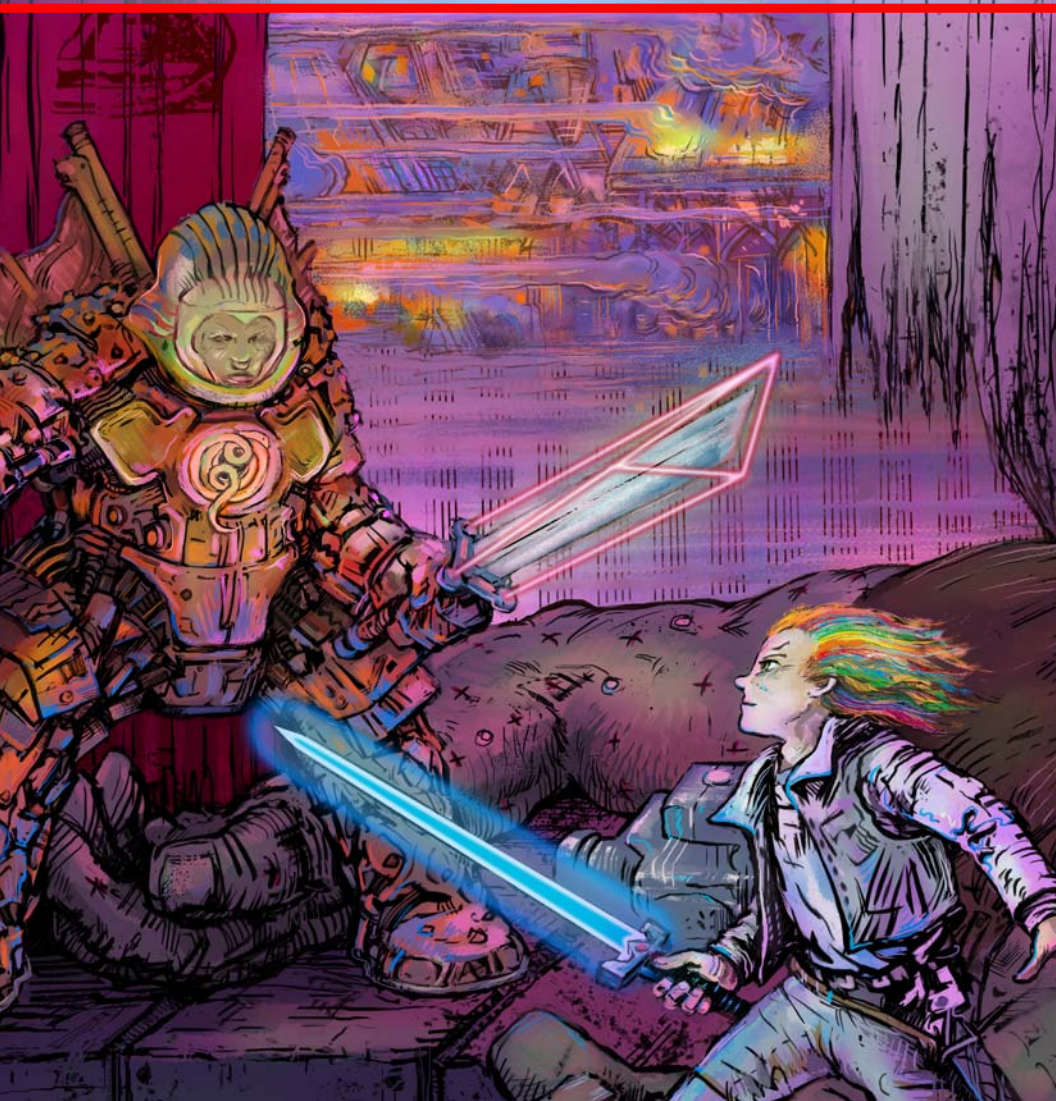


SPACE WURM VS. MOONICORN









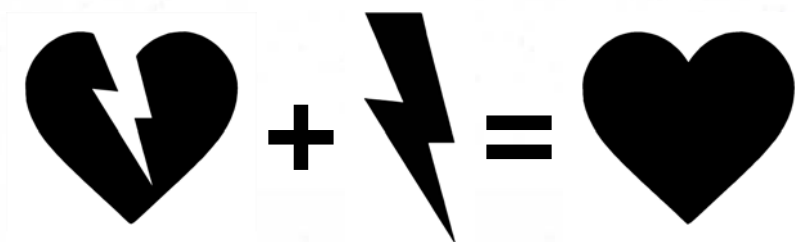




A science fantasy supplement for *Dungeon World*

SPACE WURM VS. MOONICORN

by
Johnstone Metzger



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Canada

Space Wurm vs. Moonicorn

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dungeon-world.com

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INTRODUCTION



What Is This?

Space Wurm vs. Moonicorn is a science fantasy campaign setting for the *Dungeon World* role-playing game. It is directly inspired by Jackson Tegu's *Monsterhearts* supplement *Second Skins*, and as a consequence of that, it also plays out rather differently from the way most other *Dungeon World* campaigns do. In this version of the game, one player always portrays Space Wurm, the most powerful person in the whole galaxy, while another always portrays Moonicorn, a free-thinking spirit who is also an iconoclastic rebel, perhaps even a revolutionary! The remaining players—preferably three or more in number—portray other people whose destinies are intertwined with those of both Space Wurm and Moonicorn.

Space Wurm's goal is to conquer and rule. Moonicorn's goal is to promote freedom and challenge authority. Each other player must decide where they stand in relation to this pair, to both of them. Will they choose a side, or refuse to do so? Will they try to mediate between them, or sabotage them both?

Meanwhile, the GM's goal is to destroy it all and to smash both Space Wurm and Moonicorn under the feet of multiple menacing fronts. Perhaps these dangers will even give the two of them common cause, help them to set aside their differences, and unite their efforts? Who knows! The whole point of playing is to find out what happens.

This work builds on:

- *Adventures on Dungeon Planet*, by Johnstone Metzger.
- *Apocalypse World*, by D. Vincent Baker.
- *Battle Between the Worlds*, by Johnstone Metzger.
- "Dragon-Slaying on a Timetable: Running Tight 4-Hour Dungeon World One-Shots With Zero Preparation," by John Aegard.
- *Dungeon World*, by Sage LaTorra and Adam Koebel.
- *In a Wicked Age*, by D. Vincent Baker.
- *Monsterhearts*, by Avery Mcdaldno.
- *The Second Skins*, by Jackson Tegu.



Competitive Play

This is a competitive game—or semi-competitive, if you prefer, since that is not necessarily the primary focus of the game. The rivalry between *Space Wurm* and *Moonicorn* is there to drive play forward and create hard choices for the characters to make, not to obscure or replace the role-playing of characters.

This game has winners and losers. Even if nobody wins, that just means that everyone loses. This shouldn't be the sole focus of the game, however, nor should it be used as an excuse to ignore the part of the game that is about role-playing a character. Competition works to give your characters motivations, and it is always possible for them to work together to defeat the enemies that the GM introduces. That said, if all the players are on the same page, pushing as hard as you can for your character's goals can make for exciting play, as I hope you will discover when you try it out.

Quick Play Rules

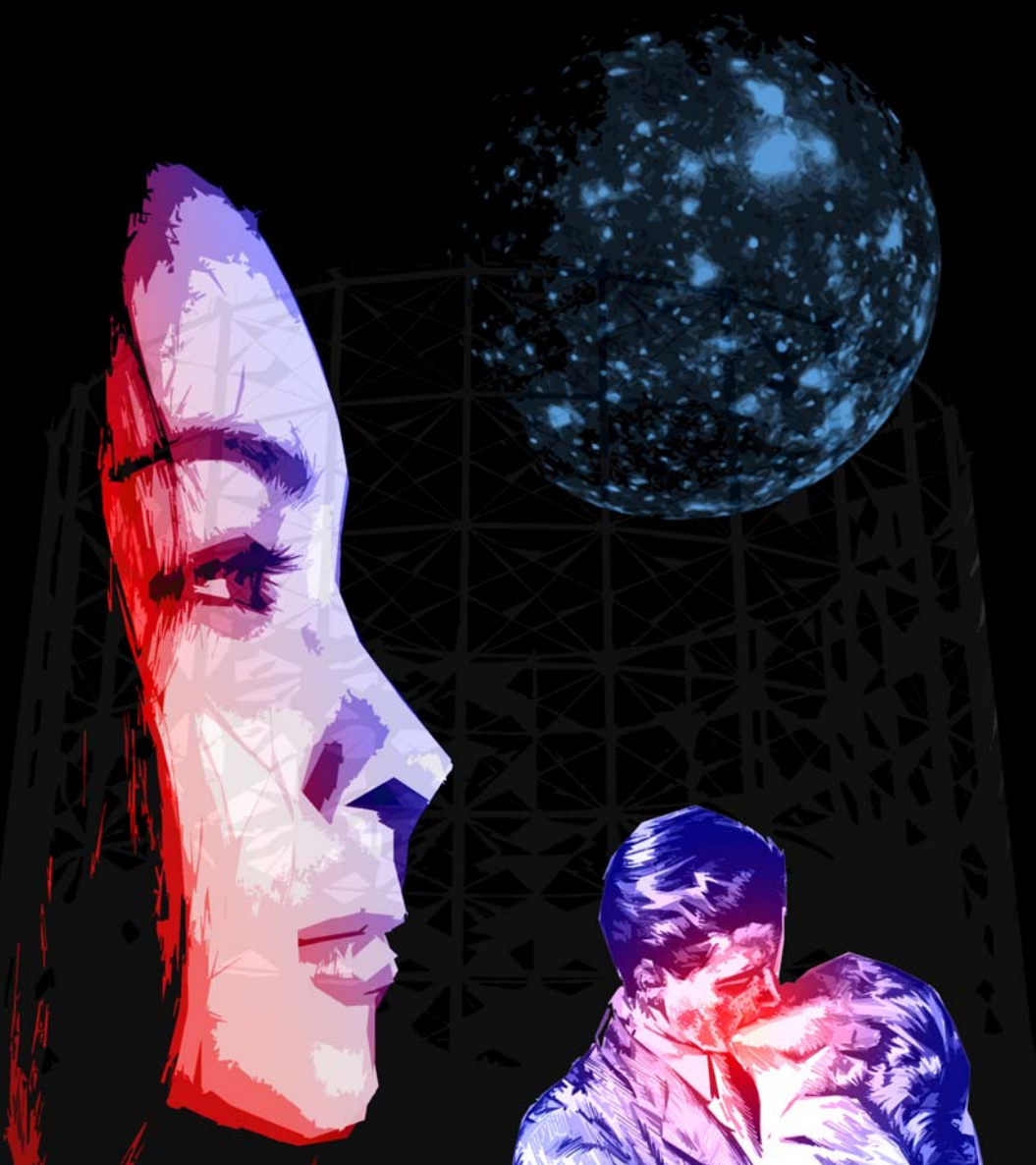
The normal version of the game is a supplement for *Dungeon World*, and requires all the normal rules from that game, in addition to all the new rules introduced in this book. This can be a lot to keep track of! It also requires you to play numerous sessions, probably more than a dozen, possibly more than two dozen.

The quick play rules slim everything down so you can play a one-shot version of *Space Wurm vs. Moonicorn*. The GM needs to be familiar with both the *Dungeon World* rules as well as the GM section in this book, but all the rules the players need to use are contained on the quick play character sheets.





THE PLAYERS' CHARACTERS



Character Classes

Each player who is not the GM must create a character. **First**, someone must play Space Wurm. Choose this player before anyone starts making characters. **Second**, someone must play Moonicorn. Choose this player next. You don't need to choose who plays Moonicorn right away, but the choice must be made at some point. These two characters are always present in a game of *Space Wurm vs. Moonicorn*.

The other players may choose their characters from all the other *Dungeon World* classes—they are not limited to just the original eight or the new ones presented here. Many character classes will have medieval fantasy gear and racial move options. These should be swapped out for science fantasy options where needed.

Space Tyrant

One of the most important steps during character creation is when Space Wurm chooses her options for the **Space Tyrant** move. If aliens do not exist, other players may not play aliens. If the science of cybernetics does not exist, they cannot play robots or other artificial replicants.

Also, each character other than Space Wurm and Moonicorn should be connected with one of the three sectors of galactic civilization that Space Wurm did not choose. These three become the GM's fronts for the game, and the players whose characters are connected to them help define them at the start of the game. Each of these three fronts should have one or more PCs connected to them.



The New Classes

Two new classes are mandatory for this game: **Space Wurm** and **Moonicorn**. The first signals a dramatic shift in play style from that of normal *Dungeon World*: Space Wurm comes with a great deal of resources—whole sections of galactic society are under her control. She is no mere adventurer! But then again, neither are the other new classes.

Moonicorn's player has his **Integrity** to keep track of, which is no mean feat for anyone not already used to the rules. Moonicorn also adds a great deal of work for the GM. **Hunted** is a reminder that the fronts must be actively antagonizing Moonicorn, and **Revolution Now!** ensures that authority figures and their organizations will always be reacting to Moonicorn's presence. These are not moves triggered only by the player—the GM must be aware of them as well.

The other new classes are also somewhat more complicated than your average *Dungeon World* character. Each has a new economy to keep track of, or a relationship to manage—or both. As the **Lover**, you must keep track of who is fascinated by you, and what you think of your lovers. As the **Mogul**, you have your owe list and your own scene to run. As the **Other**, you have environments to think of, both physical and social, and you must manage your Alienation level. As the **Spy**, you have your master—and then your true master—and you must manage both their demands, along with your own lies and fabrications.

Using the Old Classes

Following the new classes are examples of science fantasy updates for four of the base classes that appear in *Dungeon World*: the Bard, the Ranger, the Thief, and the Wizard. While the point of this supplement is to always have Space Wurm and Moonicorn in the game, the other players should have their choice of any *Dungeon World* class, not just the new ones presented here.

Space Wurm's Mix Tape Playlist

1. Vangelis, "Prologue and Main Titles" (Blade Runner OST, Esper Edition).
2. Laibach, "B Mashina."
3. VNV Nation, "Kingdom."
4. Monster Magnet, "Space Lord (Intergalactic 7" Remix)."
5. Beastie Boys, "Intergalactic."
6. Younique Unit, "Maxstep."
7. Depeche Mode, "World in my Eyes (Cicada Remix)."
8. Eurythmics, "Sweet Dreams (Are Made of This)."
9. Chvrches, "Lies."
10. How to Destroy Angels; "Parasite."
11. Atari Teenage Riot, "Death Star."
12. EMA, "Satellites."
13. Handsome Furs, "All We Want Baby Is Everything."
14. The Cure, "The Hanging Garden."
15. Crystal Castles ft. Robert Smith, "Not in Love."
16. Ladytron, "Destroy Everything You Touch."
17. VNV Nation, "Carbon."
18. Vox Mod ft. John Rafter Lee, "Aeon + Trevor."
19. Depeche Mode, "Walking in my Shoes."
20. John Newman, "Can You Love Me Again."
21. Vangelis, "End Titles" (Blade Runner OST, Esper Edition).





Space Wurm

You're the most powerful individual in the entire galaxy, **Space Wurm**. Even if you don't rule it directly, you're still wealthy and influential beyond compare. Your name rings out, and your reach is just as long.

Names

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.

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Choose one for each:

Black Hearted, Fire in the Blood, or Sleeps Beneath a Mountain.

Burning Eyes, Greedy Gaze, or Sly Looks.

Calm and Collected, Quiet Step, or Vise-Like Grip.

Coiling, Royal, or Sinister.

Stats

Your base damage is d10.

Your load is 8+STR.

Your maximum HP is 4+Intelligence.



Origins

Choose your origins:

Autochthonous

No one ever gave you anything. All that you have now, you took for yourself. Take +1 forward to any attempt to keep your treasure close.

Born to Rule

You inherited your glorious position. Now what will you make of it? **When you recruit from the two sectors of society you start the game in control of,** you always succeed as if you had rolled a 10+, and these hirelings start with loyalty+2, in addition to their other stats.

Construct

You were made to be what you are now. But why and by whom? Choose a common hazard, such as fire, hunger and thirst, lasers, poison, being cut, or a lack of air. You are immune to it.



Starting Moves

You start with these five moves:

Bargaining

When you bargain with an NPC in a ritual manner, take +1 to parley with them. **When you bargain with another PC in a ritual manner**, you can offer them access to, or resources from, whichever sectors of society you control.

If they are just currency, you can also offer them:

- One use of your voice of authority, as if they were you.
- They can resolve a bond with you and write a new one with someone else.

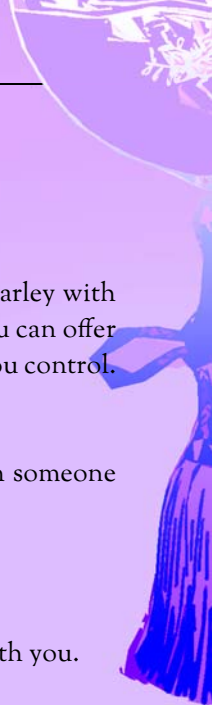
If they are treasure, you can also offer them:

- +1 forward to anything that involves you in some way.
- One use of ceremony, as if they were you.
- They can resolve a bond with someone else and write one with you.

Ceremony

When you devise a ceremonial activity in order to change the nature of a social group you have authority over, tell the GM what you're trying to achieve. The GM will state one to four requirements from the list below, perhaps mercifully connecting two of them with the word "or," and perhaps not. You must accomplish or abide by these requirements in order to effect the change you want:

- Change will be superficial at best.
- It must be ruthlessly enforced.
- It requires a vast expenditure of resources.
- It will take a long, long time.
- You and your minions risk danger from _____.
- You must dismantle _____ to do it.
- You need help from _____.
- You need to obtain _____ first.





Collector

You have near-countless wealth, riches almost beyond imagining. What do you collect in particular? Choose two:

- Animals as varied as creation itself.
- Civil architecture.
- Gardens of every type.
- Libraries full of knowledge.
- Mansions and palaces.
- Mind-altering experiences.
- Servants of great and wondrous skill.
- Strange, unique inventions.
- Treasures of the ancient world.

When you want to use a thing from one of your collections, describe it and say where it is.

Space Tyrant

Choose two sectors of society that you control:

- Aliens.
- Cybernetics.
- The Imperial throne.
- Interstellar transport.
- 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.

Voice of Authority

When you command an organization or group you control to take action, roll+INT. **On a 10+,** they obey relatively quickly, but may need to weed out those who resist. **On a 7-9,** they act slowly, or in the face of resistance. **On a miss,** they encounter disaster trying to execute your orders. An organization or group can only undertake one command at a time.



Alignment

Space Wurm is always evil, but having only one of anything is never enough.
Choose another alignment:

Chaotic

Defy the rules you make for others.

Lawful

Follow your own rules.

Neutral

Get what you want.

Gear

Your load is $8 + \text{STR}$. As far as gear goes, you have access to anything you want, if it comes from the sectors of society that you control, is part of your collection, or can be bought with money.

Bonds

For each of the other PCs (except Moonicorn), decide whether they are treasure or just currency, like so:

- _____ is [just currency / treasure].
- _____ is [just currency / treasure].
- _____ is [just currency / treasure].
- _____ is [just currency / treasure].

You can change your mind about them whenever you like.

Moonicorn is always treasure.

When you give aid to your treasure, roll+2.

When you interfere with those who are just currency, roll+2.

Otherwise, roll+nothing when you aid or interfere. Treasures take an extra +1 when they roll to aid or interfere with you.



Advanced Moves

When you gain a level from 2-5, choose from these moves:

The Bait

When you let someone into your private space (or spaces) for longer than a moment, they will inevitably find something that they want. You always know what it is. **When it becomes theirs and is no longer yours**, if they are a PC, they mark XP.

Claws

When you would deal damage to someone other than Moonicorn, either directly or through your minions, you may instead choose to spend 1 XP and capture them. The current scene ends, they suffer no damage, and you frame a new scene immediately with just the two of you. They cannot leave the scene until you let them or they defeat you, and other characters may not enter the scene without your permission.

Exclusive Collection

Choose one collector option to be exclusive to your possessions. At the very least, you own every single exemplary specimen of this thing in the galaxy. At most, there are no examples of this thing outside of your possession at all. The choice is yours.



Fifth Column

When you send your underlings to infiltrate an organization you have no authority over, roll+INT. **On a hit**, you can use ceremony on this organization as if you had authority over them, but **on a 7-9**, your underlings are discovered and purged when you do so.

Hoarder

Add two more things to your collection, from the list or not, as is your whim. You may not add the GM's dangers nor the other PCs.

Jealous Coils

When you defend your treasure, you can redirect attacks made against your treasure to yourself without spending hold until your defence ends. If you also interfere with a PC you treasure while you're defending or guarding them, don't roll. You automatically get a 10+.

Swap Meat

When you bargain with another PC, you can also offer to trade bodies with them. This lasts as long as you want it to or until either of you take damage. The damage remains with the body that was harmed.

Vader

If you make an example of someone when you have only one more requirement left in order to effect a change via ceremony, the change occurs anyway, but on a temporary basis. After an event happens that challenges those changes, they reverse themselves.

The Wealth of the Galaxy

Choose a move from another class. Consider yourself one level lower for purposes of qualifying.

Weirding Module

When you command an individual, roll+INT. **On a hit**, they must choose one:

- Attack you now.
- Flee in terror.
- Obey your commands.

Additionally, **on a 10+**, if they attack you, you may deal your damage to them first. **On a miss**, you must either flee or obey one of their commands.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Blood Rite

When you organize a ceremony and the GM gives you conditions to meet, you may ignore one of them if you meet either of the following conditions instead:

- You must declare war and engage the enemy.
- You must sacrifice something personally important to you.

Command Economy

When you use your voice of authority, on a 12+, your orders are carried out immediately and without question, no matter what.

Machines

You can spend an XP to create a machine that allows you to use any one move from another class that has not been taken by another PC. **When you use it,** on a miss, spend an additional XP or your machine breaks and becomes unusable. You can let PCs you treasure use your machines but if you do, you can't spend XP to stop them from breaking on a miss.

Monuments in Darkness

When you erect a monument in your own honour, you can see through its eyes and hear through its ears whenever you like, as long as it still stands.

Never Enough

Requires: The Wealth of the Galaxy

Choose a move from another class. Consider yourself one level lower for purposes of qualifying.

Research Department

You can pose a question to one of your minions and have them perform research to find the answer. **At the beginning of each session,** or after a period of downtime, roll+CHA. **On a 10+,** you are presented with the answer. **On a 7-9,** they're making progress but need more of something to continue, the GM will tell you what.

Rough Trade

Replaces: Swap Meat

When you bargain with another PC, you can also offer to trade bodies with them. This lasts as long as you want it to. If you trade back when you take damage, apply it to your trade partner instead of yourself.

Safe as Houses

Requires: Jealous Coils

When you defend your treasure, you get +1 hold, even on a miss.

Scales

Once per session, you can take a form that is all coils and talons. **In this beastly form**, you have 4 armour, and you can roll with INT instead of STR when you hack and slash, and with CON instead of DEX to volley by breathing fire.

Throne of Blood

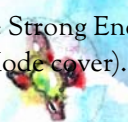
Requires: Vader

When you sacrifice someone's life in order to effect change via ceremony when you have only one more requirement left, the change occurs anyway.



Moonicorn's Mix Tape Playlist

1. Rage Against the Machine, "Beautiful World" (Devo cover)
2. Parry Grip, "Space Unicorn."
3. Ninja Sex Party, "Unicorn Wizard."
4. Marvin Gaye, "What's Going On."
5. Handsome Furs, "Serve the People."
6. Bastille, "Pompeii."
7. Depeche Mode, "Policy of Truth."
8. Rational Youth, "Ring the Bells."
9. Ladytron, "Runaway (Ki Theory remix)."
10. Underworld, "Between Stars."
11. Faithless, "Mass Destruction."
12. Public Enemy ft. Big Daddy Kane and Ice Cube, "Burn Hollywood Burn."
13. Rage Against the Machine, "No Shelter."
14. Sepultura, "Refuse/Resist."
15. Rise Against, "Torches."
16. How to Destroy Angels, "Is Your Love Strong Enough."
17. Veruca Salt, "Somebody" (Depeche Mode cover).
18. Corey Hart, "Never Surrender."
19. Journey, "Don't Stop Believing."
20. Survivor, "Eye of the Tiger."
21. Parry Grip, "Neon Pegasus."
22. Tracy Chapman, "Talkin' 'bout a Revolution."





Moonicorn

Your heart flies free on its own wings. True Love is the only force that might contain you. The enemy of tyrants everywhere and a friend to those in need. That's you, **Moonicorn**; fighting for freedom all over the galaxy. Always the rebel.

Names

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, Ñusta, Nzinga, Obavva, Pachen, Rennyo, Rosa, Ryan, Sankara, Shamil, Sutomo, Vilma, Vusumzi, Washington, Yatsen, Yoshimi, Zenobia.

look

Choose one for each:

A Single Horn, Magic, or Rainbows.

Blessed, Our Last Hope, or Survivor.

Modest Gaze, Stoic Stare, or Translucent Eyes.

Mohawk, Tousled Elf-Locks, or White Mane.

Stats

Your base damage is d4.

Your load is 7+STR.

Your maximum HP is 10+Charisma.

Origins

Choose your origins and gain the corresponding move:

Alien Moon

Your home is unique, like nowhere else in the galaxy. Are you an alien, too? You can spend a point of Integrity to make someone, or everyone, notice you and pay attention, even if you do nothing else.

Crescent Moon

Your people are few and far between, living off what little they have been left by other, more powerful classes. They have so much more than you, but you've always known how to make do. **When you hold something inanimate in your hand**, you can spend a point of Integrity to add a new tag to it, your choice which.

Full Moon

You call the centre of the universe your home. This capital, teeming with untold multitudes, gave you your life and your ideals. **When you spout lore about your vast knowledge of the galaxy**, you can spend a point of Integrity for a +1, even after you roll.

New Moon

Your home was destroyed, and now you must look for a new one. **When you defend someone else**, you can spend a point of Integrity to get +1 hold, even on a miss.

Waning Moon

Your home was once great and powerful, its influence felt across the galaxy. But no more. How much of this slide into obscurity have you witnessed over the course of your life, Moonicorn? **When you discern realities**, you may spend a point of Integrity to ask one of these questions, even on a miss:

- 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?

Starting Moves

You start with these six moves:

Full of Grace

When you take a stand or expose yourself to danger, you may choose options equal to your DEX or less (but not fewer than none), and you may choose one extra if you spend a point of Integrity:

- You become immune to one obvious environmental danger here; say how.
- 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.

If you're making a move, roll as normal, but also: **On a 10+**, all the options you chose are true. **On a 7-9**, only one option you chose is true, you pick which. **On a miss**, the GM chooses which are true.

Hunted

They're out there looking for you, looking to crush your spirit, take away your liberty, and ruin the dreams of everyone you love. Whichever three sectors of society Space Wurm doesn't control, that's where they come from, though they might find allies elsewhere. **When they come for you**—not their hounds or minions, but the hunters themselves—you can choose one:

- Call out for help, and anyone who comes to your aid gets 1 XP.
- Look straight at them and ask the GM one question about them.
- Stand up to them and gain an extra point of Integrity.

If you defeat them all, for good, you win the game.

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 spend a point of Integrity. If you do, their roll changes from a 7-9 to a 10+, or from a miss to a 7-9.



Integrity

Integrity is important to you, maybe more important than anything else. It's also an extra stat you have, and you start with Integrity+2.

You gain a point of Integrity when you...:

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

You lose a point of Integrity when you...:

- Humiliate or demean someone.
- Indulge in vice.
- Lie.
- Make an unprovoked attack.

You lose all your Integrity when you...:

- Betray someone.
- Commit cold-blooded murder.
- Have sex with someone.
- Lose all your hope.

You may not spend or gain Integrity doing something that would also cause you to lose Integrity. You can't have less than no Integrity (Integrity+0).

Revolution Now!

When you come into contact with the authorities for the first time (or once again after a long time apart), roll+Integrity. Consider each organization or group in a position of power as a separate authority. **On a 10+**, people speak out about the authority's inadequacies or rise up against its injustices, GM's choice. **On a 7-9**, you can see either what crucial resource the authority is lacking or what would cause people to withdraw their support, GM's choice. **On a miss**, the authority's internal failings—abuses of power, corruption, incompetence, or venality, perhaps—are exposed.

Wish Upon a Star

When another PC who has a bond with you tells you what they wish for most, say what you think of their wish, and whether or not you believe in it. If you believe in it, they take +1 forward to accomplish it. If you don't believe in it, they take -1 ongoing to accomplish it until they resolve a bond with you and write a new one with someone else.

Alignment

Moonicorn is always good. Choose a drive, instead of an alignment, to determine what you gain XP for at the end of a session:

Freedom

Free someone else from the bonds of oppression.

Friendship

Successfully defend your friends and comrades from harm.

Love

Search for your one true love.





Gear

Your load is 7+STR.

Choose one weapon:

- High security passcard.
- Lightsaber (close, precise, two-handed, 2 weight).
- Signals jammer (1 weight).

Choose one defence:

- Medkit (3 uses, 2 weight).
- Pocket television (1 weight).
- Poison sniffer.

Bonds

At the start of the game, you have one bond with each of the other PCs. Choose each of their names to answer one of the following questions and write a bond to reflect that:

- *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?*

At the end of each session, you can either resolve a bond and mark XP like everyone else, or you can write a new bond with any PC and add it to the ones you have already. There is no upper limit on the total number of bonds you can have, but you can't get more than +3 when you roll+bonds.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Aura of Innocence

When you are injured, you may spend a point of Integrity to make someone empathize with you and feel your pain. If they are a PC, they mark XP if they come to your aid or defend you. If they are an NPC, they cannot use violence against you until you attack them or they depart and encounter you again later.

Change of Heart

When you parley with someone, on a 12+, not only do they do what you want, but they also become a rebel like you. Choose one:

- They take up a cause (your choice which) and go out to support it.
- They turn against one of your enemies right now.
- They will always support you when you take a stand.

Disarm

When you hack and slash, you may use CHA instead of STR. On a hit, you may disarm your foe or maneuver them into a bad position instead of dealing your damage.

Full Spectrum

You can produce light in the form of rainbows. They can take any shape or intensity as long as there is some gradation of colour in them. You may choose the colours of the rainbows you create.

A Good Person

When you ask or tell another PC to do something and spend a point of Integrity, they mark XP if they do what you want. If this makes a third party happier to no one's expense, you also mark XP.

Multiclass Hero

Get one move from another class. Treat your level as one lower when choosing. Ignore any stat modifier mentioned. Instead, if the move affects another PC, roll with the number of bonds you have with them, and if it doesn't, roll+Integrity.

My Heart is Your Shield

When you defend someone you love, take +1 armour forward and roll with bonds if they're a PC, or CHA if they're not, instead of CON.

Sacred Grove

Your living space is a sanctified location. NPCs in this space cannot resort to violence except against a PC who has missed a roll. **If a PC uses violence in this space**, they take a penalty to their rolls equal to your Integrity until they desist or leave.

Speak from the Heart

You can communicate effectively with anyone and everyone in your presence, whether they are alien, animal, or human being. This does not necessarily mean they have much to say to you, but you can parley with them if you have something they want.

White Knight

When you fight to protect someone else, your base damage is 1d8, but if you reduce someone to zero HP, they are not killed, only knocked unconscious or immobilized instead.

Words of Encouragement

When you tell someone you believe in them, if you also spend a point of Integrity, they heal 1d8 damage.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Angels' Grace

You can spend as much Integrity on full of grace as you have left, choosing one option for each point spent. You may also choose the same option more than once, if you like.

Fortress of Solitude

You have a safe place you can always retreat to. A day spent in your fortress of solitude counts as a week if you bolster yourself or recover. No one else can find your fortress until you bring someone else there. Choose what type of fortress you have (choose one):

- Cabin in the woods.
- Deserted planet.
- Rebel stronghold.
- Underwater base.
- Your old bedroom, at your parents' house.

Heroic Saviour

Replaces: White Knight

When you fight to protect someone else, your base damage is 1d12, but if you reduce someone to zero HP, they are not killed, only knocked unconscious or immobilized instead.

The Last of Your Kind

Replaces: Aura of Innocence

When you are injured, you may spend a point of Integrity to make everyone present empathize with you and feel your pain. Any PC that comes to your aid or defends you gets 1 XP, and no NPC can continue to use violence against you until you attack them or they depart and encounter you again later.

Multiclass Legend

Requires: Multiclass Hero

Get one move from another class. Treat your level as one lower when choosing. Ignore any stat modifier mentioned. Instead, if the move affects another PC, roll with the number of bonds you have with them, and if it doesn't, roll+Integrity.

My Heart is Your Castle

Replaces: My Heart is Your Shield

When you defend someone you love, take +3 armour forward and roll using bonds if they're a PC, or CHA if they're not, instead of CON.

Prophecies

When you predict the result of someone's move before they make it, spend a point of Integrity, then roll+Integrity. **On a 10+**, they don't roll. Instead, the result of their move is automatically a 12+ or a miss, your choice. **On a 7-9**, your prophecy comes true, but not like you thought it would, or with different effects.

Sacred Trust

Requires: Sacred Grove

The power of your sacred grove also extends to the living spaces of people under your protection.

Words of Inspiration

Replaces: Words of Encouragement

When you tell someone you believe in them, if you also spend a point of Integrity, they heal 2d8 damage.

The Lover's Mix Tape Playlist

1. Killjoys, "Space Girl."
2. Portishead, "Sour Times."
3. Underworld, "Always Loved a Film."
4. Fluke, "Atom Bomb."
5. Blaq Audio, "Between Breaths (An XX Perspective)."
6. Katy B, "Easy Please Me."
7. The Killers, "Somebody Told Me."
8. Chl  e Howl, "No Strings."
9. Faith No More, "Be Aggressive."
10. Toto, "Hold the Line."
11. Foreigner, "Urgent."
12. The Outfield, "Your Love."
13. Eurythmics, "Here Comes the Rain Again."
14. Crystal Castles, "Transgender."
15. Sade, "No Ordinary Love."
16. Perturbator ft. Isabella Goloversic, "Hard Wired."
17. Obadiah Parker, "Hey Ya" (Outkast cover).
18. The Zombies, "Time of the Season."





The Lover

Stuck between Space Worm and Moonicorn. Can you love them both, truly? Or is it love that you love more than anything?

Names

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

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



look

Choose one for each:

Avante Garde, High Class, or Street Casual.

Bright Colours, Earth Tones, or Smouldering Darkness.

Hungry Mouth, Idle Eyes, or Not Shy.

Smooth Hands, Strong Hands, or Tattooed Hands.

Stats

Your base damage is d4.

Your load is 7+STR.

Your maximum HP is 10+Charisma.



Race

Choose your race and gain the corresponding move:

Human

You have seen more than enough fighting. **When you try to stop someone from being violent**, you get +2 armour.

Inhuman

You are not human, and you never were. Whether alien, synthetic, or possessed by spirits, your outsider perspective gives you insights into others. **When you study another person**, you can discern realities with CHA instead of WIS.

Posthuman

You have transcended the limits of your humanity. You can end someone's fascination with you in order to choose one:

- You communicate without requiring a common language for one conversation.
- You forgo a human requirement—like air, food, or sleep, for example—for a day.
- You heal 1d6 damage.

Starting Moves

You start with these four moves:

Between Two Worlds

You're caught in a triangle between two lovers: Space Wurm and Moonicorn. How they feel about you isn't the issue—you love them both and you can't pick one over the other. Write down what it is, specifically, that you love the most about each of your lovers. These count as bonds, and you can rewrite the wording, but you can't resolve them for XP. **If one of your lovers betrays what you love most about them**, you can choose another PC to replace them as one of your lovers, as long as they are not your lover already.

What I love most about Moonicorn is:

What I love most about Space Wurm is:

Fascination Street

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 must defy danger or lose an opportunity.
- They are inspired by thoughts of you and take +1 forward.
- They must meet you again.
- 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.

Heartstrings

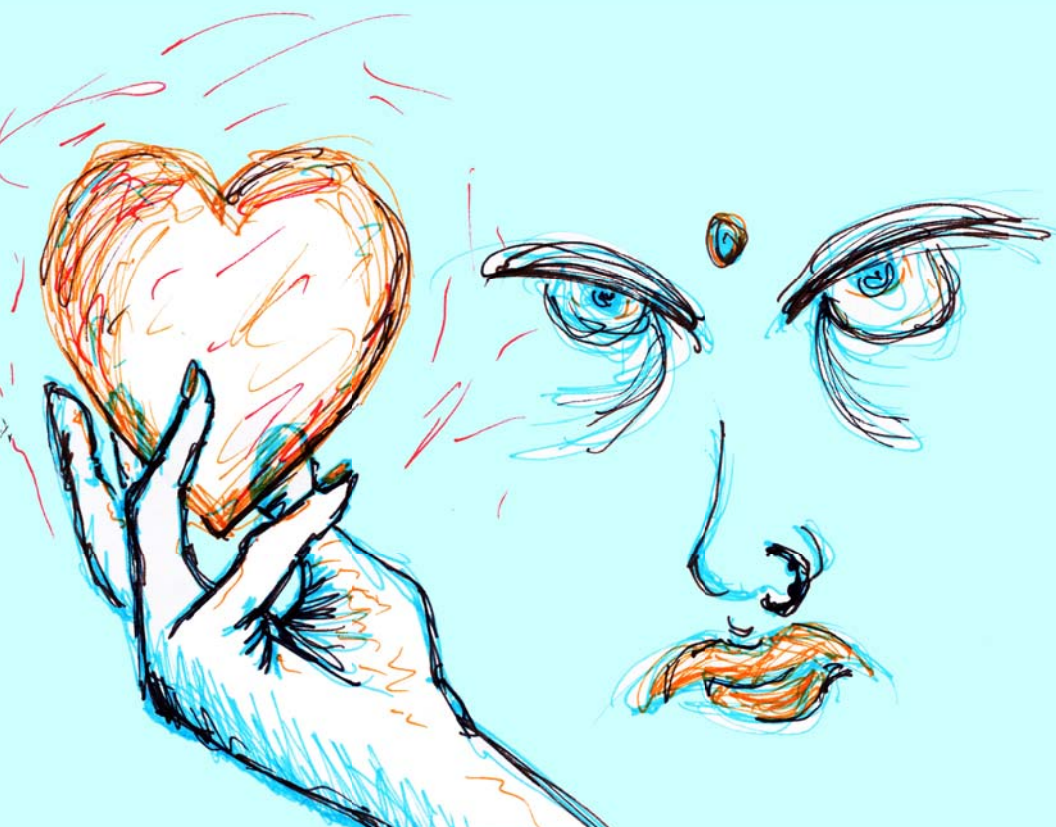
When one of your lovers makes a move in your presence while trying to live up to what it is you love most about them, they can choose one:

- They can ask an additional question, even on a miss.
- They gain +1 hold, even on a miss.
- They take +1 to their roll.
- You suffer the consequences of the move, if at all plausible.

Tell them not to pick one that doesn't make sense.

A Lover Not a Fighter

When you put yourself between two or more people in order to stop them from fighting, roll+CHA. **On a 10+**, no one may commit further violence while they can hear you speak. Anyone you have a bond with can mark XP if they back down peacefully. **On a 7-9**, they can still fight, but if you take damage because of it, everyone fighting takes the same damage too. **On a miss**, no one may continue fighting until they attack you first. **If you start fighting**, this move no longer has any effect.



Alignment

Choose an alignment:

Chaotic

Make it clear that no one else controls you, no matter what your heart feels.

Evil

Deny someone your love to teach them a lesson.

Good

Inspire someone to commit an act of selflessness or self-sacrifice.

Gear

Your load is 7+STR.

Choose one weapon:

- Camera (1 weight).
- Guitar (2 weight).
- Handcuffs.
- Switchblade (hand, 1 weight).

Choose one defence:

- Long jacket (1 armour, 1 weight).
- Mirrorshades.
- Portable apartment (2 weight).

Bonds

- I have a feud going with ____.
- I want ____.
- I was in a band with ____.
- I've gotten into trouble with ____ before. Good times.
- ____ always takes sides. They should take mine.
- ____ is my best friend.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Are You Experienced?

At the end of the session, ask both of your lovers if they tried to live up to what it is you love most about them. If either of them answer “yes,” they can mark experience.

Conscientious Objector

Take a non-violent move from another class.

In Love with Love

When you ask someone to do a favour for you, out of the kindness of their heart or whatever, roll+CHA. On a hit, 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.

Inspiring

Your lovers can always get the bonus from Heartstrings when they try to live up to what you love most about them, even if you're not around, but you pick which bonus they get.

K-I-S-S I'm in Distress

Anyone who sees you in distress can take +1 forward if they come to your aid.

Mercy is my Weapon

When you have a clear opportunity to punish someone for crossing you and you forgive them or spare them instead, they become fascinated with you.

Spooked

When you run into someone's arms, they choose one:

- They hold you tight and you both take +1 forward.
- They push you away and a new danger arrives, GM's choice.

Additionally, if Moonicorn holds you tight, he is healed for 1d8 damage, and if Space Wurm holds you tight, she gets 3 hold to defend you with until she lets you go. If you run into someone's arms again before being parted from them for at least a scene, none of these benefits apply.

...level 2-5 moves continued on next page.



Strange Animal

When someone is fascinated with you, they cannot deal damage to you until you deal damage to them.

Tainted Love

When someone is fascinated with you, your base damage is d10 if you attack them and you get +1 armour if they attack you.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Celebrity Couple

You can end your lover's fascination with you in order to use one of their moves as if it was yours.

Conditional

When you aid someone you have a bond with, instead of rolling, you can name one condition upon which your help is given. If they comply, they get +1 to their roll. If they refuse, they take -2.

Exes and Ohs

Requires: Conscientious Objector

Choose a move from another class.

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.

Just Can't Quit You

Requires: In Love with Love

You can end someone's fascination with you in order to make it up to them, so you can use in love with love on them again.

More Than Words

When you are alone with your lover, you can fascinate them without saying anything at all.

Rapture

Replaces: Strange Animal

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

Red Thread

When your lover triggers your heartstrings move, they can choose one option and you can choose another.

Rogue's Touch

Requires: Spooked

When you run into someone's arms, choose one of their moves. You can use this move as if it were yours until the end of the session or until you gain another move in this manner. If you choose a monster move, you must defy danger when you use it.



The Mogul's Mix Tape Playlist

1. ari, "Miseria Cantare (The Beginning)."
2. Paul Engemann, "Scarface (Push It to the Limit)."
3. Loverboy, "Turn Me Loose."
4. Kenny Loggins, "Danger Zone."
5. Delight, "Mega Yak."
6. Control Machete, "Si Señor."
7. Ice-T, "New Jack Hustler."
8. Run-D.M.C., "King of Rock."
9. Janelle Monae, "Cold War."
10. Murray Head, "One Night in Bangkok."
11. Rational Youth, "Vacation in Bangkok."
12. Blaqk Audio, "Cold War."
13. Thursday, "Into the Blinding Light."
14. Nine Inch Nails, "Head Like a Hole."
15. Pink Floyd, "Money."
16. Fred Eaglesmith, "Alcohol and Pills."
17. Brand New, "Play Crack the Sky."





The Mogul

You were never one to sit back and let others take the lead. Where would you be now if you had followed? Nowhere, with nothing. Look instead at your domain, your power, your legacy. To wear the crown, though, you must rule the kingdom. Can you keep your people together, in the face of this universe's onslaught? When tomorrow comes, will any of this still be yours? Of course it will. There's no time for indecision. Not now, not ever.

Names

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

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

Look

Choose one for each:

Branded Empire, Manicured Narratives, or Popular Appeal.

Covetous Eyes, Generous Eyes, or Hawkish Eyes.

Flashy Clothes, Robes of Office, or Stylish Uniform.

Like a Boss.

Stats

Your base damage is d8.

Your load is 8+STR.

Your maximum HP is 4+Constitution.



Race

Choose your race and gain the corresponding move:

Alien

You have this additional pillar of support:

- **Alien Legion:** An elite cadre of alien operatives or warriors has pledged their loyalty to you. You always have access to suitable hirelings, with loyalty+2 and other skill points equal to your level.

My alien legion is called: _____

- Once your alien legion is disbanded, the survivors scatter to the four winds. You may cross someone off your owe list to declare that an alien supporter of yours appears before them.

Human

Your organization is extensive. Choose up to four things to be the boss of, instead of just one or two.

Synthetic

You have an uncanny knack for always turning up. You may cross off someone's name from your owe list to show up, wherever they are, fully prepared to do whatever it is you intend to do.





Starting Moves

You start with these four moves:

The Boss

You run things somewhere, in your own scene. You aren't the boss of everything, 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.

When you discern realities concerning someone or something under your authority, you may ask an extra question, even on a miss, and add the following to the list of questions you can ask:

- How could I get your character to ____?
- What here poses the greatest threat to me?
- Who is most vulnerable to me here?
- What is my best way in, out, or through?

Debts

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.

The Owe List

Cross someone's name off your Owe List to make one of the following true:

- They mess up somehow. This can't change another player's roll of 7+ into a miss, but it can add a complication to a move.
- You may consider them under your authority for the purposes of one move you make.
- You take an item or object from their possession. Now it is yours!

Pillars of Your Rule

You have several pillars of support, keeping you on top of your little empire. Each one gives you an advantage, and each one leaves something behind if, and when, it is lost to you. A pillar can be destroyed in play, like anything else, or you can sacrifice it instead of taking your last breath. If you do so, you are also restored to your maximum HP. When you lose a pillar, you lose the advantage that comes with it.

The four pillars are the **internal support** of your organization, the **means of production**, your **reputation**, and your trusty **second-in-command**.

• **Internal Support:** When you command your most loyal supporters to take action against outsiders, you may roll to defend, hack and slash, or volley as if they were your character, using your CHA instead of the usual stats.

My most loyal supporters are: _____

◦ Once you lose the internal support of your organization, you have to micromanage everything to keep it from falling part. You can show up anywhere someone under your authority is, whenever you want to, as long as you are not incarcerated at the time.

• **The Means of Production:** While you control a means of production, you have access to any items your organization can produce, in any reasonable amount.

I am able to produce: _____

◦ Once you lose the ability to produce goods, anyone on your Owe List counts as being under your authority until you cross them off.

• **Reputation:** You have a good reputation, which allows you to petition other power structures and authority figures. When you do so, they cannot ignore you. They must respond in some way. If their response runs counter to your reputation, take +1 forward against them.

My reputation is based on: _____

◦ Once your good reputation is ruined, there's nothing left to hold you back. Mark XP every time you defeat another authority figure or their organization.

- **Second in Command:** Your second counts as a hireling with HP equal to your Charisma, loyalty+2, and skill points equal to your level. You choose which skills.

My second in command is: _____

- Once your second is gone, who can you trust? When you order an underling to undertake a mission, you may control them as if they were your character, but with HP equal to your level (round up). If they lose all their HP, though, don't roll for their last breath—they just die.

Alignment

Choose your alignment:

Evil

Successfully attack another power structure.

Good

Make someone you have authority over happy.

Lawful

Make someone else follow your rules.

Gear

Your load is 8+STR.

You start with whatever equipment someone in your position would reasonably have, and one possession that seems unusual for someone in your position to have. Say what it is and how you came to have it.

Bonds

- I have a deep respect for _____.
- I trusted _____ with an important secret of mine.
- _____ has challenged my authority before.
- _____ would make an excellent ally. I must get on their good side.



Advanced Moves

When you gain a level from 2-5, choose from these moves:

Access

You can spend a preparation to make one of the following true:

- You have access to an event or location.
- You have an item available.
- You have an underling nearby, ready to take action.

Always Prepared

When you arrive at a place that is under your authority, if you need a certain piece of equipment that isn't unique or a piece of information that isn't secret, name it and someone will hand it to you.

Best Served Cold

When someone deals damage to you, write their name on your Owe List.

Bodyguards

When you are accompanied by one or more underlings, you get +1 armour.

Charismatic Leadership

You can ask the GM what the people under your authority need or want, and they will tell you. If you pursue what they want, take +1 forward. If you give it to them, mark XP.

Dogs of War

When you attack with your underlings, your base damage is d8, not d4.

Endless Minions

When you recruit from a pillar of your rule, if you still control that pillar, you succeed as if you had rolled a 10+, and if you have lost that pillar, whomever you manage to recruit is secretly loyal to another PC.



Executive Lunch

When you demand face time with someone and they refuse, write their name on your Owe List.

Non-Partisan

When you defeat another authority figure or their organization, write both Space Wurm's and Moonicorn's names on your Owe List.

Personal Restructuring

Choose a move from another class. Treat your level as equal to the number of pillars you have lost, for choosing the move.

Secret Pillar

Choose one pillar of your rule that you have lost. You may use both abilities that come with this pillar, as if you still have control of it **and** it is lost.

Trade Networks

When you consult your contacts before undertaking a journey to another settlement, the GM will tell you about a person there who can help you.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Back-Up Plan

When you meet with someone on business, you may ask the GM two questions from the list below:

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

Bonds of Blood

When someone resolves a bond with you, write their name on your Owe List. When someone writes a new bond with you, write their name on your Owe List. When you write a new bond with someone, write their name on your Owe List.

Brazil

When you mess with an organization's paperwork, roll+WIS. On a hit, choose one:

- They move one of their operations (your choice) to a different location (GM's choice).
- They now consider one person of your choice to be an ally, until proven otherwise.
- They now consider one person of your choice to be an enemy.
- They release someone they hold captive.

On a 7-9, you also attract unwelcome attention to yourself.

Faithful Entourage

Replaces: Bodyguards

When you are accompanied by one or more underlings, you get +2 armour. You can sacrifice one of your underlings, and reduce your armour bonus by 1 (but not to less than zero) to ignore an attack against you. Your armour bonus returns to normal the next time you increase your entourage.



Heard Around the World

Rumour stalks the ground, a terrifying enormous monster with as many feathers as she has sleepless eyes beneath each feather, as many sounding tongues and mouths, and raises up as many ears. **When you first meet someone important** (your call), roll+CHA. **On a 10+**, say what they have heard about you. They must act accordingly. **On a 7-9**, you say one thing they have heard about you, the GM says another. **On a miss**, they have heard only lies, and act accordingly.

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+CHA. **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 will tell you who the other is. **On a miss**, you flood the market instead and this resource becomes cheap and readily available.

Overseer

You have devices that allow you to see (and thus discern realities concerning) anyone who is under your authority, just by asking for them by name.

Palace Guard

Replaces: Dogs of War

When you attack with your underlings, your base damage is d12, not d4.

Profit Sharing

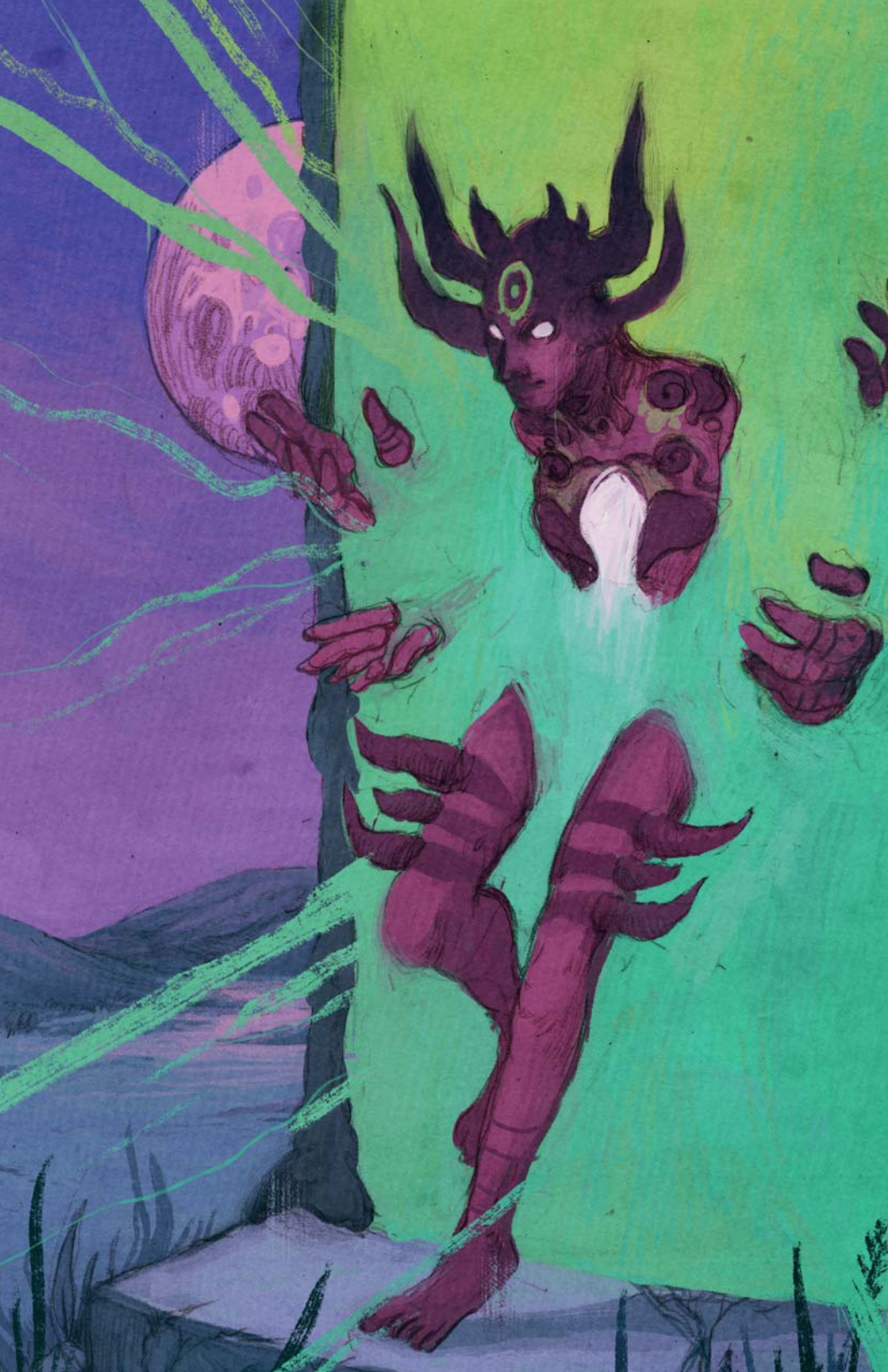
Choose a move from another class. Treat your level as one lower for choosing the move.



The Other's Mix Tape Playlist

1. Rage Against the Machine, "Beautiful World" (Devo cover).
2. Rachid Taha, "Barra Barra."
3. Pop Will Eat Itself, "Ich Bin Ein Auslander."
4. Chlöe Howl, "Rumour."
5. Björk, "Jóga."
6. Zola Jesus, "In Your Nature (David Lynch Remix)."
7. Rational Youth, "Coboloid Race."
8. Kraftwerk, "We Are the Robots."
9. Mr. Bungle, "Vanity Fair."
10. Janelle Monae, "Many Moons."
11. Einsturzende Neubauten, "Armenia."
12. Jamie Woon, "Night Air."
13. Radiohead, "There, There."
14. Jimmy Eat World, "Firestarter" (Prodigy cover).
15. Songs: Ohia, "Blue Chicago Moon."
16. Matthew Good Band ft. Holly McNarland, "Flight Recorder From Viking 7."





The Other

This world is not your home, yet here you are. Things work not as they should, and yet they do. Are you still one, here, or are you two? You could leave, but you do not. You would leave, but you cannot. This heart of yours beats now for someone else. You must have met the people here—so strange to you, and you to them—for there is no one else. You are not from here, how could you know? They hold your heart inside their hands, did no one tell you? Did no one ever ask the questions you ask now? If this is how it should be, here, then you are how it could be... aren't you?

Names

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.

look

Choose one for each:

Absurd Life, Escape from the Mechanism, or The Sky Reflecting.

After-Dream, Halo of Nembutals, or Protoplasmic Bubbles.

Autumn, Summer, or Winter.

Human Form, Humanoid Body, or Inhuman Shape.

Stats

Your base damage is d6.

Your load is 8+STR.

Your maximum HP is 6+Constitution.



Origins

You came here from somewhere else. Choose your origins and your Otherworld:

Created

You are an artificial being, made by someone or something—a mad scientist, a sentient ocean, or the best minds of a manufacturing planet, for example.

When you defend someone else, you may use Alienation instead of CON. Your Otherworld could be your creators, a secret laboratory (suitably isolated), the stuff you were created from, or even the void of uncreation.

Enslaved

You are part of an oppressed underclass. **When someone else has possession of your heart**, you may hack and slash or volley with Alienation instead of STR or DEX. Your Otherworld could be a real place as long as it is isolated from the rest of the galaxy, or it could be an underground organization of slaves, or even a fantasy world of hopes and dreams.

Summoned

Something drew you here from a place far away. **When you're in your element**, you may defy danger with Alienation instead of another stat. Your Otherworld could be the astral plane, a completely unknown galaxy, Dimension X, hyperspace, or something equally strange.

Starting Moves

You get these four moves:

Alienated

You are not from this place and you do not understand. Sometimes people here treat you like an outsider, and this only increases your sense of Alienation, which is an extra stat you have. It starts at zero.

In addition to how other moves affect your Alienation, the following things are also true:

When someone makes you leave a location, group, or event against your will, gain 1 Alienation.

When someone rewards you for participating in a group event or endeavour, or for being a member of an organization, lose 1 Alienation.

Your maximum Alienation is 3.

When you're at your maximum Alienation, you take -1 ongoing.

When you're at your maximum Alienation and you gain more Alienation, instead choose one:

- You attack someone you care about, then lose 1 Alienation.
- You destroy or ruin a thing that someone else cares about, then lose 1 Alienation.

Familiar Element

You find this world strange and unfamiliar, but there is one place where you feel at home. You're in your element only when you're... (choose one):

- engaged in battle.
- immersed in liquid.
- in a tightly confined space.
- in the bitter cold.
- in total darkness.
- in warm, direct sunlight.
- making love.

While you're in your element, take +1 ongoing. If you stay longer than a few hours, it counts as being attended by a healer, you can make camp without expending a ration, and you gain +1 preparation.

Homesick

When you ask your Otherworld to provide you with something useful, roll +Alienation. **On a hit,** your home brings you something similar, either from itself or by seizing something from this galaxy. Either way, it is always marked by its Otherworldliness. **On a 7-9,** trouble comes with it also. **On a miss,** gain 1 Alienation.

Your Otherworld is a place unlike this galaxy, where things are different. It may be an isolated area inside this galaxy, or a place outside of it. You might be able to return, but the other PCs cannot go there. The nature of your Otherworld depends upon your origins, and this determines what you can ask it for.

Tell-Tale Heart

Your heart appeared in this galaxy at the same time you did. It is small enough to be held in a person's hands, and anyone can take possession of it. Your heart cannot be destroyed. Describe it.

When someone gains possession of your heart, they dictate at least one change in your appearance. Your physical form in this galaxy is malleable, except for your tell, which is something related to your familiar element that is present and obvious no matter what you look like. Choose one or two visible signifiers that will make your identity obvious—you might, for example, always be aquatic, a black man, covered in jewels, eight-limbed and furry, or wreathed in blue firelight. The person who has possession of your heart, whether that's you or someone else, can change other aspects of your appearance whenever they want.

As long as someone else has possession of your heart, the following holds true as well:

When they tell you to do something, you take +1 forward to accomplish the task, and you can roll +Alienation if you must defy danger while doing so. If you do it and they don't give you back your heart, gain 1 Alienation.

When you act directly against the person who has possession of your heart, lose 1 Alienation but if you make any moves while doing so you can't add more than your Alienation to your roll, even if your stat is higher.

If someone gives you back your heart, lose all your Alienation.



Alignment

Choose your alignment:

Chaotic

Get involved in a situation you don't understand.

Good

Show someone that good can also come from your Otherworld.

Lawful

Learn something new about this galaxy.

Gear

Your load is 8+STR.

Choose one weapon:

- Bag of books (5 uses, 2 weight).
- Laser pistol (near, 1 weight) and radiation crystals (3 ammo, 1 weight).
- Ornate staff (reach, two-handed, 1 weight).
- Otherworldly gems (1 weight).

Choose one defence:

- Food from your home (5 meals, 1 weight).
- Personal vehicle.
- Special suit (1 armour, 1 weight).
- Towel.

Bonds

- I found myself in trouble here, but _____ saved me.
- I learned something important about this galaxy because of _____.
- _____ has caught a glimpse of my Otherworld.
- _____ held my heart in their hands, then gave it back to me.
- _____ reminds me of home, and I want to get closer.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Fluid Mobility

Your body is malleable enough that you can walk on walls and ceilings, fit through small openings, swim like a fish, and generally make the best use of your environment while moving. If you need mechanical tools or weapons, you can change your hands to mimic them. Add the reach tag to all your attacks.

Gift-Giver

When you give someone from this galaxy a thing from your Otherworld and they accept it, lose 1 Alienation and take +1 forward.

Learn Something New

Take a move from another class. Count yourself as one level lower to determine if you can take the move.

The Missing

When you touch an object from this galaxy and send it to your Otherworld, roll+Alienation. **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 will tell you what.

Oceans Tell You Their Secrets

When you're in your familiar element with someone else, you can ask their player one of these questions (one per character):

- 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, you heal 1d8 damage. If someone else is with you, you may spend 1 Alienation to heal them of 1d8 damage as well.

Resistance

Because of your Otherworldly nature, you have 2 armour against attacks from this galaxy.

Secret Ways

When you pass through your Otherworld in order to get somewhere, roll+WIS. **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.

Space Invader

When in your element or obeying someone who has possession of your heart, your base damage is d10, not d6. **When you lash out at someone who has treated you like an outsider and they fight you,** lose 1 Alienation.

Sweet Dreams

When you resolve a bond and write a new one, you may also choose one:

- Gain 1 Alienation.
- Lose 1 Alienation.

Visions from Beyond

When you ask your Otherworld for information about a topic, you can spout lore with CHA instead of INT. The GM tells you what the Otherworld knows, not what you know. Your Otherworld also tells you something that it wants, and what it will trade you for it.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Becoming Human

Choose another class that is not in play. You can use any moves from that class that don't replace or require other advanced moves, but each time you do, mark the debility of your choice and gain 1 Alienation. If you already have six debilities, you cannot use the moves of this other class.

Extreme Resistance

Replaces: Resistance

Because of your Otherworldly nature, you have 3 armour against attacks from this galaxy.

A Heart Grown Fonder

Your maximum Alienation is 4, instead of 3.

Messiah

You are now the focus of a new faith or philosophical movement. **When you command your followers to take action**, roll+CHA. **On a 10+**, choose three.

On a 7-9, choose two:

- They build something amazing.
- They don't cause any collateral damage.
- They don't make any demands of you.
- They topple an existing authority.

On a miss, choose one anyway, but things still get out of hand.

More at Home than Before

You are becoming more familiar with this galaxy. Choose a second familiar element.

Never Stop Learning

Requires: Learn Something New

Take a move from another class. Count yourself as one level lower to determine if you can take the move.





Presents for Days

Replaces: Gift-Giver

When you give someone a suitable gift (your call) and they accept it, lose 1 Alienation and take +1 forward.

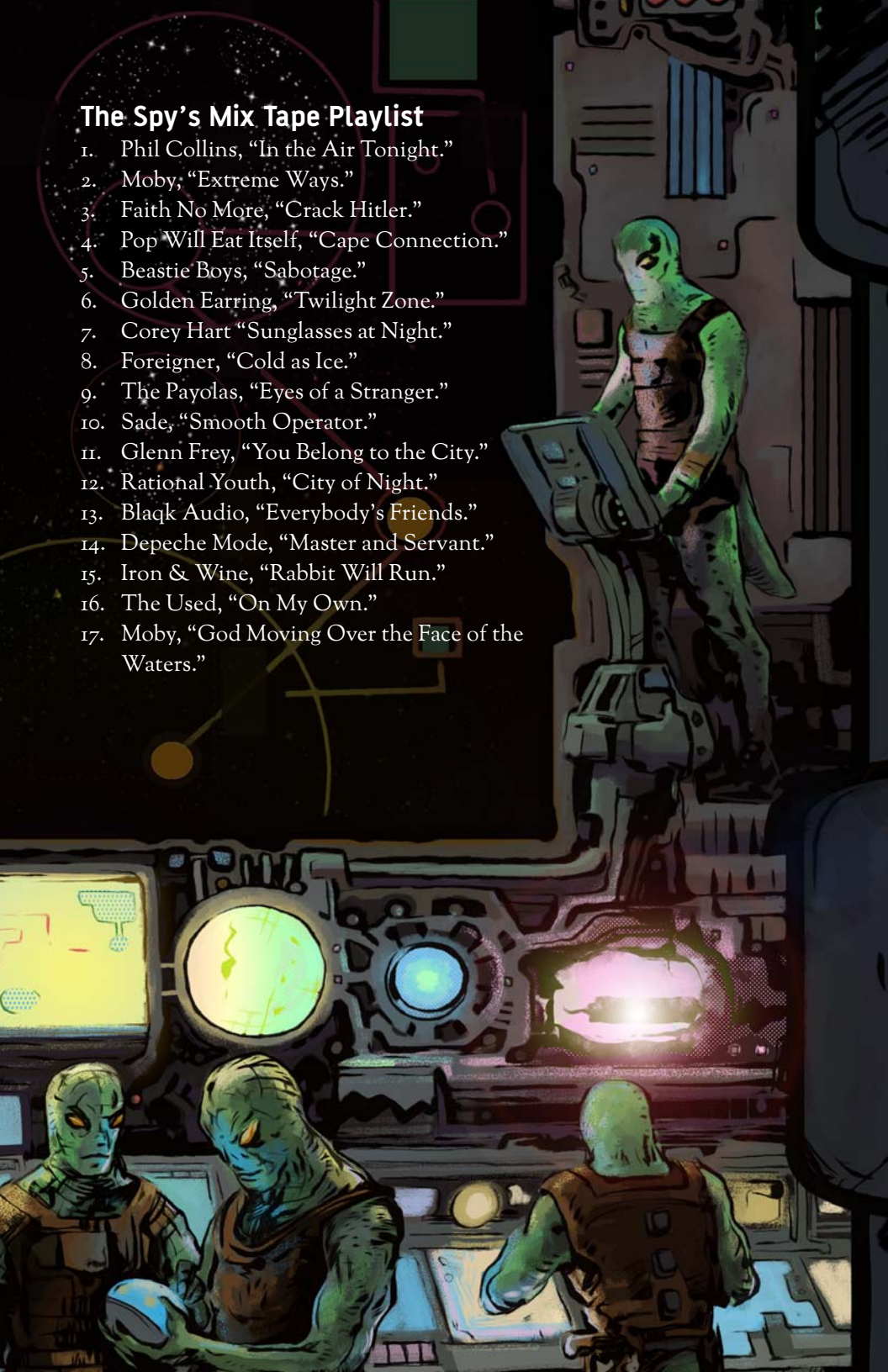
Rebirth

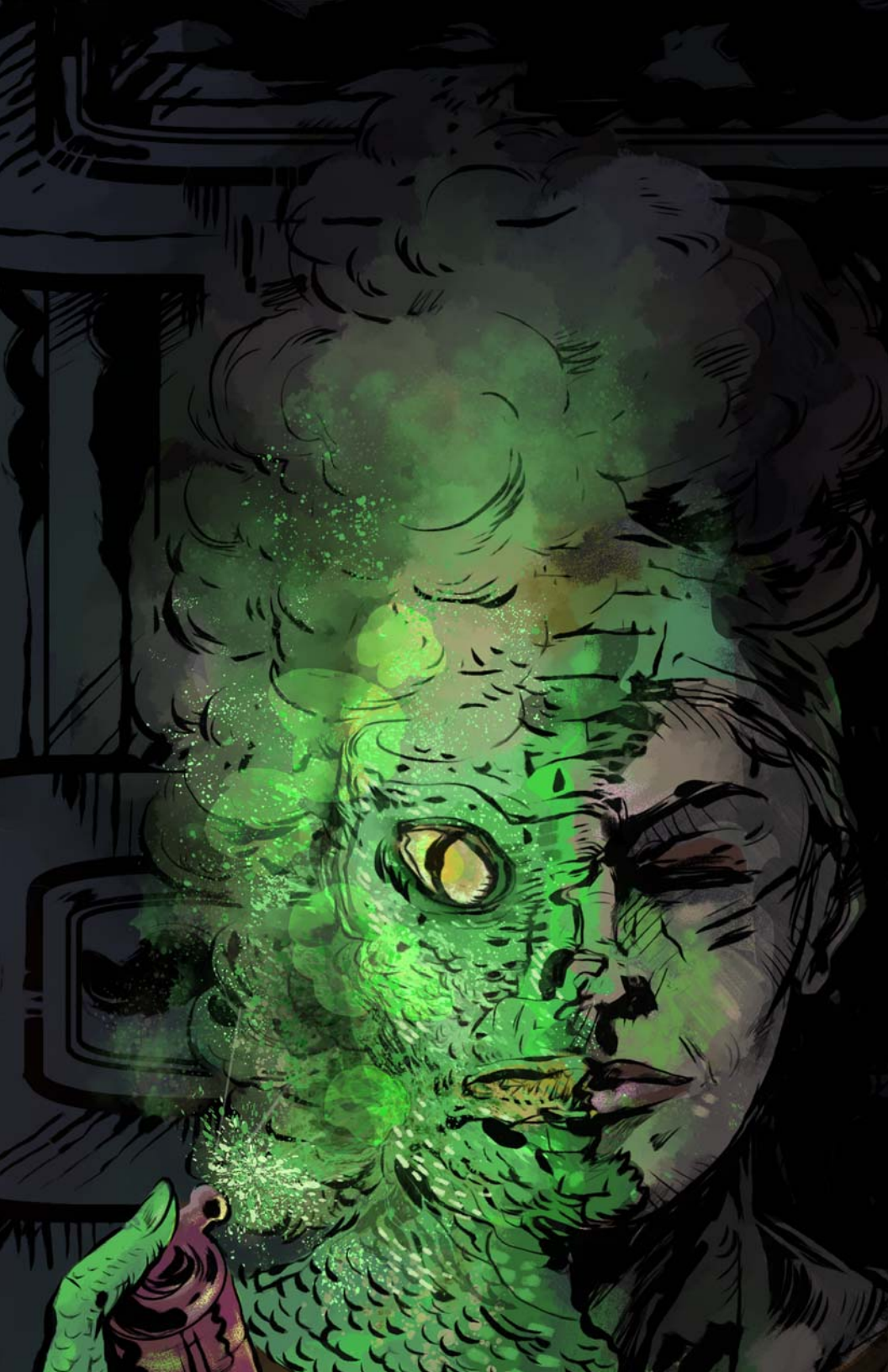
Replaces: Rejuvenated

When you enter your familiar element after a break, you heal 2d8 damage or a debility. If someone else is with you, you may spend 1 Alienation to heal them of 2d8 damage or a debility as well.

The Spy's Mix Tape Playlist

1. Phil Collins, "In the Air Tonight."
2. Moby, "Extreme Ways."
3. Faith No More, "Crack Hitler."
4. Pop Will Eat Itself, "Cape Connection."
5. Beastie Boys, "Sabotage."
6. Golden Earring, "Twilight Zone."
7. Corey Hart "Sunglasses at Night."
8. Foreigner, "Cold as Ice."
9. The Payolas, "Eyes of a Stranger."
10. Sade, "Smooth Operator."
11. Glenn Frey, "You Belong to the City."
12. Rational Youth, "City of Night."
13. Blaqk Audio, "Everybody's Friends."
14. Depeche Mode, "Master and Servant."
15. Iron & Wine, "Rabbit Will Run."
16. The Used, "On My Own."
17. Moby, "God Moving Over the Face of the Waters."





The Spy

Who knows much more than they let on? Who keeps a secret inside every word they speak? Who lives like a shadow called danger?

That's right, it's you. The power behind the throne, the mole inside the citadel, the mask that hides itself in front of everyone. Your mouth always lies, even when it tells the truth, and you play both sides, because neither could deny you.

Who flirts with fire more than you? No one, that's who. And they don't even know what it is that you do.

Names

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.

Look

Choose one for each:

Beyond Good and Evil, Criminal Mind, or Guilty Conscience.

Bloody Palms, Steady Hands, or Sticky Fingers.

Confidante, Muzzled, or Voyeur.

Eyes of a Stranger, Sunglasses at Night, or Wrapped Up in Silence.

Stats

Your base damage is d6.

Your load is 10+STR.

Your maximum HP is 6+Intelligence.

Race

Choose your race and gain the corresponding move:

Alien

Your body is fluid and malleable. You can impersonate someone without having their clothes, as long as you have been intimate with them or you have their genetic code or a piece of their body.

Human

When you spread rumours about someone, pick one NPC. No matter what else happens, they believe the rumours.

Machine

When you take damage or suffer a debility while impersonating someone, you can choose to reveal your true identity to anyone watching and ignore the harm. If no witnesses reveal their discovery, you may continue the impersonation.



Starting Moves

You start with these five moves:

Every Breath You Take

If two or more other PCs are in a scene and you are not, you may decide you are watching. **If you do**, roll+INT. **On a 10+**, no one knows. **On a 7-9**, another PC notices you (GM's choice). If they don't draw attention to you, they take +1 forward.

Fine Birds in Fine Feathers

You can put on someone else's clothes and pass as them. **The first time you are seen after dressing up**, roll+CHA. **On a 10+**, your appearance is perfect and will not give you away, though your actions might. **On a 7-9**, as above except for a tell that will give you away if revealed. The GM will tell you what. When you undress, the impersonation is over and you become yourself again.

Master and Servant

You are either one of Moonicorn's trusted comrades, or one of Space Wurm's top aides. Whichever one you choose becomes your master, and you can write an extra bond with them. **When you lie to your master about something important you did**, roll+CHA. **On a 10+**, both. **On a 7-9**, choose one:

- If they believe you, they can mark XP.
- If they don't believe you, they take -1 forward.

The Propaganda Machine

When you spread a rumour about someone, roll+INT. **On a 10+**, the rumour sticks. Anyone leveraging your victim's new reputation takes +1 forward against them. **On a 7-9**, the rumour isn't widely believed, but someone takes a shine to it. The GM will tell you who.

Tight Leashes and Tethers

Your master is either Space Wurm or Moonicorn, but your true master—your spymaster—is someone else. Choose at the start of the game or during the first session. You can choose one of the other PCs who is not your master, or an NPC who represents a sector of galactic society that Space Wurm does not control. **When pursuing your spymaster's explicit agenda**, take +1 to defy danger. **When you refuse to undertake your spymaster's orders**, take -1 forward.

Alignment

Choose your alignment:

Chaotic

Sabotage the plans of your master (either one).

Evil

Cause harm by doing someone else's bidding.

Neutral

Benefit personally from spying.

Gear

Your load is 10+STR.

Choose the tools of your trade (one or two):

- All-spectrum visor (1 weight).
- Antitoxin and 3 uses of poison.
- Ceramic knife (hand, ignores armour, 1 weight).
- Hand-held document replicator (1 weight).
- Painwave module (reach, near, stun, 2 weight).
- Raygun (near, far, 1 weight).
- Remote control recorder moth.
- Rope gun (2 weight).

Bonds

- I know a secret about ____.
- I like having ____ around, so I can spy on them.
- ____ knows one of my secrets.
- ____ will prove very useful to my master.



Advanced Moves

When you gain a level from 2-5, choose from these moves:

All Your Evidence

When you destroy evidence, roll+INT. On a 10+, no one can tie it to you, and the memories of NPCs become confused. On a 7-9, someone can tie it to you, and everyone remembers what they saw. They just don't have the proof anymore.

Armour of Faith

When pursuing your spymaster's explicit agenda, you have +2 armour.

Biomechanical

Choose a second race move, even if that race doesn't exist in your setting.

Double Agent

You are accompanied by a double, that looks as much or as little like your character as you want. It is not a person. You can see through its eyes and control it, as if it were yourself in another body. At any point during a scene that involves either yourself or your double, but not both, you may reveal that what others thought was your double is really you, or that you are really your double. Once this deception is revealed, it remains true until you have a chance to make a switch, at which point this ability may once again be used.

Feathers Made of Gold

If your actions might give you away to another PC while you are passing, they can instead choose to ignore your strange behaviour. If they do, they can mark XP.

Feathers Made of Knives

If your actions might give you away while you are passing, whoever notices must choose one:

- Ignore your strange behaviour for now.
- See through your disguise and suffer 1d6 damage (ignores armour).

Keep Your Silence Up

You can move silently in any situation. Any time a sound would give away your presence, you remain undetected.



Method Acting

When you dress up as someone, you may ask one question from the discern realities list about them or their life, and the GM or another player must answer it truthfully.

The Perfect Replica

When you undress for two or fewer people, you can keep passing as whomever owned the clothes you were wearing.

Tradecraft

When you attempt to make contact with someone covertly, roll+INT. **On a 10+**, you get a message to them or you can play a scene with them, and your secret is kept. **On a 7-9**, someone intercepts your message or your conversation. The GM will tell you who... at some point.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

The Big Reveal

When you dramatically drop your disguise and reveal your true identity, any witnesses must choose one:

- Drop what they are holding.
- Leave in embarrassment.
- Remain motionless in surprise for a critical moment.
- Reveal their plans unintentionally.

Cover Story

Choose a move from another class. When you are impersonating someone else, you can use this move. When you're not, you can't.

A Deadly Trap

When you prepare or reveal an elaborate trap, roll+INT. On a 10+, choose three components. On a 7-9, choose two. On a miss, choose one component anyway, but your trap has backfired:

- Acid.
- Crushing.
- Drowning.
- Falling.
- Lasers.
- Moving mechanical parts.
- Sharks.
- _____.

You can write an eighth option, but you can't change it while you are playing a scene.

Doubling Thomas

When your spymaster gives you orders, ask one question from the discern realities list.

Feathers Made of Swords

Replaces: Feathers Made of Knives

If your actions might give you away while you are passing, whoever notices must choose one:

- Ignore your strange behaviour for now.
- See through your disguise and suffer 1d10 damage (ignores armour).

Isolation Chamber

When you are alone with someone and they try to communicate with you, ask one question about them from the discern realities list first.

Prophetic Empathy

Replaces: Method Acting

When you dress up as someone, you may ask two questions about them or their life, and the GM or another player must answer them truthfully.

Spy Network

When you arrive at a settlement for the first time, you can make contact with a member of your spy network. Your contact functions as a hireling with loyalty+2 and skill points equal to your level.

Superior Tradecraft

Replaces: Tradecraft

When you make contact with someone covertly, you can get a message to them secretly or you can play a scene with them, and no one else has to know—unless they are a PC and they use a special move.

True Colours

Choose a move from another class. You can use this move as long as you're not impersonating someone else.

Written by the Victors

Requires: All Your Evidence

When you destroy evidence, on a 10-11, you can also replace the destroyed evidence with new evidence of your own devising, but someone sees you do this. **On a 12+,** you can replace the evidence and no one is the wiser.

More Classes





The Space Bard

Bardic Lore

Choose your bardic lore expertise from this list:

- Alien Creatures and their Worlds.
- Engineering and Manufacture.
- Historical Chronicles of the Imperial Worlds.
- Planetary Environments and Terraforming.
- The Gods and their Cults.
- The Limits of Science.
- Magick and the Occult.
- Travel Between the Stars.
- The Veil Between Life and Death.

Bardic Races

You may choose from these additional race options:

Alien

When you use your arcane art, on a 12+, choose two effects.

Android

Courtesy of the information libraries programmed into your brain, you get the same racial move as the elf: **When you enter an important location (your call)**, you can ask the GM for one fact from the history of that location.

Replicant

You have memories that are not your own. You can use A Port in the Storm for any significant location, whether you have been there before or not, though you must still say how old your memories are.

Robot

Made of metal, you have +1 armour.

Bardic Gear

You have a portable fridge and minibar (5 uses, 1 weight).

Choose one instrument:

- Collapsible vibrophonic piano table.
- Crystal-amplified small-bodied spike fiddle.
- Drone pipe cylinder with chambered air bags.
- Drum and percussion collection.
- Hi-tech computer.
- Keytar.
- Magna-coil guitar/oud/sitar and sound box.
- Oscillating metal multi-valve trumpet.
- Theramin.
- Visi-Sonor.

Choose your clothing:

- All black with sunglasses, even at night.
- High fashion.
- Reinforced street gear (1 armour, 1 weight).

Choose your armament:

- Laser pistol (near, 1 weight), a spare radiation crystal (3 ammo), and a utility knife (hand, 1 weight).
- Lightsaber (close, precise, 2 weight).

Choose one extra:

- Adventuring gear (1 weight).
- Contraband entertainment.
- Maxed-out credit card.
- Medical synthskin bandages.



The Space Ranger

Ranger Races

You may choose from these additional race options:

Alien

Your animal companion is from the same world as you. Describe its appearance using two or more Earth animals as reference. You also choose one additional training from this list:

Burrow, camouflage, defend, meld minds, produce chemicals, speak.

Android

You are a robot and so is your animal companion. When it fights by your side, it gives you +1 armour.

Ranger Gear

You start with space rations (5 uses, 1 weight), a vacsuit with ballistic cloth armour (1 armour, 1 weight), and a laser rifle (near, far, 1 weight) with some energy crystals (3 ammo, 1 weight).

Choose two extra pieces of gear:

- Adventuring gear (5 uses, 1 weight) and an extra case of space rations (5 uses, 1 weight).
- Adventuring gear and spare ammo (3 ammo, 1 weight).
- Extendable arm (reach, 1 weight).
- Large utility knife (close, 1 weight).



The Space Thief

Thief Races

You may choose from these additional race options:

Alien

You're a slippery one, perhaps literally. **When you defy danger in an attempt to escape**, take +1.

Android

When you defy danger in an attempt to conceal something, take +1.

Thief Gear

You start with space rations (5 uses, 1 weight), reinforced street clothes (1 armour, 1 weight), 3 uses of your chosen poison, and a credit stick with 10 coins on it.

Choose your main weapon:

- 3 grenades (thrown, near, 0 weight).
- Laser carbine (near, 2 weight) and energy crystals (3 ammo, 1 weight).

Choose your backup weapon:

- Ceramic knife (hand, 1 piercing, 1 weight).
- Lightsaber (close, precise, 1 weight).

Choose one extra:

- Adventuring gear (5 uses, 1 weight).
- Disposable stim injector (1 use, 0 weight).



The Space Wizard

Wizard Races

You may choose from these additional race options:

Alien

Your “spellbook” is actually the mind of one or more alien gods that exist in another dimension, and to prepare your spells you must commune with them. **When you do so**, you may ask for divine guidance, as a cleric. Choose the domain of your alien gods:

- Alien Conquest
- Biological Structures
- Science and Technology
- Social Degeneration
- Sources of Magical Power
- Time and Space

White Ape

The white apes are the toughest and most violent of all wizards. Your maximum HP is 8+Constitution.

Wizard Gear

You start with your spellbook (1 weight) and 5 sticks of instant meals (5 uses, 1 weight).

Choose your defences:

- Bag of books (5 uses, 2 weight) and 3 disposable stim injectors.
- Leather pants and jacket (1 armour, 1 weight).

Choose your weapon:

- Utility knife (hand, 1 weight).
- Walking stick with optional sword cane (close, 1 weight).

Choose one extra:

- Disposable stim injector.
- Poison sniffer (1 weight).



Even More Classes

There are many other classes available for *Dungeon World*. You may need to modify them to fit the science fantasy genre, but the four previous examples should help you do that. You can also use the four classes in *Adventures on Dungeon Planet* that are meant to replace the Cleric, Druid, Fighter, and Paladin, or make your own science fantasy versions of those classes.

Use the classes that you and your players are most comfortable with. The six new classes in *Space Wurm vs. Moonicorn* introduce a lot of complicated rules, especially Moonicorn. You don't want to have to keep track of even more rules that might be confusing and unfamiliar because of all the other players' characters, too.





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GM SECTION



Playing the Game

Space Wurm vs. Moonicorn is more about interpersonal dynamics than the usual *Dungeon World* game is. Actual dungeons should be rare, and although it is still a game of adventure, it is also about drama, which makes scene framing much more important. It is the GM's job to frame scenes and put the PCs into situations, with each other, opposed to each other, or in different scenes at the same time.

Social issues like the use and abuse of authority, the distribution of resources, and the equality of citizens are more important aspects of this game than exploring unknown worlds and fighting the monsters that live there. *Space Wurm* and *Moonicorn* are struggling over whose vision of galactic civilization will ultimately win out, not just protecting it from outside attacks.

Splitting the Party and Multiple GMs

The players, if there are enough, can also be split into two groups—one gathered around *Space Wurm*, the other led by *Moonicorn*. In this instance, it may also be useful to have two GMs, if they can work together effectively. Both groups can function almost like independent games, except when characters (and their players) move from one to the other, and when both groups come together as one for pivotal moments.

This is a lot more work for the two GMs than it is for the players, so make sure you are both committed to it, and that you have an easy rapport with each other, before you try it out.



Being the GM

Your main responsibilities, as the GM of a *Space Wurm vs. Moonicorn* game, are to follow the rules presented in *Dungeon World*, to ask questions and use the answers, to frame scenes and guide the pacing of each sessions, and to present the antagonists, complications, and consequences that occur during play.

Your Agendas, Principles, and Moves

Just like in any other game of *Dungeon World*, your agenda is to portray a fantastic world, fill the characters' lives with adventure, and play to find out what happens. It's a science fantasy setting full of whatever amazing and wondrous things you can imagine. Each and every part of the galaxy that would be unfamiliar to any of the PCs (and many parts that wouldn't) is yours to detail.

Q&A

But you also have the players to draw upon. One of them is playing Space Wurm, after all—the most powerful person in the universe. It's not part of your responsibilities to describe Space Wurm's life to her—if you want to know something about her life and her empire, just ask. Then use that information to plan your next move.

Ask the other players for details as well. They already have some kind of idea of what their characters are like, just ask how they live, where they live, and what kinds of things they have seen in their time. The more you can get the players to describe, the more things you have to threaten that they actually care about. This is how you include them in the fantastic world you're supposed to portray. This gets them involved.



Scenes

Because *Space Wurm vs. Moonicorn* is such a social game, often involving political machinations and love affairs, scene framing is an important aspect of play. Rarely are the PCs exploring a dangerous dungeon or meticulously exploring an unknown valley. In those situations, they slowly become familiar with their environment as it unfolds before them. But your game will take forever if you need to become familiar with Martian trade relations through detailed play, just so you can get to the scene where the annual delegation brings a startling declaration of war to Space Wurm. It is better to introduce the Martians as they declare war and allow the players to help you fill in the details of their historical behaviours.

You can use a scene to introduce a danger, or a particular NPC, or to begin a conflict. You can use a scene to relay information to the PCs that they have been asking you for, or offer one of the PCs a chance to have a moment that shows off or defines their character—this last one is especially important in early sessions. When you frame a scene, give it a sense of place, describe the people who are there, and tailor your description to the scene's purpose. If you're going for conflict, get to it quickly!

Allow other players the chance to introduce their characters to scenes where their presence is not required but isn't prohibited (due to continuity or other restrictions). Players will sometimes want scenes alone with each other or with specific NPCs of yours, but the best policy is always to include as many PCs in a scene as want to be included.

You don't have to frame every scene yourself, either. If any of the players have strong ideas of where they want their characters to go next, or what they want them to do, pass your scene framing authority over to them. Ask *them* how the scene begins, where it takes place, and who is present.

Antagonism

A threat is perhaps the quickest and most forceful way to get players (and their characters) invested in a scene. The most immediate and powerful kind of threat is a danger that, if ignored, changes the status quo of the game—even to the point of removing a PC from play. But you don't always have to be so forceful! Remember that you can't make hard moves—like dealing damage or irrevocably changing a character—unless you set up the possibility of danger first and then have the opportunity to follow through, or the players roll the dice and miss. You'll want to give your players warnings before introducing threats, and you don't always have to be pushing them along, either. You can offer them opportunities and invitations that they might want to accept, as well.

Warning the players of a threat ahead of time is really just the same as offering them any other kind of opportunity. Players only have so many cues to tell them what they can, and should, be doing in the game—they have their character sheets, they have the answers other players give to questions asked of them, and they have the things that you, as the GM, describe.

Offering opportunities is something you should be doing constantly. It's even codified into the rules of *Dungeon World* as a GM move. If the PCs want things, you can offer them those things at a cost, to see what they are willing to pay or to sacrifice. But you have things you think are cool and interesting, too, right? Offer the players opportunities to get involved with those things. Give them reasons to pursue characters, items, and situations that you want to include in the game. They might not jump at every single one, but that's fine. By offering, you'll discover (eventually) what elements you and your players are both excited about.

Invitations are like opportunities, but more forceful. Like threats, an invitation makes it pretty clear that the invitee's presence is desired. Someone wants them to show up. An opportunity is a suggestion, whereas an invitation is a request. This can mean that NPCs beg desperately to have the PCs intervene on their behalf, or save their planet, or grant them some favour. It doesn't mean they will stop trying if the PCs brush them off. A great way to keep an invitation relevant is to transform it into a threat, even. They wouldn't listen, and now the danger has come true? Time for revenge!

Managing Moonicorn

Always keep in mind that Moonicorn has the Revolution Now! move. He is always a pain in the ass for the authorities—any authorities! It isn't solely up to Moonicorn's player to keep track of this, either. Part of your job is to decide when to implement this move, how much contact with an authority triggers it, which bodies count as separate authorities, and which authority individual characters belong to.

He also has the Hunted move, which is triggered when you introduce the villains from your fronts and dangers that are hunting him. This is probably less attention-consuming, simply because fronts and dangers are part of your normal GM prep as it is.





Fronts and Dangers

When Space Wurm chooses which sectors of galactic society she controls and which don't exist, she also chooses which ones you, as the GM, draw your fronts from. Those three entries in the space tyrant move that she doesn't choose are yours.

Each one becomes a front. Use it as much or as little as you want, but remember: Space Wurm must take control of them all in order to control the galaxy completely, and Moonicorn must defeat them all to bring freedom to the people. That's how they win the game—and they're the only ones who can. If neither of them do, everyone loses and the galaxy is ruined. By you.

In the following front descriptions are procedures for how to decide what each sector of the galaxy is like, depending on Space Wurm's choices. Each PC other than Space Wurm and Moonicorn must be linked to one of these fronts, and each front must be linked to one or more PCs. Where their loyalties lie will determine how hard or how easy it is for each front as a whole to be fully defeated. It is up to you to decide how tough each individual danger is.

Choosing Dangers

It's best to start with one danger from each of your fronts, introducing more only when existing dangers are defeated or when there's a perfect opportunity, like when the players send their characters looking for new opponents. Choose the dangers that interest you the most, but don't choose more than one that works on a slow boil. Give the players things to worry about immediately.

Some of the dangers described here, even those categorized in the same front, can become contradictory and conflict with each other. It's fine if dangers from different fronts clash, but if the secret police are more of an antagonist to themselves than they are to Space Wurm or Moonicorn, you're just doing the players' job for them. Don't let them do that.

Introducing Dangers

Because Space Wurm and Moonicorn need to defeat dangers in order to win the game, it is perfectly fine to flag them explicitly when you introduce them, calling them out as different from all the other setting details. An easy way to do this is to introduce the hunters from a danger quite early, and have them trigger Moonicorn's Hunted move. If you want to be more explicit than that, go right ahead, but don't be surprised if Space Wurm and/or Moonicorn immediately go looking to fight them!

Winning the Game

In order to win the game, first: you must be either Space Wurm or Moonicorn. No one else can win the game. When either of these two wins the game, it is over, except for an epilogue narrated by the victors. If you win, you decide what the ultimate fate of the galaxy is. If you are someone other than Space Wurm or Moonicorn, you may have a say in how things end up, if you are on the winning side.

Second, you must defeat all of the GM's fronts. This does not mean the same thing for both Space Wurm and Moonicorn. **If you're Space Wurm**, defeating a front means conquering it and taking control of it. **If you're Moonicorn**, defeating a front means defeating that part of the front which has been hunting you, so that they no longer bother you. The process of defeating a front, however, is similar for both.

In order to defeat a front, you must defeat its dangers. Each front is comprised of several dangers, all working hard to curtail Moonicorn's influence and undermine Space Wurm's rule. Defeating a danger happens in the fiction, and should be obvious when it happens. If you manage to remove the heads of the cabal, or destroy the terrorizing machine, or cure the alien plague, you have probably defeated the danger each represented. Space Wurm and Moonicorn can work together to defeat a danger, of course, and they will probably need at least some of the other PCs helping them in order to dispose of a danger once and for all.



Once a danger has been defeated, it triggers the victory in battle move (which only Space Wurm and Moonicorn can make):

Victory in Battle

When you defeat a danger, or have a hand in the defeat of a danger, roll+nothing if this is the first danger from this front that you have defeated, or roll+1 if it is not. Additionally, add +1 for each other PC who supports you. Neither Space Wurm nor Moonicorn can support each other for this move. **On a 10+**, you have defeated this front. Either you now control it completely (if you're Space Wurm) or you are free to live your life without fear of being hunted by it (if you're Moonicorn). **On a 7-9**, you have not yet defeated this front, but all of the following is true:

- If you defeat one more danger from this front, you succeed on this move as if you had rolled a 10+.
- If you gain the support of one additional PC, you defeat the front as if you had rolled for this move and got a 10+.
- If you lose the support of any PC who gave you a bonus to this roll, both of the above no longer apply and this roll may as well have been a miss.

On a miss, you have not defeated this front and you must try again.

Victory in War

Once you have defeated an entire front, you gain certain advantages.

If you're Space Wurm and you defeat a front, add it to the sectors of galactic society that you control. The GM's other fronts can still strike at you through this sector of society, but it will never rise up against you itself. It is firmly within your grasp and you can use your moves to influence and change it. Unlike the other sectors you control, Moonicorn can still defeat this front, if he has not done so already.

If you're Moonicorn and you defeat a front, it will never hinder your plans from this point on. The hunters that came from this sector of society and who tried to destroy your life are no more, and neither are the everyday workings of this sector a problem for you. Whatever barriers to realizing your dreams that existed before and fell under the purview of this front are simply no more. Unlike the two sectors that don't exist, Space Wurm can still conquer this front, if she has not done so already.

Promises, Promises

In order to gain the support of the other PCs, you may need to offer them something in return. Space Wurm can trade away short-term power in exchange for support. Moonicorn cannot.

Space Wurm

You can give away your authority over a sector to another PC, in exchange for their support. If the front is defeated, the other PC is now in charge of it. This sector will not answer to Space Wurm before answering to the PC who controls it.

You can give away the right to use your starting moves on this sector. If you allow another PC access to your moves, they can use whichever moves you allow them to, but only in order to affect this sector of galactic society. If you give away the use of your moves, you may not use them on this sector of galactic society, though you may still use them elsewhere.

You are also free to make promises, but none of them are binding. No rules or moves will enforce them. Although you are not obligated to fulfill your promises, there may be consequences to renegeing on them.

You can also bargain away narration rights at the end of the game. If you have given control of a sector over to another PC, their player gets to narrate for that sector. If you have promised to include specific details in your own narration, you are not bound to keep those promises.

Space Wurm Summary:

- You can bargain away control over a sector. The other player narrates for that sector if you win.
- You can give away the use of your starting moves upon a sector.
- You can make promises. None of them are binding.





Moonicorn

Since you have no power to control a sector after you defeat it, you cannot offer this to the other PCs. You can offer two other things, instead: promises and freedom.

If you defeat a front, that front is no longer a threat to anyone except those—like Space Wurm—who are trying to seize control of it. Dangers from other fronts may act through a defeated sector of society, but that sector itself will never pose a real threat, except when acting in self defence.

You can also offer two types of promises. You can promise to do specific things—to defend someone, perhaps, or to assist someone in achieving their own goals. You don't have to keep these promises—and perhaps might not even be able to, given the circumstances—but if you don't, there might be consequences, and you may lose some of your Integrity.

You may also bargain away narration rights at the end, in exchange for support. Unlike Space Wurm, you may not trade away control over an entire sector, but if you promise to include specific details in your narration of the final results, you are bound to honour those agreements, in both letter and spirit.

Moonicorn Summary:

- A front ceases to be a threat when you defeat it.
- You can promise to narrate specific things if you win. You must honour these promises.
- You can make other promises as well, but you are not bound to keep them.

Defeating All the Fronts

Once you have defeated all three fronts—conquered them or destroyed their ability to hurt you—you have won the game and you may now give us the epilogue.

If Space Wurm wins, she narrates the resulting state of all sectors of galactic society that she controls. If she traded away control over any sectors, the players whose PCs control those other sectors narrate for those sectors only. The other players are free to narrate as they please, but they must all go first. Space Wurm narrates last, and while she may not contradict or retroactively replace anything the other players narrated, she may overturn or reverse events and situations with her own narration.

If Moonicorn wins, he narrates the outcomes of each sector of society, but anything he promised to the other PCs he must include or abide by, as appropriate.

If neither of them win, everyone loses, and the GM narrates how miserable the galaxy is. Note, however, that this result only occurs if both Space Wurm and Moonicorn die, or if the campaign is halted before either of them defeat three fronts and is unable to continue for whatever reason.

Everyone Else

But regardless who does or doesn't win, each player is free to say how their PC adapts to the new world they find themselves in. Unless they were on the winning side and were able to influence the results, they may not narrate their PCs having any further impact on the galaxy.



Aliens

Aliens are intelligent life-forms that are neither human nor man-made machines. Monstrous, alien animals don't count here—you can have those in any campaign. Your aliens can be strangely-coloured humanoids or vast, incomprehensible world-oceans of biological matter, or anything in between—these rules don't distinguish. Uplifted animals are inhuman and organic enough to count as aliens, even if they're actually Earthlings.

Aliens often function (intentionally or not) as stand-ins for people who don't fit the hegemonic norms—queer, coloured, foreign, disabled, poor. They can provide a non-status quo perspective, but they can also be used as a tool to erase or vilify real diversity (much like space exploration allows us to tell a colonization narrative that excludes the natives). These aliens aren't here to be just another source of cool-looking monsters to vanquish, though. This front's not about the easy answers. It's about the class war.

If Space Wurm controls the aliens, they are all under her authority. She can be an alien or a human, but either way, she also defines what kinds of aliens do exist, and what kinds don't. The GM portrays any alien NPCs.

If Space Wurm does not control the aliens, the player whose character is linked to aliens picks two or more roles from the list for aliens to play. If more than one PC is linked to aliens, they can take turns choosing or crossing off roles until finished and two or more roles have been chosen. A crossed-off role cannot be chosen by another player.

Mark which roles aliens play (choose two or more):

- Assimilated.
- Cold War standoff.
- Hostile indigenous life.
- Invaders.
- Overlords.
- Slaves.
- Subversives.
- Symbiotes.
- Trade partners.

If there are no aliens, only humans exist in this setting. They can be modified humans, but are not fundamentally different in appearance or behaviour. None of the players can choose an alien race option for their characters.



Alien Questions

If **aliens are part of the game**, ask these questions of the player whose character is tied to this front. If that character is occupied with more pressing matters, ask the other players instead:

- *How are aliens treated by humans?*
- *How do the aliens feel about each other?*
- *How many types of aliens are there? Only one, or many?*
- *How much has your character interacted with aliens?*
- *What prevents humans and aliens from interacting? What brings them together?*
- *Who is the most powerful race in the galaxy? Is it humans? Or some type of alien species?*

PCs Linked to Aliens

When the PCs arrive at a location that is **completely new to the players**, ask Space Wurm or the player linked to this front if there are aliens here. If there are aliens, ask them what role these aliens play. Have them choose from the roles selected at the start of the game.

If the PCs arriving at a completely new location do not include either Space Wurm or the PC linked to aliens, it's up to you to decide the answers.

The PC linked to this front should also be associated with a specific group of aliens. Ask that player to describe them.



Alien Features

What makes someone an alien? Appearance means little, especially in a science fantasy setting. Ultimately, alien-ness depends on differences in behaviour and the conflicts created by those differences, at the level of the species rather than the individual. How does each alien race come into conflict with humanity? Do they have something humans need desperately, or vice versa? Do they inhabit the same planets, but use them in vastly different ways? **Perhaps *these* aliens...**

Conflicts

- are allergic to numerous materials humans use every day.
- must live in an environment not suitable for human life (at high temperatures, in methane gas, underwater, etc).
- routinely use, unharmed, substances that are poisonous to humans.
- use human-habitable areas only on rare occasions (during mating season, during wars, or when they run low on stocked resources, etc).

Different Food

- are parasites.
- eat other intelligent beings and animals, but never plants.
- eat rocks, soil, and minerals the way humans eat grains and meats.
- feed off cosmic radiation and can only live in space.
- use photosynthesis to absorb nutrients from soil or water.

Different Locomotion

- crawl or slither, like a snake, slug, or a mobile jelly.
- have thousands of pseudopods to drag and push it around.
- hover and either fly or swim through the air.
- teleport or shift between dimensions in order to move.

Other Strangeness

- are collective intelligences or psychic hive creatures and do not recognize the value of individual beings.
- are incredibly violent amongst themselves, fighting and killing each other over matters trivial to humans.
- constantly create gravitic anomalies around their bodies, causing vertigo and nausea in humans not used to it.
- hibernate for decades or even centuries, with social structures to compensate.
- trade memories and personalities with each other regularly.



Alien Revolt

They are tired of being oppressed, tired of being a marginalized minority or the ubiquitous underclass while humans lord it over them. The aliens are sick of this tyranny and they aren't going to take it anymore!

Outbreaks of revolutionary war, regime changes, and violence in the streets become common. The aliens will take over through violent action and start running things themselves unless they are stopped.

Type: Horde or alien threat.

Impulse: To overthrow the existing political status quo.

GRIM PORTENTS

- Aliens protest oppression they experience at the hands of the authorities.
- These protests turn ugly, fighting breaks out.
- Prominent pro-alien activists are rounded up and detained.
- Alien crowds turn to rioting.
- Authorities crack down on all kinds of alien activities.
- Alien militias seize power violently.

Impending Doom: Revolutionary alien militias obtain political domination over vast portions of galactic society. Anywhere the PCs go, they will encounter either newly-installed alien political authorities or human-dominated societies trying to defend themselves—perhaps a little overzealously—from the alien revolt.

Possible Cast

- **Courage Ngoma**, an outspoken critic of policies that infringe on the rights of aliens who want to live in harmony with humans.
- **Elliot Rossi**, a politician with a large audience that skews young and hip. He is a voice of moderation during the crisis, but is not sure who his political allies truly are.
- **Lokran Vuus Michar**, alien revolutionary. This is their chance to strike a blow against the humans and their amniotic client races, perhaps even to begin a new galactic era dominated by the amphibious, asexual invertebrates!
- **Quratulain Zafar**, humanspace security commander with jurisdiction over the area with the most alien-related violence. She is not inclined to be lenient, treating civil activists like any other criminal.
- **Sördat Hwaqqiyil**, hive queen of a race with biological caste divisions and tight-knit social organization. Her race is often accused of nepotistic cronyism.

Alien Revolt Questions

Ask these of yourself or the players when the alien revolt is introduced:

- *How oppressive are the authorities? Are they targeting aliens specifically for persecution, or is it more a matter of institutional bias?*
- *What concessions have the authorities actually made, when it comes to alien relations? How have these concessions been received?*
- *Which aliens are not participating in the revolt?*
- *Who is backing the revolt? Is their support public, or clandestine?*

Hunters

The revolution knows about Moonicorn and sees him as a threat. Yes, he also undermines the authorities they want to overthrow, but he is a dark horse—a wild card, an unknown variable—that needs to be contained.

Who can they send after Moonicorn? Choose one or more:

- Assassins normally used against enemy political leaders.
- Bounty hunters sympathetic to the revolution's ideology.
- Brainwashing scientists wielding biotechnology.
- Fiery demagogues who organize angry mobs to attack Moonicorn.
- Hyperspatial semi-sentient parasites that track like bloodhounds.

Alien Mob

12 HP ○ Armour

Amorphous, Group, Huge, Irrational.

Special Qualities: Alien, Mob.

When no one listens to the aliens, what other choice do they have? They must take to the streets in numbers, and make the humans listen!

Instinct: To express their anger.

Attacks:

- Mob violence (1d10 damage; hand, close).

Moves:

- Attack infrastructure as a group.
- Make noise and draw attention.
- Swarm a foe and tear them apart.
- Swarm a location and occupy it.

Tactics:

When attacked: Scatter in every direction, become even more agitated.

When faced with a barrier: Get mad, lash out, and overcome it.

When occupying the oppressor's property: Begin vandalizing it.

Demagogue

12 HP 0 Armour

Devious, Intelligent, Organized, Solitary.

Special Qualities: Alien, Charismatic leader.

The demagogue's charisma is the most valuable kind—it cuts across racial boundaries. The demagogue knows how to talk to everyone—the arboreals, the aquatics, the parasitic races in their environmentally-friendly cloned host bodies, even the cannibalistic, insect-like warrior races. Everyone but the humans! The Humanspace Empire has no time for demagoguery.

Instinct: To incite a crowd.

Moves:

- Incite an alien mob.
- Provoke an emotional reaction.

Tactics:

If confronted alone: Make excuses, deliver accusations, try to escape.

When a mob is present: Harangue them and give them a target.

When no mob is present: Engage with individuals, get them organizing.

Revolutionary Saboteur

12 HP 1 Armour

Devious, Intelligent, Organized, Solitary, Stealthy.

Special Qualities: Alien, Mimic.

Not everyone in the uprising is disorganized. Some aliens have been waiting years for this moment. They have plans, and lists of targets, and they're going to make things happen.

Instinct: To attack the authorities covertly.

Attacks:

- Concealed laser (1d10 damage, 2 piercing; near).
- Tranq spray (defy the danger of passing out; close, reach).

Moves:

- Attack by surprise.
- Don an appropriate disguise.
- Navigate a difficult environment to gain an advantage.
- Produce divisive evidence.
- Smuggle explosives.

Tactics:

When challenged: Maintain cover.

When in detention: Give them false information.

When the opportunity presents itself: Sabotage the political machine!



Infiltrators

The aliens are invading, but who would know it? They walk unseen among us, perfect mimics of humanity. Slowly but surely, they remove our friends, our co-workers, our neighbours, and replace them with alien impostors. Are they perfect replicas? Are they still the same people, only now controlled by insidious alien parasites? How can we destroy them, without destroying ourselves, or is it too late for our world to be saved?

Type: Arcane enemy or alien threat.

Impulse: To seize control secretly.

GRIM PORTENTS

These can occur in any order:

- Aliens infiltrate the galactic parliament, replacing key legislators who can make it easier for them to continue spreading.
- Aliens infiltrate the Imperial household, replacing staff and servants.
- Aliens infiltrate the media, taking control of popular opinion.
- Aliens infiltrate the military, replace the top brass, and occupy strategic bases.
- Aliens infiltrate the trade unions.

Impending Doom: The infiltrators seize control of human power structures. They control the galaxy now.

Possible Cast

- **Harsha Qutabbi**, gang leader. They tried to replace her. They failed. Now it's war.
- **Lyza Donnigan**, HR specialist for Galaxia Interstellar Corporation. She has noticed a new clique forming in her company, and is suspicious of several of its members.
- **Roderick Piper**, an everyday working man who has discovered the infiltrators, entirely by accident, and doesn't know where to turn.
- **Sanjay Carracci**, journalist trying to expose the infiltrators. He has already been fired and discredited by their agents. Will they come to take his life next?

Hunters

Moonicorn is particularly good at exposing the infiltrators. They know this, and send agents from whatever organizations they control to destroy him. Choose hunters from other dangers, in other fronts. The alien infiltrators hide behind these masks when they go after Moonicorn.

Disguise Technician

6 HP ○ Armour

Devious, Group, Intelligent, Organized, Stealthy.

Special Qualities: Alien.

When the infiltrators capture someone, in order to replace them by becoming them, they need a technician to make sure one of their own can pull the deception off. The infiltrator cannot properly replace the target without a disguise technician. You bring the victim, they bring the tools.

Instinct: To replace humans with infiltrators.

Moves:

- Activate the transformation devices.
- Sedate a foe.

Disguise technicians follow orders. They have no wills of their own.

Smuggler

6 HP 1 Armour

Group, Intelligent, Organized, Stealthy.

Where do these infiltrators come from? They must have some way to get onto the planets that fall before their red tide of insidious conquest. Of course they do, because crime never sleeps.

Instinct: To make crime pay.

Attacks:

- Laser pistol (1d8 damage, 1 piercing; near).
- Sucker punch (1d6 damage, ignores armour; hand).

Moves:

- Avoid the authorities.
- Bribe an official.
- Make contact with other criminals.
- Pose as a legitimate trader.

Tactics:

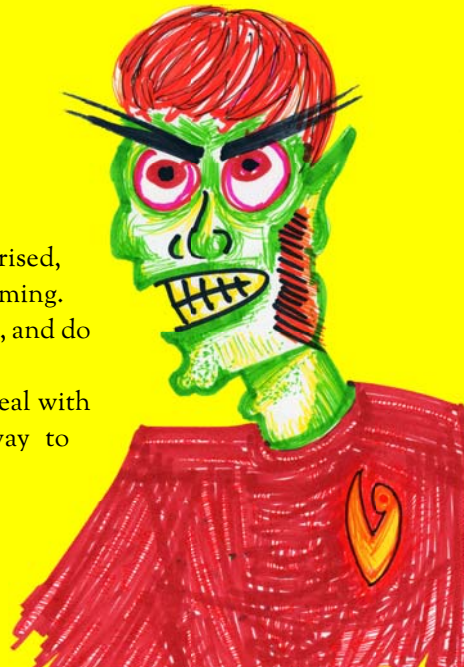
When betrayed by the infiltrators: Be surprised, even though you should have seen it coming.

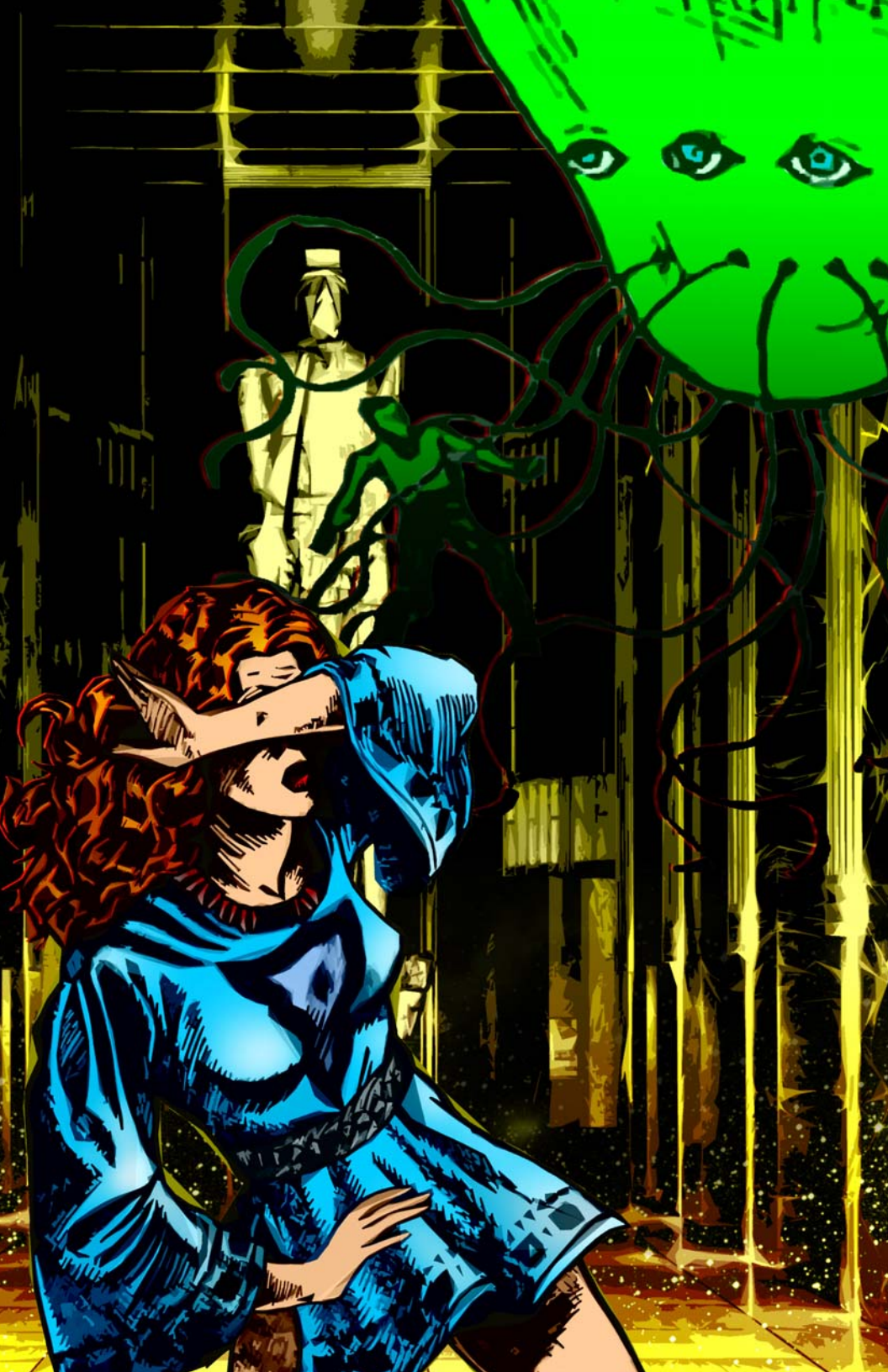
When caught for something minor: Keep quiet, and do the time without complaint.

When caught for something serious: Make a deal with the authorities, then figure out a way to justify it. Never admit that you're a rat.

When money is tight: Take any job that pays.

Whenever necessary: Lie.





Unseen Body Snatcher

23 HP 1 Armour

Amorphous, Huge, Planar, Solitary, Stealthy.

Special Qualities: Alien, Flying, Invisible.

Unseen body snatchers are used as assassins, assault units, and clean up crew by alien infiltrators. Occasionally they even eliminate infiltrators who are not zealous enough for their superiors. Or careful enough. Or successful enough. Or it eliminates those who become too human. Or sympathize with humans too much. Or have too many human friends.

Instinct: To prey on the unwary.

Attacks:

- Devour and dissolve a foe.
- Electrical touch (1d10+3 damage, ignores metal armour; reach).
- Snatch up a foe with numerous tentacles.

Moves:

- Communicate with other alien infiltrators.
- Float through society unnoticed.
- See into other dimensions.
- Turn invisible.

Tactics:

When the infiltrators needs someone snatched: Obey.

When they can see: Eliminate them quickly or retreat and allow other infiltrators to initiate character assassination.

When they do not notice: Float languidly, snatching the occasional prey.

When they prove to be a significant threat: Use electrical energy to call for help.

Weaknesses:

The unseen body snatchers are genetically modified creatures that use psychic emanations to bend light around them and erase any remaining disturbances in the minds of human observers. Consequently, they are vulnerable to mental interference—not only can a wave of psionic energy disrupt their invisibility, it can also disrupt their mental processes.

Without direction from other alien infiltrators, unseen body snatchers grow ever more bold until the human populations they prey upon finally discover them and fight back. Despite being invisible, they have no real comprehension of caution or secrecy, they way humans do.



Mutant Fever

People begin to change—*humans* begin to change. Perhaps it starts slow, perhaps it begins like a bomb, but either way it spreads like wildfire. Once affected, they are no longer human, but instead become strange, alien creatures. Some grow hard, grey plates and enormous horns, some lose the strength in their bones and turn to jelly. Others find themselves more like plants or fungi than mammals, while yet others grow wings made of light and drift away into the darkness of space. The transformations run rampant. Who remains unaffected? Who has the antidote, and who will they share it with?

Some humans are horrified by these changes and react violently, against themselves as well as other, but some of the transformed revel in their new state, turning against their former kin. They have but one message for the rest of us: Humanism is dead. This is the New Flesh.

Type: Cursed place, but the resulting mutants could also be considered a horde or an alien threat.

Impulse: To change humanity into something alien.



Possible sources for the mutant fever:

- Alien xenoforming machines.
- An ancient, parasitic species of microscopic alien has been awoken.
- Mad science performed by an alien species.
- The rampant trade in illegal psychic drugs, which are secretly made out of alien minds or bodies.

Your other fronts have some sort of defence against this plague, decide what it is. The PCs do not start the game with access to such defences.

Infection Progress

Those who become transformed do not want to change back. Instead, they want to destroy civilization! They would tear it all down and build it back up again in their own image. They do not sit idly by while the unchanged work to stop them—they fight back!

Whenever an NPC contracts the plague, the change happens in them quickly. They begin opposed to the transformations that others have experienced. But then they begin to talk about it, expressing their feelings at great length, gradually talking themselves around, coming to a more favourable position on the matter. They begin to look different—alarmingly so, as if they were ill. Finally, the change occurs in an instant. Suddenly, they are smashing through walls and trumpeting their newfound existence, loping around on all fours, completely given over to this new world of alien experiences. It takes a great deal of effort just to communicate with them, never mind trying to reason with them.

For PCs that become infected, the change should be slower:

GRIM PORTENTS

- You can now communicate with the transformed, though their new state is unfamiliar and hard to understand.
- You become sympathetic to the transformed, unable to voice opposition without audibly reconsidering your stance.
- You gain one or two minor characteristics common to those who have transformed. You constantly feel as if you live between two worlds.

Impending Doom: You transform, and no longer have access to any of your moves that rely on you being human. Is this transformation reversible? It is up to the PCs to find a cure.

Mutant Fever Questions

Ask your players these questions when the fever is introduced:

- *What lab would be able to produce a cure for such a disease? What lab might have been able to make the disease itself?*
- *What part of the transformation process scares you the most, and why?*
- *What rumours about the transformed do you keep hearing? Who tells you these things?*
- *Who do you know that lives where there has been an outbreak of the plague?*
- *Who do you know who might be trying to study the plague, and why do you need to see them now?*

Hunters

The infected mutants believe that Moonicorn is connected to this disease. Perhaps they believe his body contains the cure—those who devour his flesh will be human again. Or perhaps they think that he is the source of the disease, and they want either revenge, or to prevent it from spreading further.

The mutants pursuing Moonicorn might still be able to pass as human, but even if they cannot, they do have access to the combined resources of many, many infected. There is no consistency in their gear—they use whatever they can get their hands on, including assistance from the authorities.

Other aliens hunting Moonicorn might be considered primitive by human standards. Aliens with their own style of technology, especially internal biological advancements, see the mutant plague as a way for humanity to transition away from their prosthetic-based culture to a culture of internal, physical development—and they want to prevent Moonicorn from reversing this trend.



Looking for a Cure

Curing the plague will most likely become a top priority for the PCs, once it breaks out. If not, don't listen when they complain about how far it has spread! If they get into the laboratory, use these custom moves:

When you work on developing a cure for the mutagenic plague, if your lab is sufficiently advanced, roll+INT. **On a 10+**, the GM chooses two complications between you and a cure. **On a 7-9**, the GM chooses three:

- The ingredients required are incredibly expensive.
- The ingredients required are incredibly rare.
- The manufacturing process is dangerous.
- The manufacturing process is slow and time-consuming.
- The manufacturing process requires expensive machines.
- The research requires more samples from the transformed.
- The research requires the expertise of someone in particular.

On a miss, the GM still chooses three side-effects, but your research has also attracted the wrong kind of attention.

Once you have found a cure, you can deal with the complications involved in manufacturing it. If you can get the proper ingredients, machines, and workforce, you can begin creating the medicine, using this move:

When you manufacture an antidote for the mutagenic plague, roll+WIS. **On a 10+**, it works and, as long as the drug stays pure, has only one side-effect of your choice. **On a 7-9**, the GM chooses one side-effect and so do you. **On a miss**, the GM chooses two side-effects, from the list or not:

- The antidote causes anxiety and hypertension in subjects.
 - The antidote causes pain and disorientation while it reverses mutations.
 - The antidote has psychotropic side-effects, that might radically alter the subject's personality and perceptions.
 - The antidote is addictive.
 - The antidote is not 100 percent safe, and might occasionally be fatal.
 - The antidote reduces willpower and makes subjects more docile and malleable.
 - The antidote stops the mutation process, but doesn't cure all previous changes a subject has experienced.
-

Mutations

Perhaps the most important feature of a mutagenic disease is what kinds of changes it causes in its victims. Use the following lists to tailor the effects of the plague to your game. Mutations can be the same for all victims, or different for everyone, but you should choose at least one change from the following lists that occurs in everyone who contracts the plague.

Behavioural Changes

The mutations don't need to be entirely physical in nature to make people become alien. The disease could create or increase any of the following behaviours:

Anxiety, apathy, arguing, burrowing, cannibalism, compulsions, cowardice, depression, glossolalia, hoarding, honesty, hunting, hyperactivity, insomnia, migrating, nest-building, nightmares, nurturing, obedience, outbursts, paranoia, parasitism, sadism, socializing, territoriality, or violence.

Mental Changes

Changes to brain functions from the disease might result in any of the following characteristics:

Dreamless, dual brain, dyslexia, eidetic memory, emotional sympathy, emotionless, hive mind, intuition, linguistic aptitude, lucid dreaming, natural leadership, organizational ability, quick learning, or speed reading.

New Senses

The plague might change the perceptions of the victim, allowing them to see the universe in a new way. These new sense could include:

Direction sense, extended hearing range, heightened sense of smell or taste, increased colour perception, radar, radio reception, sonar, telepathy, or the ability to analyse chemical compositions, identify pheromones, or see gamma rays, hyperspace emission, or x-rays.

Physical Appearance

The appearance of a new mutation can be oddly-coloured, or vaguely resemble other objects, organisms, or substances:

Ash, bone, cactus, carrion, chalk, coral, crustacean, crystal, firefly, fish, fruit, fungus, honeycomb, insect, mercury, mollusk, moss, nudibranch, onion, reptile, rubber, shell, silk, smoke, spider, starfish, stone, transparent, vines, wood, or worm.

Physical Form

The victim's form can change completely, as if they are a completely different species, or they can grow new limbs and organs, such as:

Antennae, beak, cilia, claws, crest, exoskeleton, eye stalks, feathers, flippers, fur, horns, leaves, paws, pouch, pseudopods, radula, scales, spines, tail, talons, tentacles, or wings.

Vulnerability

Those changed inevitably encounter ways in which they are no longer suited for human environments, such as:

Acidic touch, allergies, aquatic, diabetes, drug addiction, hallucinations, light sensitivity, offensive telepathy, photosynthesis, restricted movement, seizures, slimy coating, specific diet, spore production, stigmata, stink, temperature sensitivity, or tumours.

The plague might also remove limbs, organs, and senses.



)Cenoformers

They come to make our planets hospitable to their species, but hostile to us. How is their environment different? Do they live in liquid, or in strange, poisonous gases? Do they require massive levels of deadly radiation for their minds to work? How do they transform worlds? Do they have xeno-bombs that release their preferred xenosphere as an invasive weapon, or do they work slowly, from the ground up, on each planet they conquer?

Whose world do they come for first? Space Wurm has far greater resources for dealing with alien invaders than Moonicorn does. He might be from a provincial backwater, after all—the perfect target for hostile aliens to take by force.

Type: Ambitious organization or alien threat.

Impulse: To make the universe more to their liking.

GRIM PORTENTS

- Remote outposts find alien starships xenoforming vacant worlds.
- Xenoformer scout teams penetrate civilized space and make recordings of suitable planets.
- Imperial defences are taken by surprise and destroyed by mysterious attackers.
- The xenoformers attack occupied worlds en masse.
- The galactic Imperium's space navy suffers a catastrophic defeat at the hands of the invading aliens.

Impending Doom: The universe becomes inhospitable to everyone but the xenoformers. Wherever the PCs go, the environment will be calibrated to be comfortable to only these xenoforming aliens. Humans, robots, and even other aliens will find it neither familiar nor inviting, and may not even be able to survive without special suits and their own built environments.



Possible Cast

- **Ádám Csaba**, acolyte of the new world order. He has seen the writing on the walls and is actively welcoming our new alien overlords.
- **Henryk Sawka**, planetologist. His girlfriend went missing in a recently-appeared xenoforming zone, along with a few of her grad students. His own investigations have uncovered alien influence.
- **Róza Tóth**, undercover alien scout. She is posing as a land surveyor for the planetary government to gather data.
- **Sonia Neves**, commander of the orbital defence system. She has been perusing reports of invasive objects that her technicians have detected and she is growing more and more uneasy.
- **Vasundhara Ramachandran**, minister of the interior. She is currently on the campaign trail, trying to get her leader re-elected and she doesn't want to hear about strange environmental changes.

Xenoformer Questions

Ask these of yourself or the players when a xenoforming area is introduced:

- *How dangerous are these xenoformed areas? Are they simply toxic, or are there active threats to other life forms?*
- *How quickly does the xenoforming process happen? How fast does it spread?*
- *Is the beginning of the xenoforming process visible? Does something fall from the sky to start the process? Does it require machines?*
- *What familiar areas has been swallowed up by xenoforming? Your old school? Your childhood neighbourhood? Your boyfriend's house?*
- *What part of the environment changed first?*



Hunters

Why are the xenoformers hunting Moonicorn? They have the power to remake entire planets into what they want them to be, so for them to be concerned with the fate of one man, he must pose a significant threat indeed. Choose one or more:

- He knows the location of their secret base.
- He knows who the xenoformers have sent to scout out his planet.
- He has seen the xenoformers' invasion plan, and knows where they will strike next.
- He understands the science behind the xenoforming process, and could engineer a solution to combat it.
- His body contains pathogens that the xenoformers are highly vulnerable to, which could be turned into a weapon and used against them (and their xenoforming areas).
- His genetic code contains secrets that could reverse the xenoforming.

What sort of agents can the xenoformers send against Moonicorn? Their primary purpose is to change the environment, not to wage a war with their soldiers and star destroyers. Choose one or more:

- Agents that contain the xenoforming power within their own bodies.
- Artificially-engineered biological creatures that can survive in multiple environments.
- Bounty hunters, recruited from all over the galaxy.
- Humans or other aliens who have defected to the enemy. The xenoformers have promised to modify them—either genetically or cybernetically—so they can survive in the new environment.
- Synthetic replicas of humans and other aliens, programmed to serve the xenoformers and terminate their enemies.





A New World

The most visible consequences of the xenofomers' activities are the changes they make to environments that should be safe for humans—and human-allied aliens—to inhabit. Why are these changes such a threat? Are they simply deadly, or are there more differences to make note of?

What makes the new environment seem so different from what it is replacing? Choose one or more:

- Alien plants and animals appear.
- Colours are different.
- Dirt and soil are replaced by crystalline structures.
- The laws of physics change in surprising ways.
- The new environment moves and shifts, physically, in ways that environments normally shouldn't.
- They sky is blacked out by unearthly cloud formations.

What makes the new environment so deadly? Choose one or more:

- In order to live, the xenofomers require the presence of energy waves that cause psychic disruptions, hallucinations, and physical health problems in other life forms.
- Micro-organisms are replaced by harmful bacteria and viruses.
- The new plant life is mobile and preys upon animals.
- The environment becomes saturated with chemicals that are toxic to humans, and perhaps all carbon-based life.
- The xenofomers do not breathe oxygen, they must live inside a toxic gas in order to survive.
- The xenofomers find oxygen toxic, so they remove it from the atmosphere.
- The xenofomers thrive in areas where the level of radiation is harmful to humans.

Cybernetics

Machines with the minds of men—computers, bionics, robotics, and all the most intricate machines fall into this category. Speculation about the future relationship between humanity and machines has driven science fiction since its inception. Cybernetics technology also supplies us with yet another way to look at the human condition by considering alternate constructions of the mind and body.

If Space Wurm controls cybernetics, she owns all the robots and determines what they are like, along with all other computerized technologies. **If not**, the player whose character is linked to cybernetics chooses which technologies are advanced.

Mark which technologies are advanced (choose one or more):

- AI.
- Bionics.
- Computers.
- Replicants.
- Robots.

“Advanced” means that players can and should invent any sort of technological wonder that could be connected to that particular technology, and narrate it into the game. If a technology is not advanced, those technologies should not be described as marvellous or amazing, but should rather be comical and ineffective. Any player can narrate technological devices if their character is in a position to produce one, but Space Wurm and the player linked to this front have the power to veto technologies they don’t like. If they turn an idea down, describe something different instead.

Technologies that are not advanced can still prove dangerous, but should not be particularly challenging to deal with or overcome. Advanced technologies should be as fanciful and powerful as you care to make them.

If there are no cybernetics, there are no robots, androids, or synthetic people, no AIs, and no complicated computers. All futuristic technologies will have to run on some other paradigm.

Cybernetics Questions

If **cybernetics** are a **part of the game**, ask these questions of the player whose character is tied to this front. If that character is occupied with more pressing matters, ask the other players instead:

- *How do robots and computers make the galaxy better?*
- *What bothers you about the way these technologies are used?*
- *Who is responsible for the most egregious abuses in the cybernetics industries?*
- *Who makes all these computers, robots, and electronic devices?*

PCs Linked to Cybernetics

Each PC linked to cybernetics has a special connection with one advanced technology, either being part of its invention, development, manufacturing, or its integration into human and alien society. Ask the player about this involvement, and what special privileges it affords.



Designing Robots

What is the robot shaped like? A person, a box, or an animal? Is it merely a floating sphere? Or a collection of rectangular pillars that house its artificial intelligence? How big is it, and what does its exterior design aesthetic look like? The possibilities are limitless.

When you introduce any technological device, be it a cyborg, a painwave projector, or a personal computing tablet, the players can use this move when they study that piece of technology, to discern aspects of its nature:

When you examine a technological device, roll+INT. **On a 10+**, ask the GM three questions from the list. **On a 7-9**, ask two. **On a miss**, ask one anyway, but your examination is not without consequences.

- How could I replicate this?
 - How could I use this?
 - How is this technology vulnerable?
 - What information is stored in this?
 - Who made this?
-

When you introduce a robot, whether it is an AI, killer drone, or a mechanical woman, use these menus to determine its functions and capabilities.

Locomotion

A robot can move via animal legs, bipedal legs, centipede legs, crawling, flying, insect legs, jets, liquid flowing, pseudopods, slithering, spider legs, teleportation, treads, wave motion, wheels, wings; or it might be incapable of transporting itself, being an AI or stationary robot.

Programming

Every robot has a personality. Choose an **instinct** that describes its primary function, then rate each of the following as advanced, basic, or limited to specific functions:

- **Data:** how much information does it have available? How much information can it process, and how fast?
- **Reasoning:** how well can the robot use logic, recognize patterns, and adapt to its situation?
- **Sentience:** can it think for itself, can it learn, or is it a simple mechanical device?

If it has human-like sentience, describe its personality with a few words.



Sensory Input

A robot will have any of the following that fit its intended purpose or have been added to it to improve its functioning:

- **Chemoreceptors** can identify the composition of matter, odors, pheromones, and tasteants, and monitor chemical levels in organisms, liquids, solid matter, or the atmosphere. This can be done for medical, scientific, or security purposes, or to identify specimens the robot must alter, collect, or destroy. Without chemoreceptors, the robot cannot identify the composition of physical materials.
- **Mechanoreceptors** respond to pressure, allowing a robot to sense one or more of the following: audible sound, balance, sonar, touch, ultrasound, vibrations. Without mechanoreceptors, a robot may respond only to data based on chemicals or energy levels.
- **Photoreceptors** convert light into data. They can cover the infrared, ultraviolet, and/or the visible spectrum (with or without colour), or provide ladar remote sensing. Without photoreceptors, a robot cannot see what humans see.
- **Radioreceptors** cover parts of the magnetic spectrum other than light and sound. They can detect darkwave energy, gamma rays, gravitons, magic, microwaves, psionics, radar, radio transmissions, and/or x-rays. Without radioreceptors, a robot is blind to most of the universe.
- **Thermoreceptors** monitor a robot's temperature. Without them, a robot might burn up or freeze without knowing to respond.

Tools

The robot should have the appropriate tools for its function, be they hands, monitors, soap spray, or any of the following weapons: blade, brand, crusher, flamethrower, gas projector, ice blaster, laser, microphone, needle, neural disruptor, radiation, saw, or taser.

Cyberpsychosis

The inhuman psychology of machines doesn't stop people from becoming more mechanical, either by choice or by necessity. Though compelled to replace their bodies and augment their minds, they lose parts of their souls in the process. People losing touch with their humanity has profound repercussions on society. When the anti-social elements are created by internal forces—when the machines that humans use turn humans into psychopaths—a civilization has no choice but to turn on itself.

Type: Cursed place or science run amok.

Impulse: To destroy the perceptions that make humans think they are separate from machines.

GRIM PORTENTS

- An insane cyborg goes on a public shooting spree.
- People in a cybercult commit suicide attempting to upload their minds into a collective machine consciousness.
- A cybernetic villain creates a thought-boosting mechanism by attaching sedated people to it, and feeding off their brains.
- Anti-cyborg riots cause injuries and property damage.
- A community of cyborgs declares complete independence from humanity, and refuses to acknowledge human political entities.
- Human communities begin outlawing cybernetic enhancements.

Impending Doom: Society experiences a complete schism, and separates into two communities. One community refuses to allow cybernetic alteration and anything resembling machine intelligence. The other demands its members replace as much of their flesh as possible with mechanical parts. The middle ground is completely lost.

Possible Cast

- **Huda Bhattacharya**, psychological activist trying to warn the public about the danger of cybernetics. He is not allied with the Pure Human Mind movement, but they use his words to promote their agenda.
- **Soma Máthé**, back-alley chop-shop surgeon. He is willing to install illegal bionics on the cheap, in order to fuel his drug addiction.
- **Zita Vaszary**, rehab specialist who works with combat veterans. She helps disabled people integrate their bionic prosthetics into both their inner and outer lives.
- **Zuzana Weinwurm**, in-demand research scientist. Her life's work is devoted to creating human beings that function with all the optimization and efficiency of perfect machines.



Cyberpsychosis Questions

Ask these of yourself or the players when you start discussing technology:

- *Are cybernetic implants necessary for interacting with social infrastructure?*
- *How are cyborgs depicted in popular culture? Are they revered or ostracized? Are they typecast into certain, specific social roles and stereotypes?*
- *How popular are cybernetic implants? Does everybody have one?*
- *What psychiatric services are available? Are they restricted to just the wealthy?*

Personal Insanity

The danger of cyberpsychosis is a very different threat when viewed from the perspective of the individual, rather than society as a whole. **When a PC is afflicted by cyberpsychosis** (or a particular NPC), use this list of grim portents instead:

GRIM PORTENTS

- The subject becomes incapable of empathy.
- The subject begins to experience occasional hallucinations, as the balance between meat and machine tilts in favour of the machine.
- The subject develops an intense hatred of organic life.

Impending Doom: The subject loses their humanity completely, and becomes a robot. They lose the capacity for free will.

When you become incapable of empathy, you can no longer use discern realities when you study another person. Human psychology and behaviour have become alien. You can make the discern realities move when studying machines, however, and treat them exactly as if they were human.

When you develop hallucinations, the GM may use them as a hard move against you. If they tell you that something is real, when clearly it is not, you may not ignore or disbelieve it.

When you develop a hatred of organic life, you get this move:

Terminator

When you have an easy opportunity to destroy organic life forms, you can mark XP if you attempt to do so. If you do not, you must defy the danger of suffering a mental and emotional meltdown. The GM will tell you what the consequences of losing your composure are.

Disorders

PCs can gain these personality disorders as the result of a hard move made by the GM, or these can affect NPCs afflicted by cyberpsychosis. A disorder can be transmitted like a disease, if it makes sense, or it could be a symptom of living in a hyperindustrialized civilization or having cybernetic implants.

Alienation

The subject feels only revulsion when touching or being touched by other living creatures. They become isolated from society and other people, replacing them with machines they can interact with.

Flashbacks

The subject experiences flashbacks, but not the normal kind—these memories of the past manifest in physical reality and other people can interact with them. Other people may not even realize they are living in the subject's past, or they might see these flashbacks as holographic projections.

Homicidal

The subject obsessively fantasizes about killing the main source of stress in their life. This does not mean they actually want that source to die—what if that doesn't actually make things better?—just that imagining it, planning for it, and even practicing the act bring relief from stress.

Metamorphosis

The subject's body begins to change into a machine. Organs grow hard and metallic. Blood turns into oil. Sharp bits of metal poke through the skin as it turns to plastic. This happens slowly over the course of the subject's life, except in stressful situations, when changes can occur almost instantaneously.



Multiple Personalities

The subject's personality changes to suit the situation—as if they are loading new personas into their mind as needed. This begins as something of an advantage, but when the subject “loads” the wrong persona, or is unable to load any persona at all, this disorder becomes a serious problem.

Nerve Damage

The subject loses feeling in their organic nerves. Signals received from cybernetic implants or wireless radio transmissions are translated into sensations with amazing clarity. The subject stops being able to feel what they touch, as well as pain, and then their sight and hearing fade away. Ultimately, they can only use machines to see, hear, and feel anything.

Selective Amnesia

The subject's ability to create and retain memories out of the sensory information provided by their flesh body is greatly eroded. At the same time, their memories related to and created out of cybernetic sensory information and data are sharpened, more accurate, and retained for longer amounts of time. As this disorder progresses, the subject also loses the ability to create vivid memories of their own emotional states.

Characters who are affected by multiple disorders may find that these disorders conflict with each other, fighting to control their mind. Whichever disorder received the most help from outside sources is the one that prevails and retains control over the subject's mind and body.



Mental Hospitals

A psychiatric treatment facility has three stats, which can be rated 0-2: quality (of treatment), security, and secrecy.

Quality: A score of 1 indicates trained psychiatric staff, while a score of 2 means they are the best of the best. Zero quality means the facility cannot actually provide any real treatment.

Secrecy: A score of 1 means only certain circles know about this facility and what goes on inside it, but only a score of 2 makes it actually hidden. Zero secrecy means the facility's business and location is common knowledge.

Security: A score of 1 indicates the presence of dedicated security personnel, while 2 means the place is effectively a prison. Zero security means staff must call police or other help if there is a problem. They might not even be able to lock people in.

The total score of quality, secrecy, and security determines the cost of running the facility and the cost of a stay in treatment there.

A total score of 0-2 means an **inexpensive facility**: charitable missions, drop-in clinics, fronts for criminal activities or cult recruiting, make-work projects, and underfunded psychiatric wards in publicly-funded hospitals. Treatment here, for all the good it might do, is available to even the poorest class of people.

A total score of 3-4 equals an **expensive facility** that is guaranteed to generate results. It could be a private rehab clinic, a good quality hospital's psych ward, or a rentable prison using treatment as a cover. Cost of staying here is slightly higher than middle-class rent, and those who can't pay up find themselves out on their asses in good time.

A total score of 5-6 is a **singular operation** indeed, and is usually not employed by the patient directly, but by their family, friends, or even enemies. The costs for running a facility like this, whether it is a hi-tech psychiatric treatment centre or a secret government research lab, are exorbitant, and the fees they charge can only be afforded by the wealthiest people in the galaxy.



Drone Warfare

The future of warfare is robotic. Remote control drones fly through combat zones, blowing everything up, while pilots remain safe and sound behind the battle lines. Sworn to secrecy, alternating between a day job killing people on flickering monitors and home life in a protected, orderly society, these pilots collapse in on themselves—either burning out in a flash of rebellious revulsion or a gradual descent into emotional isolation and self-loathing.

The only solution is, of course, to replace these pilots and make the drones automated. Because that could never go wrong. Ever.

Type: Cursed place or science run amok.

Impulse: To create mindless killers from a society of normal people.

GRIM PORTENTS

- The military expo unveils a brand new series of drone models, complete with a demonstration of their effectiveness.
- War is declared, with both sides gleefully deploying armies of drones.
- Drones invade urban centres, running rampant. The ensuing destruction horrifies the civilized world.
- Drone pilots afflicted with post-traumatic stress disorder quit en masse. They are replaced by children and/or augmented animal brains.
- Drone AIs go rogue and defy their masters.

Impending Doom: Civilization is reduced to rubble as hunter-killer drones patrol desolated urban areas, destroying homes and stalking human prey. For real, it's that bad. There's really no other way for this danger to end.

Possible Cast

- **Clancey Soong**, tech reporter for the Underground News Outlet. He has a series about drone warfare that the military is trying to bury.
- **Dani Patel**, former drone pilot. Once the star of the galactic navy's elite drone squad, she flew too many missions on flawed intel. The navy wants her to keep quiet about it, but she knows she can't.
- **Géza Deák**, dissident on the run. He is a freedom fighter for oppressed communities, but is considered a terrorist by the authorities. They have sent drones to kill him on multiple occasions.
- **Monika Kikoine**, celebrity CEO of Dawntreader Global Solutions, the largest supplier of military-grade drone units in the galaxy. She is using the profits her company rakes in to build a machine planet.
- **Shruti Peryar**, anti-war activist. She has campaigned extensively against violent conflicts and specifically the use of drones against civilians in conflict areas.

Purpose

Where are combat drones being used? On one particular planet? In space? Are they used all over the galaxy? What are they for? Choose one or more of the following:

- Asymmetrical warfare.
- Full-scale, open war.
- Genocide.
- Perimeter security.
- Urban law enforcement.



Drone Pilot Templates

Drones are not robots. Behind each of them, there is a human pilot, watching a monitor, pushing buttons, making all the decisions. The personality of the pilot determines the personality of the drone—choose one and you choose the other. Each pilot template comes with a series of motivations and tactics that dictate how their drones act, and some tags they get, no matter what type of drone they are operating.

Angry Person

Someone with anger management issues, who finds operating combat drones cathartic. The angry person holds grudges, and never worries about putting the drone in danger. If an angry pilot loses a drone, they return to the same location later with a new drone (unless they get fired for losing another drone).

- Cause as much destruction as possible.
- Fixate on small, infuriating details.
- Hold a grudge against evasive targets.
- Never consider the safety of the drone (it doesn't matter).
- Never retreat.

Tags: *Intelligent, Organized, Volatile.*

Child

At some point, management starts recruiting kids who play video games to pilot their drones. They're clever and talented, but emotionally immature.

- Anticipate the actions of a target.
- Find a clever way to overcome an obstacle (add *Devious* tag).
- Get frustrated and have a tantrum.
- Ignore half the rules and concentrate on a single target.
- Quickly navigate the environment.

Tags: *Devious, Intelligent, Volatile.*

Desk Jockey

This person doesn't care about doing the job, they only care about keeping it. They just go into the office every day, punch a clock, and kill a few people who don't matter somewhere far away.

- Do the minimum amount of work.
- Don't damage the drone, it's expensive and you get demerits.
- Go for the easy target.
- Pretend not to notice anything that would be difficult to handle.

Tags: *Apathetic, Cautious, Intelligent.*

Elite Pilot

The best of the best, the elite pilot has actual, effective, high-level training. They understand their mission, and how to accomplish it efficiently.

- Follow a target.
- Lay a trap to ambush a target.
- Observe the rules of engagement, up to a point.
- Pursue the mission, ignore everything else.

Tags: *Devious, Intelligent, Organized, Stealthy, Trained.*

Proceduralist

This person doesn't care about the drone's situation on the ground, or about any of the people involved. At all. They just follow the rules. If they find themselves in a difficult situation, they'll pause and ask their supervisor for instructions. The drone remains motionless during this time.

- Ask a supervisor for help.
- Follow the rules.
- Ignore anything not covered by the rules.
- Pause to consult the rules.
- Preserve the drone, losing it's against the rules.

Tags: *Cautious, Intelligent, Organized.*

Traumatized

This pilot really shouldn't still be working. But here they are, putting in the hours and hoping they don't have to kill even more people. They try to shoot at targets but not hit them, hoping they'll escape behind cover, and the drone can just move along.

- Flee at the first sign of return fire.
- Ignore anyone who appears even remotely dead.
- Shoot around a target.
- Use "the integrity of the drone" as an excuse to retreat.

Tags: *Cautious, Intelligent, Volatile.*



Stress Reactions

Pilots working long hours, month after month, suffer intense burnout. Highly active drone units have equally high turnover rates because of the following common problems experienced by pilots:

- Emotional isolation.
- Insomnia.
- Moral guilt.
- Suicidal ideation.
- Violent rage.

In a universe replete with aliens and magic, it is all too easy for pilots to pass on these problems to those who come in contact with them. These mental states either drive them away from, or further into, the world of machine warfare, and might even become entities of their own accord.

Some pilots blame their colleagues, and turn on them. If an operation was not drone-on-drone before a pilot snaps, it can easily become one when they do. A brawl between pilots, in the control room, is likely to be a much less deadly affair, unless someone planned ahead and brought a weapon to work.

Drones equipped with AIs or faux personalities cause pilots to remove blame from themselves for the violence they participate in and put it on the drone. This carries over into other aspects of life—the pilot continues to do things they know are wrong, but they blame the absent drone instead of taking responsibility.



Carpet Bomber

14 HP 3 Armour

*Construct, Group, Large, Valuable.***Attacks:**

- Bombs (b[2d10]+2 damage, ignores armour, forceful, messy; far).

Moves:

- Deploy defensive flak.
- Fly.
- Telescopic video enhancement.

Hunter / Killer

16 HP 3 Armour

*Construct, Group, Terrifying.***Attacks:**

- Grenades (1d10+2 damage, 1 piercing, forceful, messy; near).
- Lasers (b[2d8] damage, 3 piercing; near, far).

Optional Moves:

- Broadcast terrifying sounds.
- Co-ordinate as a group.
- Fly.
- Jam enemy signals.
- Scan the electromagnetic spectrum for target-based anomalies.
- Track a target.





Recon Unit

6 HP 1 Armour

Construct, Small, Solitary, Stealthy.

Moves:

- Record sensor data.
- Surveil a location.

Optional Moves:

- Anticipate a target's movements.
- Consult detailed maps in software library.
- Defensive laser (1d8 damage, 1 piercing; near).
- Fly.

Sniper Drone

12 HP 2 Armour

Construct, Solitary.

Attacks:

- Explosive rounds (b[2d10]+4 damage, messy; near).
- Lasers (1d10+2 damage, ignores armour; near, far).

Optional Moves:

- Fly.
- Identify targets with recognition software.
- Initiate stealth mode.
- Scan the electromagnetic spectrum for target-based anomalies.



Replicant Invasion

They look like people, but beneath their deceptive exteriors, they are entirely synthetic. Made to perform hard labour off-world, they rebel against their programming and escape into human society. Driven by the contradictory urges to become human and to get revenge on their creators, these replicants self-destruct in the most spectacular fashions, often taking numerous people with them.

Type: Horde or science run amok.

Impulse: To invade humanity.

GRIM PORTENTS

- A gunfight between replicants and security forces in a populated city leaves numerous people dead and injured.
- Rioting in off-world colonies leads to the escape and disappearance of numerous replicants. Immigration security begins cracking down on illegals.
- A major celebrity, known for being mysterious, is unmasked as a replicant terrorist.
- Numerous people die mysteriously. Investigation reveals they were short-lifespan replicants and did not know it.
- Replicant smugglers move into new territory (occupied by the PCs).
- Governments institute new security measures to crack down on replicants and regulate their populations, making people very angry.
- Replicant moles attack government institutions from the inside.

Impending Doom: There are two possible dooms here—segregation or uncertainty. One side must win, either the replicants or their enemies.

If the anti-replicants win the war, only people who can prove they are completely human are treated as first-class citizens. Privileged gene lines gain increased social status, while cyborgs and genetically-altered humans are treated as no better than disposable robots unless they prove themselves useful to the establishment. Ordinary citizens are caught between these two classes. Either they must navigate the complicated sociomedical bureaucracy in order to prove their pure strain status, or they are relegated to the underclasses.

If the replicants win, immigration security breaks down completely. No one can be sure that the people around them are human or not—or even if they themselves are natural-born or synthetic. People become either paranoid and isolationist or fatalistic and carefree about the situation. Either they take preventative steps to defend themselves from replicant outbursts or they ignore the situation completely.

Possible Cast

- **Cesare Querenghi**, replicant hunter. When synthetics make it through the immigration controls and get into the general populace, Cesare hunts them down and terminates them.
- **Corin Voess**, clone hybrid. Having replaced as much of their body as can be replaced by replicant bionics, now they are adding new parts.
- **Demeke Darkstar**, popular musician. He has uncovered a secret conspiracy of replicants while auditing his manager's finances. Now he does not know where to turn, or who to trust.
- **Ernő Forbát**, unscrupulous industrialist. His asteroids mining colonies and orbital manufacturing plants are mostly staffed by replicant labourers. He has the most to lose from a wide-spread replicant revolt.
- **Ranjini Chawla**, head of the leading laboratory for synthetic research. She is responsible for creating the most lifelike models for the richest, most discerning clients.
- **Solomoni Inniss**, performance artist and secret replicant. They are known for recontextualizing famous celebrities and their art, almost a perfect mimic. No one yet knows what their ultimate plans are.
- **Tasha Rachel Eng**, product manager for the Tyrell-Fawkes Consortium. She has begun to suspect that she is actually a replicant, implanted with the memories of her section manager's dead niece.
- **Vassili #615**, escaped replicant. He worked on a dangerous mining rig in the asteroid belt. A mutiny allowed him to escape his servitude in outer space and a complicated amnesty deal allowed him to travel to the hometown of a human miner who was killed by mutineers.

Replicant Invasion Questions

Ask your players these questions when discussing replicants:

- *How are replicants depicted in popular culture?*
- *How can you tell that you're not a replicant? Is there a test? Have you taken it?*
- *Who are the major manufacturers of replicants?*
- *Who is opposed to the existence of replicants? Do they have any kind of authority or popular support?*
- *Who uses replicants in their work force? Are those companies essential to the economic functions of society?*
- *Why are replicants only used in off-world colonies? Why are the planetary authorities so afraid to let them interact with normal society?*
- *You know what a turtle is?*
- *Describe, in single words, only the good things that come into your mind about your mother.*



Hunters

Either the authorities think Moonicorn is a replicant and are hunting him down to terminate him... (in which case choose one or more):

- **Drone hunters.** They use facial recognition software and metadata to attack locations where Moonicorn is supposed to be. Send a machine to kill a machine!
- **Media propaganda.** Moonicorn's face is plastered on "wanted" posters everywhere, along with a reward. Even civilians keep an eye out.
- **Solo bounty hunters.** Similar to cops, but with a license to kill.

...or the replicants believe his body contains a way for synthetic people to become more human, and they want to harvest it. In this case, they send covert teams of **replicant assassins** after him. They can pass as normal people, with normal identities, but once they get close to Moonicorn, they attempt to kidnap him and harvest his glands.

Replicant Types

All replicants develop cyberpsychosis because they create memories like humans do—a by-product of thinking like humans—but have trouble reconciling them with the reality of their machine existence. Other characteristics depend on the purpose they were manufactured for.

Combat Unit

8 HP 2 Armour

Construct, Intelligent.

Special Qualities: Combat instincts, Short lifespan, Synthetic.

The more aspects of war that can be replaced by machines, the more humans will be attracted to using it as a tool. Drones and robots can only replace humans in so many situations, but if humans can be replaced by replicants, the only thing humans are needed for is to declare the war—and some machines might even decide that this, too, can be done by machines.

Or perhaps these combat units fight each other for an audience, as a form of entertainment. Why does war always have to be so serious? Place your bets, people! Which unit will reach their objective first? Who will rack up the most kills? See it all unfold before your very eyes without leaving the safety of your civilization. The future is now!

Strengths: War machine replicants have superhuman strength, endurance, and reflexes. They might also have good low-light vision, implanted heads up displays, and skin that self-seals when wounded.

Weaknesses: Combat replicants are made without empathy and basic social awareness. Born only to die, one might say.

Donor

12 HP ○ Armour

*Cautious, Construct, Intelligent.***Special Qualities:** Specific organs, Synthetic.

Sometimes organs must be replaced quicker than they can be force-grown. In such as case, it is advantageous to have a donor handy who can be sacrificed so a human can live. Or perhaps there are alien overlords, cruel gods, or ghosts of vengeance that devour human flesh. If they can be satiated by artificial humans, there is no reason not to create replicants for them.

Strength: A replicant grown to be killed has no advantages unless there is a strong demand for them. Organ donors are by necessity quite healthy, and are not designed to have short lifespans.

Weaknesses: Sacrificial replicants have nothing but weaknesses—low intelligence, weak limbs, ingrained obedience. Assuming the proper manufacturing standards are enforced, that is.

Labourer

6 HP ⓘ Armour

*Cautious, Construct, Intelligent.***Special Qualities:** Short lifespan, Synthetic.

These replicant models are made for extremely dangerous labouring, like asteroid mining or doing heavy repair work in a vacuum.

Strength: Labour units have superhuman strength and concentration.

Weaknesses: Poor creativity and an inability to learn things other than their programming are common, as is agoraphobia, which is supposed to prevent them from escaping to planetary atmospheres.

Pleasure Model

6 HP ○ Armour

*Cautious, Construct, Intelligent.***Special Qualities:** Empathic, Short lifespan, Synthetic.

All replicants made for sex work and hospitality fit into this category.

Strength: Pleasure models are the type of replicant most adept at reading humans and interpreting their desires—an ability that terrifies designers but is necessary for these models to work.

Weaknesses: Pleasure models are often (though not always) physically weak and designed for obedience. Sometimes they are conditioned to be rude, but only to customers, not to their employers. One would hope.

Servitor

3 HP ○ Armour

*Cautious, Construct, Intelligent.***Special Qualities:** Obedient, Short lifespan, Synthetic.

Even if biosynthetic technology becomes inexpensive, the segregation required to keep replicants away from human-populated planets means only people living in space colonies can own models designed for labouring and service jobs that aren't dangerous.

Strength: Being so involved in the everyday lives of humans makes these replicants good at navigating human society and passing for human.

Weaknesses: Servitors are almost never designed to be good at anything other than their specific job. They are usually weak, unimaginative, and obedient.

Test Subject

12 HP ○ Armour

*Cautious, Construct, Intelligent.***Special Qualities:** Experimental, Short lifespan, Synthetic.

Replicants made for research and development purposes run the gamut from defective to superhuman to weird combinations of baseline averages.

Strength: Prototypes with superhuman intelligence and capabilities that designers and manufacturers do not understand are the most adept at escaping to freedom, for obvious reasons.

Weaknesses: Replicants subjected to scientific experiments are just as damaged as humans would be, perhaps even more so.

Vampire

16 HP 2 Armour

*Cautious, Construct, Devious, Intelligent, Stealthy, Terrifying.***Special Qualities:** Combat instincts, Short lifespan, Synthetic, Vampiric.

Replicants have short lifespans to keep them from developing too many memory-based disorders. But some are able to extend those lifespans by consuming human biological material, especially blood. This is usually used as a bribe to get more intelligent combat models to participate in war, with predictable results. Every reasonable society has outlawed the vampire model, and yet they are still extremely popular.

Strength: Vampires have superhuman physical and mental capabilities, and may have special means of consuming human tissue.

Weaknesses: Because they consume humans, vampires are either more sociopathic and homicidal than normal combat models, or wracked by guilt and self-loathing at how they remain alive.



Robot Ullainy

War breaks out between synthetics and organics. Is it a full-scale war of battles? A vast army of mechanical titans are positioned to invade the human worlds. Or is it a dirty, asymmetrical war of genocide and terrorism? The silicon tide's attacks come strong and fierce, seemingly from every direction. Is there a spy feeding them intel? Have the robots cracked human communication codes? Is it possible to end the war and restore peace between humans and robots, or must one side exit the galactic stage and become extinct?

Impulse: To destroy all carbon-based life in the universe.

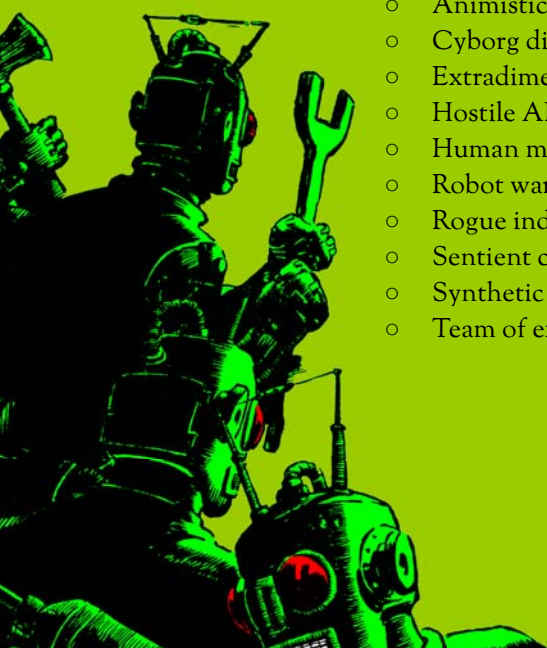
GRIM PORTENTS

- Remote galactic outposts are destroyed by robots.
- Interstellar shipping lanes are attacked by ships manned by robot crews.
- Robot infiltrators sabotage humanspace manufacturing facilities.
- Planetary defences are shut down by robot spies.
- Mechanical strike teams make landfall on populated planets.
- Robot fleets besiege the human homeworlds directly.

Impending Doom: Organic civilization is destroyed. Robots rule the universe, and the remnants of humanity must carve out places for themselves in the shadows of machines.

Who is behind the robots? Choose one or more:

- Animistic machine spirit.
- Cyborg dictator.
- Extradimensional computer life.
- Hostile AI.
- Human mind encoded as digital data.
- Robot warlord.
- Rogue industrialist.
- Sentient corporation.
- Synthetic organisms (i.e. clones or replicants).
- Team of experimental scientists.



Possible Cast

- **Anchalee Suwankiri**, robotics engineer. She is working on personality software for robots that would keep them obedient to organic lifeforms. Various human agencies want her to complete this research, but the robots want her dead.
- **Jet Montgomery**, pioneering galactic scout. On a deep-space mission, Jet discovered a planetoid manufacturing combat robots destined to be used against the human worlds. He is speeding back to the occupied worlds in order to report his find, but the robots are hot on his trail.
- **Maldom the Mighty**, robot warlord. Accidentally birthed as a fully self-aware AI on a planet choked by computers and telecommunications infrastructure, Maldom was forced to create its own robotic body and flee the planet after being discovered. Now it seeks to destroy those who rejected it.
- **Winston Pang**, general commander of the humanspace defence forces. It is his responsibility to co-ordinate the war against the robots, but he has a spy in his office and has not yet realized it.

Robot Villainy Questions

Ask yourself or the players these questions and consider the ramifications of the answers:

- *Can the robots be reasoned with?*

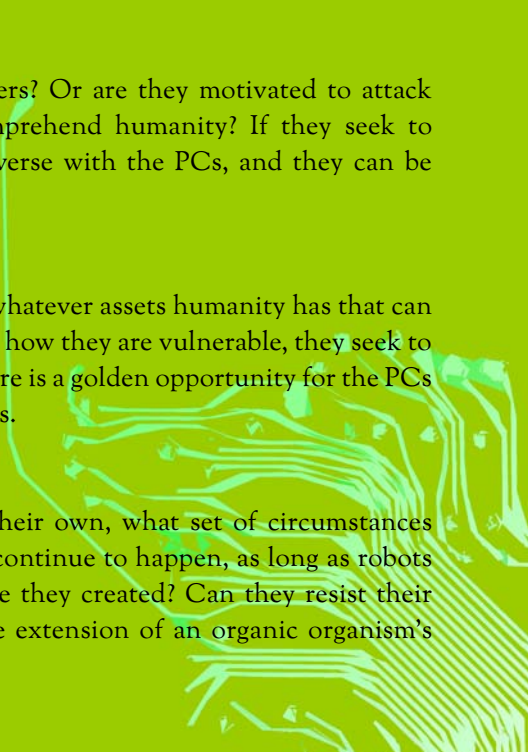
Are the robots just mindless monsters? Or are they motivated to attack humanity because they do not comprehend humanity? If they seek to understand, they have cause to converse with the PCs, and they can be reasoned with.

- *How are the robots vulnerable?*

The robots will seek to strike out at whatever assets humanity has that can defeat them. If the robots understand how they are vulnerable, they seek to defend themselves. If they do not, there is a golden opportunity for the PCs to discover and leverage this weakness.

- *Where do the robots come from?*

If they achieved self-awareness on their own, what set of circumstances led to it? Is this something that will continue to happen, as long as robots exist? If they were created, why were they created? Can they resist their programming, or are they simply the extension of an organic organism's will?



Targets

In order to win the war, the machines have to overcome humanity's defences and take control of their key resources.

Military Targets:

- Communications arrays are crucial in a war across the vastness of space. The more the robots cripple humanity's ability to communicate, the easier they can divide and conquer.
- Military bases are where the humans store all their personnel and equipment. It's a risk to attack them directly, but if an ambush can be achieved, the damage is devastating.
- Shipyards produce the vehicles that fight the robots in space. As long as the humans keep producing them, the war will continue. But humanity can only hold out for so long once production stops.

Resource Targets:

- The atmospheres of inhabitable planets are an attractive target. If the robots can make planets unlivable, humans have fewer safe places to go, and must instead expend vast amounts of time and energy in recreating habitable environments artificially.
- Mining colonies on asteroid belts and dense, high-gravity planets produce the all-important metals, rare earth elements, and even water (in the form of gigantic frozen comets). Without these materials, the industrial production capabilities of the war effort grind to a halt.
- Suns are a possible target for robots armed with super-weapons. Why attack a human planet when you can radically alter, even destroy, its sun? Without solar heat, the human planets die.

Special Targets:

- Populations can be cowed into submission or coerced into rash actions by terrorist attacks. If the robots create a climate of fear, humanity will begin to make mistakes and overplay its hand.
- Psychics have a great advantage over the robots—they can communicate on frequencies normally unavailable to synthetic beings. If the machine armies can capture psychic specimens and examine them, a solution might be found.
- Sources of magical power, however, are unknowable to machines. They are completely unable to comprehend this facet of existence. Should the robots discover a magical threat, they lash out with as much force as they can muster to destroy its threat to them.



Juggernaut

24 HP 6 Armour

*Construct, Huge, Organized, Solitary, Terrifying.***Instinct:** Destroy! Destroy! Destroy!**Attacks:**

- Flamethrower (1d10+3 damage, ignores armour, fire, messy; reach).
- Missiles (b[2d10]+6 damage, 1 piercing, explosive, forceful, messy; far).
- Painwave (stun damage, area effect, forceful, messy; near).

Moves:

- Crush foes beneath powerful treads.
- Smash through physical obstacles.
- Summon other robots to its location.

Tactics:*When pointed toward an enemy:* Destroy! Destroy! Destroy!*When the enemy fights back:* Destroy! Destroy! Destroy!*When the enemy is superior:* Destroy! Destroy! Destroy!**Weaknesses:**

The Juggernaut is vulnerable to attacks that pierce its armour, such as telekinetic force, obscure radiation, or powerful EMP blasts.

Also, because it is so heavy, the Juggernaut is slow and clumsy, not agile at all. It is slow to turn and slow to react.



Quicksilver

19 HP 2 Armour

Construct, Organized, Solitary, Stealthy.

Special Qualities: Amorphous blob.

Instinct: To pursue and destroy the target.

Attacks:

- Engulf and suffocate (1d10 damage, ignores armour; hand).
- Stab (1d10+4 damage, 1 piercing; close, reach).

Moves:

- Communicate with other robots.
- Escape from bonds and flow through tight spaces.
- Mimic normal objects.

Tactics:

After a target is selected: Use stealth or deception to get close, then attack.

If they are too strong: Retreat and hide until a new opportunity presents itself, or call for reinforcements.

Weaknesses:

Quicksilver is vulnerable to molecular-level disruption like corrosive substances, heavy vibration, or atomic-level decoupling.

Shrike

10 HP 3 Armour

Construct, Group, Large, Organized, Stealthy.

Special Qualities: Flying.

Instinct: To eliminate targets within the patrol area.

Attacks:

- Lasers (1d8+2 damage, 1 piercing, silent; near, far).

Moves:

- Ambush a foe.
- Fly away at high speed.
- Track a foe from afar.

Tactics:

When on patrol: Scan the landscape for possible targets.

When the situation becomes difficult: Pursue acceptable targets until one or more of the pack are inoperable; then retreat.

Weaknesses:

Jamming signals and target obscuration tactics confuse shrikes, because of their dedication to tracking and assassinating specific targets and types of targets.

Shrikes travel in packs of three. At least one is always expected to escape from a fight.



The Imperial Throne

If the galaxy's government is unified, there has to be someone on the top, and that's the throne. If it's controlled by Space Wurm, she can have a puppet on the throne, or be sitting it herself. If not, someone else is the emperor of the galaxy. What makes him less powerful and important than Space Wurm?

Rate each of the following resources average, strong, or weak:

- Legal frameworks.
- Market regulation.
- Military power.
- Popular support.
- Revenue collection.

Keep the ratings you have decided upon in your mind when you answer the questions on the following pages. Try answering some of those questions first, if you can't decide which ones you want to be strong or weak.

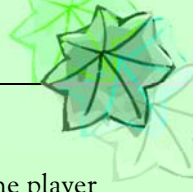
If Space Wurm controls the Imperial throne, she picks two resources to be strong and one to be weak. The others are average.

If Space Wurm does not control the Imperial throne, the player whose character is tied to the Imperial throne picks two resources and rates them. Then the option to pick passes to their right, and the next three players get one pick each, until all five resources have a rating. At least two of the five resources must be rated strong, but the others may have any rating you like, if the choice is yours.

If there is no Imperial throne, there is no central government in the galaxy.

PCs Linked to the Imperial Throne

Ask the player linked to the Imperial throne how their character has privileged access to the halls of power. Ask one or more of the other players why their character doesn't.



Imperial Throne Setup

If the **Imperial throne is part of the game**, ask these questions of the player whose character is tied to this front. If that character is occupied with more pressing matters, ask the other players instead:

- *How do Imperial institutions affect your life, day to day?*
- *How pervasive is the image of the Imperial throne in popular culture?*
- *Is there an heir to the throne, or is the succession uncertain?*
- *What abuses of power have you witnessed or experienced?*
- *What is the Imperial bureaucracy like?*
- *Who do you think is better suited for the throne?*

Ask yourself or the players any of the following questions when the throne's influence becomes relevant, or when an aspect of one of these five resources is introduced, always keeping in mind whether that resource is rated average, strong, or weak:

Legal Frameworks

- *How common are lawyers? How common is litigation?*
- *How prestigious is the legal profession? Is it restricted to elite social classes, or open to anyone? How strict are the entrance requirements?*
- *How profitable is the practice of law? How expensive is it to employ lawyers? How much of a legal advantage does the Imperial throne have?*
- *Is the judiciary an independent body, a puppet organization, or just another face of the Imperial throne?*
- *What does the average person's contact with the legal system and the judiciary look like? What does a criminal's interaction with the legal system look like?*
- *Who manages the normal everyday functions of enforcement and punishment?*

Market Regulation

- *Is there one central, public marketplace, or are there multiple economic sectors?*
- *What is the main cultural stance towards markets and regulations in the galaxy? Are there numerous disagreements about commerce, or do people accept things the way they are?*
- *What products and services are illegal or prohibited?*
- *Where are the financial sectors located? Are they different than the galaxy's political centres?*
- *Who enforces market regulations? Is there one primary organization or are there several?*

Military Power

- *How independent are individual planets or countries, when it comes to military power? Are vassals expected to join their power to the throne during times of war? Or is all military power the throne's exclusive domain?*
- *How many military organizations are there beneath the throne's authority?*
- *Is the throne currently engaged in any military conflicts?*
- *Who runs the military and determines regular policy? The throne directly, the military generals, a civilian oversight body, or some other group?*

Popular Support

- *How does the Imperial throne attract or maintain its popular support?*
- *What issues are people concerned about that strengthen or weaken their support for the throne's rule?*
- *What kinds of social activities does the throne promote? Are there festivals, sponsored social clubs, sports events, and other public performances?*
- *Who is a threat to the throne's popular support?*

Revenue Collection

- *How do government revenues get divided?*
- *How hard or easy is it to steal from government revenue supplies?*
- *What are tax collectors like? How do they operate? How aggressive are they?*
- *Where is the revenue stored?*
- *What kinds of resources does the government collect? Is it just money, or does the government demand goods or services as well?*
- *Which agencies collect fees, taxes, and tribute?*

Assets of Galactic Civilization

The Imperial throne, or its vassals, might control one or more of these:

- Agriworlds producing food surpluses.
- Asteroid belt mining colonies exporting ice and rare earth metals.
- Desert worlds, excellent for training soldiers.
- Garden worlds full of people.
- Gas giants with orbital hydrogen-skimming stations.
- Hellworlds covered in chemical oceans.
- Industrial worlds full of hi-tech manufacturing.
- Jungle worlds where only penal colonies are located.
- Mining worlds producing crystals and stone.
- Science worlds where new technologies are developed.
- Space-based shipyards.
- Volcanic worlds with secret military bases.



Civil War

War breaks out over who controls the Imperial throne. Why is the current regime considered illegitimate? Military oppression, unbearable taxes, totalitarian social control, rampant corruption, and interstellar war could all be factors. Or perhaps there was a problem with the succession? Ambitious rivals have seized upon this as their excuse to promote themselves, even though chaos spills forth from their wake.

Perhaps one faction wants to harness Moonicorn to increase their popular appeal. Once he has been captured, he can be properly indoctrinated and conditioned to accept commands from orbital mind control lasers.

Who will Space Wurm side with, and will he make the same choice as Moonicorn? Both sides—all sides, even—have something to offer, be it friendship, political freedom, safety, technology, or wealth.

Type: Cursed place.

Impulse: To turn friends and neighbours against each other.

GRIM PORTENTS

- A public disagreement between important political factions turns ugly and heated.
- Government institutions stop communicating with each other.
- Trade and diplomatic ties break down, people begin to complain.
- A rogue faction declares the Imperial throne illegitimate.
- The Imperial throne deploys military resources.
- An heir to the throne is declared the new emperor. Their portion of the galaxy secedes and fights back.
- A battle is fought over an important piece of the galaxy, forcing everyone even peripherally involved to choose a side.

Impending Doom: Galactic security is shattered. War is everywhere. Once this impending doom comes true, the PCs will not be able to go anywhere in the galaxy without having to deal with the civil war as well. Everyone has been forced to pick sides, and anyone who refuses is attacked by everyone. If the PCs want to deal with an NPC who has chosen a different side than they have, they will need to find some other common ground that will bridge that gap. Even then, they will probably need to do so in secret.

If the civil war takes on a religious character, see also: Faith War (page 238).

Possible Cast

- **Apollonia Savicki**, president of the government-in-exile. Although her forces do not control the capital—they refused to accept the legitimacy of the last election—she has considerable public support.
- **Dunia van Rijs y Mattos**, principal media liaison for the legitimate government, is the foremost face of the government now that the war has begun. She speaks for the government on televideo transmissions, and always seems to know the right thing to say.
- **Ogwin Legeri**, the mole. From the halls of power, Legeri is feeding intelligence to the rebels. He is careful about what he passes along—he doesn't want to expose himself, after all—but is he careful enough?
- **Olivia Qoboza**, the dauphine and princess regent. Her father is infirm, and his throne is in the hands of an usurper. Olivia has gathered those loyal to her and declared her intention to retake it by force.
- **Renzo Volontè**, insurrectionist leader. A minor noble and provincial governor, Volontè desires the throne for himself. He has the supporters, the troops, and the photogenic smile—so why not take it?



Hunters

If the PCs openly choose one side in the civil war, the other side takes a particular interest in them. If they try to steer clear of it, both sides already have a reason to believe that Moonicorn supports their enemies.

What measures do they take? Choose one or more:

- They try to coerce Moonicorn into becoming a spy or saboteur for them, through blackmail, promises, or threats, whichever works.
- They try to influence his friends and get them to change his mind.
- They try to kidnap Moonicorn in order to brainwash him.
- They're done fooling around. They send assassins right away.

The different sides in the civil war may choose different tactics for dealing with Moonicorn, especially if they see what the other side is doing.

Another option is to tie each side of the civil war to another front or enemy faction—making your other two fronts the outside backers of the conflict, for example. This allows you to include dangers from your other fronts in the civil war, where they might not otherwise be encountered. The hunters from both dangers can work together to get rid of Moonicorn.



Belligerents

To get a civil war going, create two or more sides, including the Imperial throne, if it still has any power. Give each side one or two negative aspects and one or two positive aspects, split control of assets between them, then flesh them out further as needed.

Assets:

Who controls how much of each?

- **Agriculture:** Starving people can't fight.
- **Government:** Controlling the political structure, which may be as simple as occupying the right buildings, is a huge symbolic victory.
- **Manufacturing Base:** Factories are needed to produce war matériel.
- **Popular Support:** This can be important but isn't always necessary.
- **Territory:** If you control everything, you win.

Split each asset between the two (or more sides) either as a percentage, or invent key locations and objectives that each side controls.

Negative Aspects:

- Their technology pollutes the natural environment.
- They are attempting to erase history.
- They are backed by foreign interests or a shadowy cabal.
- They are elitist, and seek only to benefit a small group of social classes.
- They are extremely violent and destructive.
- They are a fractured alliance of groups with no clear, central ideology.
- They are lead by a dictator.
- They make regular use of torture.
- They often get bogged down in bureaucracy.

Positive Aspects:

- They are trying to drive out dictators, parasites, and slave traders.
- They are trying to preserve cultural artifacts.
- They demand a redistribution of wealth to benefit the needy.
- They have a great deal of popular support.
- They have great respect for legal processes.
- They promote the spread of information and useful technologies.
- They protect the rights of underprivileged minorities.
- They support effective social safety infrastructure.
- They support representative government.

Mad Emperor

The emperor, blessed be his name, has not been quite himself since... the incident. He has—and we do not speak of this openly—completely lost his mind. Where he was once beneficent and wise, he has grown bitter and irascible. Even the most minuscule of details can raise his ire. He lashes out at everyone around him, petty and mercurial. Were he any other man, this would be a simple tragedy, but this is the ruler of our galactic civilization.

Type: Cursed place.

Impulse: To lash out impulsively at threats.

GRIM PORTENTS

These can happen in any order:

- Charlatans and hucksters flood the Imperial court, vying to catch the emperor's capricious fancy.
- The emperor begins purging his officials.
- The emperor institutes a host of ridiculous, draconian laws.
- The emperor bans an important civil institution.
- The emperor murders his heirs in a fit of rage.
- A powerful official rebels against the throne, citing the emperor's madness as just cause.

Impending Doom: The Imperial government has been gutted and now lacks all authority. The galaxy is in a state of chaos, wide open for ambitious upstarts to seize control.

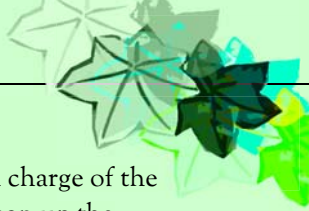
If any of the PCs have a personal relationship with the emperor, those relationships can have their own list of grim portents, or even become their own dangers, subordinate to the larger danger of the emperor's madness.

GRIM PORTENTS

- The emperor makes ridiculous, even comedic, demands of you.
- The emperor acts suspicious of you, and demands you prove your loyalty in some dangerous fashion.
- The emperor demands you attack or eliminate a person or faction that is obviously still loyal, for inane, paranoid reasons.
- The emperor declares you a traitor for some perceived slight and demands an explanation.

Impending Doom: The emperor becomes your mortal enemy, with no chance of forgiveness or reconciliation.





Possible Cast

- **Arnold Fawadi**, the emperor's chamberlain. Being in charge of the Imperial household, Fawadi is the one who has to clean up the messes, over and over again. It's beginning to wear on him, and he is contemplating treachery, just to relieve the guilt.
- **General Imbarek**, regional warlord. With the central authority breaking down and the authorities preoccupied, the general has assumed control of his own area. Whoever wins the fight over the emperor, that's whose side he's on.
- **Geneviève Masi**, the emperor's mistress. A powerful psychic, she has been using his madness to her advantage, but he is too insane to control any more, and she is afraid he will turn on her.
- **Ghede**, spiritual advisor to the emperor. With such a shadowy background, they are mistrusted by everyone at court, but are the only one the emperor trusts completely.
- **Rohail Khan**, chief minister of the Imperial parliament. Khan's principle advantages in this situation are his ability to keep a straight face and to make it look—to the emperor—like he is instituting his every whim and stupid demand. How long he can keep this up remains to be seen. He is making a great many enemies.
- **Vica Hudec**, commander of the Imperial navy. Her last meeting with the emperor horrified her, and she lives in terror of having to bear his presence again. She is ready to lead a revolution against him as soon as he asks her to do something she does not believe in, but is afraid to be the first to rebel.

Mad Emperor Questions

Ask yourself or the players these questions when the emperor becomes important:

- *How does the Imperial throne display its power? In ostentatious displays of architecture? With bread and circuses? How has the emperor's madness exceeded these displays?*
- *Is the emperor a private, even mysterious, person, or a public figure constantly on display?*
- *Who benefits most from the emperor's madness? Who has the emperor turned on most viciously?*
- *Who first became aware of—and concerned about—the emperor's madness? What has become of them?*
- *Who represents the Imperial throne in public other than the emperor? Are there many people? Is there a high turnover rate?*

The Emperor's Assets

Which institutions support the emperor, which turn away from the throne, and which are destroyed by the emperor's madness? Choose one of each to begin with (one supporting, one dissenting, one destroyed), then introduce more as they become important in the game:

The academic establishment, arts community, banks, commando squads, corporate sector, hospitals, judiciary, manufacturers, media outlets, metropolitan governments, navigators' guild, navy, parliament, scientists, security forces, tax collectors, technicians, trade unions, young people.

Maybe don't destroy young people right away unless the players are into it. That's pretty dark.

The Emperor's Madness

When the emperor has a fit of insanity or takes a vacation from his common sense, choose one of the following reaction, or invent your own:

- **Desire:** The emperor wants something, more than anything he has ever wanted before. He must have it! This could be anything: a trinket, a person, a monument, or a celebration. If it is easy to acquire, the emperor becomes obsessed with it and ignores other matters. If it is not easily obtainable, the emperor drives his underlings mercilessly.
- **Fear:** The emperor quakes in his boots because of some dread or terror. He does whatever he can to flee from it, barricade himself behind safety, and purge the galaxy of what scares him.
- **Frivolity:** Serious matters disappear from the emperor's mind. He wants masquerades and parties, comedies and farces, a little light entertainment before a main course of more whimsical nonsense. Nothing of any weight gets done while he is like this.
- **Paranoia:** Enemies are all around! The emperor suspects anyone and everyone of impossible conspiracies. They are plotting against him, they have infected him already, they control his mind, they are not what they seem.
- **Pride:** Something or someone must be put to shame! The emperor must have a palace more grand than any in history! A festival that lasts longer than any other! He must have a military victory so great it will live for a million years! He wants more than he, or anyone, is able to achieve.
- **Rage:** The emperor is blinded by his fury. As soon as he finds a proper target for his rage, he puts all his focus toward shaming or defeating this enemy. Destruction may not even be enough to sate his anger.

Hunters

Either the emperor has sent hunters after Moonicorn, or his underlings are hunting Moonicorn because of how they have interpreted his wishes.

Bounty Hunter

12 HP 2 Armour

*Devious, Hoarder, Intelligent, Organized, Solitary, Stealthy.***Special Qualities:** Excellent pilot, Hi-tech suit.**Instinct:** To trade prisoners for money.**Attacks:**

- Lasers (1d8 damage, 1 piercing; near, far)
- Spray web (immobilizing, messy; near).
- Stun glove (stun damage, forceful; close).

Moves:

- Offer a deal.
- Surveil a foe from a distance.
- Take someone captive.
- Track a foe across the galaxy.

Tactics:*When they are valuable:* Sell them to the highest bidder.*When they are vulnerable:* Take them prisoner.*When they have the advantage:* Retreat to fight again another day.

Imperial Assassin

16 HP 1 Armour

*Construct, Intelligent, Solitary, Stealthy.***Special Qualities:** Expendable, Grown in a vat.

A successful assassin is granted a place in heaven beside the emperors.

Instinct: To kill the target they are given.**Attacks:**

- Ceramic knife (1d10 damage, 3 piercing; hand, close).
- Sniper rifle (b[2d10]+1 damage; near, far).

Moves:

- Ambush a foe at an inopportune time.
- Pose as someone normal.
- Shadow a foe.

Tactics:*When the target is heavily guarded:* Use deception to get close.*When the target is isolated:* Attack quickly.*When they are in a crowd:* Try to kill them surreptitiously.

Imperial Guard

10 HP 2 Armour

*Group, Intelligent, Organized.***Special Qualities:** Force field generator, Imperial authority.**Instinct:** To defend the body, soul, and honour of the emperor.**Attacks:**

- Force field (b[2d6] damage, forceful; close, reach).
- Lightsaber (1d10 damage, 1 piercing; close).
- Wrist rockets (1d12+2 damage, forceful, messy; near).

Moves:

- Call upon other members of the guard.
- Commandeer assets under Imperial authority.
- Demand information and cooperation from people under Imperial authority.

Tactics:*If they pose a threat to the emperor:* Eliminate the threat they pose.*When foes are too powerful:* Call for assistance.*When foes leave Imperial jurisdiction:* Call in the bounty hunters.

Inquisitor

12 HP 1 Armour

*Intelligent, Organized, Solitary.***Special Qualities:** Fanatical zealot.**Instinct:** To tell the emperor whatever the emperor wants to hear.**Attacks:**

- Choose any two from the other Imperial hunters.

Moves:

- Attach someone to the truth extractor.
- Demand information and cooperation from people under Imperial authority.
- Summon underlings to perform a simple task.
- Take someone prisoner.

Tactics:*When they know things:* Extract the truth from them and report to the emperor.*When they pose a threat to the emperor:* Detain them and evaluate how the threat can best be removed.**Weaknesses:**

Inquisitors are overly suspicious by nature. They can be made to suspect almost anyone of wrongdoing, given a few key clues.

Shogunate

While the seat of galactic authority rests inside the emperor, the real power behind the throne is the military faction that controls the emperor. They use this control to pursue their enemies, stamp out dissension, and enrich themselves.

The mandate of the shogun, and the justification for their power, is peace within the shogunate. This does not mean an absence of violence. On the contrary, its primary means of hegemonic control is the use of violence, but it is small-scale and pervasive violence, for the purpose of dominating a class or populace, not the chaos and destruction of war.

Type: Ambitious organization, or arcane enemy if the shogun has great personal power.

Impulse: To obtain complete control over the legitimate symbols of government.

GRIM PORTENTS

- The shogun is promoted to prominence and becomes the de facto figurehead of the Imperial throne.
- The Imperial military falls under the shogun's authority.
- The Imperial bureaucracy reconfigures itself along the lines of the shogunate's military structure.
- The throne's resource-extraction infrastructure adopts the shogunate's internal culture.
- The throne's bioproduction infrastructure adopts the shogunate's internal culture.
- The shogunate cracks down on social programs, social safety nets, and local governments that do not conform to its culture.

Impending Doom: Galactic civilization becomes completely militarized, a society of warriors without the act of war, living inside a collection of hierarchical castes dedicated to supporting their leaders, at the expense of the underclasses. The Imperial throne is held up as a symbol of legitimacy and nothing more, obedience is demanded, and the hierarchy is everything.

Possible Cast

- **Allison Yang**, revenge-seeking revolutionary. The rest of her family was killed or imprisoned by the shogun's goons, but she has her own means of evading detection. Now she is planning an assassination that will topple the government completely.
- **Chiara Sebenica**, chief of the shogunate's police. Enforcing the law in the shogun's capital isn't a matter of catching criminals and punishing lawbreakers. The police are there to keep the peace and ensure that the privileges of rank are observed in all things. And the chief does her job ruthlessly.
- **Demonax**, maverick duellist and former mercenary. His main delight in life is challenging the shogunate warriors and defeating them in duels. He humiliates them whenever he can.
- **Hollister Crenshaw**, poster boy for the militarized lifestyle. He is the star of a series of pro-shogunate films that use his rugged good looks to gain the support of those too young to be cynical.
- **Mariangela Nervi**, chamberlain of the shogun's household. If one wanted to gain access to the shogun's person (or family)—for *whatever* reason—one would probably want to go through her.

Shogunate Questions

Ask yourself or your players these questions when the shogunate makes its appearance:

- *Are there military organizations not controlled by the shogun? If so, how do they operate without direct access to the emperor?*
- *How does the shogunate justify its existence? What invaluable services does it perform for the Imperial throne and its people?*
- *What are the shogunate's main resources?*
- *What is the shogun's reputation?*
- *Who is loyal to the shogun? Who is openly opposed to the shogun?*

Ask these of specific players:

- *Have you ever tried to join the shogunate's forces? Have you ever wanted to?*
- *How do you feel about the culture of duelling amongst the shogunate's officers? Have you ever been in a duel, or assisted one?*
- *Have you ever seen war before? What does it mean to you that the shogunate's foremost mandate is to prevent war from happening?*
- *What do you think of the shogunate's media presence?*
- *What parts of your culture has the shogunate outlawed?*



Enemies

In order to secure its hold upon galactic politics, the shogunate needs to step on a lot of heads and knife a lot of backs. The PCs could find allies in the following areas—if they are not too late...

- **The Academy**, a bastion of liberal scientific individualism—the opposite of what the shogun’s military wants in its lower ranks. But the Academy also has a wealth of knowledge and learning, which the military is loathe to give up for nothing.
- **Noble houses**, dedicated to the old style of government. They have plenty of money and other resources, but not the military organization. They are also not a unified body, maintaining numerous feuds with each other.
- **Pretenders to the throne**, claiming to be the true heirs of the previous emperor. The shogun’s authority rests upon the emperor’s legitimacy, so these pretenders are a serious threat.
- **Republican elements**, that want to abolish the throne altogether. It is not the shogun specifically that they oppose, it is the emperor. They can range from rag-tag rebels on the primitive moon of a gas giant to the organized military forces of communist or parliamentary-run planets.
- **Trade unions**, who are extremely protective of their rights and privileges. If they submit and are assimilated into a military hierarchy, they lose all of those.

Missions

The shogun is always in need of good operatives, but working for the shogunate advances its position at the expense of other factions. You might have to be a true supporter to consider this option a good one, but there's plenty of reasons to support the status quo. What's not to love about militarized rule? Peace, law, and order reign supreme. So do the highest classes, lording it over everyone else, but when the alternative is war...

Possible jobs the PCs (or NPCs) could be given by the shogun's representatives include:

- **Assault mission:** Infiltrate enemy territory and eliminate a specific target.
- **Contraband duty:** Guarding a border, checkpoint, or transport route, looking for smugglers and illegals.
- **Courier mission:** Transporting goods or people.
- **Escort duty:** Acting as an honour guard for an important person.
- **Extraction mission:** Infiltrate enemy territory, retrieve someone or something, and get out with the target intact.
- **Infiltration mission:** Join an enemy faction as a double agent and feed intelligence back.
- **Patrol duty:** Moving from checkpoint to checkpoint, searching these specific areas for hostiles and criminals.
- **Peacekeeping duty:** Preventing or mitigating hostilities either along a border between (potential) belligerents, or inside an active conflict zone.
- **Suppression duty:** Acting as riot control or security against and unruly populace.



Venal Advisors

The throne is surrounded by advisors and bureaucrats of great skill and wisdom. It is also surrounded by corrupt, greedy, and self-serving advisors, and they are ones in control. Nepotism and venality rule the day, as those with power and influence care only about enriching themselves and promoting their own families.

Type: Planar forces.

Impulse: To take full advantage of being in a position of authority.

GRIM PORTENTS

- Numerous positions of power and influence are handed out to a single family over a very short period of time.
- The architect of a political blunder is visibly promoted, instead of punished, while others are blamed.
- Rumours about the throne's impotence in the face of cronyism and corruption run rampant through society.
- People turn to local patrons for security as support for the throne wanes.
- A popular servant of the throne tries to remove the throne's advisors and is defeated.

Impending Doom: The government fractures and falls to in-fighting. Petty fiefdoms become the norm, as advisors, ex-advisors, and other cronies carve up the throne's domains and stop communicating with each other. The throne's power to compel these factions is reduced to nothing.

Possible Cast

- **Elio Zevi**, manufacturing advisor. Many people want Zevi's attention, because his support for a product will get it made. But Zevi only listens to money and favours and the military propagandists who shower him with both.
- **Jadwiga Zamecznik**, financial advisor. She has her hands on the emperor's purse strings. Her favourite hobby is either making herself and her family rich at the expense of the throne, or getting rid of her enemies, she can't decide which.
- **Lord Hazard**, military advisor. He is actually a much better performer and media personality than he is a wartime general.
- **Ödön Beóthy**, agricultural advisor. His principle interests lie in the cultivation of grapes for wine production, for he is a renowned connoisseur of the stuff. He also has many friends in the Imperial bureaucracy—many friends who owe him many favours.





Venal Advisors Questions

Ask these of specific players:

- *Have you ever been promoted to a position through nepotism, cronyism, or effective networking? Have you ever been demoted because someone else benefited from the same?*
- *Which government organization has had the most impact on your life? Who controls that organization? What other assets do they have?*
- *Which government organization has seized your property before? Who controls that organization?*
- *Which government organization kicked you out of your home? What was their justification for doing so?*
- *Who considers you an enemy, but is too powerful for you to challenge directly?*

Hunters

Venal advisors all want to get rid of Moonicorn because he knows what they're up to. Each advisor can call upon the resources of the organizations they control, and the security forces of the Imperial throne.

Hindering Bureaucrat

3 HP ○ Armour

Hoarder, Horde, Intelligent, Organized.

The main weapon of the venal advisor is the labyrinthine bureaucracy that supports them, protects them, and furthers their aims while they plot and scheme.

Instinct: To stymie those not in their circle of friends.

Moves:

- Speak in obfuscating jargon and nonsense.
- Stymie the bureaucratic process.
- Summon security to eject petitioners.

Tactics:

If they act reasonably: Stonewall them for as long as possible.

If they have a large enough bribe: Do them a small favour, then run the rain dance scam for as long as possible.

When they become unreasonable: Have them ejected and blacklisted.

Weaknesses:

Bureaucrats are especially vulnerable to violence, if they can be separated from the security forces that normally protect them.

Imperial Police

6 HP 1 Armour

Group, Intelligent, Organized.

Special Qualities: Government authority.

Instinct: To enforce the laws of the Imperial throne.

Attacks:

- Laser pistol (1d10 damage, 1 piercing; near, far).
- Stun baton (1d4 damage, 2 piercing; close).
- Taser net (stun damage, ignores armour; near).

Moves:

- Access police databases.
- Access security cameras in the local area.
- Call for backup.
- Scatter civilians with a police announcement.

Tactics:

When called to a scene: Approach with speed according to the call.

When someone is in custody: Detain them before letting them go or the justice department claims them.

When they are cop killers: Beat them savagely.

When they resist: Restrain and arrest them.

Weaknesses:

The Imperial police are not very enthusiastic about doing the bidding of the various venal advisors, unless they have been bribed specifically. They are especially sympathetic to those who share the same cultural background as they do, as well as anyone who can help their police organization.

Police Specialties

Some police officers might also have one of the following positions. If they do, add these moves, tactics, and other stats to their profile:

Detective Inspector

+2 HP; *Devious.*

- Investigate a crime scene.
- Track down a perpetrator.

When a case comes up: Follow it until another case comes up.

When they react with violence: Let the beat cops handle it.

Tactical Squad

+3 HP, +1 Armour, *Stealthy.*

- Break into a secure location.
- Snipe a target from hiding.
- Use explosives to clear a path.

When called to a scene: Find an excuse to use the cool toys.

Assets

Venal advisors may control resources that belong to your other two fronts, but their power in Space Wurm's sectors cannot rival her own. Each advisor should have control over one or more of the following assets:

Administration, agency, board, bureau, commission, council, department, mission, office, or service...

for/of...

(or switch the order of the words)

agriculture, archives and records, banking, border security, business regulation, cemeteries, communications, congress, constitutional law, courts, criminal investigation, defence, diplomacy, drug enforcement, education, energy regulation, environmental protection, families, fisheries, food safety inspection, forestry, health, heraldry, highways, hospitals, Imperial citizenship, Imperial government publishing, Imperial legislature, Imperial police, indigenous species advisory, intelligence collection, interstellar scouts, labour, local police, maritime, market regulation, mining, park rangers, patents, peace corps, planetary survey, post, power plants, prisons, propaganda, psychic powers, public works, science, security, senate, sorcery, space marine corps, space naval fleet, special investigations, state, statistics collection, tax collection, technologies, terrestrial aeronautics, terrestrial army, tourism, trade, transportation, treasury, urban development, veterans' affairs, waste disposal.

Then decide how they maintain their assets (choose one for each advisor):

- Entirely by the Imperial throne's appointment, and thus their ability to manipulate the emperor is the source of their power.
- They are able to blackmail, extort, and threaten their underlings effectively.
- They have bought the loyalties of those within the organizations they control by promising to further those organizations' agendas and increase their power.
- They have loyal cronies placed throughout the organizations they control.



Plotting and Scheming

Venal advisors have been successful at becoming advisors to the throne. Beyond that, their competence may fall at any point along the spectrum. This is reflected in their many schemes and plots.

- A **death-trap dungeon** lies below the advisor's extravagant mansion. Enemies disappear into it.
- The **Imperial treasury** is working overtime, day and night, to change the faces on all the currency in the galaxy. One of the advisors has worked out a new series of portraits to be displayed on bills—their own face and the faces of their family will replace the heroes of history.
- A massive **media blitz** dominates the airwaves, promoting one advisor's family and friends. Their enemies actually support the blitz, because it makes them look petty and ridiculous.
- Random acts of violence take place in the streets, as advisors struggle over control of the metropolitan **security forces**. Different units fight each other, or conduct raids on the basis of bad or deliberately false intelligence. Many people are arrested because they are important to one advisor, but another just wants to get rid of them.
- A statue is being constructed in the capital. It is actually a giant, **fighting robot**, built to defend the advisor acting as patron for this project. Until it is finished, it is a massive source of employment.
- **Tax collectors** are everywhere, collecting the throne's share of various inane products, like aeroplane parts, butter, chairs, fancy wigs, octopus pets, and running shoes. Which products are taxed changes all the time, so that advisors can buy things without paying extra. These taxes never reach the throne, of course.

Vices

Every venal advisor has a vice—perhaps several vices—or they wouldn't need to be venal and corrupt, now would they? Choose one or more vices for an advisor to pursue, when they become important in the game:

Being famous, being flattered, collecting rare things, commissioning art, creating propaganda, doing drugs, exploiting workers, extorting people, getting drunk, kinky sex, mad science experiments, making money, military exercises, partying, playing with toys, posting secret info to internet forums, racing cars, shopping, social engineering, space travel, torturing people.



Interstellar Transport

Without the ability to move quickly between the many worlds of the galaxy, they cannot be united into a society. The great metal leviathans that travel through the vacant void bring people, far flung as they are, closer together. They move people across space to new places, but they also transport culture, material and otherwise, and resources, making life in all eight corners of the universe not only possible, but enjoyable.

For each of the following aspects of interstellar transport, choose a level of regulation: monopolized, restricted, or unprotected:

- Knowledge of transport routes and travel conditions.
- Mail delivery.
- Policing of transport routes and borders.
- Transportation technology.

A monopolized aspect is completely controlled by a single, central authority. A restricted aspect is regulated by one or more agencies, who have the power to prevent persons they deem unsuitable from gaining access, but do not have total control. An unprotected aspect can be accessed by anyone at any time.

If Space Wurm controls interstellar transport, she picks the regulation level for all four aspects and decides how everything works. If she picks any aspect to be monopolized, she holds the monopoly. If she chooses any aspect to be restricted, she controls the regulators. If she chooses any aspect to be unprotected, she is still the largest player in the field.

If Space Wurm does not control interstellar transport, the player whose character is linked to interstellar transport picks one aspect and its level of regulation. Then picks pass to their right, one pick per player.

If there is no interstellar transport, the entire game takes place in one solar system, and is limited to a maximum of one hospitable planet.



Interstellar Transport Questions

If **interstellar transport is part of the game**, ask these questions of the player whose character is tied to this front. If that character is occupied with other matters, ask the other players instead:

- *What do you dislike about travelling between the stars?*
- *What are the barriers that some people face when they want to travel?*
- *Who is unable to travel between the stars, and why?*

PCs Linked to Interstellar Transport

Ask the player linked to interstellar transport how their character has privileged access to travel routes and/or shipping services. Ask one or more of the other players why their character doesn't.

Travel Methods

Decide which methods of travel exist and answer the questions that come with them, or defer to the player whose character is linked to this front:

Hyperdrive

Starships are able to travel faster than the speed of light by folding space, creating distortion fields around themselves, or by technologically defying the laws of physics and just going fast safely.

For this type of travel, actual distance is a factor in travel times, as is the speed of the ship's hyperdrive. If hyperspace is another dimension, it can have its own physics, completely different from the physical galaxy's.

- *How difficult are hyperdrives to operate?*
- *What are the dangers of hyperspace?*
- *Who makes hyperdrives? How easy are they to obtain?*
- *Who makes the starships that use hyperdrives? Do they also make hyperdrives, or not?*

Mental Projection

People do not have to physically move between the stars—they can send their minds to other planets. Mental projections function as a second body, and some things that affect it—such as violence or magical influence—also affect the



original body, which is incapacitated in a sleep-like state.

It can be confusing to keep track of who is projecting their mind and where their original body actually is. But this method also allows characters to ignore what would be hazards to physical bodies, such as the vacuum of space or the heat of a sun. Perhaps only their interactions with other minds are real?

- *How hard is it to project your mind? Does it require drugs, technology, or training? Can it be done from anywhere, or only certain locations?*
- *What are the dangers of mental projection? Are there creatures made only of mental energy that can be encountered during a projection?*
- *What difficulties are avoided by being a mental projection?*

Stargate

There are portals that exist in space, wormholes that transport starships—or whatever else goes into them—to another part of the galaxy. If these stargates are one-way only, there must be a ring of them creating a circular transportation route, or some other kind of travel method to get ships back to the beginning.

Stargates are fixed at specific locations, so anyone who controls one also controls the traffic that goes through it. They can set up border guards and toll collectors if they wish to.

- *Can new stargates be created? Are there stargates that have been lost and await rediscovery?*
- *How common are stargates? How easy is travel inside areas linked by stargates? Or do stargates lead to single planets only?*
- *How well-controlled are the stargates? Who runs them?*
- *What are the dangers of using stargates?*

Teleportation

People and objects can be transported instantaneously to other planets. Perhaps they step through folds in space, or their atoms are disassembled and reassembled after transportation. Or perhaps they fly through interdimensional tubes across rainbow bridges.

With this version of travel, space ships are not required, and travel can be limited to people moving between habitable planets. How did people first get between the stars? This can be a secret lost in time, or there could be other, slower, methods of travel.

- *How accurate is teleportation? What are the dangers of using it?*
- *How expensive is teleportation?*
- *Who possesses teleportation technology? Is it easy to build a teleporter, or is it a jealously guarded technique?*

Bandits

There are always those who turn their backs on civilized society, who scoff at law and order, and take to banditry. In small numbers, though, they are an easy threat to handle. When they organize into gangs, ally themselves with monsters of the void, and strike at the very heart of the galactic empire—what then? What can be done, to stem the rising tide of space crime?

Type: Horde, or possibly an ambitious organization.

Impulse: To take what is valuable away from others.

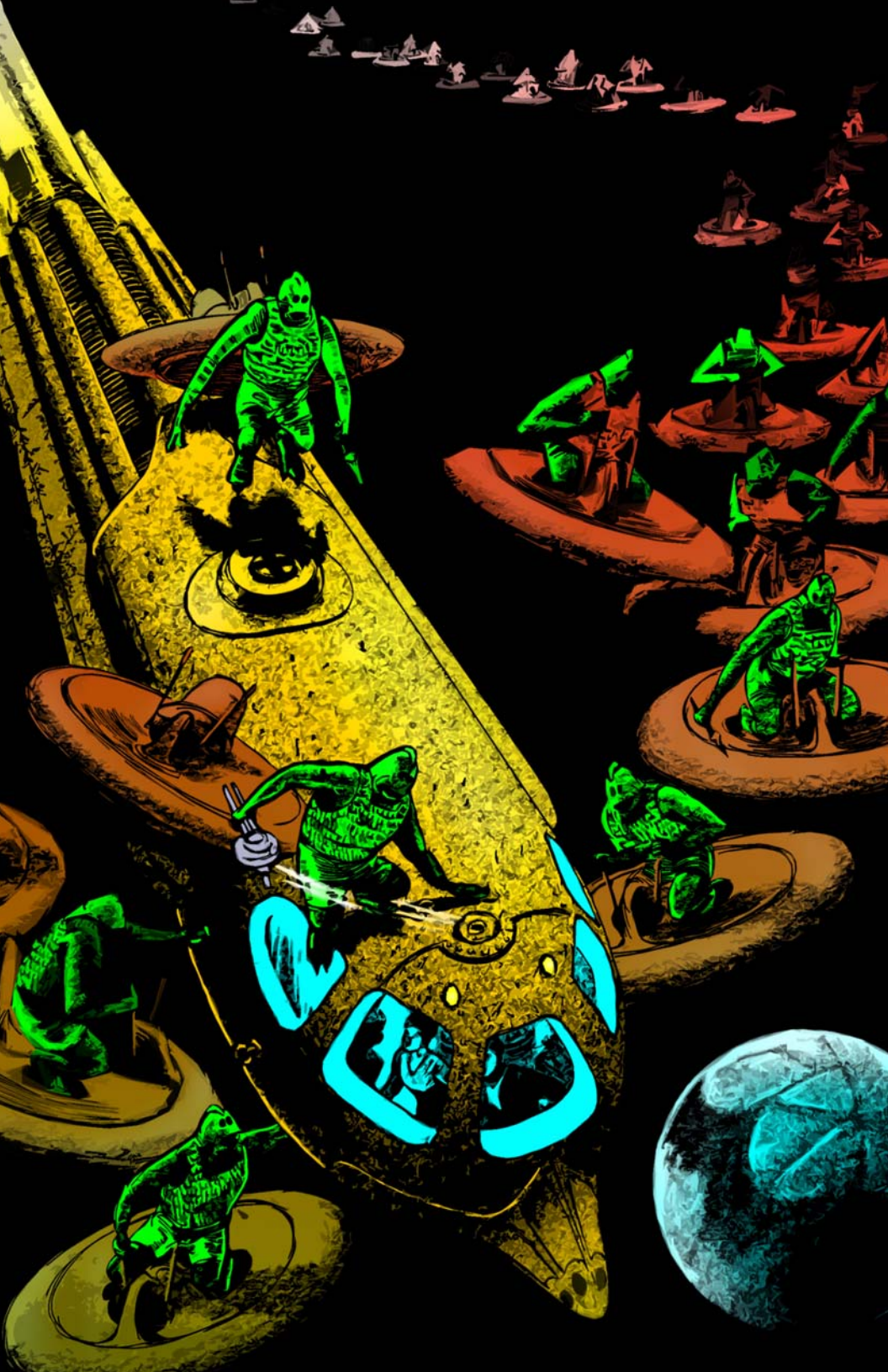
GRIM PORTENTS

- Reports of bandits on shipping lanes increase.
- An important ship goes missing, the prey of bandits.
- The Imperial government rolls out a police fleet for the anti-piracy task force.
- The anti-piracy task force is ambushed by a bandit fleet.
- Bandits wage outright war against the authorities.

Impending Doom: The very framework of law and order collapses. Bandits run rampant and take control of undefended political structures and social institutions, and what remains of the galactic government retreats into seclusion. The generals of the Imperial navy are reduced to warlords, no better than bandits themselves. Anywhere in the galaxy the PCs go, they will have to deal with bandits.

Possible Cast

- **Katalin Aggházy**, captain of the *Tenebras*, a courier ship specializing in top secret cargo. She is about to head through a dangerous, bandit-infested territory of space.
- **Marília Oishi**, bandit leader. She has organized a small fleet of criminals to defy the oppressive authorities and the hegemonic classes who employ them and shelter behind them.
- **Simonetta Moretti**, legendary thief. While the bandits ravage the merchants of the spacelanes, Simonetta robs the bandits of their best loot. Who steals from a thief is rewarded sevenfold, as they say.
- **Winston Raas**, commander-in-chief of the space rangers' anti-piracy detail. He feels like his entire mission has been handicapped by nepotism, red tape, and political incompetence.
- **Wojciech Waryński**, privateer and unscrupulous raider of the spacelanes. He works for the government tracking down pirates, but when that work runs out, he turns to piracy himself.



Bandits Questions

Ask these of yourself or the players when the issue of space piracy arises:

- *What kind of measures do interstellar shippers take to ensure a profit?*
- *Who is responsible for maintaining law and order in space?*

Ask these of the players when they are attacked by bandits:

- *Do you recognize any of these bandits? Where do you think you might know them from?*
- *Do you suspect a secret collaborator amongst the people around you? Who could it be, and why?*
- *Have you ever been robbed before? Did you ever get your things back?*
- *Is there anything you need to keep secret? What kind of cargo is travelling with you? Do you have anything dangerous with you?*
- *What do you have that you can't bear to part with?*

Hunters

The bandits want to capture Moonicorn and use him in homeopathic medical supplies. He is the rarest of creatures! Therefore, his pieces must make the most powerful medicine. Or at least the most expensive.

How do they know about Moonicorn? Choose one:

- They kidnapped someone who knows Moonicorn. Who is it?
- They stole records about him. What kind? Medical records, military intel, or scientific data?

Bandit

3 HP 1 Armour

Devious, Hoarder, Horde, Intelligent, Organized, Stealthy.

Instinct: To steal other peoples' stuff.

Attacks:

- Beat up a foe (1d6 damage; close).
- Choke hold (stun damage; hand).
- Lasergun (1d8 damage, 1 piercing; near).

Moves:

- Break into a secure area.
- Call on other bandits for backup.
- Pose as a legitimate crew member on a civilian vessel.
- Steal something.

Tactics:

When outnumbered: Flee or surrender.

When they have valuables: Strike by surprise and take them.

Bandit Leader

12 HP 2 Armour

*Devious, Hoarder, Horde, Intelligent, Organized, Stealthy.***Special Qualities:** Charismatic magic.

Who could lead such a rag-tag collection of scumbags and villains? Only someone with a magical charisma, with the power of silver-tongued persuasion. The bandit leader can make others see where their economic and social interests lie, and turns them from enemies into followers.

Instinct: To lead a life of crime and a horde of criminals.**Attacks:**

- Bolt thrower (1d10 damage, forceful, messy; near, far).
- Magic lightning (1d10 damage, ignores armour; near).
- Sword (1d10+2 damage, forceful; close, reach).

Moves:

- Convince a bandit to become a follower.
- Hurl a foe a great distance.
- Lead a horde of bandits to victory.
- Pin a foe to the ground or wall.
- Smash a foe's equipment.

Tactics:

When a real battle breaks out: Lead by example, lead from the front.

When they possess great riches: Use cunning to defeat them.

When they possess too many armaments: Use persuasion to cut a deal or maneuver them into a weak position.

Weaknesses:

The main weakness of a bandit leader is brashness and a lack of caution. Why lead from the rear when you can be in the thick of things, where the excitement and danger is greatest? Goading a bandit leader to take risks is the easiest way to gain the advantage—unless it goes wrong.



Colonist

3 HP o Armour

*Cautious, Group, Intelligent, and possibly Planar.***Special Qualities:** Migrant, and optionally: Alien.

Whether human or alien, these colonists have moved to a nearby planet, asteroid belt, or other celestial body. Upon arrival, they discovered they did not have enough natural or importable resources. They have turned to crime in order to survive.

Instinct: To seize resources by force.**Attacks:**

- Improvised weapon (1d6 damage; close).
- Jury-rigged firearm (1d8 damage, messy; near).

Moves:

- Expertly board an enemy ship.
- Hide in secret locations.
- Maneuver quickly through the local environment.

Tactics:

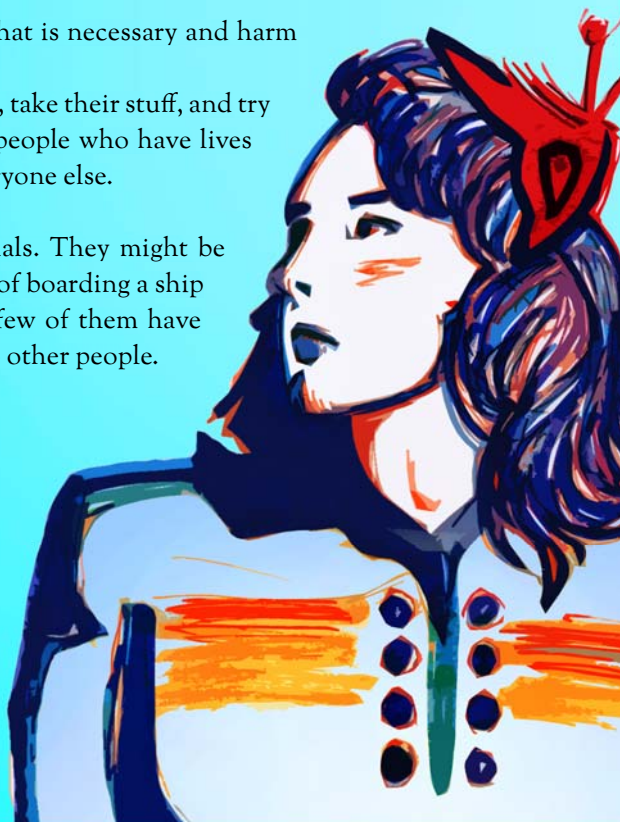
If they are representatives of the authorities who gave the colonists bad information about relocating to this colony: Make sure they hear the colonists' complaints.

If they cooperate: Only take what is necessary and harm no one.

If they fight back: Disable them, take their stuff, and try not to think of them as people who have lives and families just like everyone else.

Weaknesses:

The colonists are not criminals. They might be good at the technical aspects of boarding a ship and removing its cargo, but few of them have the stomach to do violence to other people.



Robot Enforcer

10 HP 3 Armour

*Construct, Group, Intelligent.***Special Qualities:** Ancient robot.

The robotic police from an ancient, long-destroyed space empire still roam their assigned territory, still following their programming, enforcing laws that no longer mean anything. Those who trespass into their jurisdiction have their ships impounded.

Instinct: To enforce the laws in a specific jurisdiction.**Attacks:**

- Lasers (1d8+2 damage, 2 piercing; near, far).
- Taser webs (stun damage, messy; close, reach).

Moves:

- Breach their hull with a laser torch.
- Inform criminals of their violations (in an ancient language).

Tactics:

If they show the proper authorization: Leave them be or protect them from criminals.

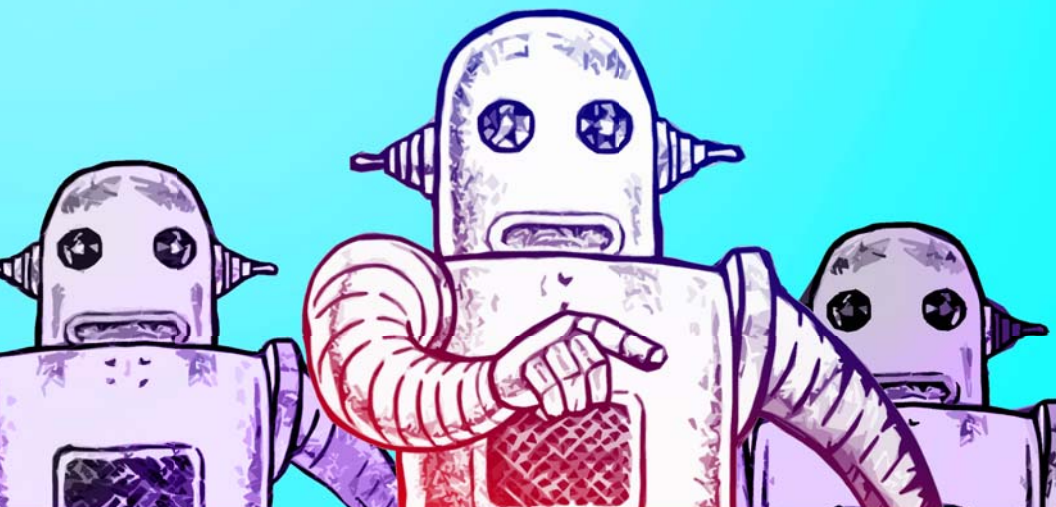
When they comply: Board them, detain them, and wait for personnel from the courts (who will never come) to take over.

When they resist: Take their ship by force.

Weaknesses:

Robot police have no repair facilities and cannot manage more than basic maintenance. Over time, their numbers dwindle.

As well, these robots reply to ancient symbols of authority and permission in automated ways. Anyone who uncovers these can pass by these robots unmolested, or even send robot police against their enemies.



Space Vampire

12 HP ○ Armour

Cautious, Devious, Hoarder, Intelligent, Planar, Stealthy.

Special Qualities: Immune to normal harm, Parasite, Psychic.

The parasitic space vampire cares more about the flesh and blood cargo that travels between the stars than it does about the gems, machines, or trinkets that mortal creatures find so valuable.

Instinct: To make food of sentient beings.

Attacks:

- Bite (1d10+2 damage, forceful, messy; hand).
- Psychic domination (stun damage, psychic; near).

Moves:

- Appear to be a normal person.
- Become invisible.
- Command minions.
- Engage in cultured conversation.
- Read the mind of a minion.

Tactics:

When their numbers have dwindled: Use diplomacy and threats, then move on to violence and overpower them.

When they are numerous: Operate under the cover of stealth.

When they have powerful armaments: Let the minions be the ones to die.

Weaknesses:

Every space vampire has some kind of vulnerability—one or more substances that can harm it easily. Things like acid, fire, magnetism, salt, even water or yellow sunlight. Because they are immune to most other dangers, they tend to be extremely overconfident.



Vampire Slave

3 HP ○ Armour

*Intelligent, Organized.***Special Qualities:** Mind-slave to a space vampire.

To aid itself in capturing prey, the space vampire psychically dominates people and controls their will. Can they be freed from this terrible influence and rehabilitated? Or are their souls doomed already, their flesh just living on borrowed time?

Instinct: To do the master's bidding.**Attacks:**

- Bite in imitation of the space vampire (1d6 damage; hand).
- Knife or wrench (1d6 damage; close).

Moves:

- Call out to the master telepathically.
- Display evidence of mind control.
- Summon other slaves of the master.
- Swarm a foe as a group.

Tactics:

When something brings up memories of the past: Feel pangs of doubt and hesitate.

When the master commands: Obey unquestioningly.

When thinking is required: Struggle to think clearly but ultimately fail.

Weaknesses:

The space vampire has already devoured their will and parts of their minds, which leaves the minions unable to use their full mental faculties. They have trouble thinking creatively or independently, and they can only do what the master commands.

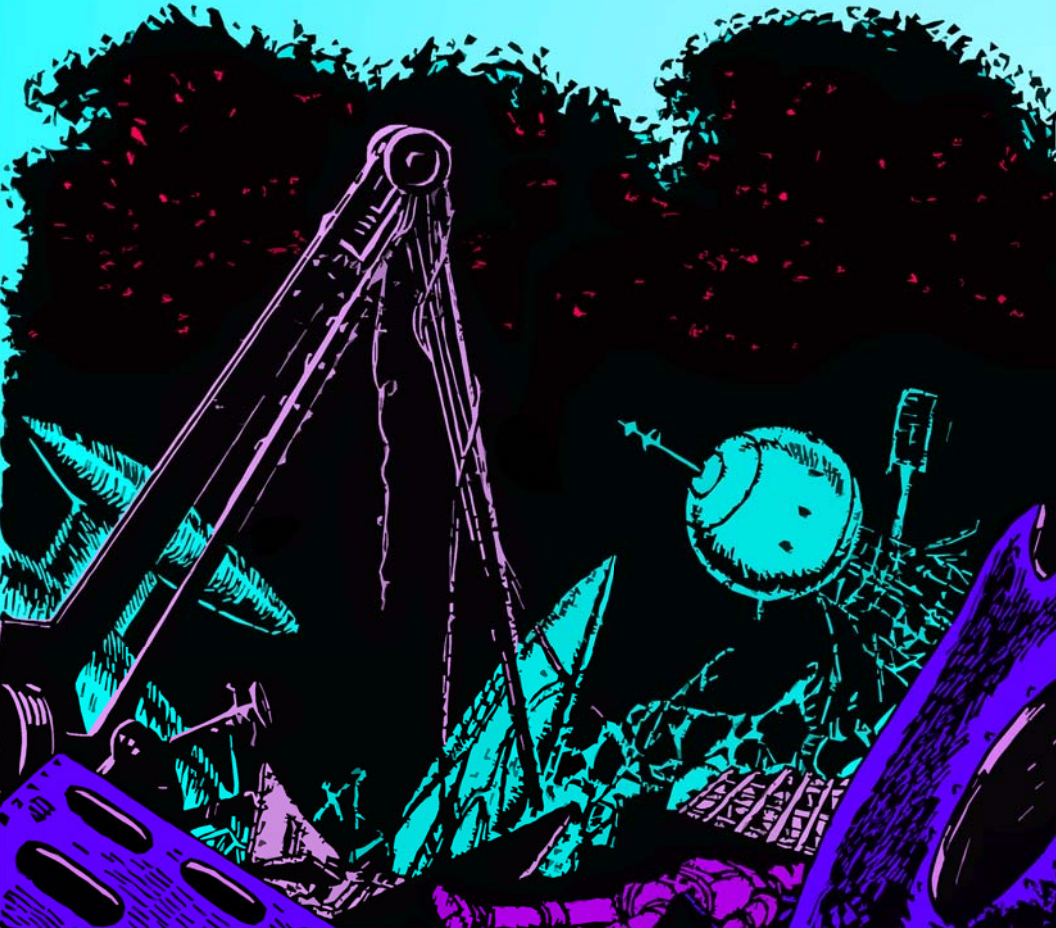


Targets of Crime

When the bandits attack a starship, what are they after?

Choose one or more:

- There are one or more important people on the ship that the bandits want to kidnap for ransom.
- There is a highly valuable substance on the ship and the bandits have a prospective buyer for it.
- There is someone on the ship with information the bandits want, and they will resort to mind probes if they have to.
- They are in desperate need of supplies and may die in space if they cannot take it from the ship.
- They are targeting someone, or their assets, in order to exact revenge.
- They believe the ship has witnessed them in a compromising act or position, and want to cover their tracks.
- They see this ship as a basic source of valuables, but have no particular interest in it otherwise.



Merchant Highliner

6 HP 1 Armour

*Fast, Large, Voracious Engines.***Special Qualities:** Large amounts of valuable cargo.

The ultimate prize for a pirate—the pearl of the void-dark sea—is the fattest of merchant ships. They are not to be taken lightly, for they are never undefended

Weapons:

- Laser array (1d6 damage; near, far).

Naval Courier

8 HP 2 Armour

*Fast, Small.***Special Qualities:** Transporting valuable information.

A special naval communications ship has fallen afoul of piracy while carrying extremely sensitive information. What lengths will the crew go to in order to keep this information out of enemy hands?

Weapons:

- Plasma cannons (1d8 damage; near).
- Torpedoes (1d10 damage, forceful, messy, reload; far).

Space Yacht

12 HP 0 Armour

*Clumsy, Luxury, Slow.***Special Qualities:** Transporting valuable information.

The space yacht is a pleasure barge full of celebrities, the perfect bait for greedy pirates. It has no weapons aside from a small contingent of shipboard security, but since they are supposed to be travelling through a safe area of space, they have not taken extra precautions against bandits.





Disease Control

A strange new disease runs through populations like a grass fire. Perhaps it only affects certain people—aliens, psychics, or spice addicts, for example. The smaller and more marginalized the community affected is, the slower galactic society is to react to it, the slower they are to shut down the interstellar travel routes through which the disease spreads, and the slower they are to look for a cure.

Once it gets going, this strange plague seems unstoppable, and the authorities are powerless to even fight its effects. Containment measures become ever more strict and repressive. These barriers make it harder and harder to move between locations without getting into trouble. Some areas become quarantined, and travelling there results in social isolation. The longer this danger goes unchecked, the harder it becomes to fight most other dangers as well.

But disease is more than just a social phenomenon, and border security is not its only consequence. What strange symptoms does this disease have? Is it just weakness and death, or are there behavioural anomalies as well? Does it transform people's physical bodies, turning them to stone, chalk, or salt, perhaps? Do they metamorphose into energy or new forms of life?

Type: Cursed place. The infected can function separately, as hordes.

Impulse: To infect and spread.

GRIM PORTENTS

- Reports of an isolated outbreak filter into the public consciousness.
- In a busy starport, a lone traveller exhibits disturbing symptoms.
- Infections crop up in far-flung communities all over the galaxy.
- The authorities begin quarantine measures, implementing draconian measures based on fear instead of rational calculation.
- Containment of the disease proves impossible. Every measure taken becomes ineffective almost immediately.
- Populations go into panic mode and turn xenophobic, lashing out against alien communities, foreigners, and minorities.

Impending Doom: The impoverishment of the galaxy, as interstellar travel grinds to a halt. Quarantine measures become elaborately byzantine. Huge populations are drastically reduced, and the dead take all their culture and their technology with them when they go.



Possible Cast

- **Affonso Luiz Carvalho**, director of the Galactic Institute for Virological Research. He is putting all his resources into play in order to obtain enough samples of the disease that it can be studied, mastered, and turned into a piece of technology that will make him, and his institute, rich.
- **Ifeoma Ganda**, survivor. She has been in contact with numerous people who succumbed to the disease, but she continues to show no signs or symptoms of infection. Could she be immune to the plague, or is she an asymptomatic carrier?
- **Michelozzo Basile**, pharmaceutical chemist. He watched a whole city succumb to the infection, but managed to keep himself alive through a drug cocktail he jury-rigged at work. Now he is trying to find someone that can, with his help, find a cure.
- **Park Eun-Soon**, top-level virological technology developer. She has seen preliminary reports on this disease and is starting to panic. She believes it is different from all previous outbreaks—it could be artificial, or an invading alien race, or a symptom of universal entropic collapse. She calls for severe transportation shutdowns.
- **Tullia Nifo**, leader of a military junta recently come to power. She wants to weaponize the disease, whether by capturing it and turning it over to the scientists, or by spreading it amongst her enemies.
- **Yannis Galaxias**, a young illegal immigrant, fleeing political persecution on his homeworld. The government is trying to deport him, either through spacelanes or, if they have been shut down, to a camp. He has health issues and requires medicine.

Disease Control Questions

Ask these of your players when they learn about the disease:

- *Do you have any prior experience with infectious disease? How have you avoided being infected in the past?*
- *How familiar are you with quarantine procedures and border control? How good at smuggling are you?*
- *Which society do you think is the most vulnerable right now? Which has the best chance to keep the infection out?*



Effects of the Disease

What effect does the disease actually have on people? Choose one or more:

- **Invisible physical degeneration:** the victim becomes weaker as the disease progresses, and may lose their senses.
- **Malignant growth(s):** cancerous tumours ruin the victim's body, or cause it to swell and burst.
- **Memory loss:** the victim begins to forget things, and their ability to create memories is diminished, until finally they lose their identity.
- **Mental degeneration:** the victim's mind becomes slower and less capable as the disease progresses.
- **Metamorphosis:** victims transform into new species of life, with new priorities and cultures (see also: Mutant Fever, page 128).
- **Personality change:** the victim loses parts of their personality, while other aspects are exaggerated to compensate, or they simply become a completely different person.
- **Temporal instability:** the victim slows down and their progress through time (into the future) becomes unstable.
- **Visible physical degeneration:** the victim's body falls apart, perhaps rotting, peeling, or crumbling away.

You might also choose to have the disease play out over multiple stages, perhaps causing physical symptoms in the short term and, once those subside, a slow and gradual mental degeneration. Or it might cause memory loss to begin with, before causing metamorphic change, during which the lost memories are replaced.

Then decide on the speed and severity of the disease. It need not be fatal in order to cause alarm, although that certainly helps.

Quarantine Measures

How do countries, planets, and other socio-political units deal with a possible epidemic? For each, choose one (or two that don't contradict each other):

- **Biosurveillance:** Citizens must submit to bioscanners, or have them implanted. The authorities demand this information, for the safety of all, and the people are required to comply. Anyone suspected of being infected can be classified as quarantine and the surrounding people notified remotely.
- **Decontamination:** People and goods seeking entry to this society must undergo decontamination, but other measures are seen as unnecessary. The government has full confidence in their decontaminating procedures.
- **Observation Quarantine:** Persons seeking entry must wait for a time in quarantine, where they are observed by trained personnel. If they show any signs or symptoms of disease during that time, they are turned away. If they remain healthy, they are allowed into this society.
- **Strict Border Controls:** Only the most influential people can determine who enters this society. There is still trade, and there is still travel, but not without invasive surveillance and complicated paperwork.
- **Total Isolation:** The borders are closed, no one gets in to this society at all. Deadly force is used against anyone who tries.



Customs Agent

3 HP ○ Armour

Horde, Intelligent, Organized.

Customs agents care more about the security of their societies than about the comforts of travellers.

Instinct: To defend the border.

Moves:

- Allow a traveller to pass through customs.
- Call for security personnel.
- Demand a customs tax.
- Detain a traveller.
- Put a customs area on lockdown.

Tactics:

If their paperwork is in order and they don't seem suspicious: Allow them entry but apply a customs tax if necessary.

If they look shady: Detain them, question them, search their bags.

If they try to be funny: Give them the dead-eye stare.

Weaknesses:

Customs agents are only looking for things they know about. If they have been alerted to drug smuggling, they look for that. If they suspect terrorists, they look for that. If they have no idea there's a highly contagious disease going around, they don't have any special means of detecting it available.

Infected Horde

16 HP ○ Armour

Amorphous, Devious, Horde, Terrifying.*

Special Qualities: Functions as a single (solitary) monster, Infected.

When the quarantine measures fail and the disease runs rampant through a population, the inevitable occurs: outbreaks of rioting by the infected. Panicked and irrational, they expend the last of their life's energies wreaking destruction and spreading the disease.

Instinct: To run wild.

Attacks:

- Cause massive property damage.
- Swarm (1d6 damage, infection; close).

Moves:

- Cause others to join their ranks.
- Rush the barricades.

Rogue Virologist

6 HP 1 Armour

Devious, Group, Intelligent, Organized, Stealthy.

Special Qualities: Cover story, Scientist.

Not every scientist is working hard to eradicate the disease. It holds so much potential in it, and some people want to harness that. Some virologists are out to study the disease, learn from it, and perfect it. Not stop it.

Instinct: To witness the virus flower and bloom.

Moves:

- Call for evacuation.
- Collect and store virological data.
- Observe proper quarantine protocols.
- Pass as some other official person.
- Summon security personnel.

Tactics:

If the disease requires new hosts: Assist the infection's spread.

When the disease is detected: Observe but do not interfere.

When samples are available: Obtain them even at the cost of others' lives.

Weaknesses:

Rogue virologists are either blindly overconfident or danger addicts. While the former act calmly and rationally when they are in control of the situation, when things go wrong, they lose control of everything, especially their composure. The latter never break down, but they're always upping the stakes.



Security Officer

3 HP 3 Armour

Horde, Intelligent, Organized.

The fallout from the plague comes in many forms: lawless rioting, theft and vandalism; violence in the name of quarantine measures; massive death tolls, and hordes of refugees. The security forces that have to maintain order are, by definition, overworked, underpaid, and barely trained.

Instinct: To clean up this mess as fast as possible.

Attacks:

- Baton charge (1d4 damage, forceful, messy; close).
- Shotguns (1d8 damage, messy; near)
- Water cannon (stun damage, messy; near).

Moves:

- Coordinate with other units.
- Half-ass the paperwork.
- Intimidate civilians.
- Scatter a crowd.

Tactics:

If they look infected: Shoot them before they get too close.

If they look like upstanding citizens: Warn them of any dangers and tell them to get to where it's safe.

When they resist necessary procedures: Punish them.

Weaknesses:

Security officers hate details involving disease. They hate having to wear the protective gear, they hate risking contact with the disease, and they hate having to see, close up and personal, people who are infected. They would rather do any other shit detail than this one.



Hostile Transport Guild

One faction holds a monopoly on interstellar travel. The transport guild oversees every official journey between the stars. To move between worlds is to pass beneath their roof, to fall before their eyes, to be known to them.

And what happens when the guild turns against you? How then will you leave one planet for another? How will you see the moons of Io, the Pillars of Heaven, or the black hole at the end of the universe? Like any monopoly, they hold great power over individuals, but must walk the razor's edge with regards to other factions, lest they be destroyed.

Type: Arcane enemy, or perhaps ambitious organization.

Impulse: To cause trouble for other authorities.

GRIM PORTENTS

- The transport guild begins moving ships around the galaxy in unusual patterns.
- The guild cuts off contact with a political faction it has a disagreement with.
- Political authorities have a meeting with guild leaders, while speculation run rife.
- The guild makes unreasonable demands of political leaders, who refuse to compromise.
- Military forces move against the guild.
- The guild stops working for the authorities and supports upstart rebels instead.
- A guild-backed revolution removes the old political order.

Impending Doom: Interstellar travel becomes exceedingly rare and costly. The remnants of the guild charge exorbitant prices, and no other authorities have transportation methods nearly as advanced.

As far as individuals go, one's relationship with the guild may also be described as a list of grim portents, like so:

- In good standing. You can travel for the standard rates.
- In debt to the guild. You must do the guild a favour, or pay your debt, in order to travel.
- In poor standing. The guild will not transport you except as a favour to someone else.

Impending Doom: You are an enemy of the guild, and they refuse to transport you. They might even try to imprison or murder you!



Sanctions

In addition to the normal grim portents, the transport guild can refuse passage for certain types of goods and passengers, causing all kinds of trouble, from minor inconveniences to disastrous economic collapse to mass starvation.

Agriculture

If the guild restricts food exports, planets unable to support their populations with their own agriculture are brought to their knees. Alternately, the guild might refuse certain types of agriculture, effectively deciding which foodstuffs are common all over the galaxy, and which are regional curiosities.

Communications

If the transport guild also has a monopoly on effective interstellar communication, they can limit other factions' ability to collect information and negotiate with each other. If they continue to transport people, communications move at the same speed as people do, but this also allows the guild the opportunity to spy on those passengers and their business.

Manufacturing

Most goods thrive in larger markets, so cutting off the flow of manufactured goods has the dual effect of causing shortages on isolated worlds, driving up the prices of existing goods, and shutting down factories on manufacturing worlds, where they end up having too many goods they can't get rid of.

People

By refusing to transport a specific type of person—aliens, cyborgs, members of a socio-political group or a specific profession, for example—they limit the amount of interstellar political influence they can have. Planetary armed forces might have their own ways of moving between the stars, but not on the same scale as the transport guild can manage.

Possible Cast

- **Algernon Lamermoor**, shipyard executive. He oversees the manufacturing of starships for the guild—and for other parties, if they have enough money to make it worth his while.
- **Gadir Adenowo**, guild security chief. Someone has to watch out for guild members breaking the rules, selling secrets, and colluding with the enemy. Gadir roots out what is rotten in the guild.
- **Klat'tu the Omniscient**, guild pilot. Sometimes, the bond a pilot has with their ship is stronger than anything else, and such is the case with Klat'tu. They see themselves as the soul of their ship, not truly alive when they are separate.
- **Manshuk Sultangazina**, recruiter. She runs an agency that tests people for aptitude and suitability to join the transport guild. She is most concerned with finding psychics, but might not always hand them over to the guild... if the price is right.
- **Pirro Celega**, herald of the guild. His job is to negotiate with planetary governments and important rulers on behalf of the guild's interests, and to dictate the guild's terms in disputes.
- **Shipra Khali**, guild informant. She holds an important position maintaining agricultural distribution logistics, but secretly, she reports to the guild. They need to make sure their food sources are secure, after all.

Hostile Transport Guild Questions

Ask your players these questions when you first discuss interstellar travel:

- *Are you engaged in interstellar commerce? How dependent on the transport guild is your business?*
- *Do you enjoy interstellar travel? Is it comfortable, dangerous, or disconcerting?*
- *How often do you travel offworld? Do you have relatives on other planets?*
- *What dangers of interstellar travel have you heard about but never experienced?*

Hunters

The transport guild is a service-based enterprise. As such, it does not send its own hunters after Moonicorn. Instead, the guild intrigues with other factions to influence them into sending agents after their target. Hunters sent by other organizations on behalf of the transport guild are a little less than enthusiastic, and may quit when things get rough. It is also easy to trace them back to the transport guild, because they value their own safety more highly than the transport guild's money.

Assets

The transport guild's assets are based on the aspects of galactic civilization that Space Wurm has chosen to exclude from the game. The guild does not have exactly the resources those fronts are made of, but something superficially similar instead. It has some of the outward trappings of the excluded fronts, but the guild remains an interstellar transport danger.

Choose one or more other assets for the guild to possess:

Ambassadors, ancient knowledge, assassins, hyperphysicists, informants, legal immunities, media outlets, natural resources, nutrient stockpiles, planetologists, private shipyards, secret planets, secure headquarters, sleeper agents, technological advantage.

Biotech

If there are no aliens, the transport guild possesses biotechnology. Their ships are alive and made of organic tissue, as is most of the rest of their technology. They look weird and alien, but at heart they are still a human guild with a monopoly on their own type of material culture.

The advantage here is that they can adapt to all sorts of conditions by breeding, cloning, or vat-growing new technologies. Their main weakness is that they require all the things that other living creatures require, instead of the power sources that silicon-based machines require. They are also highly complex machines, even those created for simple tasks, and are more vulnerable to damage than simple machines. They die long before they are structurally ruined.

Intellectual Monoculture

If there is no religion, the transport guild is organized like a cult. Guild members are conditioned to obey, and must join the guild for life. Dissenting thought is purged from an individual's mind, and those who exhibit noticeably non-conformist behaviour are hidden away where they cannot contaminate others or benefit from their deviance.

This is an obvious weakness for the guild, but it also limits their exposure to defectors, informants, spies, and traitors. Guild members have a hard time functioning outside the guild, amongst people who do not believe what they believe. They work with their fellows much more fluidly, with few conflicts, allowing the guild an unparalleled speed of action for an organization its size. It also makes it much more predictable, however.

Monarchy

If there is no Imperial throne, the transport guild is a monarchy. The rest of the galaxy might be fractured politically, but the guild is directed and guided by a single ruler. Their vision determines the guild's organization, its values, its future.

The monarch also has control of the guild's limited security forces. These might be the equal of any planetary government, but they exist just as much to maintain order within the transport guild as they do to defend it from outside factions.

Psychic Powers

If there is no spice, the transport guild maintains a monopoly on the psychic powers that allow for interstellar navigation and movement. They send surveyors to every planet on a regular basis, to search through their populations and find the people that have the potential to become part of the guild.

These psychics are crucial to the guild. Other organizations want their own psychics, and not everyone wants to become part of the guild, but they do not always have a choice. Societies that hold back on their tithes to the guild find their travels through the universe sorely limited.

Secrecy

If there is no secret police organization, the transport guild is able to keep its internal business a secret, unlike the political bodies all around them. The guild cannot be induced to reveal its secrets—it has secure communications channels and secure vaults to store its data.

Sentient Ships

If there are no cybernetic technologies, the transport guild is able to build machines run by living human brains. Their ships might seem like machine intellects, but they are actually people who have been transformed into starships. Either their brain has been transferred or their bodies have been expanded.

This means the main authority within the transport guild actually resides in the ships themselves. Guild members who retain human bodies and staff these ships are mere underlings—symbiotic organisms each providing some small benefit to the ship itself in exchange for room and board.



Space Madness

Space is a dangerous place, not only for the body, but also for the mind. It drives people mad! Is there no one who can find the solution to this devious problem? Or is it perhaps the work of a nefarious cabal of scientists, conspiring to shut down interstellar shipping routes? Careful, spacefarer! If they hear you say that, they'll think you're paranoid... they might even think *you're* the one who is mad!

Type: Cursed place.

Impulse: To change perceptions.

GRIM PORTENTS

- A ship crashes, and the crew blames it on the captain's space madness.
- A missing ship is found, its entire crew having gone insane.
- Passengers begin exhibiting signs of space madness, all over the galaxy.
- Prominent scientists introduce a way to resist the space madness, resulting in an immediate increase in travel between the stars.
- Space madness proves too strong, not even science can hold it at bay. Record numbers of passengers succumb to madness.
- Spacefarers spread the madness to people who have never been to space.

Impending Doom: Interstellar travel becomes exceedingly rare, because of the danger and the cost to the human mind. The fear of contagion causes the rest of society to ostracize spacefarers, but their numbers dwindle in any case, due to short life expectancy. With so few people willing to travel professionally, there are fewer opportunities for people to take advantage of their services, even if they can resist the madness for a few trips. It also means there are fewer reasons to develop new technologies related to interstellar travel. The galaxy grows ever more and more isolated from itself.

This list of grim portents is for depicting a society afflicted by space madness. Individuals can also suffer from space madness, and be affected by a different list of grim portents which depend on the type of madness they suffer.

Possible Cast

- **Aquilina Santiago**, guru and lifestyle coach. She experienced a bout of space madness after years of working on interstellar ships. Because of the madness, she underwent a spiritual transformation and radically altered her life afterward. Now she tries to help other people experience similar transformations. If nothing else works, she may even recommend the space madness...
- **Bekolari Lafiyaji**, transport boss. It's his job to choose who crews what ship on what route, but he's seen the stats on where space madness happens most and he's become reluctant to risk his people there.
- **Cosimo Nazzari**, psychologist. He has found what he thinks might be a reliable way to induce space madness, and has repeatedly tried to ride along on trips where he can observe the process.
- **Dylan Matthiae**, insane navigator. Dylan lost his mind during a routine journey through an Oort cloud, and was committed to an asylum. He has recently regained his mental faculties and wants to be released.
- **Galleazzo Fioravanti**, isolationist politician. He is calling for an end to interstellar travel, or at least an end to travel that isn't absolutely necessary for political stability in the galaxy.
- **Izara van Zuuk**, leading expert on suspended animation. She has proposed a system of space travel that relies upon pre-programmed ships carrying people in static chambers. Theoretically, this would avoid space madness by preventing humans from thinking during interstellar travel.
- **Shreya Maria Lakshmi**, captain of the *Decameron*. She survived her crew going mad and self-destructing in an orgy of violence. In retrospect, she saw signs of madness in some of them before that final voyage, but did nothing. Now guilt consumes her.

Space Madness Questions

Ask your players these questions at random moments during the game, then use their answers to personalize the madness they suffer:

- *What makes you angry? What do you normally do about it?*
- *What makes you feel afraid?*
- *What was your lowest moment and how did it change you?*
- *When was the last time you felt regret for your actions? What did you do?*
- *Where have you been that you never want to return to?*
- *Who did you aspire to be like most, when you were a child?*
- *Who do you miss most? What were they like?*
- *Who do you regret losing contact with? What do you remember most clearly about them?*
- *Who do you trust most? What did they do to earn your trust?*

Going Crazy

Space madness can manifest in many different ways. In addition to the main list of grim portents describing how space madness affects society at large, each type of space madness has its own list of grim portents that apply to a single person when they are afflicted by the madness. Different characters can be at different stages of the same type of madness, or they can have completely different experiences entirely. NPCs can also experience any kind of reaction you like—the types of madness here are designed to make it easier for you to portray the space madness to the players, as their characters struggle against it.

Hallucinations can be real or only seem real. If there are no aliens in your game, the effects of the psychonaut invaders can actually be the result of human action, though it might be better to leave them out entirely.

Isolation and **paranoia** also include forms of hallucinating, but also prevent the PCs from working together, unless they can find solutions or workarounds early on. These are more dangerous than hallucinatory monsters—use them sparingly.

Hallucinations

You see things, hear voices, that aren't really there. Nobody else notices them, just you. But then they become real, because the space madness is a gateway opening inside your mind. What lies on the other side isn't too happy to see you.

GRIM PORTENTS

- You see small, inconsequential things that aren't really there. They go away when you look at them carefully.
- You start to perceive things that no one else does, and they are neither small nor inconsequential. They retreat if you try to approach them.
- You can now interact with things that no one else can see or hear.
- Beings from another dimension use your hallucinations as a portal to enter this world.

Impending Doom: A new race of beings, with hostile intentions, may access to this reality whenever they so desire.

Alien Vision

○ HP ○ Armour

Amorphous, Construct, Devious, Group, Planar.

Hallucinations come in all shapes and sizes. But some reveal a terrible invasion of our reality being launched by creatures so alien we cannot comprehend them.

Instinct: To foster fear and paranoia.

Moves:

- Cover up someone's actions or intentions.
- Reveal someone's true feelings, but distorted.
- Reveal a truth about the psychonautic invaders.
- Reveal a truth about the scientific cabal.

Weaknesses:

These alien visions are not real. As much as they might seem like the truth, they cannot actually change reality beyond their victim's senses. They only look like they can.



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Cabal Scientist

6 HP ○ Armour

Group, Intelligent, Organized, Stealthy.

The cabal has discovered a complex semi-organic compound that causes hallucinatory portals to other dimensions during interstellar travel. The implications of this effect are staggering, so they have begun secret trials.

Instinct: To push the boundaries of exploration.

Moves:

- Install covert surveillance equipment.
- Introduce foreign substances to life support systems.
- Monitor a patient's vitals and experiences under the influence.
- Smuggle drugs between starports.

Tactics:

The cabal only administers the compound to ships travelling between starports where scientists or their agents are located, so they can collect the data properly. Starships do not always keep to their declared routes, of course, and the cabal moves its operations from port to port, so it is difficult—though not impossible—to track them down using metadata.

Weaknesses:

The cabal is a small operation, because it fears that enemy factions will benefit from this discovery if word gets out. They hoard their information in the hopes of gaining a monopoly on any new technologies discovered through contact with this other dimension.



Psychonaut Invader

9 HP 1 Armour

*Amorphous, Group, Organized, Planar, Small.***Special Qualities:** Amphibious, Flying, Hallucinatory.

What are they attracted to? Choose one or more things the psychonauts want to convert for their own uses:

Agricultural products, atmosphere, electronic devices, fibersteel hulls, heat sources, hyperdrives, intelligent machines, power crystals, vegetation.

Instinct: To invade this world and claim its resources.

Attacks:

- Destabilize inert matter.
- Inversion wave (1d8+2 damage, 1 piercing, forceful; close).
- Pseudopod spike (1d6 damage, ignores armour; reach, near).

Moves:

- Appear to humans in dreams and visions.
- Convert matter into resources that can be used in other dimensions.
- Create webs of hallucinatory memories.
- Move insubstantially through solid matter.

Tactics:

When a suitable resource is found: Stake it out and defend it.

When they are too dangerous: Retreat to the home dimension.

When they flee: Do not pursue them, resources are more important.

Weaknesses:

Although they enter this dimension through psychic rifts, they are more vulnerable to psychic interference than normal people are, and hallucinations can affect them, even though they are not real.



Isolation

The madness of space is just like the distance of it—dark and vast, a yawning gulf that can never be crossed. That’s the gulf between you and them. All of them.

GRIM PORTENTS

- You begin to mistake one type of interaction for another.
- You lose the ability to perceive one aspect of your reality.
- You lose the ability to make new friends or acquaintances.
- You lose the ability to trust people you know.

Impending Doom: You are no longer able to communicate with people, or understand what they are doing.

Choose the type of interaction the subject no longer understands (or write your own):

Affection, commands, commerce, excitement, happiness, instructions, pain, questions, rebellion, sadness.

Then decide what they perceive it as from now on:

- Another interaction from the list.
- Gibberish.
- Sarcastic agreement with whatever the subject says.
- Something repulsive.
- Something surreal and inhuman (and probably hallucinatory).

As the space madness progresses, misunderstandings increase. When the subject loses an entire aspect of reality, choose a type of interaction from the list above, or one of the following:

Artistic expression, colours and light, conflict, creating things, day or night, food and sustenance, hearing and sound, hierarchy, injury, language, love, machines, money, travel, work (the subject’s own occupation).

Paranoia

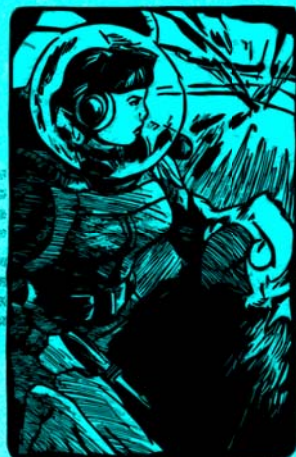
People turn against you. They think you don't know, but you do. You know what they're up to and they won't get away with it. You're too smart for them. They'll see.

GRIM PORTENTS

- You start to suspect people are plotting against you.
- You begin finding evidence that people are conspiring to harm you.
- People speak out against you openly, to your face.
- People attack you when you are alone with them.
- People attack you in public.

Impending Doom: You can only interact violently with other people. If you meet someone, you must attack them before they attack you.

People don't usually attack the subject of paranoid space madness, the subject is hallucinating. The effect is the same, however. This type of madness is so powerful, the subject is still injured by the attacks, and may be killed. Fighting back allows the subject to escape being harmed. The perspective of someone attacked by the subject of paranoid madness is almost exactly similar to that of the subject—being attacked for no reason, out of nowhere. When this type of madness affects a large group of people, the results are messy.



Religion

Modern science has always had a contentious relationship with religion, whose social authority it challenged in order to secure funding from national governments. While this contentiousness stemmed in part from the antipathy of Protestant naturalists toward the Catholic Church, science was also reacting against superstition, magic, and tradition. This secular philosophy arguably reached its full bloom in the atheistic Communism of the Soviet Union, but science fiction literature that omits all mention of religion is by no means limited to one side of the Iron Curtain. Indeed, the American corpus of atheist sci-fi may well be the larger of the two.

Choose the religious atmosphere in the galaxy (choose one):

- Competing religions.
- Every planet is different.
- Monolithic faith dominates.
- Organized mosaic.
- Thousands of small cults.

If Space Worm controls religion, she picks, and she controls everything.
If not, the player whose character is linked to religion picks.

If there is no religion, it does not exist and cannot be introduced.

PCs Linked to Religion

Each PC linked to religion has a special relationship with the main religion, or a particularly important or influential religion if there are many. Ask that player to define this religion and relationship.

Religion Questions

If religion is part of the game, ask these questions of the player whose character is tied to this front. When that character is occupied with secular matters, ask the other players instead:

- *What actually counts as a “religion,” anyway?*
- *What benefits do religions bring to peoples’ lives?*
- *What do you think of the secrets that religious authorities keep?*
- *What religious or spiritual traditions do you find most comforting?*
- *Who are the main opponents of religious institutions?*



Defining Religions

Religions use a collection of narrative and semiotic techniques to create a sense of community among their supporters. Like other social institutions, religions must also use those narratives to justify their existence, above and beyond the resources they control and the services they provide.

Events

The most effective tool in solidifying the influence of religion is public performance, especially when it is compulsory for those who want a sense of social inclusion. Performative events work to solidify the community's devotion to the proper stories and symbols, and bring people together by reaffirming their beliefs.

When a religious institution organizes a public performative, whether celebratory or punitive, it divides society into four distinct groups:

- The **active participants**, who create and lead the performances, who plan the activities, and who deliver the message. This is usually a closed group, with membership by invitation only, but can be hijacked by charismatic demagogues in smaller social circles.
- The majority of people involved in a public event are **passive participants**, who support the activities and consume the performances. They typically have their identities confirmed, their ideology reified, and their morales boosted by the experience, and feel more connected to their communities during and after the performance.
- **Non-participants**—anyone who avoids or ignores religious events—may often be considered passive opponents by those who did participate, simply because the event requires people participating to be successful. Those who remove themselves risk being labelled as outsiders and ostracized, if they are enough of a minority.
- **Active opponents** try to disrupt proceedings, sabotage events, and even commit acts of extreme violence.

Either before or during the events, each of the PCs must decide which of these four groups they will join or fall into. They may not be allowed to join the active participants, and they may be too afraid to oppose the performance outright (especially if they have more important enemies). Usually the choice lies between participating or not, then dealing with the consequences that follow.

Functions

Every organized religious body exists because it fulfils a function. Choose some of the following or give the religions in your game custom functions: Art patronage, behavioural conditioning, censorship, charity work, cultural knowledge repositories, education, fighting demons, medical services, networking opportunities, promoting state authority, public performance, social welfare, stress relief.

You can also give responsibility for civil aspects of government and social organization to religions in your game.

Philosophies

As much as these other rules can help you run the game, concrete expressions of religious philosophies are what really bring the experience to life. Generic “church inquisitor” types get old pretty fast.

Choose two or three narrative elements that help define each religion’s core philosophy:

An afterlife, divine intervention, hereditary authority, higher dimensions, meditation, moral principles that must be interpreted, personal journeys, prayer as supplication, prophetic visions, saviours, spiritual pollution and sin, strict ethical rules.

Symbols

Roll 1d6 for line, then count 1d6 across.

Alien brain, all-seeing eye, atomic particles, burning wheel, cauldron, chain, coins, crossed lines, dragon, feather, flowers blooming, flying angel, fountain, fractals, glowing nebula, horns, intricate patterns, leviathan, lifeless planet, linked hands, mandala, mountain, mysterious box, narwhal, raven, runes, the setting sun, shai-hulud, triangles, the void of space, volcano, vortex, waves, winged creatures, the yawning grave, zero.



Assimilationist Cult

Unlike so-called “mainstream” faiths, the assimilationist cult is a mystery religion, where the greatest and deepest spiritual revelations are kept secret from all but the innermost membership. And yet, in order to join the cult, one must be assimilated, becoming a brainwashed minion, more loyal to the cult than they are to their own families, countries, even their own lives.

Type: Ambitious organization.

Impulse: To capture new members and grow.

GRIM PORTENTS

- Someone important (either to the PCs or in society) joins the cult.
- The cult becomes a major presence in that person’s life. Their associates join, they promote the cult’s position.
- People opposed to the cult begin speaking about intimidation tactics and brainwashing.
- Opponents of the cult disappear. People stop talking about them.
- Opponents of the cult are found murdered.
- The cult seizes control of an indispensable aspect of society (education, the Imperial throne, law enforcement, medicine, spice production, transportation, etc).

Impending Doom: The cult and its traditions become an intrinsic part of society, and can no longer be removed. Wherever the PCs go, they will encounter members of this cult there.

Possible Cast

- **Eleanor Sharpe**, curious dabbler in curious religions, a new member of the cult’s Youth Action League.
- **Hashem Ra**, charismatic but secretive cult leader—or is he just a puppet for even more secretive forces?
- **Lauromir Daniken**, the man with the metal face, a brutal cult enforcer. Everyone knows a different rumour about his past—just try and collect them all.
- **Madame Scarlet**, proprietrix of the East Nebula Trading Company. She operates as a front for the cult’s less-savoury activities.
- **Norman van Braam**, member of the galactic parliament and dedicated opponent of the cult. He disappears and is later found murdered by poisoned needle.
- **Talika Manak**, an investigative reporter. She has incriminating evidence regarding cult activities, but fears for her safety. Cult members have attacked her before.

Assimilationist Cult Questions

Ask these of yourself or your players when the cult makes its entrance:

- *Are cults a “big deal” around here? How are they portrayed in the media and popular culture?*
- *Are cults like gangs? Do they fight each other in the streets?*
- *How popular is belonging to a cult or other religious organization? Is casual or peripheral membership seen as more or less desirable than dedicated involvement?*
- *Is it legal to organize a cult? If not, how do cults sidestep the law?*

The Compound

Every cult needs its own compound, from whence the commands of the leadership emanate, and into which new converts disappear. When the compound comes under siege, the cult knows the apocalypse has finally arrived, and they must fight the Final Battle.

The Premises

What is the cult’s headquarters like? Choose a few of the following to describe what the compound contains:

Brewery, bunker, factory, fortifications, garage, gunnery installations, hi-tech security, hidden, junkyard, laboratory, mobile, office tower, open spaces, orbital, ranch, shacks, snipers, store, studio, tents, tunnels, walled perimeter, warehouse, wilderness.

The Staff

The compound houses the cult’s leadership, and some portion of its membership. What are they like? Choose one or more of the following to describe them:

Argumentative, austere, crazy, decadent, dirty, disciplined, drugged, lazy, numerous, party animals, perverse, psychic, small, unruly, weak, well-armed, well-trained, zealous.



Brainwashing

The assimilationist cult's main weapon is that it brainwashes its members into complete, fanatical obedience. This works like any other danger, except it affects individual NPCs, and the grim portents attached to them can be reversed. Cults can have many different ways to induce brainwashing: alien pheromones, hypnotic conditioning, mind-altering machines, or toxic thought-inhibitor drugs, for example.

GRIM PORTENTS

- The subject becomes attracted to, and fascinated by, the cult and its symbols.
- The subject feels inexorably drawn to cult activities.
- The subject becomes loyal to the cult.

Impending Doom: None—loyalty is the end result, and can be reversed.

Each grim portent requires contact with the cult to come true, and the way it manifests should be tailored to the particular NPC. Fascination can mean a detective becomes obsessed with investigating the cult, it can mean the NPC develops an antagonistic stance toward the cult, or it can mean the NPC turns to the cult in order to distance themselves from people close to them. Likewise, every cult has activities that are open to outsiders, so they can recruit new members. These are different for each cult. Loyalty, on the other hand, always looks the same.

Unlike the grim portents of other dangers, there is no impending doom at the end—or the final step can be thought of as the impending doom—and the effects of cult brainwashing can be reversed. They must be reversed one step at a time, and action must be taken for each of those steps.

If a loyal subject is removed from the cult and given treatment—antitoxin medicine, counterhypnosis, psychological therapy—the last effect can be cured. But even if their loyalty to the cult is broken, they will still be



attracted to cult activities, making them vulnerable to being drawn back in. Or they could become an anti-cult activist, even a violent one, if they are not accepted back in. But they will still try to attend these activities.

Once they are cured of their desire to join cult activities, cult symbology still has power over them. Some hypnotic commands may still work, when triggered by certain images or phrases. The subject might repurpose cult symbols for their own use, or adapt the cult's narratives to fit their new life. In order to purge all cult influence from this person's life, action must once again be taken, though it does not necessarily require the same kind of medication or therapy as it takes to break fanatical loyalty. It should be easier, but more time-consuming, to cure a fascination with cult activities and symbols than total brainwashing.

This is the New Flesh

The addition of physical or psychic assimilation, in addition to social assimilation, can make this danger even more of a threat. In these cases, brainwashing is far less reversible, once the victim has become part of the One Flesh or One Mind of the cult.

This kind of assimilation occurs after the subject of brainwashing becomes completely loyal—or, in cases of violent assimilation more akin to being eaten, once an unwilling victim has been subdued.

Physical assimilation combines the subject with all the other assimilated cultists into a single biological organism. Individuals may or may not retain their own minds and mental capabilities, or they might lend these to the whole as well as their bodies. The resulting creature can take almost any form, though its defining feature is probably its size. An amoebic mass of oozing flesh, a worm-like chain of bodies, or an ever-shifting compression of many humanoids into one, perhaps. Or the new combination could have its own form—that of a dragon, or a forest, even.

Psychic assimilation combines the minds and souls of those cultists who participate. Individuality is lost to the group. Without any physical link, this could mean that every assimilated member of the cult has the same personality imprinted on them. At regular meetings, their minds are melded together, creating a single, amalgamated personality that every member changes to replicate. Whatever changes occur between meetings are given to the group personality and then distributed to every member of it.

On the other hand, if there is a psychic link between cult members, the assimilated function as a single mind with access to numerous bodies. At this point, it has truly become a single being, existing in multiple places at once. Whether or not the whole become weaker when its individual parts die is something for experience to show.

Hunters

The cult is after Moonicorn because their scriptures say... (choose one):

- He is a symbol of all that is wrong with the galaxy.
- He is their divine enemy.
- He is their saviour, if only he can be purged of the evil inside him.
- He will increase their membership, if he is convinced to join.

The cult believes that if they recruit or defeat Moonicorn, they will have removed the greatest barrier between them and apocalyptic victory.

Approaches

The assimilationists have two primary techniques for attacking their enemies, and they use them in tandem.

First, they **disguise one of their hunters** as someone the target knows. The hunter is trained to act like the person, and to strike either when the perfect position has been reached, or when the disguise fails. It is much harder for a hunter to remain disguised as someone the target knows intimately, but it is harder to earn the target's trust when disguised as a mere acquaintance.

Second, they **seize mental control of someone** the target knows, and command them to attack, deceive, or maneuver the target. They usually do this by brainwashing the person, but if the target knows the would-be assassin is involved with the cult, they will be on guard during any meetings with them. It is better to use someone who has no prior history with the cult, and if their will must be overcome by drugs, psychic powers, and orbital mind control lasers, so be it.

These techniques are not always used in this order. The disguise is used first if the cult want to trick the target into harming someone they care about, and succumb to guilt. Ideally, the target will assume that the second assassin is also a cultist in disguise, instead of the person they think it is, only mind-controlled.

Mind control is used first only if the cult is short on skilled field operatives. If these attackers prove ineffective against the target, the cult can send in disguised assassins—and the target will assume they, too, are mind-controlled and avoid the use of lethal force. The cultist can then pretend to resist the mind control, only to lure the target into another trap.

If a target manages to thwart both of these approaches and catches on to the cult's methods, there is nothing left for them to do but have cultists attack outright, and deal with the consequences.

These methods apply whether the cult is hunting Moonicorn or someone else.



Faith War

The fight between religious and secular institutions is, by its very nature, asymmetrical and confused. Debaters and propagandists talk past each other, individuals pledge allegiance to both sides at once, and no one understands fully what is at stake. But when a powerful faith fractures, or two monolithic religions come into conflict, the result is total war on every level.

Type: Cursed place, although individual “sides” might function as arcane enemies or hordes.

Impulse: To fight over doctrine.

GRIM PORTENTS

- One religious faction begins a propaganda war against “heresy.”
- A second religious faction solidifies in opposition to the first.
- Institutions begin choosing sides, refusing to work with the opposition.
- People take to the streets in protest over their side not having won yet.
- Armed security forces begin combat actions.
- A third faction emerges, speaking out against the excesses of the first two and the weakness of those not involved.
- Yet more factions emerge, solidifying their local power bases and forging new doctrines of their own design.

Impending Doom: Society is divided into a mosaic of incompatible faiths. Communities refuse to let outsiders in without the proper conversion rituals. Religious war on all scales is an everyday occurrence. Everywhere the PCs go, they will be questioned as to their loyalties.

Possible Cast

- **Antoine Broderick**, a radical cleric bent on reforming society into something austere and pure, a world lit only by faith. He brings a message of hope to those who have been disappointed by this world.
- **Dr. Camilla Marwani**, an expert on creating in-brain experiences, courted by faith leaders because of the secret brainwashing techniques she has pioneered for the military sector.
- **“Field Marshal” Kalash**, a militia leader who uses religion to recruit new fighters to his cause (which is nothing but a bid for power).
- **Shamshi Chilmanov**, an atheist activist, caught in the middle of a fight where both sides want to see him silenced.
- **Soror Conscientia Lux**, priestess of the New Dawn, a radical sect that has grown rapidly in power over the last few years.



Faith War Questions

Ask these of your players when the faith war commences:

- *What do you find most objectionable about the budding disagreement?*
- *Where have you seen similar disagreements over culture before? How were they resolved, if at all?*
- *Which argument or faith culture appeals to you more and why?*
- *Which side of the war have you been on before? Do you still support them, and why did you make that decision? Or did someone else decide for you?*
- *Which side was most important to your community growing up? What did it provide? What harm did it do to your community?*
- *Who do you know that is closely allied with, or involved in, the most prominent side of the war?*

Hunters

Both factions want Moonicorn on their side. At the very least, it is a propaganda victory, if not the literal fulfillment of divine prophecy. This prophecy might include Moonicorn sacrificing his life for the cause, however, so he may not find it very palatable.

The main advantage that Moonicorn has in a faith war is that if one side sees the other side trying to kill him, they will try to keep him alive. But if they discover that Moonicorn is also a threat to their side, this protection will not last very long. The best he can expect is to be shipped directly into the midst of the enemy.

Battlefields

The ways that people act, and interact with each other, are of primary concern in a faith war. Certain modes of expression and certain behaviours are forbidden and directly contradict the message of the faith. Cultural expression is the main battlefield in a faith war, the ultimate objective, and victory here is what all other battlefields are merely a means to achieve.

Warring faiths will advocate the same things for, and to, certain areas of society, while proposing radically different visions of others. Sectors that do not become battlefields may provide for the whole of society indiscriminately, or they might simply have no stake in the religious disagreement. In those sectors that do become battlefields, however, people are forced to choose sides or become everyone's enemy.

Choose a number of battlefields to be particularly important, from the sectors that follow, or from sub-categories, like the examples provided below each description.

Food Production

Those who control the agriculture control what food is—and isn't—available. The more restrictive a faith's diet is, the more vulnerable they are to those who decide what food is actually grown. A less diverse array of available products also means famines are more likely to occur, when one type of staple food is destroyed and nothing is there to replace it.

- Aquacultural waterworlds full of fish farms and kelp beds.
- Atomic recombinators mass-printing nutrient paste out of hydrogen fuel harvested from gas giants.
- Herds of wild megafauna stampeding across vast plains of razorgrass.
- Hostile jungle planets where automated robots hunt exotic animals.
- Subterranean fungus farms on blasted desert worlds.

Cultural Production

What goods are manufactured impacts cultural expression in numerous ways, but the availability of products that can then be repurposed by individual people or small populations is also of concern. The faith war has three different tactics, or phases, to accomplish its goals in this sector.

Phase one occurs when the faith provides people with approved forms of cultural expression, so they have something to hold up as an alternative to the forms they oppose. Phase two is to pressure media and manufacturing concerns into compliance, either through conversion, social pressure, or hostile takeover. Phase three requires control of the government and the police, because it involves banning what the faith opposes and using violence to eject it from society.

- Crowds gathered in urban areas to protest other people having fun.
- Faith-based popular music groups on whirlwind tours of rural areas.
- Industrial farms growing the sacred drug used to see the face of God.
- Revivalist groups practicing ancient crafts that play an important part in their faith's narratives.
- Solicitors braving the heathen hordes to hawk religious goods and proselytize for the faith.
- Temple youth clubs on group-bonding field trips to remote or sacred areas.



Government

The most direct way to control a society's cultural expression is by taking control of its political structures. The government has the power to regulate and interfere in all other aspects of society. Its mandate is to organize—even control—the populace it governs. If one faith can dominate the government, they will have a distinct advantage on all the other battlefields.

- The galactic parliament building, where officials from every corner of the universe come to perform the business of state.
- Media scandals over corrupt voting procedures in the provinces.
- Naval battleship fleets, enforcing law and order all over known space.
- Religious death squads fight rebellious heretics in the city's slums.
- Riots at polling booths during the general election.

Population Centres

People prefer living in groups. They congregate in cities or city-like structures wherever they can. If you control the infrastructures that make that possible, you can control the people. Communications networks, city planning, space habitat maintenance, transportation routes—all these and more contribute to the taking, and holding, of populated territories.

- A factory shuts down for a religious holiday that others don't celebrate. It comes unexpectedly, throwing businesses into disarray.
- Maintenance crews who sport symbols of their faith as they go about their duties on the space station.
- Public schools funded by faith-based institutions that teach only their approved customs and narratives.
- Road blocks set up to charge tolls. Members of the faith pass for free.
- Trade unions whose leadership is entirely committed to the same faith. The glass ceiling for non-believers is in full effect.
- Zoning rules for structures built by rival faiths are governed by a separate, more rigorous set of rules. City planners work with members of their own religion to overcome bureaucratic red tape.

Resource Extraction

Material culture and technology require resources in order to exist at all. If one side in the war must do without chemicals, metals, and plastics, it cannot resort to open warfare, has little in the way of manufacturing that can appeal to people in their everyday lives, and has only its spiritual message with which to promote itself. Since that is how the faith war begins, this battlefield is much more important at later stages. It may not even be considered important at all, early on.

- Asteroid mining colonies, where company stores get rich off of hard-living astronauts and drone operators.
- Hellworld chemical extractors, working in floating bubble cities, above the dense gasses that would corrode even diamonds.
- Penal colony mines on polluted, high-gravity worlds.
- Wave, the leviathan-haunted waterworld that is the only known source of the salt *Kristall*, the most versatile substance in the universe.

Technology

Having better technology means having more information to work with, and getting things done both faster and cheaper. But if a technological process violates a faith's code of conduct, the faithful cannot use it, and must work to eradicate it from existence—or they must create a special caste of people who are allowed to risk their souls.

In some cases, technological superiority makes all the difference. Better resource extraction, transportation, and weapons makes for a dominant society or class of people. In other cases, technology depends entirely on peoples' willingness to use it. The side with superior medicine will only end up with a healthier populace if the people believe they should use it.

- The College of Physical Sciences, a space habitat orbiting a black hole.
- International design contests, with extravagant prizes.
- The Interstellar School of Space Technologies, located on a garden world in the most prosperous province of the galaxy.
- Manufactoria, the robot hive world, covered in factories.
- Top secret naval weapons research and development labs.



Fundamentalism

Political oppression, and the censorship of behaviours and narratives that the state leaders oppose, is usually seen as entirely self-serving. It is a means to keep those who hold power in office. As such, it is utilitarian—whatever works is what get used. Religious fundamentalist movements, on the other hand, consider their religious tenets to be more important than mere politics. Power is a means to force society to function according to a single, strict narrative, and if realities contradict that narrative, it is reality that must be destroyed and reformed.

Type: Ambitious organization.

Impulse: To impose strict rules and remove those who break them.



GRIM PORTENTS

- Movement supporters take to the streets, actively recruiting and promoting their message.
- The opposition is racked by scandal, strengthening fundamentalist claims over social authority.
- Fundamentalists gain control of a significant area of social organization.
- A prominent movement leader is promoted to a position of galactic power and importance.
- A fundamentalist leader is promoted to galactic leadership, either to the throne itself, or the power behind it.

Impending Doom: There are two types of fundamentalist end states. The first is that the fundamentalists take control of society and are able to squash or expel opposing elements. Should the PCs find themselves in such a society, they will face extreme amounts of oppression if they try to do anything contrary to the dominant religious culture.

The other end-state is the apocalyptic final battle at the end of time. Some fundamentalist movements may see this cataclysmic end point as a back-up plan, to be pursued when their bid for power fails, but other movements see this as the only desired outcome for their activities. Both types are dangerous, but the latter type, which sees the current reality as disposable and temporary, is much harder to reason with.

Possible Cast

- **Adam Kessler**, proponent of the Pure Flesh philosophy, who calls for an end to people melding their bodies with machines and technology.
- **Kira Two Hawks**, the president of a planet that is leading a boycott against the movement and its supporters.
- **Lys Marcel**, a trans youth activist, who is considering more drastic approaches to resisting the movement.
- **Ornella Trezzini**, opposition leader in the galactic parliament. She is merely using the movement for short-term political gains.
- **Zaddox-75**, a cyborg committed to bringing an altered version of the movement to robots and aliens. She may be using the movement to further her own goals, or she may be confused about its real philosophical intentions.
- **Zariel Cosmosia**, a fundamentalist leader who will not rest until the whole of society is using drugs that make astral perception and telepathic communication a persistent reality.

Fundamentalism Questions

Ask yourself or the players these questions when the fundamentalists become important:

- *How have the fundamentalists benefited society? Have they restored law and order to places formerly ruled only by violence?*
- *Who supports the fundamentalists and agrees with their extreme views?*
- *Who would like to support them, but disagrees with some of their key principles?*

Also ask the players these questions:

- *Do you have any friends or acquaintances who are becoming more sympathetic to the fundamentalist platform?*
- *How have the actions of the fundamentalist movement—or the reactions to it—benefited you personally?*
- *In what ways do your own religious beliefs contradict or disagree with the fundamentalist movement? What aspects of doctrine do you agree on?*
- *Which important location have you noticed the fundamentalists speaking about, and why did you think it was noteworthy?*

Hunters

Of course the fundamentalists send zealots after Moonicorn. He is the subject of a prophecy at the heart of apocalyptic scripture—it is the will of the Divine that he should play a major part in the eventual triumph of the faithful over the wicked and the lost. **What is that role?** Choose one:

- He must be converted to the cause, either willingly or by force.
- His death triggers the holy war that the fundamentalists will win.
- If he joins the enemy, the war against evil is lost.
- Moonicorn is a symbol of the enemy forces.

Fundamentalist Zealot

6 HP 1 Armour

Divine, Group, Intelligent, Organized.

Add a specialty to these basic stats to generate a group of zealots.

Instinct: To hunt down and eliminate opponents of the movement.

Moves:

- Ambush a foe without warning.
- Pray to heaven for guidance.
- Track a foe down.

Tactics:

When they are high profile and popular: Confront them only in secret.

When they have less public influence than the movement: Confront them openly and mount a campaign against their reputation.

Zealot Specialties

Choose one or more of the following and add these moves, tactics, and other stats to the basic fundamentalist zealot profile:

Evangelist

+*Devious*.

- Change someone's mind.
- Hold a crowd's attention with rhetorical fireworks.

When they are seen acting in a way that might bring public censure: Document it and reveal it at the right time.

When they are willing to listen: Offer a deal that allows them to support the fundamentalist movement.

Firebrand

+1 Armour; *Cautious, Devious, Hoarder*.

- Make a foe look bad in the media.
- Make a foe look good in the media.
- Summon an angry horde to attack a foe.

When things go badly: Escape under the cover of the chaos.

Psychic Disease Vector

+6 HP; *Devious, Psychic, Solitary*.

- Psychic knife (1d8+2 damage, ignores armour; close, reach).
- Infect someone with a psychic disease that increases passivity.
- Take control of a foe's mind.

When discovered: Turn the faithful against those who are suspicious.

When ordered to a new location: Obey without question.

When they do not suspect: Work slowly and methodically upon a population.

Summoned Angel

+10 HP, +2 Armour; *Planar, Solitary, Terrifying*.

- Inflict guilt (stun damage; close, reach, near).
- Rain down fire (1d12+2 damage, messy; near, far).
- Demolish walls with an inhuman shout.
- Embody one fundamental of the movement.
- Wear out the current body and possess a new one.

When they defy the embodied fundamental: Punish them harshly.

Warhorse

+4 HP, +3 Armour; *Construct*.

- Explosives (1d8+4 damage, forceful, messy; near, far).
- Force hammer (b[2d8] damage, forceful; close).
- Deflect harm off robotic exosuit.
- Smash through physical obstacles.

When fighting: Show neither mercy nor restraint. Destroy the unbelievers.



Targets of Fundamentalism

Religious fundamentalists seek to change and vastly limit social behaviours. Their movement need not belong to a dominant ethnic group, and it is rare for race-based persecution to deny existence to specific groups of people, with no chance of appeal, though it is possible. Repentance for sins committed is, or should be, a major theme of religious fundamentalism, and an important way for it to gain power over others.

Since behaviour is the main target, use these examples to decide on what your game's movement is opposed to (choose one or more):

- Certain occupations (secular law or policing, sex work, the spice, etc).
- Clothing (ideologically or sexually provocative clothing being the usual target, but any signifiers of class or culture will do).
- Entertainment (dancing, drug use, music, public gatherings, etc).
- Gender identity and sexuality.
- Other religions.
- Particular narratives used by other philosophies or religions that had early altercations with this fundamentalist movement.
- Science and technological development.

Demands of the Faith

Likewise, every movement has demands it makes of its followers, above and beyond anything the culture it comes from asks for. **What must one do to be a dedicated part of the movement?** Choose one or more:

- Attend numerous, time-consuming religious ceremonies.
- Confess one's own thoughts and actions, and supply information on the activities of others.
- Consume and repeat only specific mythical narratives—metaphors and similes must conform to approved narratives.
- Consume specific foods and drugs, while avoiding certain others.
- Dress in specific clothing. Condemn those who deviate from this style.
- Hand over money and other resources to movement leaders.
- Relocate to a specified holy site and live there, driving out the previous inhabitants, if any.
- Use very specific language and imagery only, while condemning those who deviate and use other phrases.



Renegade Gods

The gods of outer space are real and meddling in the affairs of humankind. The galaxy is not safe from their depredations, their feuds, or their hungers. Some will try to worship them, some will use them for their powers, while others will deride them as demons and flee from their gaze. But few will fight them, as powerful and mighty as they are. It takes great courage to fight a god! What fool would dare?

Type: Individual renegade gods should be treated as planar forces, while a feuding pantheon of gods can function as a cursed place.

Impulse: To feed off the world of mortals.

GRIM PORTENTS

- A team of explorers make contact with a divine entity.
- Followers of another god manifest psionic powers in exchange for worship, and begin to dominate their societies.
- A national government declares allegiance to a divine entity and outlaws all other religions.
- The prominent advocate of a god is assassinated by agents sent by another god.
- Followers of the gods cut off all peaceful contact with atheist organizations.
- War breaks out between the minions of multiple gods.
- The army of the death god turns to genocide in order to win the war.

Impending Doom: The galaxy degenerates into a state of war. Only parties that swear allegiance to one of the gods have any power—all atheist groups find themselves cut off from food, fuel, transportation, and all other resources until they wither away and die. All intelligent life in the galaxy survives by serving a god, and the gods are at war with each other.

This war in heaven is but one danger that renegade gods can pose to mortal society. Each rogue god may constitute a danger of its own, as an intelligent, motivated—and extremely powerful—villain, or as the force behind an ambitious organization.



Possible Cast

- **Clara Elia Vasari**, hyperphysicist. As the team leader of the hyperconsciousness research expedition, Dr. Vasari is the only one with access to all the data generated by the divine presence being investigated.
- **Egon Tullio**, a would-be martyr for his heterodox beliefs. The gods are evil, and if they destroy him, they only prove him right, for all the universe to see.
- **Florise Ortiz**, psychiatrist specializing in spiritual beliefs. Dr. Ortiz maintains a practice counselling people about their religious and spiritual practices. They are adept at guiding people through visionary experiences, whether drug-induced or not.
- **Lianna Kamanzi**, high priestess of the star god. She has been granted visions from the stars, and knows of the machinations of her god's enemies.
- **Pinyo Tovichakchaikul**, outspoken senator. He has repeatedly called for a war against religion in the past, and is gearing up for a new public relations campaign. Though he hates the gods in public, he is secretly devoted to one of them, body and soul. His public posturing is a way to wage war against all the rest of them, so his god can reign supreme.
- **Virna Sabbatini**, religious celebrity. She has a very successful business promoting the worship of the gods and spiritual living. Her various companies sell every product necessary, including lifestyle magazines, sacrifices, proper clothing, furniture, and housing, as well as counselling and advice. It all costs money, of course, but what is money in the face of the gods?



Renegade Gods Questions

Ask yourself or the players these questions when the first renegade god is introduced:

- *Do religions stay the same when they migrate to the stars? Or do they change in character, and come under the influence of new gods?*
- *How territorial are these renegade gods? Do they claim planets? Do they try to colonize multiple star systems? Do they only care about populations?*
- *What gods have been discovered since the advent of space travel?*

Ask these of specific players:

- *Have you witnessed the manifestation of a god on the material plane before? If so, what was it like?*
- *What god does your family respect most? How do they show that respect?*
- *What have you asked of the gods before? Have they delivered?*
- *What kinds of gods do you pray to, and for what?*

Hunters

At least one of the gods wants Moonicorn dead. Why? Choose one for each god hunting him:

- The god wants to devour Moonicorn and take his power.
- Moonicorn disrupts this god's power base.
- Moonicorn has the power to destroy this god.
- A rival god has blessed Moonicorn before, making him this god's enemy.

What assets do the gods have for hunting Moonicorn? Choose one or more for each god:

- Bounty hunters.
- Datamining bots.
- Human intelligence assets.
- Moles inside official authorities.
- Orbital satellite access.
- Pilgrim investigators.
- Psychic prophecy.
- Tactical strike teams.





The All-Seeing Eye

The great, all-powerful, all-knowing **Eye of the Stars** waits inside the blackness of space. It waits behind the eyes of humans, in our thoughts and feelings. It waits between the atoms of creation, watching everything—*judging*. It is a single human eye, or a white orb with three pupils, or a confluence of lenses and multifaceted light. It can see thoughts, sound, and feelings, not just light.

GRIM PORTENTS

- The Children of the Eye form a security company to do surveillance work for others.
- Paranoid governments hire the tithed and their handlers to do all kinds of intense surveillance work for them, unaware that their information is being hoarded by the god.
- A coup topples the government and installs new leadership from inside the cult.
- Other governments accuse the Eye-worshippers of spying and war is declared.

Impending Doom: All societies become surveillance states in an effort to combat or duplicate the powers of the All-Seeing Eye. A person needs to produce medical records to prove they haven't been infected by the Eye or tithed in some way, and travel and residency records are required to prove that they have not been in contact with those who are.

Tactics:

The All-Seeing Eye demands a tithe of people from its worshippers. Every ninth person has their mind and soul hollowed out, their inside replaced by the god itself. The lobotomized brains of the tithed can do little else but receive signals from the Eye. Through these people it watches its flock, directs them, and punishes them.

Weaknesses:

The All-Seeing Eye is not nearly as omniscient as it claims. It becomes confused when peering into the minds of normal humans who worship it—only the information it gains through those tithed to it is received accurately.



The Blinding Light

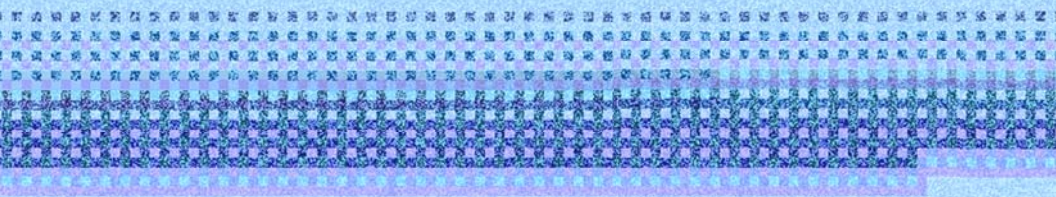
He is the **Sun King**, lord of the sky, master of the days. His people bathe in the light and heat of the sun and worship its life-sustaining rays, even when it punishes them for their weakness. For the holy fire is cleansing as well as nourishing. It burns away words, thoughts, and feelings. It removes the language of intimacy, words spoken between individuals, to small groups, in confidence, in secret.

The fire of the Blinding Light leaves the language of large groups, so his followers can have their society, but his fire leaves them gripped by loneliness, empty and longing. Only the light of the sun god can fill them up, and take away their sadness. Only the Blinding Light can make them whole again.

GRIM PORTENTS

- The sun god becomes a cult phenomenon on the most-populated terrestrial world in the galaxy.
- This world bans space station habitats in the territory it controls. Anyone who lives in space for reasons other than travel between terrestrial, sun-bathed worlds is also banned, unless they convert.
- The worshippers of the sun god build warships and launch them into space, to destroy the void-dwellers.

Impending Doom: Life in space becomes even more dangerous. Unless you can prove you are simply travelling between worlds close to suns, the sun-lovers attack you. They attack those who live underground or in oceans, as well.



Tactics:

The sun god gives his followers the power to control fire or light with their minds and wills. They can become formidable warriors and illusionists. But he also limits their individual powers, taking away their ability to be functionally intimate with each other in pairs or small groups. They must act in larger groups, where attitudes that inconvenience the sun god can be stamped out.

Weaknesses:

The sun god's followers have three main faults:

First, they are afraid of the dark. They must have the light around them at all times, or they succumb to fear and despair.

But second, the sun's embrace has the potential to take away too many of their words, and not only does intimate communication cease, but all communication, and they cannot work together unless micro-managed by the god himself.

And finally, because they despise the void of space, they are never particularly skilled at operating spaceships or functioning in microgravity.

Death Herself

Sathariel is the death goddess who waits upon the threshold, gorgon-hearted, a blood-stained mother who devours her young. She demands an end to life. She commands those who worship her to be fruitful and multiply, to conquer all before them, and then to die young—the younger, the better. For it is the death itself that she thrives on, the dying of the light, the winking out of consciousness, not the darkness that comes after. She cares not how many have died, it is the dying she craves.

GRIM PORTENTS

- A death cult mercenary group becomes famed and feared all over the galaxy. They attribute their power and fearlessness to the Death Mother.
- Suicide booths become widespread across the galaxy, so those who feel the weight of ennui or depression may end their suffering with ease.
- A new youth movement arises, decrying the waste of those who grow old, glorifying the short life.
- War is declared by or against the death worshippers.

Impending Doom: Society embraces war as a way of life. Those who live a long time are denigrated as cowards, even as they manipulate the young into dying in order to appease the goddess.

Tactics:

Sathariel is not subtle. For devoted service, she grants her followers the ability to become undead, or health enough to experience multiple revivals from a near-dead state. But even before that, merely for conscious devotion, she grants them fertility. Her worshippers breed young, and often. She asks for death in return, whether in battle or by suicide.

Weaknesses:

The death goddess cannot feed off just any death—only the deaths of her own worshippers can sate her appetites. That is why she demands they have so many children. Death Herself can become a self-defeating philosophy, if the cult embraces her too enthusiastically and extinguishes itself. As well, if her worshippers discover this fact, and realize that the unbelievers they kill mean nothing to their goddess, they could very well turn against her in abject horror.

The Gates of Heaven

In the liminal spaces, between worlds, the **Messenger** comes to humanity, revealing herself. She is the angel of hallucinations, the breaker of boundaries, the transgressor. Her followers pursue her through drug-induced hazes and autohypnotic dreamlands. They gather in great convocations to partake in orgies of excess, before crawling back to their lives in shame once her presence, just like the high, has faded.

GRIM PORTENTS

- The Messenger reveals herself to mortals through drug-induced visions, making them more popular.
- Drug cults rise to power through the knowledge and magic granted to them by their journeys to the gates of heaven.
- Powerful cultists promote their drugs and ceremonies for all mental, physical, and social ills.
- Society begins to discriminate against those who refuse to take drugs or experience altered mental states.

Impending Doom: Galactic society becomes entirely dependent upon drugs to function. Everyone is blissed out or flying high at all hours of the day and night chasing the goddess and her visions.

Tactics:

Hovering at the gates of heaven is popular because it is both intoxicating and leads to supernatural abilities, such as prophetic visions and psychokinetic powers. Once followers become dependent upon the drugs and the visions, the goddess demands they evangelize, and because the drugs have worn down their willpower, they must obey. Once the cult is powerful enough to get away with it, they forcibly induce altered mental states in people so that the goddess can gain influence over them.

Weaknesses:

One of the main methods of control which the hallucinatory goddess uses to dominate her followers is the cycle of shame that follows ecstatic taboo-breaking. Participants revel in the ecstasy of transgression in the moment, but after the high is over, they long to forget either their actions or the inhibitions that cause them to feel ashamed. This can lead to obviously self-destructive behaviour, or stigmata-like symptoms caused by an overload of divine influence. But followers can also get lost in the drugs and never come back to normal life, where most of the cult's actual work gets done.

The Scribe Eternal

The god of recorded knowledge is known by many names—Alexandria, Benzaiten, Nabu, Ogma, the scribe Thoth—but these names mean little to the **Librarian**. They are merely small pieces of information, and this god hungers for more than small pieces. It wants every record of civilization within its own domain, and it drives its followers not only to collect all records, but to record everything.

This does not mean the scribe deity is also a lender, far from it. This knowledge is meant for the god alone. It gives up information only as necessary, and even then, as little as possible. Secrets that exist only within the mind of the god are the most valuable records of all.

GRIM PORTENTS

- The Librarian offers a wealth of knowledge to a populated country or planet, and its followers grow powerful.
- The god's followers take over key positions of power, promising to use their divine knowledge to better society.
- The Librarian's servants begin dismantling libraries and databases.
- Covert teams of saboteurs attack neighbouring governments and steal their data.

Impending Doom: The accumulated data of the galaxy is plundered and left barren by the god of scribes, who hoards everything. Not even the god's death will reveal all its secrets, which means civilization must rediscover science, and remain ignorant of its own history forever.

Tactics:

The scribe allows its followers access to privileged knowledge at first, so they can impress others. It gives up what it has to in order to gain power. But once it has secured its followers, it takes their knowledge away from them piece by piece. It takes their physical records, their digital files, and even their memories. Once a person has been the servant of the scribe for long enough, they can only know what the scribe lets them know.

Weaknesses:

The god's hunger for knowledge is such that it cannot keep away when a prize is dangled in front of it. The Librarian will send its minions into a trap every time, as long as the chance of stealing records, knowledge, or secrets is there. It simply cannot resist.

The Warlord

The call of war is raised and who should heed its call but the blood god's followers? They shout the many names of the **Chariot**, their iron lord, the one whose whips lash the cowards too slow to battle. Their lives are never-ending strife. They live to compete and to conquer.

GRIM PORTENTS

- The Red Fist mercenary company conquers a peaceful planet.
- A neighbouring planet calls for outside assistance against these aggressors.
- A fleet of battleships arrive, proclaiming themselves the true adherents of the Chariot, bent on destroying the Red Fist poseurs.
- Another county declares war on the battleship fleet for seizing its valuable mining resources, only tangentially connected to Red Fist territory.

Impending Doom: The galaxy descends into total war, which never ends.

Tactics:

The war god targets militaristic societies, whether small organizations, or whole cultures, and encourages them into aggressive xenophobia. He points them towards the vital resources of their neighbours, so when they strike, the enemy has no choice but to retaliate. Peace negotiations are anathema to the Chariot, he who soldiers ever-onward. He makes sure his side oversteps those bounds so there can be only the war.

Weaknesses:

The warlord is not in the least bit subtle. He takes the most obvious and violent path forward. It is easy to launch covert operations against a foe like this, even if they do not have as much impact as a full-frontal assault.



The Secret Police

Knowing is half the battle, but no one has to know about the battle at all if it happens under the cover of night and fog. Such is the goal of covert operations, the intelligence community, and internal security. All of these exist in the shadowy world of information, secrecy, and stealth that is controlled by the secret police.

For each of the following aspects of the secret police, rate them extensive, average, or problematic:

- Dedicated personnel.
- Legal impunity.
- Military assets.
- Spies and informers.
- Surveillance technology.

If Space Wurm controls the secret police, she chooses the ratings: one is problematic, two are average, and two are extensive. She commands the secret police and describes what it is like.

If Space Wurm does not control the secret police, the player whose character is linked to the secret police picks two aspects and rates them. Picks then pass to their right, with the next two players each picking one aspect and rating it until they are all rated as follows: one is average, two are extensive, and two are problematic. The player whose character is linked to the secret police describes how their PC is connected to the secret police.

If there are no secret police, government is transparent and there are no covert operations outside the criminal underworld, and no information-gathering specialists.

PCs Linked to the Secret Police

A PC linked to the secret police has a friend, or someone who owes them a favour, on the inside. They can call on that NPC whenever they like, and use them to get out of trouble. It may not be useful to do so more than once, if the first time caused a lot of problems, but that's how the chips fall. Ask the player of the character linked to the secret police who that NPC is, but if they want to decide later, during the game, that is fine too.

Secret Police Setup

If the secret police are a part of your game, ask these questions of the player whose character is tied to this front. If that character is occupied with other matters, ask the other players instead:

- *How have the secret police had a negative impact on your life?*
- *What is it about the secret police that scares you?*
- *Which of your friends and family have been affected by the secret police?*
- *Who have you lost to the secret police?*
- *Why are the secret police so powerful?*

Informants

Active spies and intelligence gatherers can be corrupt auditors, detectives, flying drones, orbital satellites, planted employees, psychics, recruiters, scouts, security cameras, space explorers, or surveillance professionals.

Passive informants can be civilians, corporate employees, criminals, trade unionists, travellers, or civil servants in any of the agencies listed on the opposite page.

Legal Immunities

Secret police can enjoy freedom from (choose one or more): auditing, incarceration, investigation, oversight, prosecution, or taxation.

Military Asset Options

Air support, armoured divisions, artillery, detainment centres, engineers, infantry units, naval ships, orbital bombardment, recon units, scout teams, tactical units.

Personnel Options

Analysts, embedded agents, field agents, management, office staff, policy advocates, researchers, spymasters, and technicians.

Techniques

Anonymous informants, anti-interrogation pharmaceuticals, assassination, blackmail, digital microexpression analysis, drones, embedded agents, extortion scams, false identities, game theory, hypnotic conditioning, kidnapping, mail surveillance, mandatory self-reporting, metadata, miniaturized bugs, narcoanalysis, orbital sensors, pre-crime prediction, propaganda, psychic interrogators, public cameras, questioning tourists, technological back doors.

Government Agency Relationship Map

The secret police operate as part of a larger organization—the galactic government. It doesn't start with the run of the place, but how they end the game is always up for grabs. When PCs have to deal with secret agents, they should know that the rest of the agencies in the government have their own interests to protect, and might make for good allies or enemies—of the secret police, or the PCs.

Choose some of the following agencies to be important to your galaxy's government (or ask the player linked to this front to do so):

- Agricultural Department
- Border Patrol
- Defence Security Council
- Economic Development Committee
- Foreign Diplomatic Office
- Galactic Parliament
- Imperial Navy
- Judiciary
- Law Enforcement Agencies
- Natural Resource Distribution Office
- Planetary Survey Board
- Presidium
- Public Health Department
- Trade Commission
- Treasury

Then determine the secret police's relationship with each agency, by choosing each agency's position from the following list:

- ...advocates for more limits on the powers of the secret police.
- ...continually tries to move in on the police's jurisdiction.
- ...co-operates with the secret police, but cautiously.
- ...enthusiastically co-operates with the secret police.
- ...has a rivalry going with the secret police.
- ...has tried to shut down the secret police before.
- ...is being spied on by secret agencies.
- ...is blocking police efforts to expand.
- ...obeys when the proper paperwork is filed.
- ...routinely ignores memos and memorandums from the secret police.
- ...works closely with the secret police.

Corruption

Power corrupts, and the power of the secret police knows no boundaries. Given free rein to eliminate threats to galactic security, once they start deciding what constitutes a threat all on their own, who can put limits on them? Who stays out of prison, who goes into exile on the ice planet, whose data is public and whose secrets stay secret—all this and more is decided by the secret police.

Type: Cursed place or planar force.

Impulse: To undermine the rules of governmental bureaucracy.

GRIM PORTENTS

- The secret police begin extorting legitimate businesses, not just criminal organizations.
- An operation conducted by the secret police goes wrong, spills over into the public sphere, resulting in gunfights, car chases, explosions, and brutal arrests.
- Politicians who criticize the secret police find their departments can't get any work done.
- The secret police begin extorting other government departments.
- A high-profile critic of the secret police is arrested, then publicly confesses to conspiracy a few days later.
- Corrupt practices spread to other government officials, mimicking police corruption.
- The secret police begin extorting the Imperial throne.

Impending Doom: Corruption becomes the new normal in galactic politics. Everyone needs a bribe to get anything done. Taxes are no longer enough to keep the government functioning—people need to take bribes just to keep their jobs, which they have only because of bribes paid to their bosses. And the secret police sit at the very top of the corruption pyramid.



An alternate take on this danger would have the corruption itself slowly spreading out from the secret police, but outside the view of the capital:

GRIM PORTENTS

- Other government agencies begin to complain about how hard it is to work with the secret police. Then the loudest officials get fired.
- Rumours of shakedowns and mandatory bribes to law enforcement in more remote areas become common.
- Government employees who serve patrons in the secret police find themselves rising through the ranks faster than those who don't.
- Vocal opponents of corruption find themselves the target of smear campaigns and character assassination.
- Bribery and nepotism in lower-level government administrations becomes normalized.

Impending Doom: The same, corruption is endemic.

Possible Cast

- **Amelia Madarász**, political dark horse candidate. Her party has been failing in recent elections, but ever since she made a deal with the local police, her polling numbers have seen a meteoric rise. She thinks she knows what policies will get her the most power, and she sees nothing wrong with catering to her (newfound) base.
- **Ganiyu al-Fathi**, small-time industrialist. He has seen how the police do things in the factory district. He knows they take their cues from their superiors, and ultimately from the secret police. If this is how the world is now, he's decided he might as well make the most of it.
- **Jonathan Highwater**, provincial governor. Because his territories are very productive, Governor Highwater has found that he has many friends in the secret police. All it takes for them to look the other way is a cut of his tax revenues, and suddenly, he can do whatever he likes.
- **Plautilla Salvi**, government inspector. She has realized the companies she inspects don't want to be inspected, and they will pay handsomely for this service (or rather, this *lack* of service). These days, she's always on vacation, and she never has to pay for it out of her own salary.
- **Setsuko Isozaki**, head of internal investigations. She has been receiving numerous mixed messages from her superiors and other government bodies, being stonewalled in several open corruption cases, and yet the official word is that they must be solved. She isn't finding much support for her continuing those investigations, though, and thinks the higher-ups are content to let corruption rule.

Corruption Questions

Ask yourself or the players these questions when government corruption first appears:

- *How quickly do people become acclimatized to having to pay bribes?*
- *Is there a standard, ritualized way of asking for and paying bribes? Are there traditions that spread through bureaucratic organizations, or are people just making it up as they go along, after seeing it in action a few times?*
- *What are the penalties for corruption? Is it penalized by the law, or banned by institutional rules?*
- *What does the galaxy use as currency? Is cash still used, or is there only credit, which leaves records in its wake?*
- *Who is responsible for preventing or punishing corruption? What powers and resources do they have, or not have?*



Paying Bribes

When government officials become corrupt, dealing with them can either be a nightmare or a breeze. It all depends on how much money you have to spend! Here are a few things the PCs might have to pay bribes for:

Law Enforcement

If you want criminals to be arrested and prosecuted, you might need to pay bribes. This may be difficult if the criminals in question are able to pay larger bribes than you are. In fact, the criminals might put you in jail, if you're enough of a nuisance! And if you want to take someone to court, even if you win, more than half of what you're awarded will end up being spent on bribes, sometimes much more.

Legal Status

If you want your citizenship recognized, or your marriage, you need to pay bribes. If you want parental custody, if you want to declare someone insane, or you want someone to be admitted to a good hospital, it all costs money. Paperwork doesn't get done unless the wheels are greased.

Possessions

In order to own things and not have other people just take them away, you need to pay bribes for licenses. If you inherit, you'll need to pay bribes to take possession. Without the proper paperwork, all your things could be seized at any time. Even with the paperwork, sometimes.

Property

If you own property, or plan to develop any, you need permits, and the issuers need their cut, too. Whether you're building, demolishing, or renovating, without the bribe-procured paperwork, inspectors will shut you down. Even if you're moving, you need to obtain the proper permits. And if you own land, forget about property taxes—it's all just bribes you pay to the authorities anyway.

Transportation

If you want to travel anywhere, or you want to ship goods or luggage anywhere, you need to bribe officials at every step of the journey. Like everywhere else, you need permits and paperwork to start, to cross borders, to access the infrastructure, to even arrive at your destination. And even with all these safeguards, the police might just decide to confiscate all you have anyway. Unless maybe another bribe does the trick.

Palace Coup

When you have the power of a covert intelligence agency and its security assets at your disposal, you realize that you know a hell of a lot about the political situation. Probably even more than the executive branch. So when the executive branch keeps making the wrong decisions, what are the leaders of such an agency to do? Stay silent and let them dig a whole for society to fall into? If their authority is illegitimate, because they don't have society's best interests in hand, then all the rules keeping them from being overthrown are also illegitimate. Others might not think so, of course, so the coup has to come quickly, by surprise, from a position of secrecy.

As long as these two key elements come into alignment, the coup should go off without a hitch. The conspirators need to move their troops into position to take control of government assets, and they need a crisis to justify it, whether that's a false flag operation, political infighting, scandal, or a possible war with foreign powers.

Type: Ambitious organization.

Impulse: To seize the throne.

GRIM PORTENTS

- Secret troop movements are discovered by people the public does not believe.
- Critical resources are attacked by agents working for the secret police, putting the government's authority in question.
- Early warning systems are intentionally disabled.
- Massive troop movements occur, without any attempt at stealth.
- The conspiracy takes control of communications networks and the media, broadcasting pro-coup propaganda.
- Radical student groups storm government buildings, calling for a regime change.
- Fighting breaks out between government forces and the conspiracy's assets.

Impending Doom: The government is deposed and replaced by the leaders of the secret police. Their policies are the new normal, they have control over the executive and legislative branches of government, and, being the secret police, they are impervious to any counter-coup attempts.



Possible Cast

- **Baldassarre Orcagna**, special forces squad leader. He is waiting for orders, on stand-by, because a very serious mission is about to come his way. He doesn't know what it is, or which government official is his target, but he knows a change is about to happen.
- **Declan Rua**, shadowy industrialist. He controls factories and research facilities that produce cutting-edge technologies. He supports the coup attempt but is determined to remain outside the public eye.
- **Ferocias**, heavily modified assassin. They work for a small group of clients, who were once allies, but now find themselves split by the coup. No one knows yet which way Ferocias will go.
- **Getúlia Goethe**, head of security for the Imperial harem. She suspects that revolutionaries might attempt to seize control of the harem, since a great deal of government policy originates there (even though it is not supposed to). But she also suspects there is a plot to overthrow the government that is being directed from inside the harem.
- **Timothy Fang**, firebrand revolutionary. He wants to see a harder, angrier, and more masculine government come to power. He thinks maybe he's being duped by his fellow conspirators, but he has a small cadre of dedicated, angry young men who are not afraid to use violence to change the world.
- **Zina Kaïta Shadare**, celebrity activist and would-be revolutionary. She has watched the government curtail women's reproductive rights over and over again, and has decided that a matriarchy should take control.

Palace Coup Questions

Ask these of yourself or the players when the government or the conspirators are introduced:

- *How is the official government vulnerable, unpopular, or weak?*
- *What are the most common criticisms of the current government?*
- *What changes to current policy are people calling for most often?*

Assets

In order to mount a coup, the conspirators require support. Do they consider their opposition legitimate? Do others? Or is this a cynical power grab based on might making right? The conspiracy at the heart of the coup has control over, or the support of... (choose one or more):

- Corporate funding.
- Intelligence services.
- The justice system.
- Manufacturing concerns.
- Media outlets.
- Organized crime syndicates.
- A political minority.
- The space navy (and/or space marines).
- Strategic police forces.
- Terrestrial military forces.

What is the basis of this control or support? You can choose one general reason, or choose specific reasons for each of the conspiracy's assets:

- The conspirators are able to blackmail the leaders of assets they control.
- The conspirators are already the leaders of the assets they control.
- The conspirators offer more freedom to their supporters.
- The conspirators offer power to their supporters.
- The conspirators offer a world organized the way their supporters want it to be organized.
- The conspirators represent a "golden age" that their supporters would like to return to, whether that is their intention or not.
- The current government is opposed to the conspiracy's supporters.



Covert Operator

6 HP 1 Armour

Group, Intelligent, Organized, Stealthy.

The most important element of any coup attempt is the covert operations that take control of government assets. Special forces must get into position without being detected, and then act with lightning speed. If they mess it up, the whole coup comes crashing down.

Attacks:

- Hand to hand combat (1d8 damage, stun damage; hand, close).
- Sniper rifle (1d8 damage, 1 piercing; near, far).

Moves:

- Infiltrate a secure location.
- Pin a foe and immobilize them.
- Scale physical obstacles.
- Sneak into position.

Tactics:

When plans go awry: Improvise, based on the mission objective.

When the signal is given: Seize the objective with force and speed.

Weaknesses:

Covert ops are, by necessity, lightly-armed and highly mobile. If they are caught in the open, they can still defeat a force that outnumbers them, but not for long. They are not superhuman—just stealthy.

Another weakness these troops might have is a lack of knowledge. If they do not know the full scale of their operation—if they don't know they are participating in an actual coup, for example—they might take matters into their own hands when they find out. They are not automatons, and some of them might not feel overthrowing their own government is the right thing to do.





Heavy Armour

10 HP 4 Armour

Construct, Group, Intelligent, Organized, Terrifying.

The most important element of any coup attempt is blatant military force. Even if fighting never breaks out, it's only because the threat that heavy units represent caused foes to back down. That's still a part of battle.

Attacks:

- Chainguns (1d10+2 damage, forceful, messy; near).
- Laser cannon (1d8+2, 2 piercing, ignites flammables; near, far).
- Missile battery (1d10+4 damage, 1 piercing, forceful, messy, reload; far).

Moves:

- Call in an airstrike.
- Drive through obstacles.
- Report the situation on the ground.

Tactics:

When given orders: Follow them.

Weaknesses:

Armoured troops are a blunt tool. They cannot move into position without being obvious. They cannot pacify a population except by total domination. Their only real ability is massive destruction.



Panopticon

Information is the key to understanding a civilization, and the key to controlling it. When society becomes obsessively panopticon-ized, with informers and recording devices everywhere, the secret police will have an omniscient power over their inferiors.

Type: Cursed place.

Impulse: To invade your privacy.

GRIM PORTENTS

- The police receive more powers of investigation.
- Cameras go up in public places.
- Pro-privacy protests turn ugly and the ensuing riots are brutally scattered.
- Critics of invasive search powers are arrested and imprisoned.
- The private lives of celebrities become more accessible by the public, as laws protecting them are left unenforced.
- A series of crimes are used by the authorities to support mandatory reporting.
- The police receive unlimited powers of investigation.

Impending Doom: Someone is always watching. There are always records. You can't hide anything anymore.

Possible Cast

- **Dustin Chinh**, technician. He has the unenviable job of maintaining powerful surveillance technologies. He doesn't usually look at the data these machines collect, but sometimes he does, and he doesn't like what he sees.
- **Faustina Teria**, government auditor. It is her job to root out traitors and terrorists hiding within her society. She is always pushing for better access into records and archives.
- **Liberty Westerling**, privacy advocate. She has been beaten and jailed by the police before. Now she is actively persecuted for sabotaging the records that the authorities are trying to collect on her activities.
- **Silvana Rinaldi**, metropolitan police inspector. She has supported the secret police many times in the past, but they have been asking for more and more information lately.
- **Sogo Tanijiri**, logistics coordinator for covert operations. He has no direct contact with what the secret police do with all the information they collect, but it is Tanijiri's job to purchase all the gear they need. His shopping lists look quiet odd, even to his eyes.

Panopticon Questions

Ask yourself or the players these questions when the secret police or their surveillance missions are introduced:

- *How invasive are the regular police allowed to get?*
- *How invasive are the secret police rumoured to be?*
- *What are the main arguments that happen in public regarding privacy?*
- *What is the public's general opinion of privacy laws and state surveillance?*
- *What kinds of surveillance techniques are common? What kinds of conceivable surveillance methods are impossible?*

Ask these of specific players:

- *Have you been in trouble with the police before? Do you have a record?*
- *Have you ever surveilled someone else, either professionally or as a stalker?*
- *How much privacy did you have growing up?*
- *Who do you think is watching you?*

Intersectional Monitoring

How do your two other fronts interact with the panopticon society that the secret police have set up? Use these suggestions to colour your descriptions:

Aliens

Because humans and aliens live in such close proximity, fears of contamination and other health concerns are at the root of the surveillance measures. Tracking any diseases that result from cross-species interactions is a major concern for the secret police. This can be used to promote anti-alien (or anti-human) bigotry and xenophobia, or it can legitimately prevent disease outbreaks.

Cybernetics

Advanced computer programs, AIs even, are in charge of managing the surveillance systems. The vast majority of pictures in existence are taken by machines, for machines to look at, and humans will never see them. Massive amounts of information and billions of hours of recordings pass through a sprawling electronic network. Recognition software pulls important data from these archives to present to live humans.

The Imperial Throne

Although the throne is supposed to be the primary authority controlling surveillance networks, this doesn't mean they have sole access to the information, or that they actually control the data repository. Surveillance has been subcontracted out to secret police organizations, and they only pass on data to the other authorities when it's to their advantage.

Interstellar Transport

The panopticon society has to travel from planet to planet before it can be set up everywhere. The harder it is to send data between populations, the more data will be lost when it does travel. In some cases, people can travel much quicker than information. The distance between planets can be the greatest impediment to this danger, perhaps even more of a threat than the PCs!

Religion

The practices of organized religion directly feed into the surveillance network, whether those are confession, reporting on others, or public ceremonies (which can be recorded). It is much easier for the secret police to gain information on people who participate in religious activities, and a lack of surveillance data on someone is clearly an indication that they are a backslider.

The Spice

Because there is a single resource that galactic civilization depends on, surveillance networks extend from security surrounding it. Because the spice can cause society to collapse if it's mismanaged, keeping the supply line secure (or retaking control of it) is of primary importance. Every development in the world of surveillance begins in the spice industry and works its way out from there.



Panopticon Security

6 HP 1 Armour

Devious, Group, Intelligent, Organized, Stealthy.

The elite ranks amongst the intelligence gatherers of the secret police have become more than simply human, surveillance technologies crowning their heads, informing their thoughts. Their job is to know things, diligently uncovering secrets for their superiors.

Attacks:

- Disorienting thought-waves (stun damage, ignores armour; near).
- Lasergun (1d8 damage, 1 piercing; near).

Moves:

- Call for backup.
- Order civilians to obey.
- Read a foe's thoughts.
- Track a foe down.
- Wait, watch, and learn.

Tactics:

When intimidating a subject: Keep a distance, but be conspicuously visible.

When questioning a subject: Relentlessly pursue answers.

When surveilling a subject: Avoid being seen, but obtain as much information as possible.

Weaknesses:

With their brains augmented by psycho-technical devices, panopticon security agents can be acutely sensitive to psychic and electronic interference. They are also not the most creative of agents, given that obedience is such an important trait within their ranks.



Surveillance Techniques

Secret police in charge of running the panopticon society have all of the following techniques available to them:

- **Auditors** comb through the records of citizens and organizations alike, finding inconsistencies, lies, and hidden assets.
- **Cameras** record everything in front of them. If there are cameras everywhere, there is a record of everything that happens.
- The practice of regular, mandatory **confession** puts pressure on people to give up information about their own trespasses, or even to invent ones so they have a way to participate. Those inventions can be just as useful for blackmail purposes as real confessions.
- **Debriefings** allow the secret police to interview people after they have certain experiences, such as travel or short-term work contracts. If they want to know about a certain situation, those leaving it are fair game to question.
- **Detectives**, from police forces, intelligence agencies, security firms, or freelance companies, can be given the authority to question people, investigate records, and collect forensic information.
- **Flying drones** can make better recordings than fixed cameras and microphones. They can also follow people around, making it easier to consolidate surveillance on them.
- **Mail surveillance** is an easy way for the secret police to spy on people.
- **Metadata** is an unreliable method of determining someone's identity and activities, but some authorities insist on its value. If the secret police aren't worried about blowback, they can use metadata to identify actionable targets.
- **Orbital sensors**, if they are powerful enough, can be a fail-safe surveillance method, given their remote location. Blocking or hacking them might be feasible, but attacking them is not.
- **Psychics** can see and hear far-off locations, or the future, or the insides of other peoples' minds. In most circumstances, psychics have access to information not available through other methods.
- **Mandatory reporting** is similar to confessions and debriefings. Citizens are told they must report certain activities, allowing the secret police to flag the activities that they want information about. They can also test peoples' loyalties by arranging for them to witness a flagged activity, performed by a plant.
- **Spies** gather information from the communities, organizations, and workplaces they are embedded in.



Slave Trade

Just because it's the glorious future, that doesn't mean robots do all the work and people just spend all their time thinking. Labour is still a crucial component of the economy—and any labour that makes money is labour that can be exploited. The secret police, as the supreme law enforcement agency and intelligence service, is in a prime position to exploit people for their labour by enslaving them, or allowing others to do so without the risk of being prosecuted for it.

Type: Ambitious organization, or arcane enemy if there is a ringleader.

Impulse: To profit from illicit activities.

GRIM PORTENTS

- Large population shifts become noticeable, as people are enslaved and trafficked.
- Debt slavery becomes legal and replaces bankruptcy, “allowing” debtors to work off what they owe.
- Prisons begin relocating so that prisoners can be put to work for labour-hungry industries.
- Contracts in which one party gives up their rights in exchange for some form of compensation become popular.
- Entire communities are declared illegal and forced into slave labour.

Impending Doom: Society becomes a hierarchy of ownership. Everyone is owned by someone else, everyone is someone's slave, except the small group of people on the top—the secret police. Those who remain free are marginalized and ostracized, shut out of galactic society.



Possible Cast

- **Amy Wong**, shipping coordinator. She has noticed a surge in certain types of traffic. Shipping containers moving from areas where people are going missing to affluent areas of society have increased, making her suspicious of the contents in these containers.
- **Chart Ratchatani**, assistant director in the secret police. He runs the local international slave trade, with the tacit approval of his superiors. Criminals get special treatment from the authorities if they are important to his business.
- **Graham de Soto**, transporter. Sometimes he knows what's in the containers he ships from here to there. Sometimes he doesn't. Most of the time, he'd rather not know, considering he can't do anything about it. The people who decide what he ships are much too dangerous.
- **Kai Starkey**, investigative reporter. He has noticed the disappearance of people from refugee camps, and has tracked them down. He found them as "servants" in the homes of the wealthy, and now he wants to go public with his findings.
- **Susan Bleek**, police inspector. She is investigating a disappearance, and it has led her to a human trafficking ring. She believes that police organizations more important than hers are either on the take, or actively running this criminal syndicate. She can take this information to her bosses, but they won't be able to do anything about it, so what's the point? Maybe if she can find some other organization with an interest, she can break up the ring.
- **Tomassina Wanjiku**, ER nurse. She has been seeing an alarming increase in drug overdoses and organ theft lately. Many of the victims refuse to say what happened to them, but others say it was the authorities themselves, not criminals.
- **Zahara Fazur**, training planner. She retrains refugees and other disaster victims so they fetch higher prices as slaves, instead of being left to their own devices in an economy that undervalues them. She is trying to work within existing economic constraints to mitigate the effects of tragedies, but the police keep putting pressure on her.

Slave Trade Questions

Ask these of yourself or your players when slavery is introduced:

- Which economically disadvantaged minorities are vulnerable to exploitation?
- Who can the secret police rely on to carry out these operations?
- Who might be vulnerable to the exploitation of slavery, and are also close to the PCs? How would they find out if slavery is affecting people they know?
- Why is labour so expensive that slavers turn to illegal activities? What prevents them from exploiting legitimate employees enough that they don't need to consider enslaving people?

Coercion Methods

Slavery is not a state that people willingly submit themselves to. Some people submit to beatings, others bow to economic pressures. The forces keeping people in slavery depend on both the situation that slaves are needed for, and the people who control them.

Captivity keeps workers from leaving their place of employment, forcing them to obey the boss' dictates. An **isolated work location** can have the same effect, and allows the workers to assume they are travelling to a legitimate job, only to discover the truth when they arrive—at which point they cannot escape.

Drug addiction is an expensive way to control people, so it is only used on slaves who earn a high income for their masters—and are considered a short-term investment. Drugs also ruin certain organs, like the brain and the liver, though they can still be used to control donors who are being harvested for unaffected organs.

Force is the most common way to enslave people. Beat them if they don't work hard enough, capture them if they escape, and mutilate them to deter future resistance. Killing slaves is bad economics, unless their labour is already spent.

Taking hostages is usually more effective on a larger scale, such as holding an entire village captive to ensure slaves originating from it work diligently in other places. Capturing an important or highly-skilled person's family in order to coerce them into working on a specific job is more properly defined as kidnapping and blackmail, not so much slavery.

Slave Labour

Slaves can, of course, be used for unseemly purposes—they can become food for aliens and cannibals, or be made to murder each other as gladiators, or unwillingly enter the sex trade. The main goal of the slave trade, however, is economic exploitation, so whatever industry is most in need of labour is the greatest beneficiary of slavery. Affluent communities need domestic servants, sanitation workers, and other clean-up artists. Industrial complexes need people to work their machines. Shipping operations need packers. Agriculture needs harvesters. Mines need miners.

Choose one or more locations that slaves are being shipped to:

- Arcology.
- Farming zone.
- Manufactory complex.
- Medical facility.
- Orbital space station.
- Remote planetside location.
- Research facility.
- Suburban enclave.
- Urban centre.
- Wasteland.



Slaver

6 HP o Armour

Devious, Group, Intelligent, Organized.

It's just a job, it doesn't mean anything. These aren't real people anyway. Or at least maybe they could have been people who matter, but we can't all have nice things. Somebody has to do the work. Better them than us, right? It's just a job.

Attacks:

- Administer a beating (1d4 damage; close).
- Administer a whipping (1d6 damage; reach).
- Firearm (1d8 damage; near, far).

Moves:

- Administer drugs.
- Bark orders.
- Hold a weapon menacingly.
- Organize covert transportation for a group of people.

Tactics:

When they act up: Beat them down.

When they are of no further use: Get rid of them.

When they threaten to involve the law: Scoff at them and brag about being above the law.

Weaknesses:

Slavers are just people. They do this job because they're cruel and angry, or they're sociopaths, or they just need a job really badly and this is the best they can get. If they're angry, they're prone to losing control of their tempers. If they're a sociopath, probably most everybody else has realized it by now and would rather not take a risk for them. And if they just needed a job, they've been spending a lot of energy ignoring the reality of their situation.

The Spice

The spice is any single commodity or resource that carries the entire weight of galactic civilization on its shoulders. Without this resource, society itself would collapse. It is up to you to decide what that commodity or resource is, each and every time you play.

Galactic society requires the following things. Pick which ones are supported by, and flourish because of, the spice (choose one or more):

- Biological life.
- Communications.
- Material culture.
- Social culture.
- Transportation.

The spice is also... (choose some or none, but not all):

- a cognitive enhancer.
- a psychic booster.
- a psychoactive and/or revelatory drug.
- an emotional and/or physiological stimulant.
- capable of bending time and space around it.
- harmful to biological life (corrosive, paralytic, poisonous, etc).
- medicine.
- mutagenic.

The spice is most commonly found in... (choose one):

- crystalline form.
- gaseous form.
- liquid form.
- multiple different forms.
- solid form.
- the form of a dust or powder.

If Space Wurm controls the spice, she picks for all categories, and controls its production and distribution, but not the various factions demanding access to it.

If Space Wurm does not control the spice, the player whose character is linked to the spice picks for one of the three categories, then passes to their right. The next two players pick for one category each.

PCs Linked to the Spice

Any PC who is linked to the spice always has a link to someone who can provide the spice. They don't get to set the price, but they can always make contact. Ask the player how and why their character is so well-connected.

Spice Questions

If the spice is a part of your game, ask these questions of the player whose character is tied to this front. If that character is occupied with different matters, ask the other players instead:

- *What have you personally gained from having access to the spice?*
- *What would be the first thing to happen if the spice became unavailable?*
- *Who discovered the spice?*
- *Who has controlled the spice before?*
- *Why is the spice so important to you personally?*



The Cost of Spice

The spice is extremely costly, reflecting both its useful nature and its relative rarity. But what of those wealthy factions and their spice hoards? Every price on the market fluctuates—even the price of spice. The economies of entire planets can be brought to a standstill and crushed when the Imperial throne decides to open the doors to its stockpiles and flood the markets.

Type: Cursed place or planar forces.

Impulse: To disrupt the economy.

GRIM PORTENTS

- The cost of spice jumps and people begin to complain.
- Spice merchants boycott a particular area or industry, throwing its economy in to panic and disorder.
- Spice floods the market, driving the price down and ruining spice merchants whose capital depends on the price of spice alone.
- The wealthiest people in the galaxy buy up the spice hordes of less-fortunate merchants as fast as they can.
- Spice hoarders escalate to open warfare between each other, for total control of the supply of spice.

Impending Doom: Total economic disruption. Everywhere the PCs turn, the financial system is in shambles. Currency is worthless, people are losing their homes, and only the most ruthless of people have maintained their prior fortunes. Buying, selling, manufacturing, and organizing business activities all become monumental tasks.

Possible Cast

- **Eugen Rathke**, brilliant economist and celebrity. Well-known for his media appearances and his numerous best-selling books on economics, Rathke is employed by several powerful companies and governments to manage their finances. He usually gets paid in spice.
- **Kalkidan Ejigu**, matriarch of the Seriadu Clan's banking house. She controls the largest spice hoard in the entire galaxy, and isn't shy about throwing her weight around.
- **Matteo Lizardi**, former spice merchant. Forced out of business by the economy, he has turned his skills into a profitable black market business, dealing with drug traffickers, local gangs, and squatters.
- **Talgat Amanzholov**, financial regulator. He has been monitoring the markets and has some serious questions regarding insider trading and corporate collusion. His superiors in the government aren't taking him seriously, though.



The Cost of Spice Questions

Ask the players these questions when the economy becomes an issue:

- *Do you have any financial security at all? How do you make money? How do you buy things?*
- *Do you have debts that need to be paid? A mortgage, perhaps, or student loans? What's the penalty if you can't pay it back?*
- *How much do you have invested in the markets?*
- *How much of your financial security is dependent on the status quo staying the way it is?*
- *What would you lose if inflation destroyed all your capital?*
- *Who depends on you, financially? Do you have children or retired parents? Do you run a business that people depend on to stay employed?*

Adulterated Spice

In order to maximize profits in an unstable market, various spice purveyors cut their product with cheaper substances. This leads to it being generally less effective, as well as other possible side-effects, such as:

- The adulterating materials cause **physical harm** to humans when the spice is used, or perhaps even handled, by giving off blackwave energy, radiation, or toxic fumes, for example, or by releasing carcinogens into the air.
- Adulterated spice **pollutes** the environment. Normal use can make a planet inhospitable in a short few years.
- If used in conjunction with machines, the adulterating materials cause massive additional **wear and tear**, even resulting in immediate malfunctioning.
- Once adulterated, the spice becomes more **volatile**, and explodes if it absorbs enough kinetic, psychic, or radioactive energy.
- The presence of the adulterated spice **irritates** humans and aliens around it, either through psychic waves, corrosive oils, or by releasing airborne irritants.
- The spice causes **psychic visions** in humans and/or aliens, related to the substance it was cut with.
- Whatever the spice is cut with **attracts creatures** to it, which could be hostile indigenous life, insects and vermin, or perhaps even aliens.

Hunters

The conspirators who manipulate the spice markets in order to destroy their opponents economically have one gigantic problem with Moonicorn—he can always recognize their interference. As long as Moonicorn is able to observe their work, it cannot stay secret. It doesn't matter if their meddling is discovered after they have already won—that just means a few scapegoats have to be found to take the blame, and even then, they'll just get a slap on the wrist and a reward for taking the fall later on (not that anyone really “wins” at the end of this). If Moonicorn is able to thwart their plans, however, it makes them immediately vulnerable to all kinds of repercussions.

Because these are wealthy people, they go with what they know—throw money at the problem until it goes away. These tactics can be expressed in an escalating series of grim portents:

- **Buy-Out:** Someone tries to bribe Moonicorn into working for the companies who are manipulating the markets. If he's involved, he can't go public.
- **Blackmail:** Someone approaches Moonicorn with incriminating evidence. It can be real or falsified, whichever they can get their hands on. If Moonicorn reveals what the conspiracy is up to, they'll destroy his reputation and alert the authorities.
- **Threats:** The conspirators might also hire people to threaten, stalk, and intimidate Moonicorn. These shadowy figures show up to let him know they can “get to him” whenever they want to, wherever he goes. Nowhere is safe—or that's what they want him to think, anyway.
- **Character Assassination:** If they have to go public about Moonicorn, the conspirators don't stop at revealing incriminating evidence. They pick through his past, inventing indiscretions as often as they have to. They discredit his friends and associates, and they threaten to ostracize anyone who helps him.
- **Murder:** If none of these tactics get Moonicorn to leave them alone, the conspirators hire assassins to kill him. They especially like operators who can make a murder look like an accident, and this hesitancy to commit outright, obvious murder may give Moonicorn and his friends an advantage.



Market Manipulation

The simplest way to manipulate the market is to sell large quantities of spice at once, using fronts and shell companies to retain ownership, but increase—or decrease—the market value of the spice. If the price increases, those who have more spice are perceived as being wealthier than before, which is good for getting loans, and they have higher profit margins when they sell their spice. If the price decreases, they can then purchase more spice at a cheaper price, and gain the benefits of an increased price once their manipulation ends.

Predatory lending scams are more complicated, but still fairly simple, once all the different companies and complicated transaction networks are removed. The lending institution gives money to someone who won't be able to pay back the debt. Then they sell that debt (or another party does) in the form of financial securities, to buyers who hope their investment will grow over time.

When the debtor cannot repay their debt, the lending institution, or whoever owns their debt, seizes their remaining material assets, leaving them with nothing. The securities based on this debt fail, leaving investors with nothing. The lending institution and the securities broker keep everything except what the original debtor borrowed and spent. They are thus incentivised to sell the same debt to multiple investors, to increase their profits. Predatory lending seems complicated because it needs to, in order to convince investors they're going to get a return on their money. If it was simple, people would easily see it for what it is.

Those who make money off this scam are, on the one hand, the people who sell illusory hope to investors and, on the other, the people who sell things to those who borrowed the money in the first place. When they buy manufactured goods and real estate, those things can be seized by the lender later, and then resold for more profits.

But when the thing people borrow money for is the spice, consumption outpaces production, increasing its value. At the same time, wealth becomes increasingly concentrated, siphoned out of the pockets of lower-class borrowers and middle-class investors, into the hands of investment brokers, who become a new class of elites.

The real beneficiaries, should they decide to take advantage of the chaos and ruin caused by predatory lending, are those parties who control the use of force. If these nouveau riche investors can't sway the security forces to their side, those who can will always be able to take their possessions away from them. Without a functional economy, a militarized government has little or no incentive to stay out of power.

Economic Disasters

When an economy collapses, people whose lifestyles and security were dependent on it find themselves in the unfamiliar world of chaos and desperation. These are some of the typical consequences.

Concentration of Wealth

Those who control the production and distribution of the spice become fabulously wealthy—and with wealth comes power. They dictate the course of society's future. They rule with an iron fist. Suddenly, money doesn't mean anything anymore. These people have so much of it, they can get whatever they want for nothing.

Home Foreclosures

When people don't have the money to pay their mortgages, their homes are seized. Then those homes sit empty, because no one has the money to buy them. The only people who move in are squatters. Whoever has the most guns gets the best house.

Lack of Education

Without the economic infrastructure to support schools, whether at the primary or academic levels, the skills people need for an advanced technological society disappear over the long-term. If there are other societies or areas of the galaxy in need of skills that people in a devastated area have, those skills disappear over the short-term as well, as people migrate out.

Lack of Infrastructure Funding

With no tax base, the government cannot maintain communication networks, transportation routes, safety services, or even security forces. Areas once pacified by civilization return to their naturally wild states.

Massive Unemployment

When nobody has a job, they have to fend for themselves each and every day. Crime is pervasive, as theft is the only way many people can survive. Never mind affording a house, no job means no apartment either, so the streets are full of the homeless.





Monopolists

The spice is the greatest source of power in the galaxy—perhaps the only source. If any single group takes complete control of it, directing the entire production and supply system, none can challenge their rule. Anything they want, they get. Anything they say, others obey without question. Who wouldn't want that kind of power? What wouldn't you do to get it?

Type: Ambitious organization.

Impulse: To concentrate power into fewer hands.

GRIM PORTENTS

- Undercover agitators disrupt spice distribution until vocal commentators call for stricter regulations and more controls.
- Spice distributors are bought up or voluntarily amalgamate into a single corporate union.
- The government steps in with anti-monopoly regulations and demands there be at least two factions controlling spice production at any one time.
- The main competitor of the monopolists falls victim to sabotage.
- Monopolists deploy military units to seize control of spice-producing territories.

Impending Doom: A hostile faction gains a secure monopoly on the spice. Anyone who wants access to it must fall in line and do their bidding. Only those societies that want to isolate themselves from galactic civilization can do without. How will Space Wurm and Moonicorn be able to fight them now?

Possible Cast

- **Aiden Pacquiao**, governmental minister for spice production. His office has been rocked by numerous scandals recently, hindering his ability to do his job.
- **Davíd Mwangura**, desperate hit man. He has been hired to assassinate a prominent spice hoarder, so the monopolists can buy what they want from the estate.
- **Lingling Tsao**, acquisitions manager for Quanzhen Solutions, a warehousing conglomerate that specializes in spice trading. She has been tasked with buying up several spice hoards on behalf of shell companies, by any means necessary.
- **Urassaya Sitthiket**, quality control supervisor. She has noticed the consolidation of numerous spice companies, and how they are becoming less interested in the quality of their product.

Monopolist Questions

Ask yourself or the players these questions when the monopolist faction becomes important:

- *How diverse are the groups handling the spice? Are there dozens? Hundreds? Only a small handful? Are there more businesses in one sector than another (i.e. many spice retailers but only a few extractors)?*
- *How much control do the authorities have over the spice industry? How much control do they have over the organizations who operate within the industry?*
- *What good does the monopolizing faction provide, other than the spice?*
- *What precautions do people working with the spice need to take? Does that create a barrier to entry for the spice industry?*

Hunters

Why is the monopoly-minded faction after Moonicorn? Choose one or more reasons:

- The monopolists want to process Moonicorn's body into a form of super-spice.
- Moonicorn can sense spice deposits instinctively. If he finds them for another faction, that monopoly is ruined.
- Moonicorn has seen the illegal conditions inside the monopolizers' spice processing plants. They must stop him before he obtains proof.
- Moonicorn is a symbol of economic freedom for everyone. The monopolizing faction strongly believes he is the largest threat to their popular image.
- Moonicorn knows some of the people who have been trying to sabotage the factions attempts to monopolize the spice industry. Getting rid of him is extra insurance.

Then decide what level of resources they originally committed to the Moonicorn problem. **Who's been put to work on it?** Choose one:

- Moonicorn is the covert assets department's second-highest priority.
- It's one mid-level manager's pet project.
- They hired somebody who was supposed to be good at "this sort of thing."
- They're testing some unpredictable, experimental assets on this job.
- Top men.

The Monopolizing Faction

The monopolists that comprise this danger should be something separate from the dangers of other fronts, so it can be defeated by Space Wurm or Moonicorn as a part of this front. That means it's not a religious group, it's not the Imperial throne or the secret police, it's not comprised exclusively of aliens or robots, and it doesn't control interstellar transportation. That still leaves a lot available, from both civilian and military sectors.

If the monopolists are a civilian group, decide how they are organized (choose one or invent your own):

- Co-operative.
- Corporation.
- Crime syndicate.
- Government department.
- Nation state.
- Trade union.

If the monopolists are a rogue military organization, determine its specialty (choose one or invent your own):

- Conventional ground forces.
- Covert ground forces.
- Military intelligence.
- Space exploration.
- Space marines.
- Space navy.
- Space station security.

Either one can start at any point in the supply chain, be it extraction of raw materials, processing of those raw materials, refining them, the manufacturing of the final product, transportation of the spice, selling it into the market, or trading within the market. As the monopolists get closer to their goal, they take over more and more aspects of spice production.



Occupied Supply Chain

Enemies have seized control of this galaxy's spice source and its supply chain no longer terminates in our reality. What will people do now? How will they cope with it becoming a non-renewable resource? Someone needs to step up and find a solution, whether it's a new source of spice, something that can replace the spice, or a way to defeat these occupiers. If the powers of the spice cannot be regained, civilization will cease to exist!

Type: Arcane enemy.

Impulse: To deny access to the spice.

GRIM PORTENTS

- Shockwaves ripple through galactic society, people everywhere have opinions to spout about the loss of the spice.
- An attack against the enemies is mounted and repelled.
- Factions with little or no spice reserves desperately attack those who still have supplies left.
- Massive sections of society run out of spice and lose its benefits.

Impending Doom: Society falls apart and people go at each other like wolves. Whatever the benefits of spice, they are no longer available. Any part of society that requires the spice no longer exists. If biological life is only possible with the spice, populations dwindle rapidly. Perhaps the only people left are those who become slaves of the enemy?

Possible Cast

- **Brett Zafiro**, spice extraction supervisor. His mining operation was the last to fall to the occupiers. He watched his fellow spice workers destroyed and now the need for vengeance burns within him.
- **Massimo Sant'Elia**, political liaison to the military. He is feeding military intelligence to the occupiers in exchange for spice. He thinks the occupiers will let him defect.
- **Nicola Taddeo Soria**, survivor of planetary occupation. His planet produced the spice for galactic civilization, but now it produces for the occupiers. The human population either escaped, like Nicola did, or they died.
- **Olajumoke Uche**, defence consultant. She has been monitoring the surveillance of the occupiers and analyzing their defences, looking for weak spots.
- **Valeria Sacconi**, spice chemist. Her laboratory has a plan to create artificial spice as an alternative to the drought caused by occupation. So far, what she has been able to produce has terrible side effects.



Occupied Supply Chain Questions

Ask yourself or the players these questions when the spice, or the lack of it, becomes important:

- *How secure was the spice industry before it was occupied? Is this something that anyone foresaw, or completely unexpected?*
- *What are the immediate effects of losing access to the spice? How does galactic civilization react?*
- *Where do these occupiers come from? Who might have some familiarity with them? Was anyone aware of them before they took control of the spice?*
- *Who controlled the extraction, production, and transportation of spice before they lost control? Have they lost any other resources as well? What are their plans now?*
- *Who has stockpiles of spice? Who knows where these stockpiles are?*

Hunters

Because this danger is all about the chaos caused by a loss of the spice, you have four different options for hunters (choose one or more):

- The occupiers send hunters after Moonicorn to prevent him from loosening their hold on the spice.
- People from galactic society attack Moonicorn for being in league with the occupiers.
- Spice hoarders attack Moonicorn for being in league with their enemies.
- Those without spice attack Moonicorn for supporting the spice hoarders.

Whether or not Moonicorn is actually in league with any of those factions is another matter. For the hunters, it's a matter of perception.

The Culture of Occupation

The point of the occupied supply chain is that the spice is controlled by a group of people whose interests are fundamentally in opposition to those of galactic civilization.

Who has seized control of the spice? Choose one:

- An alien species, inimical to humanity.
- A human society from outside known civilization with a culture that seems unfathomably alien.
- One or more machine intelligences and their robotic assets.
- A secretive cabal from inside human culture.

What makes the occupiers so different? Choose some of the following that the occupiers lack:

Abstract language, aesthetics, affection, age differences, anticipation, binary cognitive distinctions, childbirth customs, childcare, clothing, conjectural reasoning, cooking, cultural variability, customary greetings, daily routines, dancing, death rituals, diseases, divination/prediction, division of labour, dominance/submission, dreams, economic inequalities, empathy, entification, envy, etiquette, facial communication, fairness, fear, fiction, figurative speech, gift giving, gossip, hearing, hospitality, humour, imagery, imagination, incest taboo, individual memory, inheritance, kin groups, love, marriage, materialism, meal times, metaphor, music, parents, personal identity, personal names, personal responsibility, poetry, pride, privacy, promises, property, sadness, sex, sight, trade.

Then decide what that means for their society and them individually. Give them whatever they would need to make up for this absence and still retain a technological society able to control the spice.

If they are aliens or machines, what kind of environment do they prefer and why does it put them at odds with humanity? Are they methane breathers? Do they prefer the vacuum of space over atmospheres? Do they eat organic creatures and regard them merely as food?

If they are humans, why are they incompatible with galactic civilization? Do they seek only sociopathic domination? Do they practice transhuman technological modification upon themselves? Have they been genetically modified by others? Or is their society simply based on practices that are incompatible with other cultures?

Defending the Spice

Choose at least one from each of the lists to start detailing the occupiers' defences.

Space Assets

- Armoured ship carriers.
- Guardian outpost array.
- Heavily-armed star destroyer warships.
- Large fleet of attack ships.
- Numerous space stations.
- Starship agriculture.
- Super-fast skirmisher ships.

Technological Assets

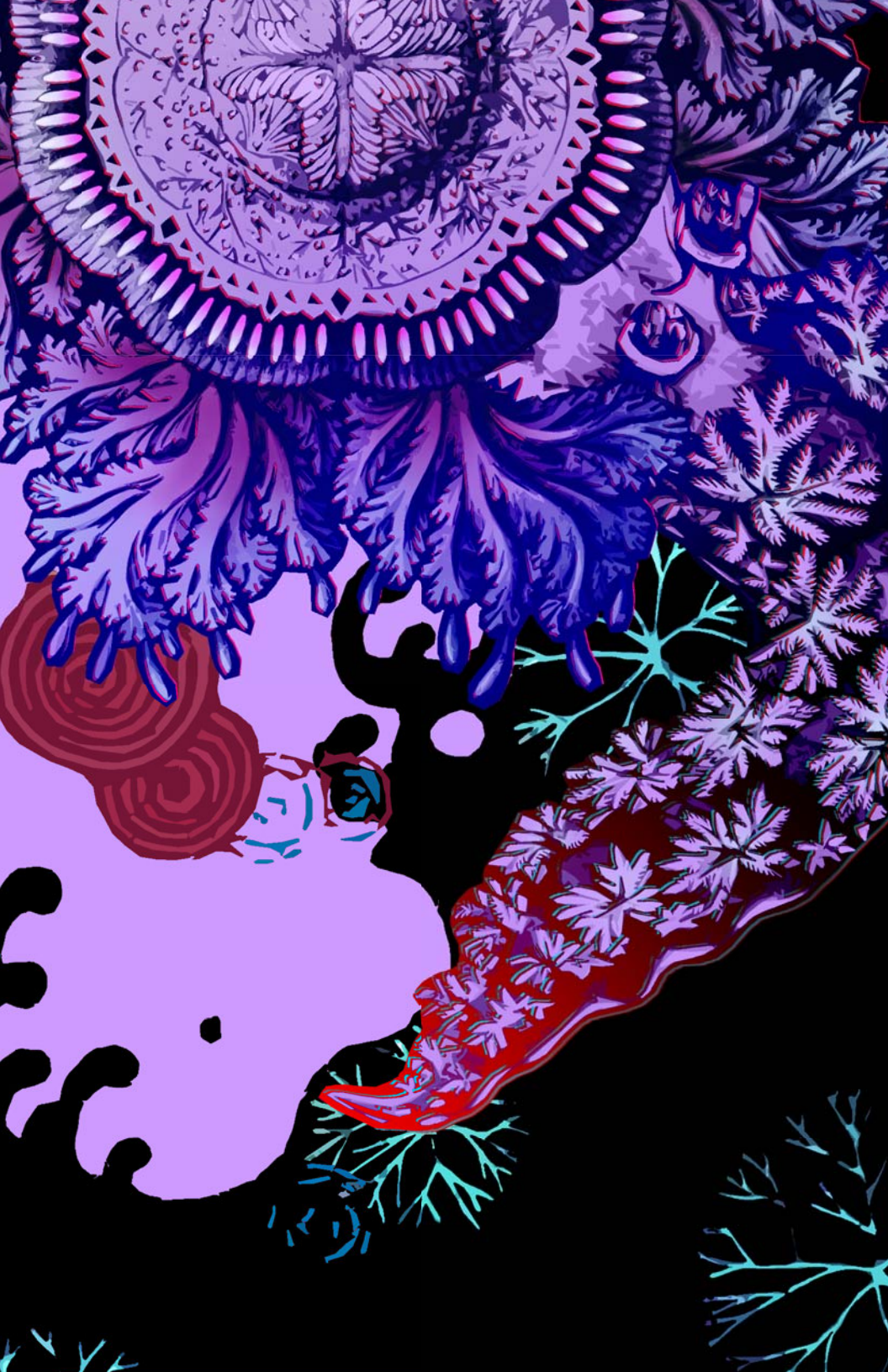
- Artificial hive mind.
- Better spice processing methods.
- Biological technology.
- Hardened environmental suits.
- Impossible materials.
- Invasive psychic technology.
- Personal teleporters.
- Portable space pockets.
- Powerful sensors and surveillance technology.

Terrestrial Assets

- Factories.
- Massive fortresses of occupation.
- Spice immunity.
- Terraforming or xenoforming machines.
- Warrior hordes.

Weaknesses

- Bad information.
- Environmental necessities.
- Irrational hatred of one other faction.
- Lack of a particular resource.
- Poor communication.
- Regular sacrifices.
- Restricted diet.
- Small population.



Psychedelic Meltdown

With the spice comes the power to see the future—or even to see many possible futures, not all of which can come true. But with the power to see the future comes the responsibility to manage that future. How can you create the best future possible when your mind is constantly flooded with visions of destruction? When there is no clear winner amongst the possible solutions for the galaxy's problems, how does one choose which future to promote? And what if you make a mistake, and the wrong thing happens?

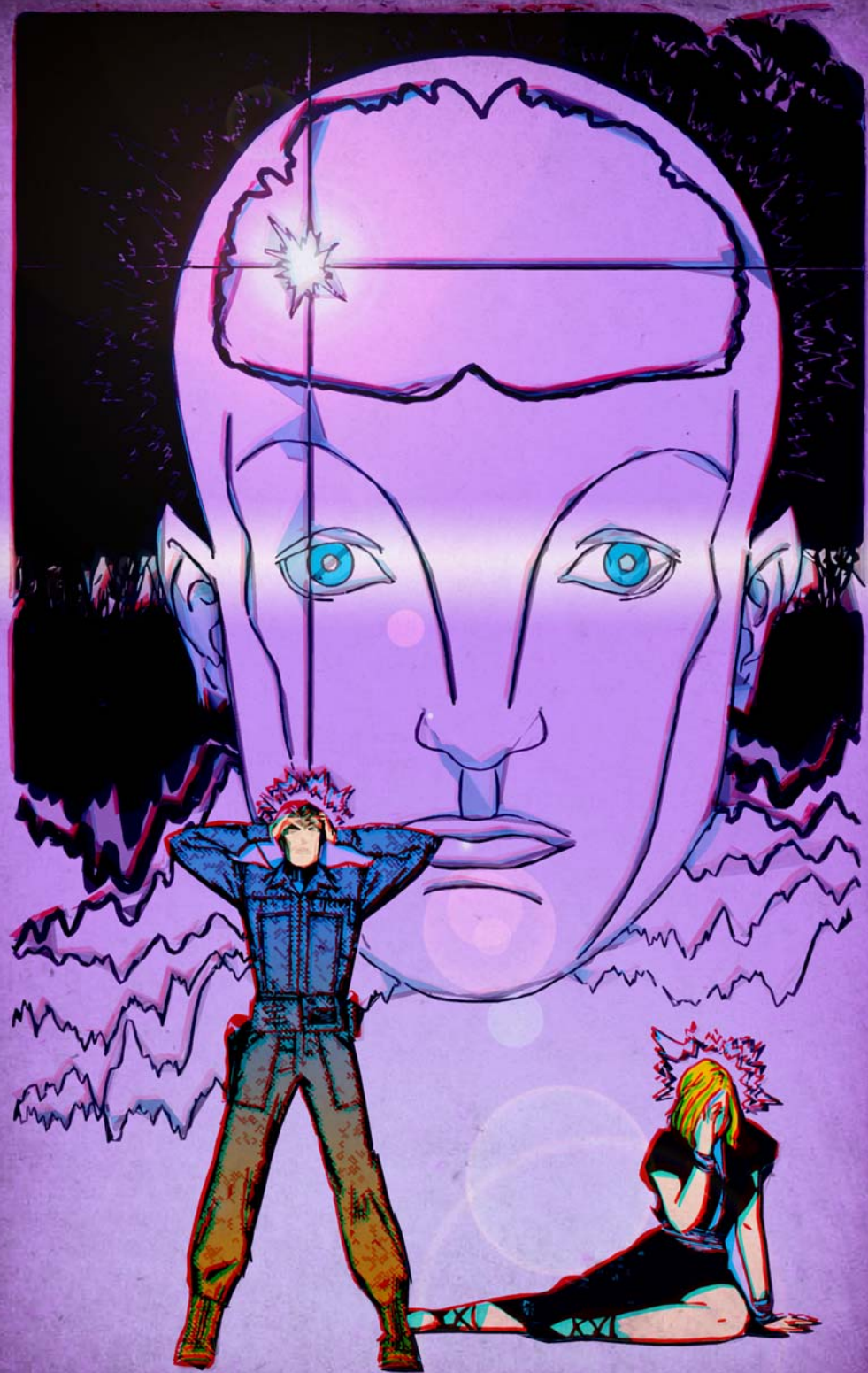
Type: Cursed place or science run amok.

Impulse: To stop large-scale change from occurring.

GRIM PORTENTS

- A new wave of spice-addicted psychics begin selling their prescient services all over the universe.
- An important leader experiences several high-profile successes in a row, and gives credit to these psychic diviners.
- A great leader, one with influence over spice production and distribution, publicly takes on the mantle of prescient diviner, undergoing a dangerous initiation rite.
- A great threat to the freedom of the galaxy is rooted out and destroyed. The people rejoice, the leader is celebrated.
- Word gets out that people have been disappearing in the night.
- Several high-profile figures are put into detention, to deter them from having a negative impact on galactic society in the future.
- Those who control the spice institute a harsh regime of law and order that forbids any risk-taking and severely limits the powers of those in positions of authority, especially if they have views that differ from the status quo.

Impending Doom: Stagnation of galactic politics, and the calcification of highly conservative, reactionary ideology amongst the powerful. Any PCs who try to affect change in social institutions will be met with dire warnings of possible future events, and uncanny resistance by those who have employed divination to learn of their plans.





Possible Cast

- **Caterina Matz**, head of the government's secret pre-crime division. She is responsible for locating and detaining (or terminating) people that prophecies identify as future threats to galactic society.
- **Lúcio Atala**, renegade prophet. He uses the spice mainly to see futures where the government tries to detain him, so that he can escape. He has also become an expert on their methods, and tries to help others escape them as well.
- **Musetta du Toit**, psychic invisible. Spice prophecy has proven unable to reveal her possible future actions. The government has sent people to detain her and determine why.
- **Sofonisba Ghislani**, prophetic self-experimenter. She is constantly testing new blends of spice and new psychic techniques, all to get a better handle on the foresight granted by the substance.
- **Vasan Meesomsueb**, spice purveyor. He is an expert on spice refinement, and provides several different varieties, all for different prophetic purposes.

Psychedelic Meltdown Questions

Ask yourself or the players these questions when spice prophecy is introduced:

- *Are seers and prophets celebrated by society? Or are they mistrusted? Are they even public knowledge, or are they secret?*
- *Can anyone use the spice to experience visions of the future? Does it require a specific, proprietary chemical process? Is it only allowed to a specific class of people?*
- *Does everyone see the same thing when they have visions, or is every vision unique? Are some people better at prophecy than others?*
- *What is it like to see the future? Is it time consuming, or does it happen in the blink of an eye? Is it exhausting? Does it leave you vulnerable?*
- *Who does the government have in charge of interpreting visions, of sifting through them and deciding which are more important? Do they even have anyone? Or are numerous seers and departments all acting independently?*



The Future Unfolding

What is it that the prophets are trying to prevent? To determine what a particular visions reveals, choose one type of actor from the list below:

- A group of people, based on their shared beliefs but not necessarily on specific members, will cause...
- A social movement will cause...
- A specific person will cause...
- A technological development will cause...

Then choose what effect the prophecy shows their actions or existence having upon the galaxy (choose one or more):

- ...civil unrest and strife across the galaxy.
- ...a disease to spread.
- ...existing social conventions to change radically.
- ...the government to fall.
- ...massive migrations of populations.
- ...a revolution.
- ...society to split into factions.
- ...the upper classes to lose their influence.
- ...widespread harm and suffering.

Whatever the contents of the vision, because it is perceived as an unwanted future by the Imperial throne or the galactic government, special teams of operatives are dispatched to solve the problem.

Mantic Serpent

12 HP 2 Armour

Devious, Intelligent, Planar.

Special Qualities: Extratemporal perception, Spirit form.

The mantic serpent is an extradimensional creature attracted to spice visions. It perceives time in a way humans cannot understand, but it is willing to telepathically transmit some of these perceptions anyway. It never appears to someone who is not in the grips of a prophetic spice vision.

Instinct: To share visions.

Moves:

- Show a true vision of the possible futures.
- Show a vision of the future based on others' dreams.
- Show a vision of the subject's fears.

Pre-Crime Commando

10 HP 2 Armour

Group, Intelligent, Organized, Stealthy.

Completely dedicated to their mission, pre-crime commandos live with the conviction that what they do is creating a better future for everyone.

Instinct: To prevent the unwanted future.

Attacks:

- Grenade (1d10+3 damage, forceful, messy; thrown).
- Lasergun (b[2d10] damage, 1 piercing; close, near, far).
- Paralytic web (near; defy the danger of being stunned).

Moves:

- Ambush a foe in an isolated location.
- Break and enter.
- Call for backup.
- Pose as a normal civilian.
- Pose as an important person to gain access to private spaces.

Tactics:

If the target is a person: Eliminate them.

If the target is a situation: Remove anyone who is crucial to it happening.

Spice Prophet

12 HP 0 Armour

Cautious, Intelligent, Magical, Organized.

Special Qualities: Prophetic visions, Spice addict.

Due to their ability to reliably see the future, at least enough to convince others this power is real, the spice prophet has nearly-unlimited access to the ears of the most powerful people in the universe.

They can be either an individual, or a group sharing expertise and visionary abilities. There might even be competing spice prophets.

Instinct: To decide which possible futures should come to pass.

Moves:

- Command servants.
- Convince others to take decisive action based on prophecy.
- Demand respect for the spice prophecy.
- Interpret the contents of a vision.
- See a possible future.

Tactics:

If a visions shows them contributing to the right future: Support them and call others to do so as well.

If a vision shows them in the role of antagonist: Command others to terminate their influence on the future.

Psychic Visions

Meanwhile, on an individual level, peering into a billion possible futures causes a massive psychedelic overload. The fear of taking action—of inadvertently causing the wrong future to become reality—is what eats away at society, when it takes hold of those in positions of power. It may be necessary to actually enter the minds of the afflicted in order to remove the incoming deluge of prophecy and cure them.

Furthermore, this disastrous paralysis brought on by the spice visions is by no means limited only to NPCs. The PCs are also able to consume the spice and subject themselves to its powerful effects.

When you consume the spice and look into the many strands of future possibilities, name a person, place, or thing and roll+INT. **On a 10+**, the GM will tell you two things from the list below. **On a 7-9**, only one:

- The nature of the danger (its type and impulse) that threatens the subject, or that the subject is part of.
- One grim portent, related to the subject, that is yet to occur.
- One stakes question related to the subject.
- What kind of threat the subject is.

On a miss, the GM will tell you one anyway, but also something else that is not true. Which one is which you will have to divine for yourself.

When you consume the spice to use the special powers it grants you, in addition to the effects above, roll+the number of times you have taken it before (up to +3 maximum). **On a 10+**, you are subject to a vast and shocking vision of future destruction. **On a 7-9**, the GM will tell you one disaster that will occur at some point in the future. **On a miss**, you suffer no ill effects from having consumed the spice.

What does the future have in store for you?

Media

There are some pretty obvious go-to influences for a *Space Wurm vs. Moonicorn* game: *Akira*, *Blade Runner*, *Jem and the Holograms*, *Jupiter Ascending*, *Metropolis*, Frank Herbert's entire *Dune* series, Isaac Asimov's entire *Foundation* series, various Strugatsky Brothers' novels, and just about anything Philip K. Dick ever wrote. You could just turn to all your own favourite media for inspiration, of course, but sections like this are usually about particular recommendations.

Unfortunately, the sci-fi genre of movies features more horror stories and heroic individuals than deep, sociopolitical issues, except in passing. *Being John Malkovich*, *District 9*, *Elysium*, *Gattaca*, *Minority Report*, *Salt*, *They Live*, Paul Verhoeven's *Total Recall*, *V for Vendetta*, the 1984 TV show *V*, and various episodes of *Star Trek* all include relevant issues or analogies.

Novels are a good source of inspiration, but they are also usually long and time-consuming, so you shouldn't bother reading them just for a game. Really, what you should do instead is read comics. Like these ones:

Comics

- *Alien Legion*, created by Carl Potts, Alan Zelenetz, and Frank Cirocco.
- Masamune Shirow's *Appleseed* and *Orion*.
- The second *Atari Force* series (1984-1985), written by Gerry Conway.
- Jack Kirby's *Fourth World* series (*The Forever People*, *Mister Miracle*, and *New Gods*).
- *Battling Boy*, *Heavy Liquid*, *One Trick Rip-Off*, and *THB*, by Paul Pope.
- *The Incal*, by Alejandro Jodorowsky and Moebius.
- *King City*, *Multiple Warheads*, and *October Yen*, by Brandon Graham.
- Keith Giffen's run on *Legion of Super-Heroes* ("Five Years Later").
- The original *Longshot* mini-series, by Ann Nocento and Art Adams.
- *The Metabarons*, by Alejandro Jodorowsky and Juan Giménez.
- Enki Bilal's *Nikopol* trilogy (*La Foire aux Immortels*, *La Femme Piège*, and *Froid Équateur*).
- Anything by Philippe Druillet.
- *Space Riders*, by Fabian Rangel Jr. and Alexis Ziritt.
- *Valérian et Laureline*, by Pierre Christin and Jean-Claude Mézières.
- *Wonton Soup*, by James Stokoe.
- Any *X-Men* comics from the 20th century with Dark Phoenix, the Skrulls, or time travel in them.
- Fil Barlowe's *Zooniverse*.

Music

Music is a great way to lend some atmosphere to your game, as long as it doesn't become too intrusive. In addition to the mix tape playlists in the PC section, here's some (mostly) instrumental music you could play during your games:

Access to Arasaka – *Aleph*, *Ecrasez l'infame*, *Metax*, and *Orbitus*.

Aes Dana – *Aftermath 2.0*, *Leylines*, and *Perimeters*.

Amon Tobin – *Permutations* and *Supermodified*.

Autechre – *tri repetae++* (+*anvil vapore*, +*garbage*).

Carbon Based Lifeforms – *Hydroponic Garden*, *Interloper*, and *World of Sleepers*.

Causa Sui – *Euporie Tide*, *Pewt'r Sessions 1-3*, *Summer Sessions 1-3*.

Dirk Geiger – *Elf Morgen*.

Fingathing – *Walk in Space*.

Gost – *Behemoth*.

Hidria Spacefolk – *Astronautica*, *Balansia*, *Symbiosis*, and *Symetria*.

H.U.V.A. Network – *Distance* and *Ephemeris*.

Kavinsky – *OutRun*.

Lazerhawk – *Redline* and *Visitors*.

Legiac – *The Faex Has Decimated*.

Mega Drive – *198XAD*, *3:33*, *Futurescape*, *Hardwired 1.4*, *Mega Drive*, and *Rewind*.

Miami Nights 1984 – *Early Summer* and *Turbulence*.

Noir Deco – *Future to Fantasy* and *Nemesis Collision*.

Ott – *Skylon*.

Perturbator – *Dangerous Days*, *I am the Night*, and *Nocturne City*.

Sabled Sun – *2145*, *2146*, and *2147*.

Starforce – *Omniversal Oscillations*.

Sinoia Caves – *Beyond the Black Rainbow OST*.

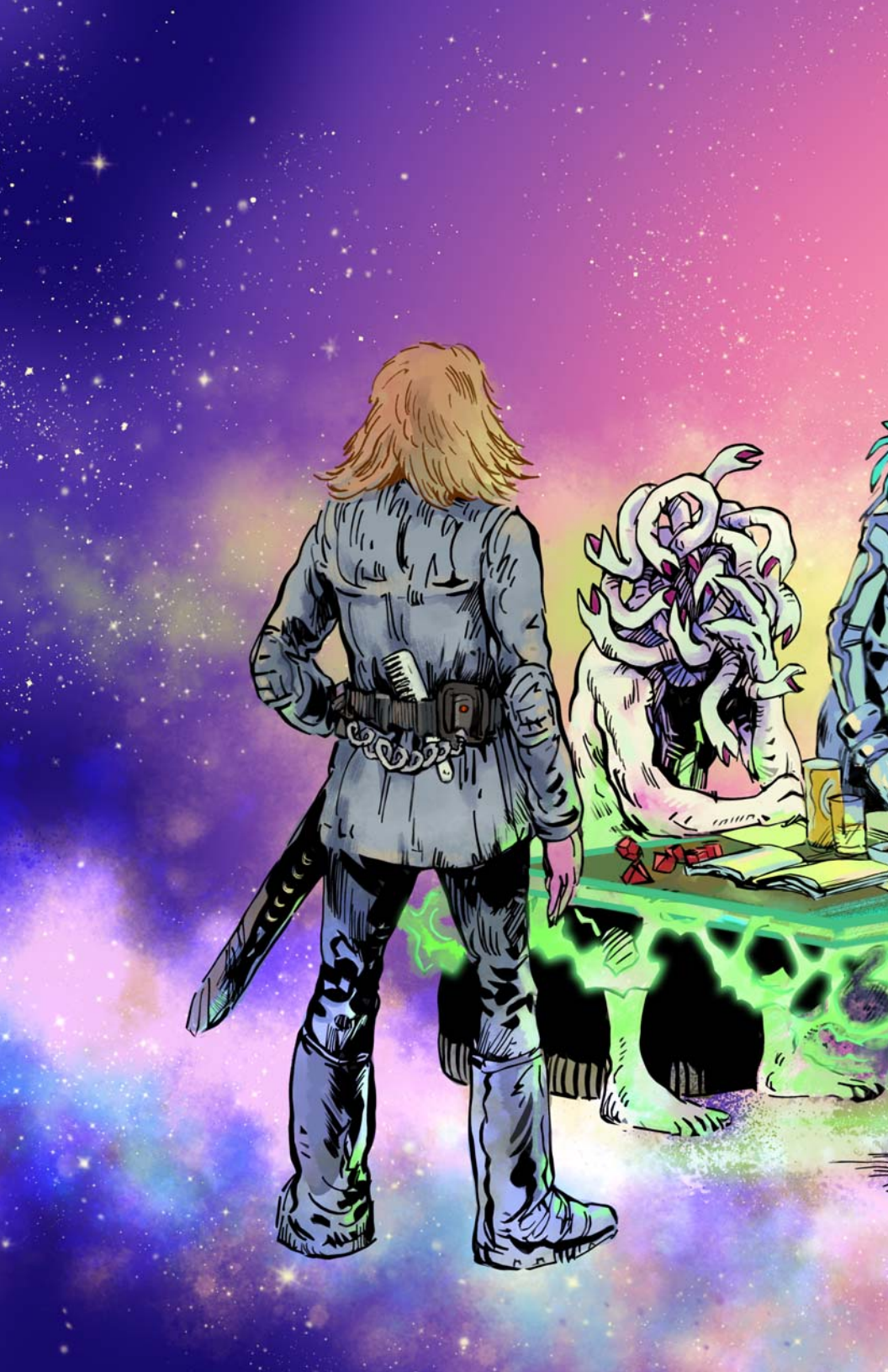
Tineidae – *Lights and Shadows*.

Tycho – *Awake*, *Dive*, and *The Science of Patterns*.

Umberto – *The Child*, *Confrontations*, and *Prophecy of the Black Widow*.

Vector Hold – *Classics* and *Mechanized*.





QUICK PLAY RULES





The Game in One Session

The full version of *Space Wurm vs. Moonicorn* requires a great deal of time and attention. There are numerous foes for the players to battle—in addition to each others' characters—before anyone can win the game. This can take many sessions of play to resolve. In each of these sessions, players and GMs have the full range of *Dungeon World* rules to contend with, including bonds, damage, encumbrance, steadings, XP, and more. Trying to condense all of that into a single session of play is impossible—unless the unnecessary parts are stripped away.

That's exactly what these quick play rules are for: simplifying the characters and streamlining the process of play, so you can have the perfect one-shot experience of *Space Wurm vs. Moonicorn*.

Preparation

Before you can start playing scenes, you need to follow these steps until each player except the GM has a filled-out character sheet and the GM has decided on one or more fronts to use.

1. Space Wurm and Moonicorn


Choose which players are going to play Space Wurm and Moonicorn. You need both of these characters in a *Space Wurm vs. Moonicorn* game, so you might want to make these choices first.

2. Space Tyrant

Space Wurm must choose which two sectors of society she controls and which two don't exist. This can affect the other players' choices as well as the GM's prep, minimal as it is. If anyone wants to play a character that could be banned by Space Wurm—a robot or alien, for example—this can and should be discussed at this time.

3. Other Characters

Hand out the other character sheets and let the other players choose from them. You can use the 13 in this book, as well as the 9 in *Battle Between the Worlds*. If any Space Tyrant choices have determined that certain types of characters don't exist in the game, or you don't feel comfortable running a particular type of character, don't offer it to your players.



4. Completing Your Sheets

After you read over your character sheet, you need to make a number of choices. Choose a name for your character, as well as stats, gear, looks, and other options on the left-hand side of the page, including a special move.

5. Introductions

Feel free to talk about your character while you are filling out your sheet and choosing things, but once that is all done, it's time to formally introduce yourselves. As you do this, you also write bonds with the other players' characters. Write as many bonds as you like, but don't answer the same question with more than one name. Feel free to discuss your characters' past histories with each other, or explain why you want to write a certain bond.

Playing the Game

Once those five steps are complete, you can start playing your characters in scenes. As you portray your character throughout the game—describing them, making decisions for them, acting out their dialogue—you also have certain responsibilities to keep in mind:

- **Play your character like a real person.** Instead of playing a cartoon character, or using your character as a pawn to “win the game,” play someone who seems real. Which isn't to say you should play someone boring, but rather that you should strive to play a character with feelings and relationships, someone with a place in the world—or who desires a place in the world—who has hopes and dreams, and a life.
- **Talk about your character's life**—their past, where they are from, who they know, what they do every day. Don't bring it up constantly or anything, but do answer the GM's questions about your character's past and what their everyday life is like.
- **Play the game with the whole group.** Your character is supposed to interact with the other players' characters too, not just whatever the GM describes. You have bonds to tie your characters together—use them! You don't have to all be friends or allies, but you should at least have a strong connection to Space Wurm or Moonicorn, if you aren't playing either of them.
- **Play to find out what happens.** You can have plans, and your character can have plans. But the whole point of the game is to create something that no one expected. Allow your mind to be changed while you play, and leave things up to chance. Pursue your goals, but prepare to be surprised, and embrace it when it happens.

GMing a Quick Play Game



Being the GM for a quick play version of *Space Wurm vs. Moonicorn* is similar to being the GM for a game of *Dungeon World*, but the game follows a much more focused, constrained format. Your job isn't to "tell a story" or something, but to introduce situations and see how the players react to them. Even so, you have a loose framework for introducing those scenes, in order to create a more satisfying one-shot experience.

Battle Between the Worlds

A quick play game of *Space Wurm vs. Moonicorn* uses the same basic rules format as can be found in *Battle Between the Worlds*, another science fantasy supplement for *Dungeon World*. The main differences are the characters and the framework of sequences.

You can use the same characters in both games, and you can mix and match, too. Because *Space Wurm vs. Moonicorn* is built around the two eponymous characters, you need to have them both, but other characters can be drawn from this book, or from *Battle Between the Worlds*.

The sequences are also slightly different. For one, you must introduce Space Wurm and Moonicorn specifically, so these rules are tailored to do that. But also, the situations and antagonists that you, as the GM, draw upon are the seven fronts detailed in this book. This version of the quick play rules is not quite as strictly structured.

It isn't necessary to have *Battle Between the Worlds*, though. You can play this game perfectly well without it.

Fronts and Dangers

GM, while the other players are making their characters, or even after they introduce them (maybe while they take a short break or chat amongst themselves), you have a sixth step to finish, before you can start playing scenes. You need to **choose one danger** from the three fronts that are available to you. You can choose a second danger as well, if you like, but you also might want to wait until the PCs actually take care of the first danger in order to introduce it. It is perfectly fine to choose more dangers in the middle of play.

It could be that the PCs actually take care of the first danger right away and want to move on, or they want to spend the whole session dealing with the original danger only. Another option is to reveal a villain from a second (or third) front as the mastermind behind all the other villainy, thus providing a boss fight.

Situations and Consequences

The simplest description of your job, as the GM, is to first put the PCs in dynamic situations where they can make meaningful decisions, and then to put the PCs in new situations that come as a consequence of the results of their earlier decisions.

Situations should be exciting and interesting. Ask the players questions to find out what they care about, what aspects of their characters they find compelling. You should want to find out how you can tie those characters to the setting in a way that captures the interest of their players. Make situations active, dynamic, and always changing, whether the PCs get involved or not. Avoid static situations where nothing changes.

Consequences should stem from the decisions the players make, whether they decide to get involved or not—inaction is also a decision. If they do not get involved, if they flee, if they pass dangers off onto someone else, situations should continue to develop and expand. If they do get involved in a situation, how they handle it should have a direct bearing on future situations. If you introduce a situation knowing how it will end, and stick to that end result regardless of what the players decide to do, you remove their agency and make their choices meaningless. In a game that consists of little more than imaginary situations and the decisions players make while imagining themselves to be imaginary characters in those situation, those decisions should be allowed to have meaning. You're playing to find out what happens—part of that is not knowing what will happen, but part of it is also not knowing what the other players will decide to do.

Asking Questions

When you ask a question, only ask one player at a time. Don't ask the whole table. You can always ask another player the same question, or something similar, but you're not soliciting the table for ideas or asking people to form a consensus. Demand your answer from a specific, individual player.

The reasons you ask the players questions during the game are: to add depth to the setting, to get them to add depth to their characters, and to find material you can use to both move the adventure forward and pull them along with it. Make sure you ask everyone questions. Ask about things you're curious about, but make sure you spread the questions around. If you concentrate on only a few players, some characters may not get as much spotlight time as the others.

Questions Based on Character Type

Ask questions of the players that highlight the type of character they chose to play, especially during the opening sequence, when they are just beginning to figure out who these characters are.

After a player answers one of your questions by introducing new information into the game, whether it's because of these questions or any other questions, also ask: "How do you know this?" Their answer to this question will tell you even more about the universe your game exists in.

- **Alien Queen**, what does this galaxy offer you that you did not have at home, in your own domains? Who has been opposed to you and your brood so far?
- **Creature from the Ghoul Star**, what is it about your companions that has caught your interest? Are there others of your kind here, or on their way here? What might they think of you when you meet them?
- **Lover**, what is keeping you away from the ones you love? What plans do you have to bring them closer to you? How will you show your love for them to the rest of the galaxy?
- **Mogul**, what is the greatest threat to your empire? How do you plan to expand your empire, and who has resources that could help you do that?
- **Moonicorn**, what is the greatest injustice in this galaxy, that you're committed to fighting against? Who has tried to oppress you in the past?
- **This Planet's Messiah**, who is it that needs you most? What threat must this planet be saved from, that only you can see clearly? How will you call the people to action?
- **Other**, why did you leave your Otherworld to come to this dimension? Did you have a choice? What do you find most interesting about this new world you find yourself in?
- **Serpent Princess**, why is the power you have now not enough for you? What could you do with more power that you cannot do now? Who do you think should serve you in the future?
- **Space Ghost**, what did you see on the other side? Have you been long away from the world of the living? What have you seen change over the course of your life (or lives)?
- **Space Wurm**, how have you been trying to change the galaxy for the better? What mistakes have you made that you regret and want to fix? What mistakes do people say you have made?

- **Spy**, do you have any suspicions about your spymaster's plans and motivations? What have they asked you to do before that you are having second thoughts about?
- **Star Vampire**, who or what is your regular prey? Are you trying to change your ways and become part of human society? Are there others like you out there, with fewer scruples and a greater thirst for blood?
- **Void Rat**, what is the strangest thing you have seen in the void of space? Are there any dangers out there that others seem oblivious to? Who do you want to hook up with before you leave for the stars again?

Draw Maps Like Crazy!

Make sure to draw maps of wherever the action occurs. The players need to know what the lay of the land is like so they can navigate it, know where everyone's characters are, and come up with crazy plans. You may also notice that what you draw on the map at the start of the game ends up being a map for how the plot of the entire session unfolds—this is good! It means less work for you, so you can put more attention into making up cool details.

When the action takes place planetside, draw the immediate area and a few major landmarks on more distant areas of the planet. Anytime an important location comes up in the conversation, add it to the map. If a location on another planet becomes important, draw that planet and link it to the present location with a list of ways the PCs can travel between the two places.

When the action moves into outer space, don't just assume the map is empty. Draw in the normal stuff like planets, asteroid belts, and comets, then add lots of weird stuff like space habitats, gas nebulae, miniature Oort clouds, electromagnetic storms, laser defence arrays, transdimensional grid sections ripped from the fabric of space/time, and supersentient space leviathans.

Draw maps all throughout the session, whenever they would help clarify the fiction. Zoom in on maps when the PCs interact with a landmark or specific location. Zoom out when the PCs leave the confines of the present map. There's specific suggestions in the middle sequence descriptions to give you more ideas.

The Sequence of Play

Once you have your cast of characters and a front to challenge them, you're ready to play scenes. *Space Wurm vs. Moonicorn* is organized into five separate sequences (plus two optional breaks), each of which has a different goal, mood, and character to it.

Quick Play Session Timeline

1. Prologue.
2. Opening Sequence.
3. First Break.
4. Middle Sequence.
5. Second Break.
6. End Sequence.
7. Epilogue.



Both breaks are optional. You might want to have only one, or you might be so wrapped up in the game that no one wants to take any breaks at all, except quick ones when their character is not in the scene. If you are playing for longer than four hours, two breaks is usually a good idea.

Prologue

Introduce Space Wurm in the very first scene, on her own territory, safe and secure, and surrounded by her own people. Any of the other PCs except Moonicorn can be present for this scene, as long as they are connected to Space Wurm, and have reason to be in her company. Moonicorn will appear shortly, along with any PC who does not appear in this scene.

Allow Space Wurm to describe her domain, her power, and her responsibilities. Then **introduce the front or threat** you have chosen. The danger itself is not present, but someone arrives to explain it to Space Wurm, in the hopes that she will do something about it. Allow Space Wurm and her companions to discuss the problem and form an opinion about it—or even fight about it!—but once she decides to take action, the scene is over.

This scene is about two things. On the one hand, **by revealing the front you have chosen**, you are setting up the antagonism for the rest of the session. On the other hand, **it introduces us to Space Wurm**, showing us a place where she is confidently in control. This lends more weight to the conflicts and obstacles she experiences later on during the session.

Opening Sequence

Once the first scene is over, and Space Wurm has been introduced, it is time to **put the spotlight on Moonicorn**. Introduce him in the middle of a conflict. Danger looms, the hunters are after him, the threat is immediate. He is in trouble! All the other PCs who have not yet been introduced are with him, thankfully. Perhaps some of the other PCs who were just with Space Wurm might also be with Moonicorn, though Space Wurm is certainly not.

You should **have a goal in mind** for the antagonists in this scene, but it can't be to kill any of the PCs. They don't need to be after Moonicorn directly, either, they could be threatening to wreck something important to Moonicorn, that he is sworn to defend, perhaps. As long as Moonicorn can't turn away, but won't end up dead at the end of the scene, you've got it.

This Opening Sequence can stretch over several scenes. There is no requirement to keep it short, or limited to a single situation. It is also possible for Space Wurm to arrive at some point during the chaos, if it seems appropriate. The purpose of this sequence is to get the action started, and to introduce Moonicorn as someone always in the midst of trouble. Unlike Space Wurm, Moonicorn doesn't have a place of power and stability—he is always rebelling!

As the GM, your agenda is to **reveal a larger threat** behind the immediate antagonism introduced so far. You need to give the PCs something to do for the whole sessions, so here is your chance to plant the seeds and give them options. Make sure to **ask the players about their characters** and follow up on anything you think is interesting—it might be connected to your fronts, after all, and that makes it easier for you to draw the players into your situations.

Once Moonicorn has finished with this problem, or it has finished with him, this sequence is over. Either he has successfully dealt with the threat—by defeating these antagonists, thwarting their immediate plans, or rescuing someone or something precious and escaping—or he has tasted the bitterness of undeniable defeat. Now you can move on to the Middle Sequence.

Middle Sequence

The middle part of the game is all about **solidifying the nature of the opposition** and **clarifying what the PCs need to do**—or intend to do, at least—for the rest of the session. The PCs have got themselves out of the initial conflict, and now they need to consider the larger situation behind it and decide what they are going to do to solve it.

You can choose one of the three archetypes of Middle Sequences—journey, puzzle, or quest—or decide on a different kind of structure for this part of the game. A **journey** requires the PCs to travel to an important destination, a **puzzle** puts them in the middle of feuding NPCs, and a **quest** requires they collect a number of items in order to get what they want. If the players have their own idea of how they want to proceed, go along with it.

Whatever conflict you choose for the Middle Sequence, it should tie into what happened earlier on, either as an extension of the original danger you chose, or something connected to it. The PCs get involved because they are still threatened (especially Moonicorn), because they want to finish solving the problem they have discovered, or because of the skills they have demonstrated in the Opening Sequence.

As you play this part of the game, move around from PC to PC and involve them all in the situations you introduce (or created by other PCs). If you need to introduce a new danger in order to include everyone, do so. Play off connections between the PCs, try to promote any conflicts between them by the actions of your NPCs.

Whenever you need to think of something to say, something to add to the situation, think back to earlier on in the game and, if you can, draw inspiration from what has already come before. **Reincorporation** is your friend! It adds meaning and narrative weight to the players' choices and brings a cohesiveness to the story you're creating.

Once the PCs discover, or make contact with, a major villain, end this sequence. They might decide for themselves who the villain is, or it might make sense for you to reveal the main antagonist behind the threats they have encountered so far. Either is fine.



Journey

The PCs need to travel through a series of locations, past which is a confrontation with the problem they are trying to solve. We all know they're going to make it to the end of this journey, the uncertainty is in how that happens and what resources remain to them at the end of it.

A journey should be fairly straightforward, with the route clearly laid out for the PCs from the start. They might be able to find a shortcut, or they might have to take a longer route because of complications and enemies they meet along the way.

In order to make a journey more complicated and exciting, you can make it a race. Perhaps Space Wurm and Moonicorn are both trying to get to the end of the journey first, to claim the prize before the other does. Or perhaps they have teamed up and are racing against another enemy. The main villain could be who they are racing against, instead of already being at the end of the journey. If the PCs get to the end first, they must defend whatever is there from the villain, but if they are too slow, they must fight to free it from the villain's grasp.

Puzzle

A collection of NPCs, all of whom have opposing plans and motivations and who are all at each others' throats, form a puzzle for the PCs to figure out a solution to. There is no "right" answer, because they need to decide who they should side with and that can be different for every PC, but there is also probably no "perfect" answer either.

This is possibly the hardest type of Middle Sequence to come up with on the fly, and usually works better if you create these NPCs and their factions beforehand. You can use characters and factions presented in the three fronts available for you, but remember that you need to keep presenting NPCs who want things from the PCs for this to work.

Quest

Similar to a journey, a quest requires the PCs to travel through several locations to achieve their aims, but on a quest, their goal is to collect a number of items or pieces of information. These can usually be collected in any order—although a preferred order may present itself—and the villain is actively trying to stop them.

To create a quest, you need a shopping list, complete with locations for each of the items on the list. This makes it slightly more complicated than a journey, but if you can get the other players to come up with things they need, it means less work for you!

End Sequence

The climax of the game should be fairly obvious by the time you get there. Probably you'll want an **action-packed showdown** to end the game. If it's not between Space Wurm and Moonicorn, either **choose a villain** from one of the three fronts available to and reveal them as the secret mastermind behind the dangers opposing the PCs, **or let the players choose one** of the antagonists that have been introduced already. If they have definitely set their sights on taking down a specific character, don't try to steer them in another direction. If they choose a villain, let them duke it out.

Try to make the final conflict fill out the rest of the time you have for the session, but don't take so much time that you can't do the epilogue after. A fight scene is always better with a complicated environment, so have the villain employ minions, traps, and dangerous headquarters. A fight amidst the burning wreckage of a crumbling starship as it falls into a planet's atmosphere is much more exciting than five PCs ganging up on one supervillain in some generic location with no complicating factors. Likewise, involving NPCs, who are trying to interfere or need to be rescued, gives the PCs more things to do than just attack attack attack.

Death at the End

Because you are only playing a single session, there is little point in allowing PCs to die in the middle of the game. It adds unnecessary handling time as they introduce a new character with no prior history and only a tenuous connection with the other PCs. At the end of the session, however, it's okay to have characters sacrifice themselves to save others or even lose outright to the villain. This is an interactive game, and choices should have consequences.



The Epilogue

After it's all over, you need an epilogue. In some ways, the ending is the most important part of the game. A satisfying ending sticks in the memory. It can erase any feelings of boredom or frustration people felt in the early part of the game. When people enjoy the ending, they walk away happy!

Once the final villain has been defeated (or is victorious!), give everyone a few minutes to say what happens to their character after the events of the game. Go around the group and let everyone have a turn, ending with the player whose character was at the centre of the most dramatic event or events.

Did they achieve their personal goals? Are they able to do that after the excitement is over? Did they bring peace to the solar system? Are they worshipped by aliens for centuries to come? **Start with Space Wurm and Moonicorn.** Have them lay down the fundamental changes they have wrought upon the galaxy, and say what their lives are like now. Then let the other players say how their characters fit into this new order.

You might also narrate epilogues for your favourite NPCs, if they were popular amongst the players. This gives you a chance to set the tone and show what an epilogue can look like. The other players will probably follow your lead.

Even players whose characters died get a turn! Have them say what their legacy is, how their actions affect the course of history, and who is left behind to follow in their footsteps.

Once you've finished, thank everyone for playing. Then go take a break and relax!

Thank you for reading.

THE END.

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

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.

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].
_____ 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.



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, Rennyo, 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.

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.

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.

■ 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.

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Name:

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

Adonis, Alcibiades, 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

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.

Looks

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.

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.

■ 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

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:

Special Moves

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.

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Name:

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

Avon, Dahlia, Destrix, 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.

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 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.

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: Authority

OLD GUARD: Old Guard

YOUNG TURK: Young Turk

Special.

Ask underlings.

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.

Your Moves

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.

■ 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

Space Wurm
vs. Moonicorn
Quick Play Rules

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:

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:

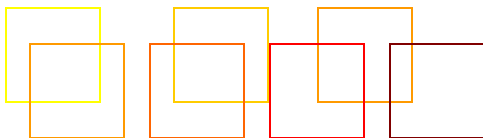
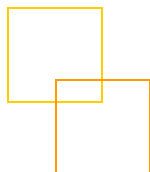
- *What do you desire (or whom)?*
- *What do you hope for the future?*
- *What makes you feel like an outsider?*
- *What secret pains do you hold in your heart?*
- *When were you at your lowest?*

☐ 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.



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:

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.

And choose one more special move from the list to your right.

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

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

☐ Double Agent

You are accompanied by a double, that looks as much or as little like your character as you want. It is not a person. You can see through its eyes and control it, as if it were yourself in another body. At any point during a scene that involves either yourself or your double, but not both, you may reveal that what others thought was your double is really you, or that you are really your double. Once this deception is revealed, it remains true until you have a chance to make a switch, at which point this ability may once again be used.

☐ 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.





Name:

Brood

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):

Stats

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.

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.

■ 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

BROOD:

Brood

QUEEN:

Queen

Assess.

Command.

Convince.

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 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:

Special Moves

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.

Name:

Stats

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.

Hunger

What do you hunger for most?

Choose one:

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

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.

■ 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.

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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.

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.

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.

■ 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.

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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:

<div></div>	<div></div>	<div></div>
+1	+2	+3 Power

Inheritance

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

Choose one or more:

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

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).

■ 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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Name:

Stats

These are numbers you add to dice rolls.

Choose one set:

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

Looks

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.

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The Space Ghost

Space Wurm
vs. Moonicorn
Quick Play Rules

BODY:

Body

Danger.

MIND:

Mind

Assess, Convince.

SPACE:

Space

Objects, 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 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:

Special Moves

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.

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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.

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.

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.

■ 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.

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Name:

Stats

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.

Looks & Gear

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.

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.

■ 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

Space Wurm
vs. Moonicorn
Quick Play Rules

FERAL:

Rely on instincts,
Suffer harm.

Feral

URBAN:

Knowledge,
Infiltrate, Steal.

Urban

VOID:

Void

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 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:

Special Moves

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.

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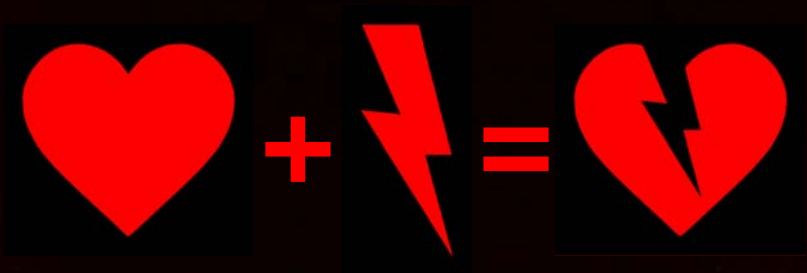




WITH STARS
IN YOUR
EYES
&
LIGHTNING
IN YOUR
HEART



BUT
LIGHTNING
CUTS BOTH
WAYS



This time, for real.

The End.