

4 EMPEROR'S EYES

Unearth a powerful, lost, mystic artifact and keep it for yourself.

- 
- Break into **THE EMPEROR'S** own records vault to track down the location of a unique mystic artifact. Describe the artifact.
 - Decode the encrypted records of the lost artifact. What item or technology has **THE EMPEROR** forbidden His agents to use?
 - Enlist an Imperial citizen born with the gift of Sorcery to help direct the excavation. Why do they help you?
 - Secure interstellar travel lanes to ensure that your excavation is undisturbed. How is interstellar travel accomplished in this universe?
 - Command legions of soldiers to crush the defenders of this sacred relic or any local inhabitants of the planet. Who once proudly defended this sacred relic?

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
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- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
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- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **CHOSEN ONE:** Gain +2 to rolls made when you **PREPARE** for each point of **DESTINY** spent during this Move instead of +1.
- **MYSTIC PROPHET:** Gain +1 **DESTINY** when a Prophecy you relate becomes true.
- **SHARED GLORY:** When you and one other agent gain an **HONORS** card at the same time, you immediately look at both cards and choose which agent receives which card. Describe the shared history your agents have with each other.
- **IMPERIAL COURT:** Gain +1 to Moves made while on the Imperial Homeworld.

MOVES REFERENCE SHEET

1). PREPARE

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Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

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If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

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3). OPERATION

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If you operate through strength of arms, roll +**COMBAT**.

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AMBUSH

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4 EMPEROR'S HAND

For the good of all, assassinate The Emperor.

- 
- Research **THE EMPEROR's** daily routines to discover when he is vulnerable. Describe His vulnerability.
 - Enlist a susceptible Imperial Royal Guard into helping your goal. How did you turn her against **THE EMPEROR**?
 - Acquire an explosive device that has the potential to slip past **THE EMPEROR's** mystic senses. What terrifying catastrophe happened to Earth?
 - Hide the bomb on an Imperial shuttle. What policy or event perpetrated by **THE EMPEROR** do you hate the most?
 - Detonate the bomb at the exact right moment. How do you escape retribution?

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DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **CONSPIRATOR:** Gain +1 **DESTINY** if you turned **THE EMPEROR's** attention on another agent during the mission.
- **INFORMANT:** Call out another agent you despise during the Mission Briefing and roll +**LOYALTY**.
On a 10+, give your enemy -1 to all rolls made during this mission.
On 7-9, give your enemy -1 to a single roll made during this mission.
On a miss, your enemy gains an **HONORS** card.
- **INNER CIRCLE:** When you **VOTE**, your decision counts as 1 additional vote.
- **VENGEFUL:** When another agent makes you **SUFFER A WOUND**, gain +1 **DESTINY**.
- **IMPERIAL COURT:** Gain +1 to Moves made while on the Imperial Homeworld.

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STORM GENERAL

Oversee the illegal genocide of an entire sentient species.

- 
- Conduct research into the physiological weaknesses of a hated species. Describe them.
 - Turn the galactic citizenry to hate the species with a passionate fervor. Why do they hate?
 - Occupy the species' homeworld with legions of soldiers. Briefly describe a now-extinct alien species. How did **THE EMPEROR** commit this genocide?
 - Design a poison, plague, or other means of mass murder. How does it work?
 - Manufacture the poison or plague on a grand scale. How old is **THE EMPEROR** and who is His successor?

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FEATURES:

CAREER:

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LOYALTY:

REPUTATION:

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DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **CHOSEN ONE:** Gain +2 to rolls made when you use **OPERATION** for each point of **DESTINY** spent during this Move, instead of +1.
- **COMMITTED FOLLOWERS:** Your followers are legion and will gladly sacrifice themselves for you. Describe the personal guard that has formed around you. When you **FACE THE EMPEROR**, you may use **REPUTATION**.
- **VICIOUS:** When you are Mission Leader and an agent must **SUFFER A WOUND**, you may choose to force that agent to suffer an additional wound.
- **TRAVELER:** Gain three additional Homeworld locations.

MOVES REFERENCE SHEET

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4 EMPEROR'S REACH

Embezzle funds from ten quadrillion intergalactic bank accounts and retire to a life of luxury.

- 
- Research the hidden weaknesses in the Imperial Banking System. What are they?
 - Gather an inner circle of accomplices, assistants, and scapegoats. How do they benefit?
 - Secure a hidden intergalactic escape route. What hazard of interstellar travel has never been tamed?
 - Destroy incriminating evidence of your wrong-doings by any means necessary. Who got too close and what did you do to them?
 - Transfer untold sums of money from hacked bank accounts. Why personal connection did you have with **THE EMPEROR** before becoming one of His agents?

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DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **BACKSTABBER:** When you **BETRAY AN AGENT**, you may deal 3 Wounds to the agent you betray, no matter the dice results.
- **ESCAPE ROUTE:** You have plans within plans. When you **FACE THE EMPEROR**, you may use **CUNNING**, but must describe your machinations.
- **FRIENDS IN HIGH PLACES:** You can **PREPARE** using **LOYALTY**. Describe who you know that is bailing you out.
- **IMPERIAL COURT:** Gain +1 to Moves made while on the Imperial Homeworld.

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On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 EMPEROR'S VOICE

Win the safety and freedom of your oppressed homeworld by destroying its local rivals through abuse of Imperial power.

- Defeat your homeworld's rival's naval capabilities in flawless victory. How is this achieved?
- Hide all evidence of your inappropriate influence and use of galactic resources on what should be a purely local matter. What looming threat troubles **THE EMPEROR** much more than His agents' petty scheming?
- Occupy your rivals' homeworld with legions of soldiers. Describe the occupation.
- Promote your homeworld or species' rights and raise Galactic awareness. Are Humans the swarming majority in the universe with teeming masses, or are they the elite nobility?
- Arrange for the ascent of a friendly and pliable Planetary Governor to oversee this sector and ensure the prosperity of your people at the expense of your rivals. How do you leverage this patsy to do your bidding?

NAME:

Agamemnon, Ajax, Alexander, Alia, Bel, Bellonda, Blain, Brizon, Cassandra, Chan, Cleon, Corran, Corysta, Dillard, Dillon, Diomedes, Doria, Drago, Duncan, Dutch, Erasmus, Feyd, Galen, Hawkins, Hecate, Helen, Helena, Isambard, Jessica, Kyp, Kyra, Leto, Madeline, Mara, Margot, Natasi, Nomi, Octavia, Preem, Quentin, Rayna, Rennes, Sersa, Siona, Thufir, Vaako, Vladimir, Wensicia, Wilhuff, Winston, Xerxes, Zev, Zool

SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
- pollutant-choked Core Worlds
- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
- savage Outer Rim
- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):

○ ○ ○

SPECIAL ABILITIES

- **CONNECTED:** Gain an additional +1 **DESTINY** when you roll 10+ on **PREPARE**.
- **DAREDEVIL:** Gain +1 **DESTINY** when you walk away from a wrecked vehicle during the mission.
- **INNER CIRCLE:** When you **VOTE**, your decision counts as 1 additional vote. What worn symbol of office sets you apart from the other agents?
- **INTERROGATOR:** Gain +1 **DESTINY** you roll 10+ on an **AMBUSH**. Describe how you extracted this invaluable intelligence data.
- **IMPERIAL COURT:** Gain +1 to Moves made while on the Imperial Homeworld.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.

On a 7-9, your intelligences sources were faulty, the enemy is on the move and has already relocated, or you have become hopelessly lost. You must **SUFFER 1 WOUND** and then choose a consequence:

☛ You must **TRAVEL** again.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

3). OPERATION

Describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

If you operate through clever strategies, roll +**CUNNING**.

If you operate through leveraging Imperial military might, roll +**LOYALTY**.

If you operate through fear and intimidation, roll +**REPUTATION**.

On a 10+, the task is completed flawlessly and you gain +1 **DESTINY**.

On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

AMBUSH

Roll +**COMBAT**.

On a 10+, you break through with minimal casualties. Gain +1 **DESTINY**.

On a 7-9, you win the battle but you and an agent of your choice each **SUFFER 1 WOUND**.

On a miss, you go out in a blaze of glory. **SUFFER 10 WOUNDS** and then each other agent, including the Mission Leader, must **SUFFER 1 WOUND**.

BETRAY AN AGENT

Describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

On a 10+, it is a shocking betrayal. You **ADVANCE** your secret agenda and cause the other agent to **SUFFER 2 WOUNDS**.

On a 7-9, your treachery was successful, but predictable. You **ADVANCE** your secret agenda and cause both yourself and the other agent to **SUFFER 1 WOUND**.

On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 SORCERER-LORD

Train a mystic apprentice, violating a sacred Imperial edict.

- 
- Find an Imperial citizen born with the gift of sorcery to be your apprentice. What limited resource is extremely valuable and fought over throughout the Human Empire?
 - Obtain the advanced materials necessary for your apprentice to craft his or her own Sorcerer Blade, a sacred tradition. What are they and why are they so difficult to obtain?
 - Find the emotional weaknesses in your apprentice's psyche, using it to manipulate your apprentice to do your bidding. Describe it.
 - Obfuscate your apprentice's true role in The Empire by providing him or her with a false identity. Describe it.
 - Complete your apprentice's training. What is an unusual weapon used by an alien species in the universe?

NAME:

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
- pollutant-choked Core Worlds
- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
- savage Outer Rim
- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2)
or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **CHOSEN ONE:** Gain +2 to rolls made when you **FACE THE EMPEROR** for each point of **DESTINY** spent during this Move instead of +1.
- **INNER CIRCLE:** When you **VOTE**, your decision counts as 1 additional vote. What worn symbol of office sets you apart from the other agents?
- **MYSTIC COUNCILOR:** When you reveal the **PROPHECY** of an agent, that agent takes -1 to Moves until that **PROPHECY** is fulfilled.
- **MYSTIC DEFENDER:** You may spend 1 **DESTINY** to negate Wounds on yourself or any other agent coming from the results of a single Move.
- **TRAVELER:** Gain three additional Homeworld locations.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.
On a 7-9, your intelligences sources were faulty, the enemy is on the move and has already relocated, or you have become hopelessly lost. You must **SUFFER 1 WOUND** and then choose a consequence:

☛ You must **TRAVEL** again.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

3). OPERATION

Describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

If you operate through clever strategies, roll +**CUNNING**.

If you operate through leveraging Imperial military might, roll +**LOYALTY**.

If you operate through fear and intimidation, roll +**REPUTATION**.

On a 10+, the task is completed flawlessly and you gain +1 **DESTINY**.

On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

AMBUSH

Roll +**COMBAT**.

On a 10+, you break through with minimal casualties. Gain +1 **DESTINY**.

On a 7-9, you win the battle but you and an agent of your choice each **SUFFER 1 WOUND**.

On a miss, you go out in a blaze of glory. **SUFFER 10 WOUNDS** and then each other agent, including the Mission Leader, must **SUFFER 1 WOUND**.

BETRAY AN AGENT

Describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

On a 10+, it is a shocking betrayal. You **ADVANCE** your secret agenda and cause the other agent to **SUFFER 2 WOUNDS**.

On a 7-9, your treachery was successful, but predictable. You **ADVANCE** your secret agenda and cause both yourself and the other agent to **SUFFER 1 WOUND**.

On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 GRAND ADMIRAL

Execute a mass military defection to the enemies of The Human Empire.

- 
- Research and download encrypted troop movements and other military plans. What force in the universe is able to rival The Human Empire?
 - Gather support from like-minded Imperial military officers. What pushed them over the edge?
 - Arrange for starships full of supporters and supplies to defect with you. What is **THE EMPEROR'S** most powerful military asset?
 - Make contact with enemy military and political leaders. How do you assuage their misgivings?
 - Secure a secret rendezvous for a clandestine meeting. What do you receive in return for delivering on your promised defection?

NAME:

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
- pollutant-choked Core Worlds
- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
- savage Outer Rim
- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **CHOSEN ONE:** Gain +2 to rolls made when you **TRAVEL** for each point of **DESTINY** spent during this Move instead of +1.
- **INNER CIRCLE:** When you **VOTE**, your decision counts as 1 additional vote. What worn symbol of office sets you apart from the other agents?
- **PROTECTOR:** Gain +1 **DESTINY** if you save someone's life during the mission.
- **PULL RANK:** Gain +1 to **BETRAY AN AGENT** rolls.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.
On a 7-9, your intelligences sources were faulty, the enemy is on the move and has already relocated, or you have become hopelessly lost. You must **SUFFER 1 WOUND** and then choose a consequence:

☛ You must **TRAVEL** again.

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On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

3). OPERATION

Describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

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On a 10+, the task is completed flawlessly and you gain +1 **DESTINY**.

On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

AMBUSH

Roll +**COMBAT**.

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BETRAY AN AGENT

Describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

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On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

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☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 HERESIARCH

You are an arch-heretic and supreme traitor, hiding right under THE EMPEROR'S nose. Spread the corruption of your heresy to the corners of the universe.

- Develop and hone your innate mystic powers using controversial and unethical methods. What forbidden ritual do you use?
- Establish a cult of personality around yourself, inspiring your followers to sacrifice their lives for you. Draw a sorcerous icon to represent your order, and show it to the other agents.
- Hide your newly formed religion from the gaze of THE EMPEROR and His time-prophets. What artifact or supernatural power allows you to do this impossible task?
- Covertly spread the cult throughout the corners of the Human Empire. What secret, horrific evils does THE EMPEROR protect Humanity from?
- Seize power in a sudden coup throughout the galactic superstring local cluster, anointing yourself as THE EMPEROR. What terrible fate awaits your divine predecessor and what glories are shown during your coronation?

NAME:

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
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- savage Outer Rim
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- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **COMMITTED FOLLOWERS:** Your followers are legion and will gladly sacrifice themselves for you. Describe the personal guard that has formed around you. When you **FACE THE EMPEROR**, you may use **REPUTATION**.
- **HONORED MATRON:** When you face an **AMBUSH**, you may use **CUNNING**.
- **SHARED FATE:** During **PROPHECY**, choose another agent. Both of your prophecies apply to both of you. Both agents may fulfill either one of the prophecies.
- **SAVE AGAINST DEATH:** When you are publicly executed, your spirit is instead transferred or reborn into another host and you may keep all of your accrued **SPECIAL ABILITIES**. Describe this corrupt process.
- **TRAVELER:** Gain three additional Homeworld locations.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.
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On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

3). OPERATION

Describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

If you operate through clever strategies, roll +**CUNNING**.

If you operate through leveraging Imperial military might, roll +**LOYALTY**.

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On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

AMBUSH

Roll +**COMBAT**.

On a 10+, you break through with minimal casualties. Gain +1 **DESTINY**.

On a 7-9, you win the battle but you and an agent of your choice each **SUFFER 1 WOUND**.

On a miss, you go out in a blaze of glory. **SUFFER 10 WOUNDS** and then each other agent, including the Mission Leader, must **SUFFER 1 WOUND**.

BETRAY AN AGENT

Describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

On a 10+, it is a shocking betrayal. You **ADVANCE** your secret agenda and cause the other agent to **SUFFER 2 WOUNDS**.

On a 7-9, your treachery was successful, but predictable. You **ADVANCE** your secret agenda and cause both yourself and the other agent to **SUFFER 1 WOUND**.

On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 HIGH INQUISITOR

Track down and kill an escaped, hidden Sorcerer-Lord before **THE EMPEROR** takes them on as a new apprentice.

- 
- Find an Imperial citizen that is suspected of being a Sorcerer-Lord. Who else opposes **THE EMPEROR**, acting from within the Human Empire?
 - Build or acquire a unique weapon befitting a powerful Sorcerer-Lord. Describe it.
 - Discover what weaknesses haunt the exiled Sorcerer-Lord. What are they?
 - Convince any sympathetic citizenry harboring this fugitive to turn him or her out. How do you manipulate the people to betray the Sorcerer-Lord?
 - Strike down the Sorcerer-Lord in an epic duel. What lurks in the hidden central core of each galaxy?

NAME:

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
- pollutant-choked Core Worlds
- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
- savage Outer Rim
- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **BLOOD SORCERY:** Before rolling dice during a Move, you may **SUFFER 2 WOUNDS** to instead roll three dice and discard the lowest single die result.
- **DARK BARGAIN:** At any time, you may choose to **FACE THE EMPEROR** and remove all wounds.
- **INNER CIRCLE:** When you **VOTE**, your decision counts as 1 additional vote. What worn symbol of office sets you apart from the other agents?
- **TRAVELER:** Gain three additional Homeworld locations.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

2). TRAVEL

Describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.

On a 7-9, your intelligences sources were faulty, the enemy is on the move and has already relocated, or you have become hopelessly lost. You must **SUFFER 1 WOUND** and then choose a consequence:

☛ You must **TRAVEL** again.

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On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

3). OPERATION

Describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

If you operate through clever strategies, roll +**CUNNING**.

If you operate through leveraging Imperial military might, roll +**LOYALTY**.

If you operate through fear and intimidation, roll +**REPUTATION**.

On a 10+, the task is completed flawlessly and you gain +1 **DESTINY**.

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On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

PLANETARY GOVERNOR

Construct a devastating technological super-weapon without THE EMPEROR'S approval.

- 
- Ensure that the public is kept in the dark regarding this new technological terror. Are alien species who collaborate with the Human Empire rewarded for their loyalty, or dispatched with the rest?
 - Appropriate a small Imperial fleet to protect the construction zone and project home star system. How do you justify these actions to the public?
 - Enlist legions of soldiers to provide both security and a labor force. What does The Human Empire do or have to maintain leverage over its vassals?
 - Gather together the necessary materials needed for your plan. What rare resource do you plunder, and from whom?
 - Finalize your initial plans with the piece of strange, new technology that makes it all possible. Describe the new ultimate power in the galaxy.

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
- industrialized Core Worlds
- commerce-rich Core Worlds
- pollutant-choked Core Worlds
- Mid Rim borderlands
- untouched Outer Rim
- lawless Outer Rim
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RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random CAREER.
- **INNER CIRCLE:** When you VOTE, your decision counts as 1 additional vote. What worn symbol of office sets you apart from the other agents?
- **PRAETORIAN GUARD:** When you face an AMBUSH, you may use LOYALTY.
- **RESILIENT:** You are knocked out of the mission upon receiving 4 Wounds instead of 3.
- **RUTHLESS:** Gain +1 to rolls when you PREPARE through REPUTATION. When you PREPARE through CUNNING, you must discard an HONORS card.

MOVES REFERENCE SHEET

1). PREPARE

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Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

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SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

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☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.

4 SHADOW COMMANDER

Someone has deeply wronged you in your past history. Now is the time for them to be judged for their crimes.

- 
- Find the hidden proof of your nemesis' wrong-doings, or plant evidence to frame this hated foe for a crime he or she did not commit. What is the crime?
 - Pull strings to arrange for this trial, a personal vendetta. How and when did **THE EMPEROR** come to power?
 - Discredit any witnesses brought by the defense. Who do you publicly destroy on both a professional and emotional level?
 - Arrange for witnesses to step forward in your favor. Where is the Imperial Homeworld and how is it protected?
 - Win the trial, humiliate your nemesis in a public forum, and see him or her sent to prison in shame. Describe it.

NAME:

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SPECIES:

- Human
(Gain +1 to a skill)
- Alien: _____
(Gain a Special Ability)

HOMEWORLD: Gain +1 to Moves while in your galactic homeworld location.

- forbidden Deep Core
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- commerce-rich Core Worlds
- pollutant-choked Core Worlds
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- untouched Outer Rim
- lawless Outer Rim
- savage Outer Rim
- desolate Outer Rim
- mysterious Unknown Regions
- the horrific Great Void

RAIMENT:

FEATURES:

CAREER:

COMBAT:

CUNNING:

LOYALTY:

REPUTATION:

Starting Stats:

(+0,+0,+0,+1) or (-1,+0,+1,+1) or (-1,+0,+0,+2) or (-2,+0,+1,+2)

DESTINY:

PROPHECY NOTES:

WOUNDS (3):

○ ○ ○

SPECIAL ABILITIES

- **ADVANCED TRAINING:** Gain an additional random **CAREER**.
- **BLOOD SACRIFICE:** Gain +1 **DESTINY** if another agent is executed while you are Mission Leader.
- **CLOSE WATCH:** You may spend 1 **DESTINY** to choose the consequences for another agent during a Move.
- **SADIST:** At the end of a successful mission, gain +1 **DESTINY** if you showed unnecessary cruelty during the mission.
- **TRAVELER:** Gain three additional Homeworld locations.

MOVES REFERENCE SHEET

1). PREPARE

Describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**.

Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

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If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

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On a 7-9, you gain the advantage, but must choose either:

☛ Your strike team continues late and under duress. Declare an additional Edict.

☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

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Describe how you use your unique wealth, abilities, and personal connections to get you there.

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On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

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4 BLANK SHEET



NAME:

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DESTINY:

PROPHECY NOTES:

WOUNDS (3):



SPECIAL ABILITIES



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On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

AMBUSH

Roll +**COMBAT**.

On a 10+, you break through with minimal casualties. Gain +1 **DESTINY**.

On a 7-9, you win the battle but you and an agent of your choice each **SUFFER 1 WOUND**.

On a miss, you go out in a blaze of glory. **SUFFER 10 WOUNDS** and then each other agent, including the Mission Leader, must **SUFFER 1 WOUND**.

BETRAY AN AGENT

Describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

On a 10+, it is a shocking betrayal. You **ADVANCE** your secret agenda and cause the other agent to **SUFFER 2 WOUNDS**.

On a 7-9, your treachery was successful, but predictable. You **ADVANCE** your secret agenda and cause both yourself and the other agent to **SUFFER 1 WOUND**.

On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

Describe how you go about avoiding a painful death. This Move takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; roll +**LOYALTY**. What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, roll +**COMBAT**. What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS CARD** and return to duty.

On a 7-9, endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are publicly executed. Describe it.

SUFFER A WOUND

When you suffer a total of 3 wounds, you are knocked out.

☛ You cannot participate in the current mission.

☛ Your body is horribly scarred. Describe it.

☛ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**.