, ask a question about it and roll+Scales. **On a 10+**, your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9**, the GM tells you something useful and interesting. **On a 6 or less**, the GM tells you something interesting and introduces a complication.

■ Do Something Dangerous

When you do something personally dangerous, roll+Scales. **On a 10+**, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9**, you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less**, the GM tells you the consequences.

■ Orders

When you defy Space Wurm's orders, take +1 to your next roll.

When you follow Space Wurm's orders, you get +1 Power (up to Power +3 maximum).

When you get someone else to carry out your orders, on your own authority and not by using Space Wurm's moves or name, you get +1 Power (up to Power +3 maximum).

Inheritance

You would be Space Wurm's heir and successor, but you're currently unfit to rule. Why?

Choose one or more:

- Addiction.
- Impurity.
- Insanity.
- Theological dispute.
- Too many enemies.

■ Power

When you have Power +1 or higher, you can use Space Wurm's Command move, as if you were Space Wurm. **When you Power is zero**, you cannot.

You lose Power when you use the Command move. **When you have Power +3**, you cannot gain any more Power until you spend some.

■ Suffer Harm

When you suffer serious harm and resist, roll+Skin. **On a 10+**, the adrenaline gives you +1 to your next roll. **On a 7-9**, you are injured slightly and lose control of yourself for a moment. **On a 6 or less**, if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

■ Try to Convince

When you try to convince or persuade an NPC who wants something you can offer, roll+Skin. **On a 10+**, they do what you want if you make them a promise, the GM will tell you what. **On a 7-9**, they do what you want if you give them something concrete right now, the GM says what. **On a 6 or less**, the GM tells you the consequences.

The Serpent Princess

Space Wurm
vs. Moonicorn
Quick Play Rules

POWER:

Power

Command.

SCALES:

Scales

Assess, Danger.

SKIN:

Skin

Convince, Suffer.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.

- Who did you make an impossible promise to?

- Who do you love more than Space Wurm?

- Who introduced you to their family?

- Who is the father of your child?

- Who lied to Space Wurm on your behalf?

- Who made you a promise they have yet to deliver on?

- Who reminds you of a proper serpent?

- Who would you shed your present skin for?

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+**, choose one, but **on a 7-9**, you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ Cold-Blooded

When someone breaks a promise they made to you, you know about it, immediately. If you also want to be there, wherever they are, you are.

☐ Dauphine

You can use another one of Space Wurm's moves in addition to Command. Choose which one now, and lower your Power by 1 after you use it.

☐ Mesmerize

When you stare into someone's eyes to mesmerize them, roll+Power. **On a 7+**, they cannot move until you break their gaze, but **on a 7-9**, you cannot move either. **On a 6 or less**, the GM tells you the consequences.

☐ Self Defence Force

When someone trespasses on your personal property, you gain +1 Power and also take +1 to any rolls you make against them until they leave.

☐ The Velvet Glove

When you get someone to do what you want without ordering them, you gain +1 Power.

Space Wurm's Moves

If you don't have an extra Space Wurm sheet to look at during play, ask Space Wurm nicely if you can look at hers.

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THE SPACE GHOST

THE SPACE GHOST



Name:

Stats

Looks

These are numbers you add to dice rolls.

Choose one set:

- Body -1, Mind +1, Space +2.
- Body -1, Mind+2, Space +1.

Choose one or more:

Accidents, Bold, Brooding, Caped, Cowled, Forlorn, Futuristic, Heroic, Hollow, In Mourning, Meek, Old Country, Out of Place, Pained, Poltergeist, Spectral, Unnerving Eyes.

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

- **Assess**
When you assess your situation, ask a question about it and roll+Mind. On a 10+, your question is answered. The GM (or another player) tells you all you need to know. On a 7-9, the GM tells you something useful and interesting. On a 6 or less, the GM tells you something interesting and introduces a complication.
- **Do Something Dangerous**
When you do something physically dangerous, roll+Body. On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. On a 7-9, you complete your intended action, but there are complications or consequences, GM says what. On a 6 or less, the GM tells you the consequences.
- **Manipulate Objects**
When you manipulate physical objects in a complex manner, roll+Space. On a 10+, your dexterity is preternatural, giving you +1 to your next roll if you take advantage of it. On a 7-9, your clumsiness makes you vulnerable for a moment. On a 6 or less, your fumbling only makes things worse, the GM says how.

- **Suffer Harm**
When you suffer serious harm and resist, roll+Space. On a 7+, you become insubstantial instead of suffering harm, but on a 7-9, some other complication comes to your attention. On a 6 or less, you disappear. The GM says when you appear again.
- **Try to Convince**
When you try to convince or persuade an NPC who wants something you can offer, roll+Mind. On a 10+, they do what you want if you make them a promise, the GM will tell you what. On a 7-9, they do what you want if you give them something concrete right now, the GM says what. On a 6 or less, the GM tells you the consequences.
- **Walking Through Walls**
When you are confronted by a physical obstacle, you can walk through it, like a spectre. You cannot bring other people with you, and the GM says what items you can take with you.

The Space Ghost

Space Wurm vs. Moonicorn

Quick Play Rules

BODY:

Body

MIND:

Mind

SPACE:

Space

Danger.

Assess, Convince.

Objects, Suffer.

Bonds

Special Moves

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- Who did you go to school with?

- Who do you have trouble passing judgment upon?
- Who do you think is also a ghost?
- Who knows a secret about your enemies?
- Who left you behind, and where?
- Who saw you die?
- Who supports you on your current mission?
- Who swore to help you get revenge?

You can also make this move, which relies on your bonds:

- **Help or Interfere**
When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. On a 7+, choose one, but on a 7-9, you also expose yourself to danger, cost, or retribution:
 - They get +1 to their roll.
 - They take -2 to their roll.On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Choose one of these when you start playing, and a second one half-way through the game:

- ☐ **Fantômas**
When you decide you are secretly watching a scene you are not already in, roll+Space. On a 10+, no one knows until you want them to. On a 7-9, someone sees you. On a 6 or less, you are captured, restrained, or a prisoner.
- ☐ **Ghost Talker**
When you summon the ghosts of those who have died where you stand, roll+Mind. On a 10+, they reveal a secret to you. On a 7-9, they promise to reveal a secret once you do them a favour. On a 6 or less, the GM tells you the consequences.
- ☐ **Judgment**
You may declare that a specific person deserves punishment more than anyone else. When you do something dangerous to attack, capture, or thwart this person, don’t roll+Body, instead roll+Space. Only one person can be most deserving at a time.
- ☐ **Possession**
You have a physical body that you are possessing. As long as you are uninjured, you have Body +1.
- ☐ **The Spirit of Science**
You have three pieces of special equipment. When you use one, say what it is, and when you use it to do something dangerous, don’t roll+Body, instead roll+Mind. On a 7+, your equipment saves the day and you remain unharmed, but on a 7-9, this piece of equipment is broken and no longer works. On a 6 or less, the GM tells you the consequences.



THE STAR VAMPIRE

THE STAR VAMPIRE



Name:

Stats

These are numbers you add to dice rolls.

Choose one set:

- Cold+1, Hot+1, Star-1.
- Cold+1, Hot-1, Star+1.
- Cold-1, Hot+1, Star+1.

Then add +1 to one stat.

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

■ Consult Your Knowledge

When you consult your ancient knowledge, roll+Star. **On a 7+,** the GM tells you something useful and interesting, but **on a 7-9,** your memories are quite lucid and detailed. **On a 6 or less,** the GM tells you something interesting and your memories take the form of a confusing or alarming vision.

■ Do Something Dangerous

When you do something personally dangerous other than fighting, say how you do it and roll. If you do it...

- ...by ignoring or resisting a threat or danger, roll+Star.
- ...out of passion for another (either anger or desire), roll+Hot.
- ...to shut down or neutralize a problem, roll+Cold.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

Looks

Choose one or more:

Alien, Aloof, Antiquated, Beauty Eternal, Brooding, Cold as the Stars, Colourless, Glittering, Golden, Hungry Mouth, Intense, Large, Lordly, Night-Black, Old-Fashioned, Pale, Predatory, Thirsty Eyes, Smoldering, Snobby, Stately, Vexed.

■ Engage

When you engage someone in pleasant conversation, roll+Hot. **On a 10+,** choose two. **On a 7-9,** choose one:

- You disarm them.
- You learn their heart’s desire.
- You learn their true intentions.
- You turn them on.

On a 6 or less, you choose none and the GM tells you the consequences.

■ Suffer Harm

When you suffer serious harm and resist, roll+Cold. **On a 10+,** you remain miraculously unharmed. **On a 7-9,** you must immediately pursue fresh blood until your thirst is quenched or fall into an inert state. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

The Star Vampire

Space Wurm
vs. Moonicorn
Quick Play Rules

COLD:

Cold

Suffer harm.

HOT:

Hot

Engage.

STAR:

Star

Knowledge.

Bonds

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- *Who do you hunger for?*
- *Who have you watched from afar?*
- *Who sees you as a normal person?*
- *Who sheltered you in your time of weakness?*
- *Who witnessed your creation?*
- *Whose blood have you already tasted?*
- *Whose blood repels you, and why?*

You can also make this move, which relies on your bonds:

■ Help or Interfere

When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Special Moves

Choose one of these when you start playing, and a second one half-way through the game:

☐ **The Call**

When you call out to someone telepathically, roll+Star. **On a 7+,** choose one:

- They are unable to leave your presence.
- They must come to you.
- They perform one simple action of your choice.

On a 7-9, you cannot use this power on them again until you use it on someone else. **On a 6 or less,** you choose none and the GM tells you the consequences.

☐ **Invited**

When someone invites you in to their home, until you leave or drink their blood, they cannot harm you and you take +2 to your rolls to interfere with them.

☐ **Thy Master’s Voice**

When you give someone a command, roll+Hot. **On a 10+,** they must choose two from the list below. **On a 7-9,** only one:

- Become turned on by you.
- Flee from your presence.
- Lash out violently.
- Obey your command.

On a 6 or less, they do as they wish and the GM tells you the consequences.

☐ **Nine Tenths of the Law**

When you stare deeply into someone’s eyes in order to control their brain, roll+Cold. **On a 7+,** you can take possession of their body until either it or your own body are harmed, but **on a 7-9,** their mind also takes possession of your body. **On a 6 or less,** the GM tells you the consequences.



THE VOID RAT

THE VOID RAT



Name:

Stats

Looks & Gear

These are numbers you add to dice rolls.

Choose one set:

- Feral +1, Urban -1, Void +1.
- Feral -1, Urban +1, Void +1.

Then add +1 to one stat.

Your Moves

When you describe your character undertaking any of the actions listed below, that’s called “making a move.” Consult the rules to resolve the situation. “Roll” means two six-sided dice, add them together.

■ Become Romantic
When you become romantically involved with someone, you form a connection with them that allows you to redirect any attacks against them to yourself, simply by choosing to defend them. This connection lasts until either of you become romantically involved with someone else. You always know when it ends.

■ Consult Your Knowledge
When you consult your accumulated knowledge about something, ask a question and roll+Urban. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting, but also something that you don’t want to hear. **On a 6 or less,** the GM just tells you something you don’t want to hear.

■ Do Something Dangerous
When you do something personally dangerous other than fighting, say how you do it and roll. If you do it...

- ...in order to hurt someone, roll+Feral.
- ...to make a social connection, roll+Urban.
- ...to avoid the danger, roll+Void.

On a 10+, you avoid falling prey to the danger and put yourself in an advantageous position. Take +1 to your next roll. **On a 7-9,** you complete your intended action, but there are complications or consequences, GM says what. **On a 6 or less,** the GM tells you the consequences.

Cross off one or more:
Backpack, bandanna, body armour, bugs, cocaine, computer brain, diseased, fierce, gaunt, guns, knives, lunatic, mirrorshades, primal, rugged, savage, space suit, trailer park, unkempt, wiry.

■ Infiltrate
When you infiltrate a place by stealth, roll+Urban. **On a 10+,** you get in and you go unnoticed. **On a 7-9,** one or the other, but not both. **On a 6 or less,** the GM tells you the consequences.

■ Rely on Your Instincts
When you rely on your animal instincts, ask a question about what threatens you and roll+Feral. **On a 10+,** your question is answered. The GM (or another player) tells you all you need to know. **On a 7-9,** the GM tells you something useful and interesting. **On a 6 or less,** the GM tells you something interesting and introduces a complication.

■ Steal
When you steal something, roll+Urban. **On a 10+,** it’s yours and you get away clean. **On a 7-9,** one or the other but not both. **On a 6 or less,** the GM tells you the consequences.

■ Suffer Harm
When you suffer serious harm and resist, roll+Feral. **On a 10+,** the adrenaline gives you +1 to your next roll. **On a 7-9,** you are injured slightly and lose control of yourself for a moment. **On a 6 or less,** if this is the climactic end scene, you die. If not, you are temporarily incapacitated.

The Void Rat

FERAL:
Rely on instincts,
Suffer harm.

Feral

URBAN:
Knowledge,
Infiltrate, Steal.

Urban

VOID:

Void

Bonds

Special Moves

To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can’t answer the same question more than once or with more than one name.

- *Who did you used to run with, when you were out on the streets?*
- *Who fills up the empty void inside of you?*
- *Who gave you your current nickname?*
- *Who has seen you at your worst?*
- *Who has travelled the stars by your side?*
- *Who is your connection to the underground?*
- *Who is your partner?*
- *Who saved your life?*

You can also make this move, which relies on your bonds:

■ Help or Interfere
When you help or interfere with someone who is making a move, roll+the number of bonds you have with them. **On a 7+,** choose one, but **on a 7-9,** you also expose yourself to danger, cost, or retribution:

- They get +1 to their roll.
- They take -2 to their roll.

On a 6 or less, you only cause trouble for yourself, the GM says how.

Notes:

Choose one of these when you start playing, and a second one half-way through the game:

☐ **Escape Art**
When you have an escape route and you take it, roll+Void. **On a 10+,** you’re gone. **On a 7-9,** you must leave something behind or take something with you, the GM tells you what. **On a 6 or less,** you’re caught, either in or out, the GM says how.

☐ **Glitter in the Dark**
When you are engulfed by darkness, you can emerge with one property of the stars that is yours to employ, for a single use or act, before it is gone. Say what property, what you use it for, and if it’s dangerous or not.

☐ **The Scent of Blood**
When you make a move against the last person you harmed, take +1 to your roll.

☐ **Wererat**
When you lose control of yourself, willingly or not, roll+Void. **On a 10+,** you become bestial and attack your foes. Until you draw blood, you cannot be harmed or held at bay. **On a 7-9,** choose two:

- You harm your enemies.
- You harm your friends.
- You harm yourself.

On a 6 or less, the GM chooses one or more and tells you the consequences.