

THE ALLIANCE OF AGRONOMISTS

When humanity first Awoke aboard the ship, a ship unintended to support life, those who knew the old ways of biology and agriculture came together to create the Alliance of Agronomists. The Alliance controls the ship-board biologics - the agriculture, livestock, food, and medicines.

STATS

Choose one:

- > **If you worked against the worst of humanity:**
Reach 2, Grasp -1, Sleight 0
- > **If humans changed in strange ways to survive:**
Reach 2, Grasp 0, Sleight -1
- > **If you reconstructed the entire ecosystem from scratch:** Reach -1, Grasp 1, Sleight 2

TRADITIONS

Chose one of each, or create your own:

- Populace:** uncivilized and tribal, a carefully managed bloodline, tradesmen and farmers.
- Style:** rustic and simple, sterile and analytical, wild and unrestrained.
- Organisation:** a feudal system of serfs and nobles, a commune of innovators and eccentrics, a guild of masters and apprentices.

DOCTRINE

Choose one doctrine:

- Unnatural Selection:** At the end of an Age, any group you have traded consumables with (Nutrition, Medicine, etc) gains a new minor physical trait, chosen by you.
- Acolytes of the Arcology:** You can produce everything you need to survive, and don't need outside help. Other's Alliance Moves do not affect you - they do not gain Treaty on you unless it's part of a deal.
- Virulent Growth:** Anyone who keeps a Surplus created from your Work Ethic until the start of the next Age gains Surplus: Recruits.

ASSETS

Choose one of each, or create your own with two relevant tags:

They fight with...

- farming tools (brutal, multiple)
- shotguns and hunting rifles (ranged, messy)
- explosives or sabotage (area, concussive)
- bioform chemicals (aberrant, unreliable).

They wear...

- simple worker's wear (sturdy, sensors)
- engineering hardsuits (sealed, shielded)
- pompous displays of wealth (flashy, nanofiber)

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship, then choose one for each category below and gain the associated Surpluses and/or Needs.

Living Space

- > A store of biological survey equipment, turned into a laboratory (Surplus: Science)
- > A sterile facility housing emergency rations and vitamin supplements (Surplus: Nutrition)
- > A warehouse full of luxury goods, viewed with envy by others (Surplus: Recruits)

Relations

- > Medicants: a group of doctors and medics (Surplus: Healers / Need: Organics)
- > Choppers: biological recyclers, who'll take anything (Surplus: Organics / Need: Prestige)
- > Dream Readers: offering digital escape in the memories of the Sleepers (Surplus: Entertainment / Need: Justice)

Threats

- > A deck full of failed genetic experiments (Need: Security).
- > No escape from the work (Need: Culture)
- > A plague too efficient to be natural (Need: Medicine)

TREATY

Look at the other Families:

Without you, they'd all starve - take 1-Treaty on everyone.

Two other Families supply you with vital resources for production - work out who and what, and give those Families 1-Treaty.

One Family depends on other products you create - work out what they need and why, and take 1-Treaty on them.

ALLIANCE MOVE

You always know the perfect resource to solve a problem, and gain 1-Treaty on a group when you freely give them that resource.

NAME:

REACH

SLEIGHT

DATA

GRASP

MOOD

TECH

SURPLUSES:

TREATY:

NEEDS:

AGRONOMIST MOVES

Take Work Ethic and one more:

■ WORK ETHIC

At the beginning of a session, your Family may set aside one of the following Surpluses. Say what sort of work they are doing to improve or increase it. At the end of the session gain the Surplus back and their work produces an additional benefit:

Science: produce Surplus: Medicine and 1 use of drug that can heal any harm box instantly.

Organics: produce Surplus: Nutrition and a slow but steady population growth in the Family. At the end of the age, if you still have this surplus gain Surplus: Recruits.

Recruits: produce Surplus: Trade Goods and your next Conduct Diplomacy has advantage.

At the beginning of an Age, you may gain the results of this move for any one relevant Surplus you have.

□ PREEMPTIVE VIVISECTION

When a character from your Family first encounters a new creature, tell everyone a fact about it and gain a fleeting advantage when acting on that information. The GM will tell you what part of the creature can be harvested for 1-Tech.

□ BIOVAT SYSTEMS

When you provide Professional Care in your healing vats, it takes hours rather than days, and you may make a small physical adjustment to the subject.

If you have Experimentation, you may give them a full mutation. This will give a character fleeting advantage when the mutation is beneficial, and an ongoing disadvantage when the flaw has an impact.

□ EXPERIMENTATION

Add the following Surplus options to **Work Ethic**:

Medicine: anyone who holds this Surplus will find their population strong and hale, unaffected by disease or infection.

Nutrition: add an addictive quality to this Surplus, and take 1 additional Treaty when you freely give it to someone.

Recruits: you can mutate this batch of recruits in some major way - gain them as a group of Companions about 10-15 strong, with a Specialty related to the mutation and Quality +2. The GM will say some flaw the mutation has created in them. Any character may use this group for free, but any Quality loss is permanent.

Your Family also begins to improve their own biology over generations. **At the beginning of an Age**, name a physical trait they've successfully grafted into their biology in response to the last Age (night vision, fight, photosynthesis, etc) and the GM will provide a downside. All Family members exhibit this trait from now on.

□ INVESTMENT

When another Family gains a Surplus in Science, Organics, Recruits, or anything medical or biological, they may give you 1-Stake. If this takes you to 3-Stake, give them Surplus: Medicine, Nutrition, or Trade Goods as if you had used Work Ethic, with your Family gaining the normal side benefits, then set Stake to 0.

KEEPERS OF THE LONG SLEEP

There are those who respond to calamity by seeking things outside themselves. The Keepers took to religion, venerating those still in stasis as the future saviors of humanity, and renouncing those who would be an obstacle on the road to paradise.

STATS

Choose one:

If religion is still practiced among the people:

Reach -1, Grasp 1, Sleight 1

If people view you with respect and reverence:

Reach 1, Grasp 0, Sleight 0

If the sinners lurk in the shadows:

Reach -1, Grasp 0, Sleight 2

TRADITIONS

Choose one of each, or create your own:

Populace: secluded and monastic, a cult of zealots, individual missionaries.

Style: flagrant displays of religious station, utilitarian and mundane, opulent and wealthy.

They follow... the interpretations of bare machine code, the text of a holy terminal, the will of their superiors.

DOCTRINE

Choose one doctrine:

- Belief Blinds:** Members of the Family are instinctively aware of the emotional state of all other members.
- Belief Protects:** Your Family's religious ceremonies function as **Professional Care**.
- Belief Burns:** The harm you inflict in service of the faith cannot be healed.

ASSETS

Choose one of each, or create your own with any two tags:

They fight with...

- artifacts of the last religious war (aberrant, elegant);
- cudgels and sticks (defensive, stun);
- surprisingly dangerous iconography (hidden, elegant)

They wear...

- decorated hard-vac suits (sealed, mobile),
- jumpsuits worn in stasis (sturdy, thermo-regulated);
- restored religious garb of old (flashy, nanofiber)

THE SHIP

Every Family begins with Need: Space due to the cramped nature of the ship, then choose one for each category below and gain the associated Surpluses and/or Needs.

Living Space

- > A holy Sector of the ship where no one Awoke (Surplus: Culture)
- > An outpatient facility for the newly Awoken to recuperate (Surplus: Medicine)
- > A holy terminal with encoded information on the ship's destination (Surplus: Knowledge)

Relations

- > The Foundry: strives to merge man and technology (Surplus: Upgrades / Need: Artisans)
- > Dusters: believe the human form should be preserved in death (Surplus: Organics / Need: Storage)
- > SecForce: independent toughs and security personnel (Surplus: Weaponry / Need: Justice)

Threats

- > A prophet claiming Planetfall is a myth (Need: Belief)
- > The embodiment of all the horrors of humanity (Need: Soldiers)
- > A cabal of Awakeners, intent on waking the Sleepers (Need: Security)

TREATY

After all other Families have been introduced, decide if their actions, intentions, and desires are in accordance with your faith. If so, give them 1-Treaty on you.

Otherwise, label them as Discordant and take 1-Treaty on them.

ALLIANCE MOVE

When you publicly declare a Discordant Family's actions as good, just, or righteous, gain 1-Treaty on them.

NAME:

REACH



GRASP



SURPLUSES:

SLEIGHT



MOOD



TREATY:

DATA



TECH



NEEDS:

KEEPER MOVES

Take That Which is Kept and one more:

THAT WHICH IS KEPT

Your Family's faith requires them to protect something more important than themselves. Choose one:

- The Sleepers - those still in stasis are the future of humanity
- The Awoken - those living now need more help than the Sleepers
- The Vessel - the corruption beyond the walls of the ship must not encroach on humanity

At the start of each Age, count those who are a danger to this as Discordant, and gain 1-Treaty on them.

When your Family moves to protect or defend That Which is Kept, hold 1. An emissary of your Family may spend 1 hold to:

- > Gain visions or insights towards your current goal.
- > Rouse the minds of unbelievers, even if for a moment.
- > Ask the player of a Discordant group their true intentions towards what you protect.

ZEAL

When your Family enters a conflict with fervor and frenzy, you can gain Need: Recruits, Drugs and/or Leadership. For each, choose one:

- > Something improbable happens to give you an advantage during the conflict.
- > One participant will come out of it unscathed - say who.
- > A powerful champion sways the results for your side.

A VOICE FROM THE VOID

When your Family condemns a powerful person or group publicly, roll +Grasp. On a hit, their group is now Discordant. On a 10+, choose one:

- > You receive grateful gifts from their rivals; gain Surplus: Trade Goods.
- > Followers of your teachings deliver a member of the group to you, possibly under duress.
- > Public opinion of them is swayed and citizens resist - they gain Need: Vindication.

TECHNOMANCY

When a member of a Discordant group uses technology in the presence of a member of your Family, hold 1. At any time you may spend the hold to cause it to malfunction spectacularly.

GODLY REPRISAL

When you denounce a Discordant group you have at least 5 Treaty on, a disaster will befall them at some time during this Age, devastating their holdings. Afterwards, they are no longer considered Discordant. Lose 1-Treaty with everyone else: they know the role you played.

THE MAINTENANCE COLLECTIVE

In the cold dark of the voyage, the self-replicating algorithms of the ship's automated processes discovered something new: sentience. The Collective was once tasked with keeping the ship in repair as time passed, but will they still now that they're self aware?

STATS

Choose one:

- > **If the ship is in disrepair and needs much help:** Reach 0, Grasp -1, Sleight 2
- > **If the power systems are still in working order:** Reach 1, Grasp 0, Sleight 0
- > **If you once had a different purpose, and took this role willingly:** Reach 0, Grasp 2, Sleight -1

TRADITIONS

Choose one of each, or create your own:

Populace: indistinguishable androids, anthropomorphic robots, inhuman machines.

Style: sleek and minimalist in design, heavy and industrial, militaristic and rigid

Organisation: beholden to a master control program, a shared consciousness of conjoined minds, independent duplicates of one original personality matrix

DOCTRINE

Choose one doctrine:

- Commonality Matrix:** When your Family works on a grand project with others, you may spend 1 Data per Family involved to manufacture 1-Tech per Data spent.
- Finite States of Being:** When a Family member defends a life form, they ignore the next harm they take.
- Guardians of the Core:** You know the ship better than anyone, and count as investing one additional resource when determining ownership of a ship system.

GEAR

Choose one of each, or create your own with any two tags:

They fight with...

- auto-targeted lasers (ranged, aberrant);
- retractable blades (multiple, brutal);
- mounted slug cannons (ranged, area);
- advanced reflexes and combat algorithms (defensive, elegant).

They are upgraded with...

- signal processing units (comms, sensors);
- zero-g thrusters (mobile, sturdy);
- industrial servos (powered, sturdy)

THE SHIP

Every Family begins with Need: Space due to the cramped nature of the ship, then choose one for each category below and gain the associated Surpluses and/or Needs. The Collective also begins with 5-Tech.

Living Space

- > A remote node critical to the digital infrastructure of the ship (Surplus: Knowledge)
- > A nearby sector open to hard vacuum (Surplus: Security)
- > Replication chambers for creating Family members (Surplus: Recruits)

Relations

- > Civilists: who believe sentient machines have rights (Surplus: Culture / Need: Acceptance)
- > Listeners: seeking out echoes in the deep parts of the ship (Surplus: Exploration / Need: Debugging)
- > Untouchables: societal outcasts who see kinship in the machines (Surplus: Morale / Need: Prestige)

Threats

- > A power node, dead but mostly intact (Need: Energy)
- > A Sector defended by advanced drones of unknown origin (Need: Soldiers)
- > A ship system gone rogue (Need: Defenses)

TREATY

Look at the other Families

Take 1-Treaty on every other Family due to their fear and mistrust of you. Ask them each what worries them.

One Family holds an important informational node. Work out why they won't give it to you, then give them 2-Treaty on you.

One Family could cause great destruction to the Collective. Work out how and why they're holding back, and give them 2-Treaty.

ALLIANCE MOVE

Your synthetic nature creates aversion and bias in the population. **When a Family overcomes these biases and comes to you for support or trade,** gain 1-Treaty on them in addition to any deals you make.

NAME:

REACH



GRASP



SURPLUSES:

SLEIGHT



MOOD



TREATY:

DATA



TECH



NEEDS:

COLLECTIVE MOVES *Take Created, Not Born and one other:*

CREATED, NOT BORN

All members of the Collective are inorganic, artificial beings. They do not need food, water, or breathable air in order to survive, and have +1-armor against any non-aberrant harm. However, you must spend Tech to heal harm, 1-for-1. All character weapons gain the hidden tag and all outfits gain the implanted tag.

REPLICATORS

When you use your matter replication technology to break down or reassemble resources, you may spend 3-Tech to create any physical Surplus, or convert any physical Surplus into 3-Tech.

DRONE ARMY

You may spend Tech to gain Specialist drones with a rating equal to the Tech spent (max +3). Additionally, add this option to Claim by Force: Your automated drones suffer the brunt of the losses: lose 3-Tech.

VAST DIGITAL ARCHIVES

When you gain any amount of Tech, you also gain the same amount of Data.

AUTONOMOUS SYSTEMS

Stability algorithms maintain your Mood at +2 regardless of Surplus and Needs. If you would ever gain a sixth Need, trigger Fall into Crisis instead.

PROGRESS

When your Family assists another in one of their Family moves, it has potential to affect the entire city, the entire ship, or all of its population. The results of their actions increase by an order of magnitude.

THE ENFORCERS OF HARMONY

Someone always needs to be in charge to keep the peace. Some hold power with words or trade; the Enforcers do it with strength and justice. The Enforcers are the law, keeping civilization together.

STATS

Choose one:

- > **If significant social structure survived the Awakening:** Reach 1, Grasp 1, Sleight -1
- > **If the Awakening brought on societal collapse:** Reach -1, Grasp 1, Sleight 1
- > **If law and order saved the passengers from extinction:** Reach 0, Grasp 2, Sleight -1

TRADITIONS

Choose one of each, or create your own:

Populace: wronged and vengeful, descendants of guards and soldiers, providers of protection and extortion

Style: bristling with weapons and barely-contained violence, simple uniforms and concealed weapons, open symbols of rank and position.

Organisation: lone vigilantes who call for support when needed, a judicial system with complex legal codes, a hierarchy based on power and fear.

DOCTRINE

Choose one doctrine:

- Judgement is Bought:** You are paid for your services. Gain Surplus: Trade Goods when another group hires you to mete out justice, in addition to whatever deals you make.
- It's In The Blood:** Justice is who you are. When you come upon a scene of violence, you can ask the GM one question about the victim or the attacker.
- Fruitful Bounty:** When you publicly execute a criminal, your Family gets +1 Reach with any law abiding group until the next Age.

GEAR

Choose one of each, or create your own with any two tags:

They fight with...

- non-lethal crowd control (stun, concussive);
- pistols and rifles (ranged, multiple);
- unabashed violence (brutal, area)

They wear...

- armor under plain clothes (sturdy, nanofiber);
- heavy power armor (carapace, powered);
- guard body armor (nanofiber, comms)

THE SHIP

Every Family begins with Need: Space due to the cramped nature of the ship, then choose one for each category below and gain the associated Surpluses and/or Needs.

Living Space

- > An armory full of lethal and non-lethal weapons (Surplus: Weapons)
- > An archive of preserved legal codes (Surplus: Leadership)
- > A surveillance system with a few video feeds (Surplus: Security)

Relations

- > Taluu's Crew: an organized protection racket (Surplus: Peace / Need: Justice)
- > Whisperers: information hoarders and traders (Surplus: Secrets / Need: Privacy)
- > The Last Bastion: a group of arms dealers (Surplus: Weaponry / Need: Raw Materials)

Threats

- > Unexplained sterility and low birthrate (Need: Recruits)
- > Incoming refugees from the dark sectors of the ship (Need: Control)
- > A dangerous neighborhood, rotten to the core (Need: Judgement)

TREATY

Look at the other Families:

Another Family aided you in reestablishing law and order.

Work out what they did, then give them 2-Treaty.

You protected another Family in a past Age.

Work out who you protected them from, then take 2-Treaty on them.

Another Family houses a dangerous criminal.

Say who, and take 1-Treaty on them. They say what the criminal is known for.

ALLIANCE MOVE

When you declare someone a wanted criminal, the other Families and Factions each choose: refuse to shelter and aid them in any way, or give you 1-Treaty. If anyone goes back on their promise, they give you 2-Treaty.

NAME:

REACH



GRASP



SURPLUSES:

SLEIGHT



MOOD



TREATY:

DATA



TECH



NEEDS:

ENFORCER MOVES

Take The Rule of Law and one other:

THE RULE OF LAW

Everything you do is motivated by a strict moral code, held by all the Family. The Family and its members gain a fleeting advantage when they...

...protect _____

The weak, the sick, the young, the old, the faithful, medics, teachers, slaves, etc.

...mete out justice against _____

The wealthy, the strong, murderers, thieves, slavers, cheats, etc.

The Family and its members are at an ongoing disadvantage until they make amends if they

Steal, kidnap, extort, murder, betray someone, tell a lie, etc.

Additionally, your Family may hold more than one Surplus: Weaponry, Surplus: Soldiers, and Need: Justice.

And choose one more:

PAPERS, PLEASE

When your Family uses their authority to get information on a target, roll +Reach. On a 10+, ask three; on a 7-9 ask one:

- > Where can we find them?
- > Who are their allies?
- > How dangerous are they?
- > What are they planning?
- > What are their weaknesses?

UNDER OUR PROTECTION

At the beginning of each session, your Family patrols in the city learn two rumors of impending problems to two other Families - you say one of them and the GM says the other. If you take care of these problems yourselves, gain 1-Treaty on the Family impacted.

VIGILANTE JUSTICE

When you brandish your Family's authority in the city, you can recruit a gang of locals to fight at your side. Gain a group of Specialists 5-10 strong (vigilante justice +1) that will fight alongside you. When a Family member takes harm in their presence, they may ignore all harm but scatter or destroy the group of vigilantes.

MIGHT MAKES RIGHT

When you arm up your Family and move out en masse to bring justice to your quarry, hold 1 for each Surplus: Weaponry or Surplus: Soldiers you have. You may spend 1 hold to:

- > Take out a specific individual in one fell swoop
- > Turn an incoming attack into an ambush.
- > Force them into a position you want them in.
- > Call in reinforcements or backup.

THE ADVISOR

I'm not so sure that's the best course of action.

NAME

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

*Masculine, feminine, concealed, ambiguous.
Wrinkled face, wise face, tired face, rough face.
Dim eyes, sharp eyes, sparkling eyes, weary eyes.
Bent body, wiry body, slight body, stocky body.*

DRIVES

Choose your current role in the Family: Leader, Agent, or Rebel. Then mark one drive you've just completed to explain how you got that role:

- Seize control of the Family from another.
- Advise another Family's leader on important matters.
- Discover the truth of your Family's beliefs.
- Lead an underground movement.
- Teach an unwilling group a vital lesson.
- Spread a rumor to get what you want.
- Turn an unlikely person into a hero.
- Keep a promise, at personal expense.
- Preemptively remove a threat to your Family.
- Give bad advice for personal gain.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I have taught wisdom to _____, but they wouldn't follow my advice.

I know the truth behind _____'s past, but I have not told them.

_____ shows reserve and promise. I should take them under my wing.

GEAR

When you **Tool Up**, add +1 to the rating of any specialists you take (max +3).

HARM BOXES

- Fearful
- Lose Staff (_____)
- Lose Staff (_____)
- Dead

FORCE

LORE

ADVISOR MOVES

LOYAL STAFF

Everywhere you go, your trusted agents go with you. Pick two:

- A Bodyguard: Get +1 Force when they fight to protect you.
- A Scholar: Get +1 Lore when you ask and listen.
- A Trader: Get +1 Sway when they use displays of goods to aid you.
- A Soldier: Get +1 to Steel when you send them to reconnoiter.

Name them, and write their names in your empty Harm slots. When you take harm, you can decide they suffer it instead. They're taken out - either dead or in need of **Professional Care**. If they die, you'll need to convince someone else to join your entourage.

Choose one more:

SHADOWS ON THE WALL

When you tell a tale or parable about a situation similar to the one you are in, those who listen gain a fleeting advantage acting on the lessons of the story.

EXPERT TEACHER

With a few days or weeks training, you can convert Surplus: Recruits to Surplus: Artisans, Engineers, Soldiers etc. When you use this in **Tool Up** to gain a group of specialists, add 1 to their rating.

POLITICAL UPHEAVAL

When you convince your Family to undergo radical change, roll +Sway. On a hit, say how you've changed them and swap one Family move for another. On a 7-9, they gain Need: Morale as buyer's remorse sets in.

STATESMAN

When you draw on your reputation with another group, roll +Sway. On a hit, members seek out and value your advice. On a 7-9, choose who plots against you: the leader, the upper crust, the lesser folk, their allies.

EN PASSANT

When you send a few allies to handle a step in a larger plan, roll +Lore. On a 10+, choose 2; on a 7-9, choose 1:

- > They accomplish what they set out to do
- > They make it out unscathed
- > It can't be traced back to you

DEATH MOVE

In your dying breaths, tell your companions what you envision for the future. Until the end of the Age, they get advantage as long as they work toward this goal.

STEEL

SWAY

THE DIPLOMAT

Let us talk about this like rational people.

NAME

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

*Masculine, feminine, concealed, ambiguous.
Smooth face, handsome face, striking face.
Piercing eyes, bold eyes, frosty eyes, welcoming eyes.
Muscular body, angular body, gorgeous body, bony body.*

DRIVES

Choose your current role in the Family: Leader, Agent, or Rebel. Then mark one drive you've just completed to explain how you got that role:

- Forge a strong alliance for your Family.
- Settle old grudges between two groups.
- Remove a corrupt leader from power.
- Ignore your Family's interests for a cause.
- Ensure a vital deal is upheld.
- Purchase a truce, even if temporary.
- Start or end a fight with words alone.
- Abandon someone who has broken their word.
- Break your bonds for personal reasons.
- Inspire others to join your allies.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I suspect _____ is using me for information.

_____ showed me their Family's secrets in confidence.

I know _____'s part in a scheme kept under wraps.

GEAR

When you **Tool Up**, make an extra choice as if your Family had an additional Surplus.

HARM BOXES

- Cosmetic Wounds
- Shell-shocked (-1 Steel)
- Bleeding (-1 Force)
- Dead

FORCE

LORE

DIPLOMAT MOVES

Choose two:

TENTATIVE ALLIANCE

When you try to bring many groups together to accomplish a goal, roll +Sway. On a 10+, they'll stick around as long as it's still mutually beneficial. On a 7-9, they'll do this one thing, and that's it.

LONG MEMORIES

When you seek audience with a Family for the first time, roll +Lore. On a hit, say how you or your Family has aided them in the past. On a 7-9, they say how your aid was not enough.

MEMBERS OF THE GALLERY

When you win a contest of weapons or words in front of an audience, roll +Sway. On a hit the audience sees you as the correct, or at least most honorable, party. On a 10+, choose one:

- > Your opponent now views you with friendship or respect.
- > The audience rewards your display with valuable gifts.
- > Someone there offers you a job based on the skills you demonstrated.

THE BLACK LIST

When you use someone's shameful or illicit secrets in order to exploit their weaknesses, one of the requirements they pick for **Find Common Ground** must be "you keep the secret hidden".

WORDS OF COMPASSION

When you seek out and hear the words of the troubled members of a group, roll +Sway. On a hit, choose one:

- > You learn a secret the group wishes to keep hidden.
- > You gain access to a private area the group holds.
- > You plant seeds of doubt in the group, giving them Need: Morale

On a 10+, those you spoke with don't report back to their leaders.

HEED MY WORDS

When you put yourself between others in an interpersonal situation, roll +Sway. On a 7-9 choose one, on a 10+ choose two:

- > It will not come to violence
- > They part ways until later
- > Each side learns something about the other

DEATH MOVE

In your dying breaths, give one companion a message or object to deliver as part of your final deal. Say what the recipient will do if they deliver it.

THE ECHO

What am I? A glitch in the system, a hologram ghost haunting the ship.

NAME

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, shifting gender, indeterminate. Drooping face, glitched face, dashing face, twisted face. Empty eyes, angry eyes, pleading eyes, no eyes. Shifting body, unremarkable body, mismatched body, glitched body.

DRIVES

Choose your current role in the Family: Guide, Agent, or Outsider. Then mark one drive you've just completed to explain how you got that role:

- Guide your Family to a new area of the ship.
- Bring forth something out of your Family's reach.
- Bring the power of the ship to bear.
- Disappear at a critical moment.
- Delete a dangerous program.
- Breach system security for another.
- Awaken a dark process in the ship.
- Alter a critical algorithm for another's benefit.
- Force the ship to help in an unusual way.
- Show what remains of your humanity.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I saved records of _____ from being fragmented.

If not for _____ I'd have been deleted from the databanks

I have watched _____ laugh at the most inappropriate times.

GEAR

The Echo cannot Tool Up. They hold no equipment and have no followers.

HARM BOXES

- Fragmented (-1 Sway)
- Fragmented (-1 Lore)
- Corrupted (-1 Sway)
- Deleted

FORCE
LORE

STEEL
SWAY

ECHO MOVES

Take this move:

DIGITAL GHOST

You are a remnant leaked from the memory banks of the Sleepers and need to spend a few safe moments to generate or change your holoform. **When you do**, choose 2: you can be seen, you can be heard, you can interact with things.

Choose one more:

MIND-BODY CONNECTION

When your holoform overlaps with a living thing, roll +Sway. On a hit you can momentarily control them as if they were your own body. On a 7-9, as above but you leave a memory fragment behind and take 1 Harm.

WAVEFORM POLTERGEIST

You can command the technology around you to **Fiercely Assault**, but there is always collateral damage in addition to that move's results.

ACCESS

When you access databanks about an interesting object, roll +Lore.

On a 7-9 ask one, on a 10+ ask two:

- > What is it's history?
- > What limitations does it have?
- > Where does this belong?
- > What has happened because of this?

ABERRANT PROCESSES

When you bend the digital landscape of the ship to your will, say what you wish to achieve and roll +Steel.

On a hit, choose one:

- > Gain a fleeting advantage on your next roll
- > Learn something new about your surroundings
- > Frighten, intimidate, or impress your opposition
- > Take definite hold of something vulnerable or exposed

On a 7-9, the GM will give you a cost or difficult choice to make in order to gain the chosen benefit.

DIABOLUS EX MACHINA

When you generate or change your holoform, you may be seen and heard by a single person anywhere in the ship instead of the options in Digital Ghost.

DEATH MOVE

In your final clock cycles you send 5 Data in files to the other Families, divided however you want. Then trigger **Reveal Research** up to three times, indicating what these files contain.

THE LEARNED

Surely if we just analyzed the data, the solution would present itself...

NAME

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous. Pinched face, ragged face, aged face, pale face. Concerned eyes, wild eyes, narrow eyes, bright eyes. Frail body, stocky body, small body, sturdy body.

DRIVES

Choose your current role in the Family: Leader, Teacher, or Guide. Then mark one drive you've just completed to explain how you got that role:

- Convince another of an unwanted truth.
- Discover something in the dark of the ship.
- Understand an enemy's motives.
- Cave to someone else's knowledge.
- Create something horrible with science.
- Destroy something beautiful with science.
- Teach something to the unlearned.
- Learn from an unexpected source.
- Spread knowledge to the masses.
- Solve a dilemma with wits alone.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I have taught _____ of the world, but they still refuse to see the truth.

_____ knows things I do not. I must learn from them!

My biggest regret is taking on _____ as a pupil.

GEAR

When you Tool Up, gain a device - say what you hope it will do and the GM will say how it actually behaves. This Device does not produce Tech if returned to your Family.

HARM BOXES

- Confused
- Dazed (-1 Lore)
- Shaken (-1 Steel)
- Dead

FORCE
LORE

STEEL
SWAY

LEARNED MOVES

Take this move:

DIDACTIC METHOD

You are adept at informing others of how and why things are. **At the beginning of each session**, roll +Lore. On a 10+, hold 3-knowledge; on a 7-9, hold 2-knowledge; and on a 6-, hold 1-knowledge. When you demonstrate the best way to do something, you can spend 1-knowledge to gain fleeting advantage. Anyone else who watches your demonstration gains ongoing advantage when they carry out precisely what you were demonstrating. At the end of a session, lose all knowledge.

Choose one more:

ALWAYS LEARNING

When play Zooms Out, you may choose to spend the whole time in study. If you do, gain 2-knowledge.

FAULT LINES

When you take advantage of the weaknesses or faults inherent in every system, spend 3-knowledge to completely overcome a problem or obstacle.

DEDUCTIVE ANALYSIS

When you spend time to fully analyze something new, ask the GM a question and roll +Steel. On a hit, gain 1-knowledge. On a 10+, they will answer the question and one follow up question. On a 7-9, they will answer just this question. On a 6-, they will still answer the question, but the answer will be complicated.

ONCE AND FUTURE PUPILS

When you meet someone new, you may spend 1-knowledge to declare that they were once a pupil of yours. Say what they learned from you, and the GM will say what didn't stick.

PREPAREDNESS IS ONLY PRACTICAL

At any time, you may spend 1-knowledge to say how you had prepared for this exact situation and then choose one:

- > Add a temporary tag to a weapon or outfit
- > Reveal the exact piece of gear you need
- > Ignore one source of harm completely

DEATH MOVE

You leave behind extensive and complex notes. This is your Relic, containing both Didactic Method and one other move of your choice - even a move you don't have. As normal, anyone who holds the notes gains access to those moves.

THE SCROUNGE

We don't need "each other" - what we need is out there...

NAME

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous
Young face, kind face, aged face, pale face.
Naive eyes, soft eyes, quick eyes, bright eyes.
Compact body, awkward body, fit body, energetic body.

DRIVES

Choose your current role in the Family: Leader, Rebel, or Explorer. Then mark one drive you've just completed to explain how you got that role:

- Build a great device with the Family's help.
- Retrieve a needed resource at great effort.
- Find a solution to the Family's ills in the dark decks.
- Stop a group from misusing tech.
- Repair a sector of the ship for other's gain.
- Make a danger or hazard useful to you.
- Alter a major system for your own desires.
- Bring a piece of technology to its knees.
- Scrap or disassemble an important device.
- Change the situation with an explosion.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I can save _____ with my technology, if they'll let me
_____ hates me for the things I can and have built.
There are deeper mysteries out there in the ship, and
_____ knows it.

GEAR

Add this choice to Tool Up:

- > Gain a Device - say two clues about what it can do and the GM will give a clue to a downside
The Device cannot be return to your Family for Tech.

HARM BOXES

- Bruised
- Stressed (-1 Lore)
- Bleeding Out (-1 Force)
- Dead

FORCE STEEL
LORE SWAY

SCROUNGE MOVES

Choose two:

VISIONARY ENGINEER

When you come upon a unique piece of ship technology, roll +Lore. On a 10+, ask two; on a 7-9, ask one:

- > What's its power source and how can it be removed?
- > What was this made for, and what's happened since it stopped performing its function?
- > How was this broken, and how can I repair it?

DUCK AND COVER

While you seek cover or flee from a fight, gain +1-armor.

ONE MAN'S TRASH

When you improvise technological aid from scrounged bits and pieces, roll +Steel. On a hit, choose one:

- > It heals a single wound except Dead.
 - > It provides protection against one environmental hazard.
 - > It provides a fleeting advantage to a specific action. On a 7-9, also choose one:
 - > Building or using it draws unwanted attention
 - > Using it will have unintended consequences
- Afterwards, the device is unusable scrap.

THE THINGS I'VE SEEN

When you tell a story of your experiences during a moment of respite, listeners gain a fleeting advantage on the next roll relevant to the story.

EXPERIMENTAL ENERGY PROJECTOR

You have several chunks of scavenged technology, wired together into a deadly if unstable weapon (ranged, area, aberrant, unreliable).

When you Fiercely Assault with it roll +Lore instead of +Force, but choose one:

- > It goes haywire, affecting far more than you desired.
- > The energies turn on you, leaving you with lingering physical aberrations.
- > It's damaged and must be repaired in a place of safety.

DEATH MOVE

In your dying breaths, devices and tech on your person goes haywire. Within a few minutes they'll explode outward and ruin the nearby area in their wake. This area now presents two environmental hazards of your choosing.

THE SLEEPER

Who am I? Why am I?

NAME

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, asexual, transgressing.
Gangly body, large body, frail body, modified body.
Menacing aura, peaceful aura, eerie aura, prickly aura.
Cold voice, soft voice, hollow voice, raspy voice.

DRIVES

Choose your current role in the Family: Leader, Rebel, or Outsider. Then mark one drive you've just completed to explain how you got that role:

- Stop an impending threat to the ship.
- Build something that changes the ship on a large scale.
- Resurrect someone or something that shouldn't be.
- Save someone at great cost to their humanity.
- Create and use a marvel with horrible downsides.
- Uncover something insidious about the ship's purpose.
- Show another group how to use their technologies.
- Face off against an old enemy.
- Recover something from the ship's history.
- Restore something to its former glory.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

_____ has valuable knowledge of the ship's technology.
Without _____ I might never remember..
I gain words of wisdom from _____

GEAR

The Sleeper adds the following choice to Tool Up:

- > Gain a Device: say exactly what it does, the GM will tell you exactly how it can fail
The Device cannot be return to your Family for Tech.

HARM BOXES

- Confused
- Overwhelmed (-1 Steel)
- Frantic (-1 Lore)
- Dead

FORCE STEEL
LORE SWAY

SLEEPER MOVES

Choose two:

A SYMBOL AND A SIGN

When you have enough time and safety to tinker with something, choose one:

- > Change 1 tag on a weapon or outfit
- > Disassemble a Device to produce 1-Tech
- > Assemble 1-Tech into an a piece of gear with any 1 weapon or outfit tag

WRETCHED MEMORIES

When you Unleash Power say what the device can do beyond the clues you know, and say what side effects it has.

When someone near you uses Rediscover, you can answer the questions.

BUILDERS OF AVALON

When you activate the ship's infrastructure to overcome obstacles, roll +Steel. On a 7-9 pick two, on a 10+ pick one:

- > It takes longer than expected.
 - > There is unintended collateral damage.
 - > It is ruined by your use.
- If this causes harm, it has the area tag and choose one more: brutal, elegant, ranged, silent, aberrant.

FROM A PURE SOURCE

When you encounter something from the dark decks of the ship, roll +Lore. On a hit, you can communicate with it. On a 10+, you also know relevant technical, biological, or other scientific information about it.

OVERCLOCK

With time and access to a Device, you can add a clue to a new feature of it. Whoever uses the Device next does so with a fleeting advantage.

SECRETS OF THE BUILDERS

At the beginning of each session, you recall some unique bit of information about the origin of the ship. Say what it is and gain 1 Data.

DEATH MOVE

You knew the moment you were supposed to die, and prepared for it. Name something you made enhancements to so that others can benefit, and say what you intended in a recorded message.

THE SOLDIER

Get back, sir. It ain't safe just yet.

NAME

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous.

Scarred face, blunt face, bony face, gaunt face.

Mad eyes, cunning eyes, sad eyes, wary eyes.

Hard body, stocky body, compact body, huge body.

DRIVES

Choose your current role in the Family: General, Captain, or Operative. Then mark one drive you've just completed to explain how you got that role:

- Lead a coordinated assault with others.
- Infiltrate a secure group or location.
- Ally with an enemy for personal gain.
- Ignore duty for a personal vendetta.
- Ignore personal desires for duty.
- Protect an enemy from harm.
- Succeed against much greater numbers.
- Use martial prowess to change someone's mind.
- Stand in defense of something others value.
- Stand and fight when you should run.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

----- has fought shoulder to shoulder with me.

----- once left me for dead.

----- is smart enough to be worth keeping around.

GEAR

The Soldier gains one free weapon or outfit tag when they Tool Up.

HARM BOXES

- On the Defensive
- Blood-soaked
- Enraged (-1 Steel)
- Dead

FORCE STEEL

LORE SWAY

SOLDIER MOVES

Choose two:

RECONNOITER

When you face off against a new opponent, roll +Lore. On a 10+ ask two, on a 7-9 ask one:

- > What traps are they waiting to spring?
- > What are their strengths?
- > How will they strike first?
- > How can I take the advantage?

SHOW OF FORCE

When you Find Common Ground using your combat skills as leverage, roll +Force instead of +Sway.

GIVE ORDERS

When you give someone an order or warning, roll +Force. On a hit, they must heed you, freeze, flee, or attack. On a 7-9 they have the choice of all 4; on a 10+, you offer only two of the options. A player character may instead choose to be at a disadvantage while in your presence until they make it right.

BATTLEFIELD TACTICS

When you and your allies move on an enemy with a coordinated strike, all Fiercely Assault rolls gain advantage.

SIZE 'EM UP:

When you take a few moments to size up the opposition, roll +Force. On a 10+, hold 3; on a 7-9, hold 2; on a 6-, hold 1. Once battle's begun, spend 1 hold at any time to:

- > Disarm them or disable their weapons.
 - > Separate them from their allies.
 - > Seize control of something they hold.
- Lose all hold if you or your quarry flee the fight.

DEATH MOVE

With your final breaths you make one final assault, destroying or killing whatever it was that got you.

THE TOUCHED

It's all black out there. It's all black in here.

NAME

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Choose one of each:

Masculine, feminine, asexual, subtly inhuman.
 Uncanny-valley face, blank face, fluid face, rigid face
 Techno-organic body, scarred and tattooed body, sleek and wiry body, corpulent body
 Cold voice, soft voice, detached voice, inhuman voice.

DRIVES

Choose your current role in the Family: Master, Vector, or Scion. Then mark one drive you've just completed to explain how you got that role:

- Protect your Family from extinction.
- Protect others from extinction.
- Survive where no other life can.
- Act with altruism and self-sacrifice.
- Act with coldness and self-centeredness.
- Kill someone your Family was protecting.
- Protect someone your Family wants dead.
- Undergo experiences others cannot comprehend.
- Liberate a group with truth instead of violence.
- Create something new in the universe.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I have rescued ----- from a hellish place.

The last time ----- and I were together, we were the only ones to survive.

----- and I have fought on opposite sides before.

GEAR

The Touched may gain an outfit tag for free when they Tool Up.

HARM BOXES

- Bruised
- Broken (-1 Force)
- Bleeding Out (-1 Steel)
- Dead

FORCE STEEL

LORE SWAY

TOUCHED MOVES

Take this move:

I HAVE SEEN THE VOID

When you open up your mind and let the endless Void in, roll +Steel. On a 10+, you learn something no one else could possibly know. On a 7-9, you get ideas and pointers, but will have to investigate the details yourself.

Choose one more:

INTERFACE

When you have physical contact with a piece of technology, you can use Find Common Ground with +Lore to get it to do what you want.

THE TOUCH OF THE VOID

When you have time and private contact with someone, you can plant a command in their subconscious. Roll +Sway. On a 10+, hold 3. On a 7-9, hold 1. When they fulfill the command, you lose all hold. You may spend this hold 1-for-1 to cause 1-harm or give them a fleeting disadvantage to their next roll.

REALITY EXCISION

When you whisper to the true nature of an object, say how it changes to match your vision of the world and give the object an appropriate Weapon or Outfit tag that will last for a short time.

IT DOES NOT SPEAK, IT

SCREAMS

When you call for the Void to aid you in your actions, roll +Steel. On a hit, the Void manifests - treat the result as either a Defuse or Fiercely Assault result (your choice), but you are affected by the effects as well. On a 10+, you still have a chance to react to the effects.

DEATH MOVE

Your body and everything you carry dissipates into Nothing - you do not leave a Relic. Instead, all characters present gain I Have Seen the Void.

THE BRIDGE

POTENTIAL PROBLEMS

- > Location unknown.
- > Protected by automated security.
- > DNA encoded.
- > -----

This problem must be overcome to begin investing in the system.

COST: 5

FAMILY

INVESTMENT

<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							

Benefit: You gain control over the ship's flight controls - direction, speed, and similar. However, the Bridge is blind to all but the immediate area of about 1 astronomical unit (i.e. the distance between the Earth and the Sun). The Astrogation Arrays are necessary to properly navigate the ship.

At the beginning of each session, gain 1 Data. Add the following options to Reveal Research:

- > An impending impact, celestial body, or other danger outside the ship.
- > Something useful in the immediate space surrounding the ship.
- > Clues to the location of another system: Astrogation Arrays, Life Support, Reactor Core, or Dropships.

ASTROGATION ARRAYS

POTENTIAL PROBLEMS

- > Inhabited by strange creatures.
- > Power conduit damage in the dark decks.
- > Inhospitable environment.
- > -----

This problem must be overcome to begin investing in the system.

COST: 5

FAMILY

INVESTMENT

<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							

Benefit: You have access to star maps and can learn things about the journey forward.

At the beginning of an Age, choose your best estimate for the time remaining until Planetfall: weeks, months, years, decades or generations. If it's sooner than the previous estimate, gain Surplus: Morale; if the most recent estimate passes without reaching Planetfall, remove Surplus: Morale if you still have it and gain Need: Morale.

Gain the following option to Subterfuge if used on the owner of the Bridge:

- > They falsify astrogation data so that the ship is piloted according to your desires.

Once per session you may declare a habitable or hospitable body within range of the ship. Say what resource the stargates suggest the body holds, and the GM will tell you of a potential danger. The Dropships will be necessary to send people to safely investigate.

LIFE SUPPORT

POTENTIAL PROBLEMS

- > Other humans live here.
- > Open to hard space.
- > Overheating.
- > -----

This problem must be overcome to begin investing in the system.

COST: 6

FAMILY

INVESTMENT

<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
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Benefit: At the beginning of each Age, you may give any Family Need: Water, Warmth, or Atmosphere. You may remove this Need whenever you wish.

The Life Support systems can be used to cultivate and grow any living Surplus (plants, animals, or similar). **Once per session,** you may spend the excess growth for one of these Surpluses as if you had spent the Surplus itself.

REACTOR CORE

POTENTIAL PROBLEMS

- > Containment leak.
- > Needs to be jump-started.
- > Power conduit damage.
- > -----

This problem must be overcome to begin investing in the system.

COST: 7

FAMILY

INVESTMENT

<input type="checkbox"/>							
<input type="checkbox"/>							
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Benefit: You may convert any other Surplus you have to a Surplus: Power - explain how you use the original Surplus to coax more power from the reactors. You may gain multiples of Surplus: Power, and may expend one to automatically succeed at a Family move as if you rolled a 10+; say how you enable, disable, or enhance parts of the ship to make this happen.

At the beginning of a session, if you do not have Surplus: Power, gain Surplus: Power.

DROPSHIPS

POTENTIAL PROBLEMS

- > Shields not functional.
- > Batteries fully depleted.
- > Covered in a strange biological substance.
- > -----

This problem must be overcome to begin investing in the system.

COST: 7

FAMILY

INVESTMENT

<input type="checkbox"/>							
<input type="checkbox"/>							
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<input type="checkbox"/>							
<input type="checkbox"/>							

Benefit: Your Family can use the ships to range all about the ship, and visit nearby asteroids, moons, and even touch down on planets within the Bridge's visible area. Due to this increased mobility, your Family and its members can crash any scene that does not involve them.

At the beginning of each session, you may declare the Dropships as in use, and exhaust a Surplus representing some form of manpower in order to gather resources outside of the ship. The Bridge and Astrogation Arrays will determine what resources are available. At the end of the session, gain a relevant surplus.

FORTUNES AND TRIALS

Each System uses the same list of Fortunes and Trials:

FORTUNES

- > Your Family finds work under the owner of the new system, and with it, training. Gain one of their Family moves, but they get 2 Treaty on you.
- > The discovery of a new major ship system lifts spirits and increases your Family's mood. Gain a new Family move because of it, but gain Need: Idleness.
- > Your Family has analyzed new data from the system and discovered resources in the unexplored sectors of the ship. Say what two Surpluses you found. The owner of the system chooses one, and you get the other.
- > Inoperable equipment needed to be fully replaced, but you kept the original parts. Gain 4 Tech worth of parts from the repair.
- > Your Family holds a grudge with someone over how this all went down and you've prepared. Gain +1 Grasp, Surplus: Weaponry, and Need: Revenge.

TRIALS

- > Losing out on control of the system caused internal strife among your Family, leading to desertion. Gain Need: Recruits.
- > You've fallen to petty squabbling with another group allied with the owner. Say who, and you Conduct Diplomacy and Hold Together at a Disadvantage when they're involved, but Claim by Force and Subterfuge have Advantage against them.
- > Early in the repairs, a disaster struck your Family's holdings, and no one could or would help. Gain 1-Treaty on each other Family, and choose two: gain Need: Repairs, lose one physical Surplus, lose 3 Tech.
- > Disillusionment fractured your Family into two feuding factions. You control one of them. Change your Living Space and detail the other Faction. Say what philosophical divide drove you apart, and why the others have the upper hand on you.
- > Your Family is humiliated in the eyes of the populace. Lose 1-Treaty on every group you hold Treaty on, but your Family comes together stronger than before, gaining Advantage to Hold Together when humiliation or morale is involved.

FAMILY MOVES

CORE FAMILY MOVES

HOLD TOGETHER

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

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

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

CLAIM BY FORCE

When you direct your Family to seize or maintain control of a resource, roll +Grasp. On a hit it's theirs, but not without cost. On a 7-9 choose 2; on a 10+, choose 1:

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

CONDUCT DIPLOMACY

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

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

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents had to get help from one of your allies. Say who, and give them 1-Treaty.

SUBTERFUGE

When your Family infiltrates other factions, roll +Sleight. On a hit, choose 1 thing your agents achieve:

- > They make a resource appear more or less desirable.
- > They cause a scandal within a Family/Faction's organisation.
- > They hide your involvement in an action; you can frame someone else if you wish.
- > They sabotage an asset, making it fail at the worst moment.

On a 7-9 the GM names a clue you leave behind, or a family or faction that sees through the deception.

SURPLUS AND NEED MOVES

FINDING A SURPLUS

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

RIGHT TOOL FOR THE JOB

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

FLUSH WITH RESOURCES

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

- > Sell off the excess Surplus for 1 Tech.
- > Send gifts to your allies, gaining advantage with Reach until the next Age.
- > Bond with a great celebration, gaining advantage with Grasp until the next Age.
- > Finance a network of informants, gaining advantage with Sleight until the next Age.
- > Invest in better equipment. Get a new gear option.

FALL INTO CRISIS

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

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

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs. On a 10+ pick a Need. On a 13+, the GM picks one too. For each Need, select another player to choose what crisis it creates for your family:

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

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

TECH AND DATA MOVES

POWER UP

When you make use of the ship's technology to aid your Family's actions, say how and spend a point of Tech to give a roll Advantage.

CONTRIBUTE TO RESEARCH

At the beginning of session, you may set aside Surpluses to be used for research this session. Gain 1 Data for each Surplus you set aside.

It cannot be used for any other use or benefit until the end of session.

REVEAL RESEARCH

When you reveal a discovery your Family has made, spend 1 Data and say one thing they found:

- > An untapped resource in the unexplored regions of the ship.
- > A secret regarding a Faction.
- > A threat pointed right at another Family.
- > A problem caused by another Family.

TREATY MOVES

CALL IN A DEBT

When you call on an obligation another Family has to you, spend 1 Treaty and choose one:

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

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

LEND AID

When your Family throws its weight behind another, roll +Treaty with them. On a hit you give that Family fleeting Advantage. On a 7-9 your Family is exposed to any danger, retribution or unforeseen consequences of their move.

CHARACTER MOVES

CORE MOVES

DEFUSE

When you de-escalate a tense situation with:

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

On a 7-9, you've bought some time, but choose one:

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

On a 10+ the situation is safe unless changed significantly.

FIERCELY ASSAULT

When you use violence or force to hurt, capture, or drive off your enemies, roll +Force. On a hit, you do it, dealing harm as appropriate. On a 10+, you choose 2 and the GM chooses 1; on a 7-9, you choose 1 and the GM chooses 2:

Character list:

- > You take something valuable from them.
- > Your avoid further problems.
- > You frighten, intimidate, or impress them.

GM list:

- > There is collateral damage.
- > It danger shifts or the situation escalates.
- > You suffer Harm during the exchange.

FIND COMMON GROUND

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

They'll only do it if:

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

UNLEASH POWER

When you activate a device or piece of ship technology, say what you expect it to do based on the clues and description provided, then roll +Lore. On a 10+, choose two; on a 7-9, choose one:

- > It works exactly as you expected.
 - > It can be used again.
 - > There are no unintended side effects.
- When you return a usable device or piece of ship technology your Family, they gain +1 Tech.

INTO THE DARK

When you head to an unexplored destination in the dark spaces of the ship, roll +Steel. On a hit, the group gains 1-hold. On a 7-9 choose two; on a 10+, choose two and gain an additional hold, or choose one:

- > You're exposed to danger en route.
- > You're lost and can't easily find the way back.
- > It takes longer than expected.

Any group member may spend 3-hold to reach the intended destination, or 2-hold to find a safe place to hole up. If you are lost, you must spend 1-hold to find your way back.

PERIPHERAL CHARACTER MOVES

CALL FOR AID

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

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+. On a 7-9, they also share in your move's consequences. If they fail, your result drops to a 6- and they share in the consequences.

REDISCOVER

When you uncover something in or about the depths of the ship, roll +Lore. On a 10+, ask three; on a 7-9, ask one:

- > How is it related to the ship?
- > Where is it drawing energy from?
- > What dangers does it pose, and to who?
- > What secret is it protecting or withholding?
- > How can it be used or repurposed to gain a benefit?

Gain a fleeting advantage when acting on the answers.

HIT THE STREETS

When you go to an acquaintance for something you need, say who you're going to and roll +Sway. On a hit, you're able to meet with them, but choose one:

- > They're tied up in their own issues that will need to be addressed first.
- > They'll need payment of some kind before they'll help you.
- > They're already neck deep in it.

On a 10+, also choose one:

- > They have an opportunity for you.
- > You'll get the jump on any problem that comes up.
- > They know a secret that can aid you.

HARM MOVES

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted. *When you have a few hours of peace,* heal all minor harm boxes.

PROFESSIONAL CARE

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

EULOGY

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

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

STORY MOVES

CALL TO ORDER

At the beginning of each Age, a meeting is held by the influential factions of the city. Each player describes who their Family has sent, and the GM describes how that Family's Relation comes to the meeting. The meeting discusses many things, but each Family must enact these steps:

- > Announce a problem, threat, or opportunity they are unable to handle. This can be their Family Threat here, or something new to challenge the others.
- > Say which other Family should deal with the issue. They must accept ownership of the issue, get their Relation to help, or refuse and give 1-Treaty to all others present.
- > If they refuse, say who else should deal with it, unless all have refused - then it's your problem to solve.
- > Afterwards the GM will choose one of their groups and do the same.

END OF AN AGE

When an Age ends and we elide time before the next Age, decide how much time has passed and choose one for your character:

- > Retire to safety: create a Relic to pass on and make a new character.
- > An early grave: trigger their Death Move and make a new character.
- > They're still around: say how and change their Playbook, keeping one Move from their previous Playbook.
- > A horrific death: say how their death drastically affected the populace, and create a new character.

Each player says one important way their Family has changed since the previous Age, and may change their Tradition, Doctrine or Asset choices. Then begin the next Age.

ZOOM OUT

When you skip forward in time to cover Family actions over weeks and months, each player says what their main character does during the time their Family is occupied in a short montage:

- > They accomplished something on their own - mark off a drive and say what you achieved.
- > They found a sector in the unexplored sector of the ship and a Surplus it may provide.
- > They discovered a new threat - say what it is and who it's threatening.
- > They helped out another Family or Faction. If they agree, gain 1 Treaty on them and they get a fleeting advantage.

ZOOM IN

When you focus on critical Character scenes spanning minutes or hours, choose the appropriate main character driving the scene - they briefly say where it's happening and what's going on.

Each other player chooses one:

- > Your main character is present for mutually beneficial reasons - or untoward ones. Say which.
- > Your main character is elsewhere. Ask those already in the scene if they have other characters with them, or add your own. Then create a Minor Character.
- > You have no characters present, but may add one interesting facet, detail, or complication to the scene at any time.

MINOR CHARACTERS

When you create a minor character to act alongside others, do the following:

1. Give them a name, decide what group they are from, and say what they look like.
2. Force, Steel, Sway, and Lore start at 0. Give them +1 to a stat, and -1 to another.
3. Say what they are good at or known for. The player leading their Family says what they are especially poor at.
4. Equip them based on their Family's gear choices, or otherwise give them a weapon and outfit with a single tag each.

When a Minor Character does what they are good at or known for the first time in a scene, the roll with advantage.

When a Minor Character does what they are especially poor at, they roll with disadvantage.

SYSTEM MOVES

INVESTMENT

When a Family invests resources toward getting a system working, spend one Surplus, two Tech, or two Data per point of investment. Resources spent this way are no longer yours, but remain in the world, vulnerable to outside interference.

Keep a log of how many points of investment you have in each subsystem.

ACTIVATION

When investments have been made totalling the cost of the system, the system becomes operational. Whoever has the highest investment in an active system becomes the owner and gains the benefits afforded by the system. If there is a tie, there is no owner, though Treaty may be spent to break ties with another Family - whoever spends the most on the other wins the system.

On its first activation, everyone who does not own the system rolls with the following modifiers:

- > +1 if you have Treaty on the owner, otherwise -1
 - > +1 if you invested any resources in the system, otherwise -1
 - > +1 if you make an investment for no gain, right now
- On a 10+, choose a Fortunes, on a 7-9 choose a Fortune and a Trial, and on a 6- choose a Trial.

When the outcomes of these choices are resolved, possibly over several sessions, end the Age. Discuss as a group how much time passes until the next Age.

RECLAMATION

When you move to take a system from its current owner, you must reduce their existing investment in some manner:

- > Reach an agreement with the owner of that investment.
- > Sabotage.
- > Outright destruction.
- > Some other means.

Then replace it with resources of your own, as per Investment. If you now have the most points invested in a system, you now count as its owner.

GEAR

HAZARDOUS ENVIRONS

When you are in a location where the environmental effects presents troubles for you (temperature, lack of air, low gravity, etc), you roll with disadvantage.

TOOL UP

When you gear up a character, gain weapons and outfits based on your Family's Gear choices, with any listed tags. Then look to each Surplus you have and decide how it would improve the character's gear:

- > Add or replace a tag on a weapon
- > Add or replace a tag on an outfit
- > Gain a group of specialists with a relevant specialty and a rating of +1
- > Add +1 to the rating of a group of specialists

Additionally, you may spend 1-Tech to gain a unique device. Say what your Family thinks it will do, and the GM will give you another possibility. When you use it, *Unleash Power*.

SPECIALISTS

When you Tool Up, you can choose to gain a gang of specialists. These groups number between 3 and 10 members, and have a specialty - a word or phrase describing what they're good at - with a Rating ranging from +1 to +3 to reflect their skill, effectiveness, or size.

When specialists assist a character in their actions, they simply increase the overall scope of the action - searching an area is much quicker and more productive with a handful of helpers. If their specialty is combat related and they're assisting a character in combat, you can add the *area* tag to your attacks.

UNDER ORDERS

When specialists act on their own to perform a task within their specialty, roll +Rating. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- > They weren't able to complete every aspect the task.
- > There were some consequences.
- > They took harm due to duress or fatigue.

When a group of specialists takes harm, reduce their specialty rating by 1. If their rating drops to 0, the group is out of action - fatigued, wounded, disinterested, or even dead.

WEAPON TAGS

- > **Ranged:** useful against targets within earshot, up to a few hundred metres.
- > **Area:** affects a wide area when used, enabling you to take on groups that outnumber you.
- > **Aberrant:** choose something other than kinetic force the weapon uses: sound waves, exotic radiation, or even stranger forces. This can be gained multiple times.
- > **Concussive:** loud and bright, deafening and blinding for a short time.
- > **Brutal:** devastates its targets and leaves collateral damage.
- > **Defensive:** can parry or deflect harm.
- > **Hidden:** people won't see this weapon as a danger.
- > **Silent:** the weapon doesn't draw attention to you when used.
- > **Stun:** it incapacitates and won't deal lasting harm.
- > **Elegant:** it's flashy in use and can bypass simple defences.
- > **Multiple:** If you lose or use up the weapon, you have others at hand.
- > **Subsonic:** there is no risk of de-pressurizing hull damage.
- > **Unreliable:** the weapon is either spectacularly effective or massively detrimental.

OUTFIT TAGS

- > **Sturdy:** Easily repairable in the field with minimal effort.
- > **Flashy:** Impressive, regal, or intimidating attire that draws attention.
- > **Sealed:** Negates Disadvantage from lack of air, airborne infection, poison, or corrosion, and provides +1-armor against them.
- > **Thermo-regulated:** Negates Disadvantage from freezing or scorching temperatures, and provides +1-armor against them.
- > **Hardened:** Negates Disadvantage from digital effects or radiation, and provides +1-armor against them.
- > **Shielded:** Negates Disadvantage from electrical or magnetic effects, and provides +1-armor against them.
- > **Nanofibre:** Made of advanced carbon fibre, providing +1-armor.
- > **Carapace:** Thick, protective shell, providing +2-armor but slowing down movement.
- > **Container:** it holds numerous small but useful items within it.
- > **Mobile:** Equipped with magnetics, thrusters or similar to allow easier movement.
- > **Comms:** Integrated comms let you communicate with your Family via audio, video, or data signals.
- > **Powered:** Mechanical assistance allows you to carry heavy loads indefinitely.
- > **Implanted:** Built in apparatus - you may sacrifice the outfit to ignore all harm from a single source.
- > **Sensors:** Contains scanning equipment for (name one): technology, biology, environmental conditions, energy signatures, etc.
- > **Visored:** Improves visual accuracy and distance, and provides recording capabilities.