



A BARBARIAN OF
THE RED PLANET

A BARBARIAN OF
THE RED PLANET



Name:

Stats

Role

These are numbers you add to dice rolls.

Choose one set:

- Insatiable +1, Mighty +1, Smart -1.
- Insatiable -1, Mighty +1, Smart +1.

Then add +1 to one stat.

What is your role on the station?

- Cultural consultant.
- Geographer and guide.
- Security.
- Test subject.

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+Smart. **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...

- ...from a position of tactical superiority, roll+Smart.
- ...in order to seize something you want, roll+Insatiable.
- ...in order to flee to safety, like some soft, timid city-dweller, roll but add nothing, you coward!
- ...instinctively and heroically, charging in without thinking twice, roll+Mighty.

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.

■ Fight Your Foes

When you fight your foes, no matter how numerous they are, roll+Mighty. **On a 7+,** you crush them or drive them before you, your choice, but **on a 7-9,** you do not remain unharmed in the process. The GM says how you are injured. **On a 6 or less,** the GM tells you the consequences.

■ See a Thing You Want

When you see or come to know about a thing you want, if you decide you must have it, roll+Insatiable. **On a 10+,** ask three questions about it from the list below, the GM answers. **On a 7-9,** ask two. **On a 6 or less,** ask one anyway, but your desire is betrayed to everyone:

- *What happened to it recently?*
- *What is it really worth, all things considered?*
- *What protects it and keeps it where it is?*
- *Who will try to keep it from me?*
- *Who will want it once it is mine?*

■ Suffer Harm

When you suffer serious harm and resist, roll+Mighty. **On a 10+,** you take the blow but it only makes you look even more dangerous and intimidating. **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, roll+Smart. **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.

A Barbarian of the Red Planet

INSATIABLE:

Insatiable

MIGHTY:

Mighty

SMART:

Smart

Want things.

Fight, Suffer harm.

Assess, Convince.

Bonds

Special Moves

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

- *Who do you find alluring and intriguing?*
- *Who do you think should be following the path you walk?*
- *Who do you trust to have your back in the midst of battle?*
- *Who earned your respect the hard way?*
- *Who has lived among your people and been accepted?*
- *Who reminds you of your home, and why?*
- *Who took your virginity?*

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

■ Help or Interfere

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

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

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

Notes:

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

☐ **Arsenal**

Whenever you need a primitive weapon or other low-tech device, you either have it on you, or you can make it out of nearby materials.

☐ **Barbarian Horde**

You lead a horde of fellow barbarians. **When you command them,** roll+Mighty. **On a 7+,** they do what you want, but **on a 7-9,** they also grumble and protest until you reward them with riches or make an example out of one of them. **On a 6 or less,** one of them makes a concerted bid to supplant you as leader.

☐ **Beastmaster**

You can summon wild animals to your presence, and even command them if you can convince them to follow you (roll for it when you summon them). **If you want them to attack,** you may roll+Mighty instead of Smarts to convince them.

☐ **Conquering Hands**

When you seize an item by force, it is yours and choose one:

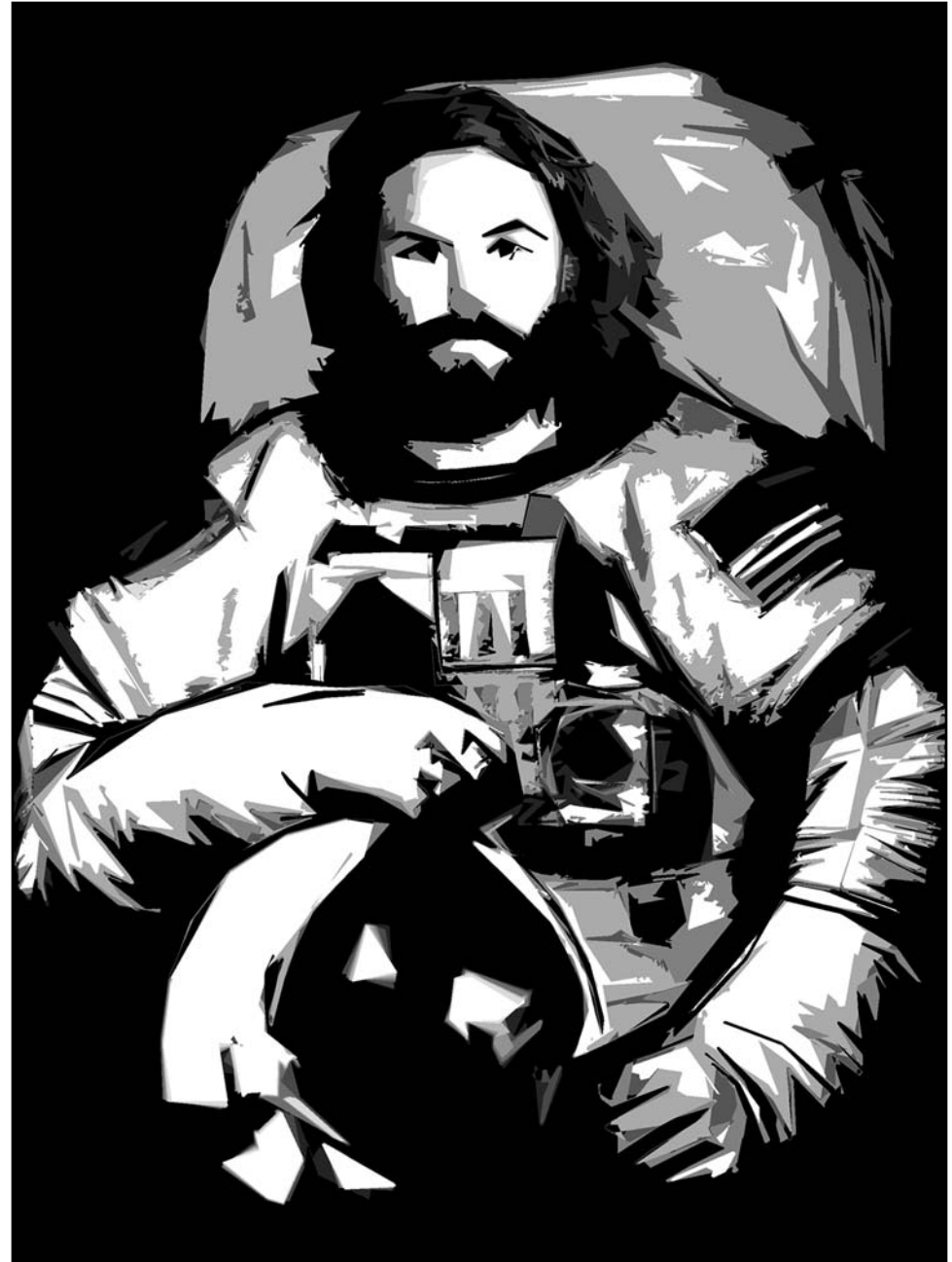
- Either it or its possessor is harmed, their choice which.
- No one can take it away from you now.
- You seize it without suffering harm.

☐ **Wrecker**

When you break a technological device, roll+Mighty. **On a 10+,** smash! It is broken beyond repair. **On a 7-9,** it is broken but could be repaired. **On a 6 or less,** you injure yourself. **If you sabotage the device,** roll+Smart instead of Mighty and it does not break until someone tries to use it.



THE EARTHLING



THE EARTHLING

Name:

Stats

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

- Heroism +1, Knowledge +1, Steel -1.
- Heroism +1, Knowledge -1, Steel +1.

Then add +1 to one stat.

Gear

You brought something from Earth with you when you came here. What is it?

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.

Asses

When you assess your situation, ask a question about it and roll+Knowledge. **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...

- ...by using your brain, roll+Knowledge.
- ...through sheer force of will, roll+Steel.
- ...to defend or save someone else, roll+Heroism.

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+Steel. **On a 10+,** you take the blow but it only makes you look even cooler and more intimidating. **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, roll+Heroism. **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.

Undertake a Mission

When you undertake a mission, say what you want to accomplish, whether it is to defend someone, discover something, rescue someone, or thwart someone’s evil plans.

Then choose the ideal that drives you to complete this mission, and how you can maintain your honour while undertaking it:

- **Courage:** you may not shrink from a fight or challenge.
- **Love:** you may not indulge in pleasure without your lover.
- **Redemption:** you must challenge and defeat your failure.
- **Truth:** you must reveal your discoveries in full.

The GM chooses one of the following boons. It persists as long as you undertake this mission:

- None who witness your dedication can fail to be impressed.
- You always know where you can get the tools you need to complete your mission.
- You always know who your enemy is when you meet them.
- You are immune to some common obstacle that might otherwise hinder you.

The Earthling

Battle
Between
the Worlds

HEROISM:

Heroism

KNOWLEDGE:

Knowing

STEEL:

Steel

Convince.

Assess.

Suffer harm.

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 enjoy having as a travelling companion?*
- *Who enjoys your tales of life on Earth?*
- *Who has an amazing sense of style, that you admire?*
- *Who introduced you to important people in this galaxy?*
- *Who is the first person you met here, in this strange new world?*
- *Who promised to show you the galaxy, and why?*
- *Who saved you from certain doom?*
- *Who was a faithful friend when you had nothing?*

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:

Earth Science

When you try to recreate the science and technology of Earth, roll+Knowledge. **On a 10+,** the GM chooses one requirement. **On a 7-9,** two requirements:

- It will consume a great deal of physical resources.
- It will only work for a short time, maybe once or twice.
- It will take time.
- You’ll need someone else’s help.

Fulfill the requirements and it works, just like it does on Earth. **On a 6 or less,** the GM tells you the consequences.

Psychic Eyes

When you engage in a conversation with someone, you may ask one question from the list below. They must answer it.

- *How are you most vulnerable?*
- *What are your present intentions?*
- *What do you not want me to know?*
- *What do you want from me?*
- *What secret pain do you carry with you?*

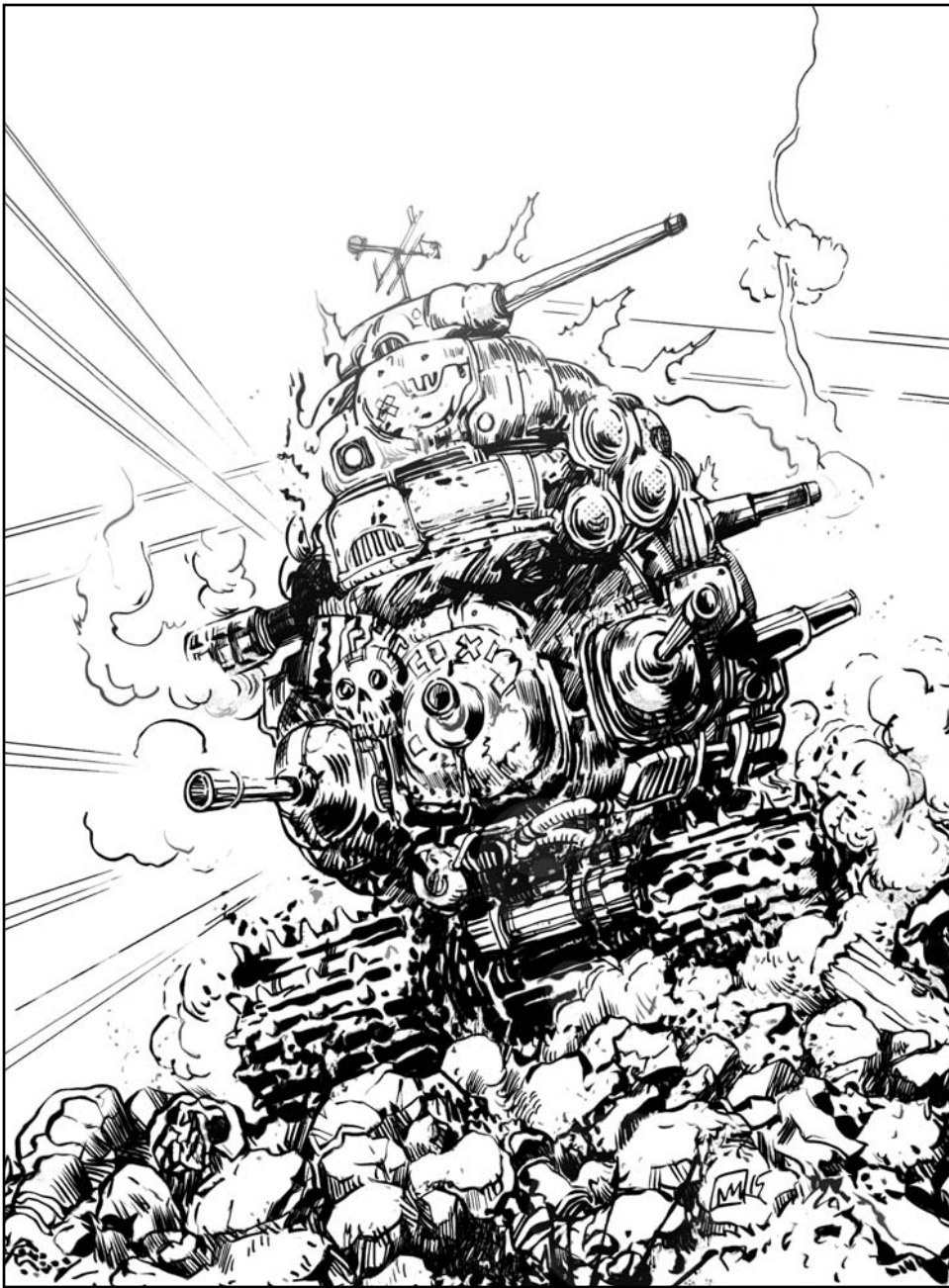
Stranger in a Strange Land

When you first meet someone who’s heard of you, the stranger from far-away Earth, choose one:

- The GM decides what they’ve heard about you and they are not (yet) hostile.
- You say what they’ve heard about you and the GM says how they respond.

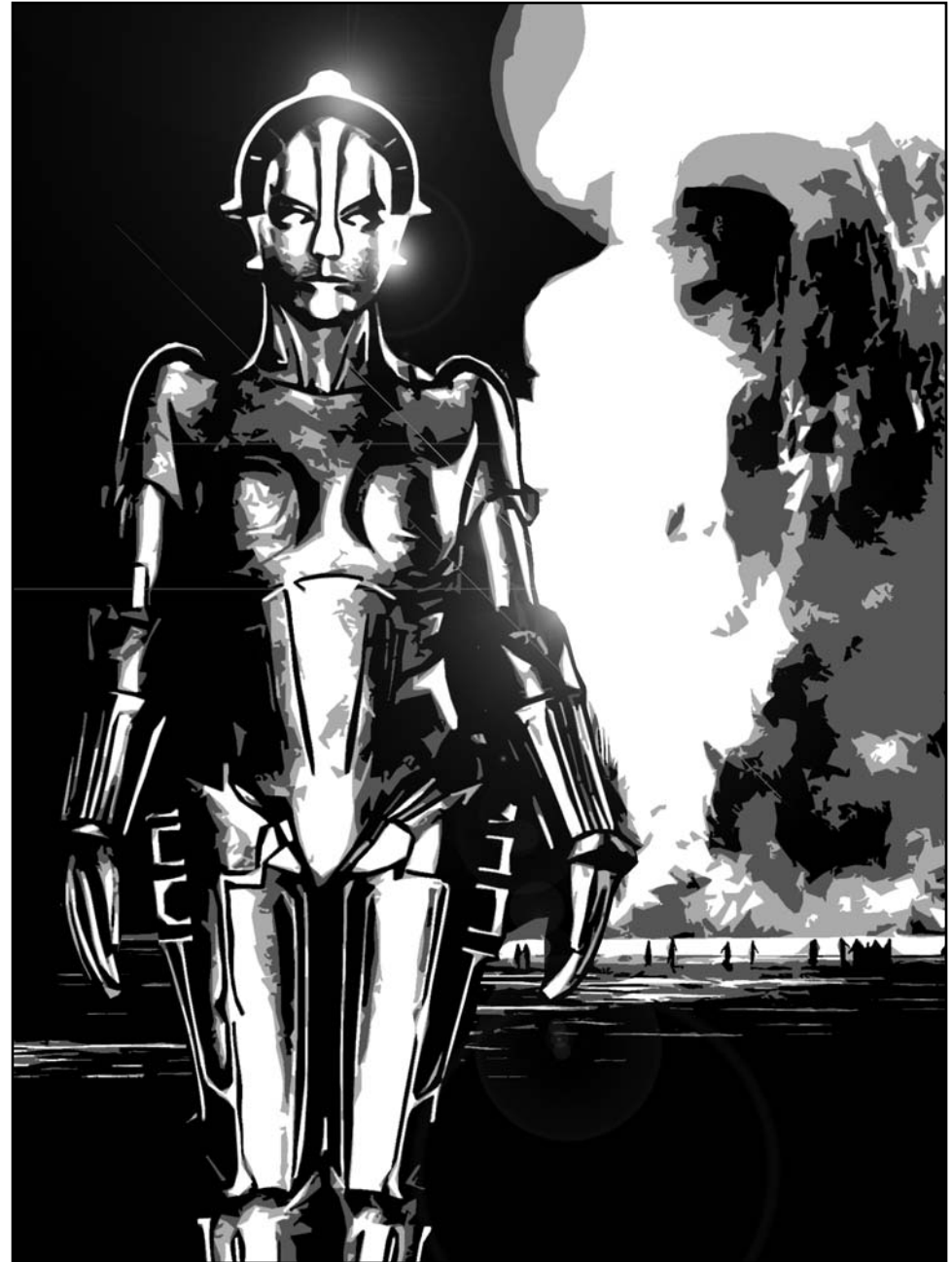
Superhero

Add +1 to your Heroism score.



THE ENGINE OF
DESTRUCTION

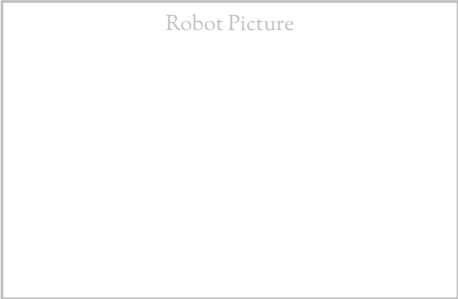
THE ENGINE OF
DESTRUCTION



Name:

Stats

These are numbers you add to dice rolls.
Choose one set:
○ Destruction +1, Engines +1, Science -1.
○ Destruction +1, Engines -1, Science +1.
Then add +1 to one stat.



Gear

You can have clothes if you want. **Choose up to three functions to have built into your body:**

- Close combat weapons (acid spray, chainsaw, claws, spikes, tasers, etc).
- Detachable head.
- Direct interface jack (for connecting to other machines).
- Drug injectors (and various drugs).
- Extensible limbs.
- Force field.
- Gadget factory (produces any small household item).
- Home entertainment system.
- Hotel room.
- Projectile weapon of your choice (flame thrower, lasers, stun wave projector, etc).

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.

■ **Analyze**
When you analyze something with your advanced sensors, ask a question about it and roll+Science. **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...

- ...by acting, moving, or thinking quickly or precisely, roll+Engines.
- ...by using or resisting violence, roll+Destruction.
- ...by using science or your advanced sensors, roll+Science.

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.

■ **Resist Damage**
When you resist being damaged, roll+Engines. **On a 10+,** the damage is cosmetic but ultimately inconsequential. **On a 7-9,** part of you breaks or comes off, the GM says what. **On a 6 or less,** you are destroyed or made inoperable. With time and tools, you (or someone else) can repair any amount of damage done to you.

■ **Use Strength to Destroy**
When you use pure strength to destroy an inanimate obstacle, roll+Destruction. **On a 10+,** choose three. **On a 7-9,** choose two:

- It doesn’t make an inordinate amount of noise.
- It doesn’t take very long.
- Nothing of value is damaged.
- You can fix the thing again without a lot of effort.

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

The Engine of Destruction

Battle Between the Worlds

DESTRUCTION:

!!!

ENGINES:

Engines

SCIENCE:

Science

Convince.

Assess.

Suffer harm.

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 helped get you repaired when you were broken?
- Who is your constant companion, and why?
- Who knows a secret about your construction?
- Who reminds you of your creator, and why?
- Who seems to understand you perfectly, even though you are a robot?
- Who were you programmed to assist, and why?
- Whose behaviour have you analyzed thoroughly?
- Which one do you think would make the best robot, 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:

☐ **Cannibalized Technology**
You can attach new machines and technological devices to your body, and use them like anything else that is a part of you. **If you do something dangerous while using these new parts,** always roll+Engines.

☐ **Change of Face**
You can disguise yourself as a living organism. **When you try to convince or manipulate someone based on your disguise,** roll+Science. **On a 10+,** they believe the lie. **On a 7-9,** they are suspicious and require some action from you to confirm what they want to believe. **On a 6 or less,** the GM tells you the consequences.

☐ **Jet Propulsion**
You can fly through the air, through the sea, through space itself. You can take others along, too, as long as they fit inside you.

☐ **Zardoz Speaks to You**
You are a very scary robot. **When you threaten someone,** roll+Destruction. **On a 7+,** they must choose to do one of the following:

- Attack you immediately.
- Back away slowly.
- Do what you want.

On a 10+, you also take +1 to your next roll that involves them. **On a 6 or less,** you put yourself at a disadvantage, the GM says how.



THE MUTANT

THE MUTANT



Name:

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Stats

These are numbers you add to dice rolls.

Choose one set:

- Human +1, Inhuman +1, Monster -1.
- Human -1, Inhuman +1, Monster +1.

Then add +1 to one stat.

Gear

You can have one, both, or neither, your choice:

- Clothes
- One piece of special equipment (say what).

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 with your mutant senses, ask a question about it and roll+Inhuman.

On a 7+, the GM answers your question in detail, but on a 7-9, you put yourself in an awkward position to get this information. On a 6 or less, the GM tells you the consequences.

■ Consult Your Knowledge

When you consult your accumulated knowledge about something, ask a question and roll+Human.

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, say how you do it and roll. If you do it...

- ...by dealing with or using technology or things built by other people, roll+Human.
- ...by inflicting or resisting harm or violence, roll+Monster.
- ...by using your special mutations, roll+Inhuman.

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+Monster. On a 10+, choose one:

- You are enraged. If you attack or express your rage, take +1 to your next roll.
- You are spurred to action. You may escape from this situation immediately.
- You have a mutagenic reaction. Randomly choose a person at the table: they say how your body changes in response to this harm.

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, roll+Human.

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.

■ Use a Mutation

When you use a mutation in an otherwise-safe situation, roll+Inhuman. On a 10+, it works perfectly. On a 7-9, it works, but there are complications or consequences, the GM tells you what. On a 6 or less, it might work, but the GM tells you the consequences.

The Mutant

Battle
Between
the Worlds

HUMAN:

Human

INHUMAN:

Inhuman

MONSTER:

Monster

Consult, Convince.

Assess, Mutation.

Suffer harm.

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 adopted you as an infant?
- Who did you meet during your stint in politics?
- Who do you want to emulate, and why?
- Who do you want to prove your humanity to?
- Who do you want to show the hidden ruins to?
- Who is friends with your boss?
- Who was a friend to you when others were prejudiced?
- Who will help you create a new mutant civilization?

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:

☐ Adapted

Choose a hostile environment, like space or underwater. You can now live in that environment perfectly fine.

☐ Evolving

Choose another three mutations.

☐ Mimicry

Choose a special move from another archetype.

☐ Natural Armour

When you roll to resist harm, a 7-9 result counts as a 10+.

☐ Passing

You can change your shape and appearance to hide your mutations. When you try to deceive someone in a situation where your mutations could be revealed, roll+Human. On a 10+, you seem perfectly normal, no problem. On a 7-9, suspicion is aroused, but you're not blatantly exposed. On a 6 or less, your secret is revealed.

Your Mutations

Choose up to three mutations for your character—stuff like acid spit, chameleon skin, a huge mouth, hypnotic eyes, psychic powers, sonar, tentacles, webs, or wings, for example. Each one should make you look strange and inhuman, even if only slightly.

Mutations:



THE PRINCESS OF MARS

THE PRINCESS OF MARS



Name:

Stats

These are numbers you add to dice rolls.

Choose one set:

- Brave +1, Popular +1, Smart -1.
- Brave -1, Popular +1, Smart +1.

Then add +1 to one stat.

Royal Portrait

Your People

By default, your people occupy one great city and the surrounding lands. Give that city a name.

Choose their three strengths: artistic, brave, clean, cultured, disciplined, diverse, fashionable, friendly, industrious, learned, loyal, mercantile, resourceful, scientific, skilled, strong, wealthy, well-armed, or more numerous than the default.

Choose their two weaknesses: belligerent, decadent, diseased, emotionally stunted, haunted, ignorant, impoverished, insular, isolated, judgmental, lazy, rebellious, superstitious, surrounded by enemies, unruly, or rather fewer in number than the default.

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 people to take action, roll+Popular. On a 10+, choose two. On a 7-9, choose one:

- They act with forethought and care.
- They act with great haste and alacrity.
- They go forth bravely and in force.

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

■ Consult Your Knowledge

When you consult your accumulated knowledge about something, ask a question and roll+Smart. 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.

■ Suffer Harm

When you suffer serious harm and resist, roll+Brave. On a 10+, you take the blow but all it does is make anyone who doesn't come to your aid look like a jerk. 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.

■ Do Something Dangerous

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

- ...at the head of a loyal army, group, or coterie, roll+Popular.
- ...by putting yourself at risk, roll+Brave.
- ...relying solely on your scientific or technical expertise, roll+Smart.

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+Popular. 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 Princess of Mars

Battle
Between
the Worlds

BRAVE:

Brave

Suffer harm.

POPULAR:

Popular

Command,
Convince.

SMART:

Smart

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 want to get closer to?
- Who does your sister have a crush on?
- Who entertains you when you're feeling glum?
- Who is your father's lawyer?
- Who saved you from dangerous space monsters?
- Who saved your brother from being mauled by a dangerous creature?
- Who seems exotic and wonderful to you?
- Who showed you evidence of the royal vizier's treachery?

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:

□ Animal Companion

An extraordinary animal accompanies you wherever you go. When it acts independently, treat it like your character. Describe it.

□ Diplomatic Ties

When you arrive at a new location, inhabited by civilized people, you may name someone here that you know and have dealt with before.

□ The People's Favourite

When you ask your people for something you need or want, roll+Popular. On a 10+, someone has it, just for you. On a 7-9, you have to settle for something close or it comes with strings attached, the GM says which. On a 6 or less, it has been lost or taken, the GM says which.

□ A Proper Host

When you provide hospitality to someone, you may ask one of the following questions of them and get a true answer:

- What does this person really want from me?
- What does this person value most?
- What is this person hiding?
- What is this person's true value to me?

□ What is the Meaning of This?

When you demand to know someone's plan, they cannot leave or attack you until they tell you.



THE SPACE
RANGER

THE SPACE
RANGER



Name:

Stats

Gear

These are numbers you add to dice rolls.

Choose one set:

- Popular +1, Smart -1, Tough +1.
- Popular -1, Smart +1, Tough +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+Smart. 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...
 - ...by powering through, enduring, or engaging in violence, roll+Tough.
 - ...by thinking fast and acting faster, or knowing what to do, roll+Smart.
 - ...using charm, social graces, or teamwork, roll+Popular.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.
- Hide**
When you hide in natural surroundings, you cannot be found until you reveal yourself.

- Choose up to three:**
Detailed maps, fancy official uniform, grenades, interstellar comms link, lasergun, protein pills, ranger badge, spaceship, survival gear, sword.
- Follow a Trail**
When you follow a trail of clues left behind by passing creatures, roll+Smart. On a 7+, you follow the creature's trail until it ends. On a 10+, also choose one:
 - You determine what caused the trail to end.
 - You gain useful information about your quarry, the GM says what.On a 6 or less, the GM tells you the consequences.
- Suffer Harm**
When you suffer serious harm and resist, roll+Tough. 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.
- Try to Convince**
When you try to convince or persuade an NPC who wants something you can offer, roll+Popular. 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 Space Ranger

POPULAR: Popular

SMART: Smart

TOUGH: Tough

Convince

Assess, Follow.

Suffer harm.

Bonds

Special Moves

- To create a bond, choose one of the following questions and answer it with the name of one of the other characters. You may answer as many as you like, but you can't answer the same question more than once or with more than one name.
- Who did you guide through a dangerous wilderness?
 - Who does your little brother have a crush on?
 - Who helped you conserve an endangered species?
 - Who is the mother of your child?
 - Who is your boss, and how do you feel about that?
 - Who works at the same park reserve as you?

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

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

Notes:

- Choose one of these when you start playing, and a second one half-way through the game:
- Animal Companion**
You have an animal for a second character. Describe its appearance using two or more Earth animals as reference. Treat it as an extension of your space ranger character.
 - Familiar Prey**
When you search your memory for knowledge of an alien, animal, or monster, roll+Smart. On a 10+, the GM tells you something useful and interesting about your subject. On a 7-9, only something interesting. It's on you to make it useful. On a 6 or less, the GM tells you the consequences.
 - Sanctuary**
When you walk the perimeter of an area to secure it, as long as you stay within that area, you are alerted to any act of malice that happens within.
 - Survivalist**
You can find food, shelter, and tools in any environment except the most barren. You know how to neutralize poisons and avoid natural hazards. If you have a question about the hazards of the natural world, the GM will answer it for you.
 - Wild Speech**
You can communicate with any other intelligent living creature, no matter how alien.



THE SPACE
WIZARD

THE SPACE
WIZARD



Name:

Stats

Magic

These are numbers you add to dice rolls.

Choose one set:

- No Magic +1, Star Magic +1, Void Magic -1.
- No Magic +1, Star Magic -1, Void Magic +1.
- No Magic -1, Star Magic +1, Void Magic +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+Star Magic. **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...

- ...using magic that is creative, loving, peaceful, or supportive, roll+Star Magic.
- ...using harmful or destructive magic, roll+Void Magic.
- ...without using magic, roll+No Magic.

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+Void Magic. **On a 10+,** your magic protects you. **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.

Choose three concepts or elements that your magic is based around. Each time you use magic, it must include at least one of these, or it doesn’t work.

1:

2:

3:

■ Summon Magic
When you summon something made of magic to help, heal, or strengthen you, say what you want the magic to do and roll+Star Magic. **On a 7+,** it does what you want, but **on a 7-9,** there are additional complications or it puts you in a bad spot, the GM tells you 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+No Magic. **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 only do what you want if you work your magic for them first. **On a 6 or less,** the GM tells you the consequences.

■ Unleash Magic
When you unleash harmful or destructive magic, say what effect you want it to have and roll+Void Magic. **On a 7+,** it does what you want, but **on a 7-9,** there is additional collateral damage or other complications, the GM says what. **On a 6 or less,** you lose control of your magic.

The Space Wizard

NO MAGIC: No Magic

STAR MAGIC: Stars

VOID MAGIC: Void

Convince.

Know, Summon.

Suffer, Unleash.

Bonds

Special Moves

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

- Who are (or were) you in a cult with?
- Who are you trying to educate, and why?
- Who have you prophesied will have a great destiny?
- Who is keeping secrets from you?
- Who is your adopted sibling?
- Who is your sponsor?
- Who supplied you with forbidden tomes?
- Who was the valedictorian at your graduation?

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

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

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

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

Notes:

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

☐ **Arch-Mage**
Choose three more magical concepts or elements.

+1:

+2:

+3:

☐ **Conjuration**
When you conjure an item, hand-sized and neither unique nor extremely valuable, roll+Star Magic. **On a 10+,** it appears in your hand or on your person somewhere. **On a 7-9,** it’s not quite what you had in mind, but vaguely similar. **On a 6 or less,** what you conjure up is the opposite of useful.

☐ **Summon Monster**
When you cast a spell to summon a monster, say what it’s for, one thing it is, and one thing it’s not. Then roll+Void Magic and find out what comes through. **On a 10+,** both. **On a 7-9,** choose one:

- It fulfills its purpose and leaves.
- It’s perfect for the job.

On a 6 or less, it isn’t what you said it is, bit it is what you said it’s not.

☐ **Wondrous Creations**
When you create a magic item, say what effect you want it to have on people and the GM says how long it takes to create, and what materials you need. **The first time you unveil your creation,** roll+No Magic. **On a 7+,** it has the effect you desired, but **on a 7-9,** it has an additional effect, the GM says what. **On a 6 or less,** the GM tells you the consequences.



THE TECHNICIAN

THE TECHNICIAN



Name:

Stats

These are numbers you add to dice rolls.
Choose one set:
○ Heroism +1, Madness -1, Science +1.
○ Heroism -1, Madness +1, Science +1.
Then add +1 to one stat.

Machines

You have three machines in your possession. Say what they are and what they do. Each machine does one special thing.
1:
2:
3:

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.

■ Analyze
When you analyze something with your advanced sensors, ask a question about it and roll+Madness. **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.

■ Consult Your Database
When you consult your database full of information, ask a question and roll+Science. **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 concocting some crazy scheme, roll+Madness.
• ...on behalf of others, roll+Heroism.
• ...with your machines, roll+Science.
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.

■ Fix or Modify a Machine
When you fix or modify a machine, if you have the time and tools necessary, roll+Science. **On a 7+,** choose one:
• It does what you want it to do now, instead of what it used to do.
• It is back in proper working order.
• You sabotage it as a trap for someone else.
On a 7-9, there are also added complications, the GM says what. **On a 6 or less,** the machine goes haywire.

If you do not have the time and tools necessary, you can jury rig a broken machine to work one more time, but then it will be ruined for good. The choice is yours.

■ Suffer Harm
When you suffer serious harm, you can choose to either take the harm as intended or let one of your machines take the brunt of it, leaving you unscathed. If you do, that machine is broken, and will not work again until it is fixed.

■ Try to Convince
When you try to convince or persuade an NPC who wants something you can offer, roll+Heroism. **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 Technician

Battle
Between
the Worlds

HEROISM:

Hero

MADNESS:

Mad

SCIENCE:

Science

Convince.

Know.

Suffer harm.

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.

- Which one do you have something to prove to?
- Who are you trying to protect, and why?
- Who belongs to the same hobby community as you do?
- Who does your little brother want to be when he grows up?
- Who helps you most with your machines?
- Who is proof that great things can be achieved without machines?
- Who knows about the darkness that tortures you?
- Who knows where something amazing (that you want) is hidden?

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:

☐ **Assimilate**
When you spend time modifying someone else’s machine, it becomes one of your machines. It will obey any orders you give it, and will only work for people you want it to work for.

☐ **Binary Language of Robot Brains**
When you command an NPC robot, roll+Science. **On a 10+,** it obeys your commands immediately. **On a 7-9,** it tries to obey, but is confused, or has found a conflict in its programming. **On a 6 or less,** the GM tells you the consequences.

☐ **Lazarus Device**
When you reconfigure one of your machines, you can completely restore someone else to perfect health, even if they are dead. The machine is ruined in the process.

☐ **A Wealth of Machines**
You have three more machines, in addition to the three you start with.

+1:

+2:

+3:



THE THIEF OF
TIME & SPACE

THE THIEF OF
TIME & SPACE



Name:

Stats

Gear

These are numbers you add to dice rolls.

Choose one set:

- Charming +1, Deft +1, Lucky -1.
- Charming -1, Deft +1, Lucky +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+Lucky. **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...

- ...by bluffing, using charm, or through falsehoods, roll+Charming.
- ...quickly, stealthily, or in a criminal manner, roll+Deft.
- ...some other way (brute force, toughing it out, etc), roll+Lucky.

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.

■ Spend Time
When you spend time somewhere or with someone, you may surreptitiously take an object with you when you leave, as long as no one was keeping an eye on it.

You have all three:

- Some adventuring gear (say what):
- A sci-fi gadget (describe it):
- A weapon (say what):

■ Steal Space
When you steal something that takes up space, and there’s a chance you might get caught, roll+Deft. **On a 10+,** you have it now, and you can choose to steal a piece of time along with it. You say how. **On a 7-9,** you take it, but it makes people suspicious or costs you, the GM says what. **On a 6 or less,** the GM tells you the consequences.

■ Survey a Dangerous Area
When you survey a dangerous area, roll+Deft. **On a 10+,** ask the GM three questions from the list. **On a 7-9,** ask two. **On a 6 or less,** ask one anyway, but there are complications or consequences, the GM says what:

- What all is dangerous here?
- What causes the danger to activate?
- What else is hidden here?
- What’s my best way in / out / through?

■ Try to Convince
When you try to convince or persuade an NPC who wants something you can offer, roll+Charming. **On a 10+,** they do what you want if you make them a promise, the GM says 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 Thief of Time & Space

Battle Between the Worlds

CHARMING: Charm

DEFT: Deft

LUCKY: Lucj

Convince.

Steal, Survey.

Knowledge.

Bonds

Special Moves

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

- Who did you go to school with, and where?
- Who do you have a con running with?
- Who has your back when things go wrong?
- Who is your mom’s favourite dinner guest?
- Who knows incriminating details about you?
- Who left you holding the bag when things got heavy?
- Whose boyfriend did you steal, and how’d that work out?

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

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

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

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

Notes:

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

☐ **Burglar**
When you bypass obstacles meant to keep you in or out, roll+Deft. **On a 10+,** name a time and place—you’re there. If something already happened, you can see it, but not change it. **On a 7-9,** you’re in, out, or through, but you either leave something behind or take something with you, the GM says what. **On a 6 or less,** the GM tells you the consequences.

☐ **Connections**
When you put out word to the criminal underbelly about something you want or need, roll+Charming. **On a 10+,** someone has it, just for you. **On a 7-9,** you’ll have to settle for something close or it comes with strings attached, the GM says what. **On a 6 or less,** the GM tells you the consequence.

☐ **Dashing Rogue**
Add +1 to your Charming score.

☐ **The Devil’s Own Luck**
Add +1 to your Lucky score.

☐ **Disguise**
When you have time and materials, you can create a disguise that fools anyone into thinking you’re another creature of about the same size and shape. Your actions can give you away but your appearance doesn’t.