

Name:

Adam, Adelaide, Alisa, Annie, Anton, Buzz, Carson, Connie, Florence,
Gulliver, Jonathan, Lucy, Maya, Sable, Travis, Valentina.

Look

Beautiful Eyes, Expressive Eyes, Steel-Grey Eyes.
Close-Cropped Hair, Golden-Haired, Long Hair.
Expensive Clothes, Few Clothes, Ordinary Clothes.
Child's Body, Lean Body, Muscular Body.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
■ Weak -1	■ Shaky -1	■ Sick -1	■ Stunned -1	■ Confused -1	■ Scarred -1
STR	DEX	CON	INT	WIS	CHA

Damage: d10

Armour:

HP:

Your Max HP is
10+Constitution

Alignment

☐ Chaotic

Leap into danger before you have all the facts.

☐ Good

Endanger yourself by coming to the aid of someone in desperate need.

☐ Lawful

Endanger yourself to test or prove a scientific theory.

Arrival Method

☐ Accidental Transportation

The first time someone sees you, they hesitate in surprise.

☐ Deliberate Expedition

When you **try to recreate the science and technologies of Earth**, roll+INT. •On a 10+, the GM chooses one requirement. •On a 7-9, two requirements. Fulfill the requirements and it works, just like it does on Earth.

- 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.

☐ Mystical Translocation

When you **witness arcane magic**, you can always identify its source or caster.

Bonds

Fill in the name of a companion in at least one:

- _____ enjoys my tales of life on Earth.
- _____ is the first person I met here, in this strange new world.
- _____ saved me from certain doom, and I must repay them.
- _____ was a faithful friend when I had nothing.

The Earthling

Starting Moves

Psychic Eyes

When you **engage in a conversation with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- 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?

Stick to the Mission

When you **commit yourself to completing a mission**, state what you set out to accomplish:

- Defend _____ against _____.
- Discover the secret of _____.
- Rescue _____ from _____.
- Thwart the plans of _____ to _____.

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

- Courage (forbidden: shrinking from a fight or challenge).
- Duty (forbidden: refusing what is expected of you).
- Love (forbidden: indulging in pleasure without your lover).
- Redemption (required: challenge and defeat your failure).
- Truth (required: you must reveal your discoveries in full, without lies or deceptions).

The GM will then grant you a boon for your dedication, that persists as long as you undertake this mission:

- None who witness your dedication can fail to be impressed, and they react accordingly.
- You always know who your enemy is—and also who your enemy's enemies are—when you meet them.
- You are immune to some common obstacle that might otherwise stymie your mission (the GM will say what).
- You do not have the tools necessary to complete your mission, but you know exactly where they are and how to use them.

If you decide that a particular mission is hopeless or ill-conceived, you may abandon it, but you take -1 ongoing until you settle on a new mission.

Versatile Background

Choose one move from the level 2-5 list (other than Multiclass Dabbler, of course) to start with now.

Weird Tales

When you have time to speak with someone about the Earth that was your home, take +1 forward to parley with them.

Level: XP:

Gear

Your load is 10+STR. You have whatever mundane clothes and items you were transported with.

Choose one extra piece of equipment:

- Adventuring gear (1 weight).
- Handgun (near, 1 piercing, 0 weight) and bullets (3 ammo, 0 weight).
- Magic bow (near, far, 1 weight) and arrows (3 ammo, 1 weight).
- Magic potion (3 drinks worth, 1 weight).
- Magic shield (+1 armour, 2 weight).
- Magic sword (close, +1 damage, 1 weight).
- Rifle (near, far, 2 piercing, 1 weight) and bullets (2 ammo, 0 weight).
- Scientific gear (2 weight).

Advanced Moves

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

☐ Charge!

When you lead the charge into combat, those you lead take +1 forward.

☐ Faith in Mystic Power

You gain the cast a spell and prepare spells wizard moves. Instead of a spellbook, you know a number of spells equal to your level when you select this move, and can prepare them as normal. You can choose spells of any level, including cantrips. When you select this move, treat yourself as a wizard of level 1 for using spells. Every time you gain a level thereafter, increase your effective wizard level by 1 and choose a new spell.

☐ Fighting Virginian

While on a mission you deal +1d4 damage.

☐ Luck o' the Irish

Once per session, while on a mission, you may reroll a single damage roll (yours or someone else's).

☐ Multiclass Dabbler

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

☐ Psychic Intuition

When you discern the realities of another person, you may also ask one question from the psychic eyes list, even on a 6-, whether you engage them in conversation or not.

☐ Staunch Defender

When you defend you always get +1 hold, even on a 6-.

☐ Stranger in a Strange Land

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

- The MC decides what they've heard about you and they are not hostile.
- You say what they've heard about you and the MC says how they respond. If they are hostile, ask one question about them from the psychic eyes list for free.

☐ Surgeon

When you **treat someone for illness or injury**, roll+WIS. •On a 10+ they heal 1d8 damage or are cured of a disease. •On a 7-9, healing damage means it is transferred to you and healing a disease means your patient takes 1d8 damage.

☐ Voice of Authority

Take +1 to order hirelings.

☐ White Knight

If one of your allies is captured, you may immediately resolve a bond you have with them, mark XP, and write a new bond (I will rescue _____). You may rescue them as part of your current mission.

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

☐ Divine Authority

Replaces: Voice of Authority

Take +1 to order hirelings. When you roll 12+ the hiring transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

☐ Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

☐ Impervious Defender

Replaces: Staunch Defender

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

☐ Inspired by Truth

When you answer a question from the psychic eyes list truthfully, take +1 forward to parley with your questioner.

☐ Multiclass Initiate

Requires: Multiclass Dabbler

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

☐ Mystical Guru

Requires: Faith in Mystic Power

You know another spell of any level from any class.

☐ Neurosurgeon

Replaces: Surgeon

When you **treat someone for illness, injury, or a debility**, roll+WIS. •On a 10+ they heal 2d8 damage, may remove a debility, or are cured of a disease. •On a 7-9, healing their damage means you take 1d8 damage, and curing a debility or a disease means either you or your patient takes 1d8 damage.

☐ Should You Choose to Accept It

When you undertake a mission, the GM must grant you two boons instead of only one.

☐ The Devil's Own Luck

Replaces: Luck o' the Irish

Twice per session, if you're on a mission, you may ignore a single damage die affecting you or reroll a single damage roll (yours or someone else's).

☐ Warlord of Mars

Replaces: Fighting Virginian

While on a mission you deal +1d8 damage.

Name:

Andromeda, Ash, Chani, Coppélia, Daneel, Destructor, Futura, Hector, Ilia, Klapaucius, Olympia, Robbie, Roy, Sulla, Torg, Zed, Zhora.

Look

Glowing "Eye(s)," Human Eyes, Many Eyes.
Computer Voice, Human Voice, Inhuman Voice.
Metal Exterior, Plastic Exterior, Synthetic Skin.
Humanoid Shape, Vehicular Shape, Weird Shape.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
■ Weak -1	■ Shaky -1	■ Sick -1	■ Stunned -1	■ Confused -1	■ Scarred -1
STR	DEX	CON	INT	WIS	CHA

Damage: d10

Armour:

HP:

Your Max HP is
10+Constitution

Alignment

☐ Evil

Deliver suffering unto intelligent, organic life forms.

☐ Good

Provide humans with wealth and riches or helpful technological devices.

☐ Lawful

Perform, under duress, the specific job or work you were created to do.

Specialization

☐ Scientific Exploration Robot

When you discern the realities of non-living matter and energy, you can roll with INT instead of WIS.

☐ Seek and Destroy Unit

When you **use your built-in weapons**, you can roll with STR to volley instead of DEX.

☐ Tank

You have a heavy, reinforced metal exterior (2 armour, implanted, 2 weight) to protect you from harm.

Bonds

Fill in the name of a companion in at least one:

- _____ helped get me repaired when I was broken.
- _____ knows a secret about my construction!
- _____ understands me perfectly, even though I am a robot.
- I was programmed to help _____.

Starting Moves

Automatic Systems

You have various mechanical functions built into your robot body. Choose three:

- Drug injectors (applied): you have anaesthetic and choose one thief poison.
- Extendable limbs: add reach and near to your melee attacks.
- Flame thrower (reach, ignores armour, messy, reload) and gas (3 ammo).
- Force field: gives you 2 armour when turned on.
- Lasers (near, far, 1 piercing; fuelled by internal power source, you take 1d4 damage instead of expending ammo).
- Projectile cannon: makes any hand-held object a thrown weapon (near, far).
- Stun-wave projector (near, ignores armour, stun)
- Suspensor arrays: you can hover and levitate slowly.
- Utilities: you have an endless array of gadget utilities, from a portable kitchen and film projector to interior storage space, radio communication and spot lighting.
- Weaponized: with metal fists and implanted blades (close), you do +2 damage in melee.

Bend Bars, Lift Gates

When you **use pure strength to destroy an inanimate obstacle**, roll+STR. •On a 10+, choose three. •On a 7-9, choose two.

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

From the Ashes, a Titan Arises

When you lose all your hit points, you don't roll for your Last Breath; the one who rebuilds or repairs you does, and deals with Death on your behalf. If they are a scientist or technician, they can roll+INT.

Welcome to the Machine

When you make camp, you don't consume rations and you don't sleep (or heal HP like others). When you **consume fuel in order to restore lost hit points**, roll+CON. •On a 10+, you have enough to repair yourself fully. •On a 7-9, you can restore half your lost hit points, but you need something else to finish the job. The GM will tell you what. On a miss, you consume all your fuel to no avail: you must have more!

Level:

XP:

The Engine of Destruction

Gear

Your load is 12+STR. Choose up to two of the following:

- 2d6 coins.
- Bag, box, or case.
- Clothes.
- Holographic recorded message.

Advanced Moves

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

☐ Automated Targeting Systems

Once you have wounded a living, organic enemy, your next attack against the same foe deals +1d4 damage.

☐ Cannibalized Technology

When you have access to the proper tools, you may install technological devices into yourself. Instead of this technology existing as a separate unit, it is now a functional part of your robot body.

☐ Change of Face

You have synthetic skin that can be modified to make you look like a range of human beings. You can mimic another person's physical features but not their behaviours and mannerisms. Choose one feature that persists no matter what your face looks like.

☐ Environmental Sensors

When you **use your sensors to study the natural or supernatural influences at work in the environment**, they tell you what forces are at play in your location (especially arcane or divine forces), roll+INT. •On a 10+, the GM will give you good detail. •On a 7-9, the GM will give you an impression.

☐ Fully Loaded

You get another two automatic systems functions.

☐ Iron Hide

You gain +1 armour.

☐ Mechanical Objectivity

When you **analyze a creature's behaviour with your computer brain**, roll+INT. •On a 10+, ask the GM two questions from the list below. •On a 7-9, ask one:

- How can I exploit them?
- How can I protect them?
- What do they need right now?
- What will they do next?
- Where can I find them?

☐ Merciless

When you deal damage, deal +1d4 damage.

☐ More Human than Human

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

☐ Versatile Utility

Choose a second specialization move (now you have two).

☐ Zardoz Speaks to You

When you **parley using threats of impending violence as leverage**, you may roll with STR instead of CHA.

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

☐ Assimilated

Requires: More Human than Human

Get one move from another class. Treat your level as one lower for choosing this move.

☐ Bloodthirsty

Replaces: Merciless

When you deal damage, deal +1d8 damage.

☐ Calibrated Targeting Adjustments

Replaces: Automated Targeting Systems

Once you have wounded an organic enemy, your next attack against the same foe deals +1d8 damage.

☐ Jet Propulsion

You can fly at any speed.

☐ Kaiju Fighter

When you hack and slash a monster larger than you or defy its danger, take +1.

☐ Precision Measurement

Requires: Mechanical Objectivity

When you **examine an enemy's structural integrity**, ask the GM how many hit points they have.

☐ Steel Hide

Replaces: Iron Hide

You gain +2 armour.

☐ Superior Warrior

When you hack and slash on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

☐ Transformer

Requires: Change of Face

When you transform your body to copy a creature, machine, or object that you have observed closely, roll+DEX. •On a 10+, hold three. •On a 7-9, hold two. •On a miss, hold one anyway. Spend your hold to pass yourself off as the thing you are copying when scrutinized or to use one of your robotic abilities without transforming back to your normal form.

Name:

Akiko, Alvin, Ben, Caesar, Cornelius, Monkey, Mylock, Petra, Pyra, Renzi, Rosalind, Summer, Storm, Wender.

Look

Inhuman Eyes, Unnerving Eyes, Watching Eyes.
Furry, No Hair, Strangely-Coloured Hair.
Concealing Robes, Stolen Clothes, Travelling Clothes.
Aggressive Posture, Flowing Posture, Twisted Posture.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
■ Weak -1	■ Shaky -1	■ Sick -1	■ Stunned -1	■ Confused -1	■ Scarred -1
STR	DEX	CON	INT	WIS	CHA

Damage: d8

Armour:

HP:

Your Max HP is
6+Constitution

Alignment

☐ Chaotic

Defy the laws and customs of civilization.

☐ Evil

Use your mutations to harm or terrorize.

☐ Neutral

Make a friend.

Mutant Type

☐ Alien

You get one of the level 2-5 moves to start with.

☐ Human

You get a starting move from another class, as long as it does not include spells or require multiple moves.

☐ Mimic

You can appear to be a normal member of another humanoid race when not using your mutations. If your disguise is subjected to any scrutiny, however, you will need to defy danger in order to hide your mutations.

Starting Moves

Advantageous Mutations

Choose three monster moves that reflect the advantages your mutations give you. When you **employ an advantageous mutation**, defy danger to make it work properly.

Exposure to Gamma Rays

When you **use your mutations to do something the other players and the GM agree is particularly clever or entertaining**, gain 1 hold for unstable mutations. Your group should use this move to tell you how much crazy mutant action they want to see.

Unstable Mutations

At the start of a session, roll+CON. •On a 10+, hold three. •On a 7-9, hold two. •On a miss, hold one and the GM will tell you how your body changes. Spend a hold to:

- Change one of your advantageous mutations to a different monster move.
- Use one of the level 2-5 moves once, for one roll.
- Use one of your advantageous mutations without a roll.

Mutations

Bonds

Fill in the name of a companion in at least one:

- _____ has been a friend to me when others were prejudiced.
- _____ will help me create a new mutant civilization.
- I must prove to _____ that I am a person too!
- I will show _____ the secrets hidden in these ruins.

Level:

XP:

Unstable Mutations Hold:

The Mutant

Gear

Your load is 8+STR. Choose your defences:

- Chaos armour (2 armour, 1 weight, cursed).
- Scavenged armour (1 armour, 2 weight).
- Shield (+1 armour, 1 weight).

Choose your arms:

- Dagger (hand, 1 weight) and adventuring gear (1 weight).
- Energy sword (close, 2 piercing, 1 weight).
- Metal club (close, +1 damage, 2 weight).
- Ray gun (near, 1 weight).

Advanced Moves

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

☐ Acid Spit

When you spit acid (reach, 1 piercing) and deal damage, your target's armour, if any, is reduced by one point.

☐ Amphibious

You function just as well underwater as you do on land. If you're making a move against a land lubber in the water, take +1.

☐ Expanded Senses

You have additional senses or extendable sense organs (antennae, eyestalks, sonar, etc) that allow you to see in the dark, around corners, sense vibrations through the earth, and have a greater range of hearing, smell, and taste.

☐ Extra Limbs

You have additional, prehensile limbs (arms, hair, tail, etc) which allow you to duel wield weapons (roll damage twice and discard the lower result).

☐ Increased Mobility

If you take your time, you can stick to walls and squeeze through tight spaces.

☐ Multiclass Dabbler

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

☐ Natural Armour

Hardened skin, scales, or chitin gives you +1 armour.

☐ Natural Weapons

When you hack and slash, deal +1d4 damage.

☐ Noxious Cloud

You can produce a cloud of noxious gas or spores. Deal your damage to anyone caught within this cloud (including yourself, if appropriate).

☐ Paralytic

You can paralyse another creature in your presence, through chemical emissions, hypnotic patterns, psychic waves, or some other method. When you target someone, roll+CHA. •On a 10+, they are paralysed and you can still move about, as long as you maintain a link (eye contact, touch, etc). •On a 7-9, as long as you stay still, they cannot move.

☐ Protected Senses

You are neither blinded by bright lights nor deafened by loud noises. You do not suffer vertigo and can ignore your senses of smell, taste, and touch if they displease you.

☐ Regeneration

When you consume a ration, you heal half your maximum hit points. When you sleep, you recover all your hit points.

☐ Third Eye

When you discern realities with your third eye, on a hit you can also ask one of these questions:

- What aspect here has the greatest potential for evil?
- What aspect here has the greatest potential for good?
- What is wrong with this and how could it be fixed?

☐ Venom

When someone is affected by your venom (by ingesting it, being bitten, etc), deal your damage to them.

☐ Webs

When you **catch someone in your webs**, they become immobilized.

☐ Wings

You have wings of one type or another that allow you to fly.

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

☐ Adaptive Mimicry

When you **witness a monster move in action and imprint it on your brain**, roll+WIS. •On a 10+, you may add this move to your advantageous mutations, permanently. •On a 7-9, you may add this move to your advantageous mutation but for one use only.

☐ Highly Unstable

In addition to the hold you get from unstable mutations, you get 1d4 extra hold each session.

☐ Hyperaccurate Sensory Organ

Choose one of your senses, or develop a new one. When you discern realities using this sense, take +1.

☐ Multiclass Initiate

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

☐ Multiclass Master

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

☐ Parasitic Feeding Pattern

When you deal your damage to another creature, you also heal yourself of 1d4 damage.

Name:

Alien: Gabrilix, Grig, Klaatu, Kril, Nyah, Rys, Taesa, Xur, Zor-lal.

Android: Alicia, Bishop, Bobbie, Caliban, Call, Cassandra, Eve, Garth, Hadaly, Helen, Joanna, Marvin, Pris, Rachael, Rick, Talos.

Human: Aldini, Amalthea, Anthony, Camill, Delgado, Einomia, Goodwin, Ilya, Kivrin, Morrow, Parsons, Rumata.

Look

Flashing Eyes, Obsessed Eyes, Spectacles.

Greasy Hair, Weird Hat, Wild Hair.

Foil Jumpsuit, Robot Clothes, Technical Uniform.

Emaciated Body, Huge Body, Svelte Body.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
■ Weak -1	■ Shaky -1	■ Sick -1	■ Stunned -1	■ Confused -1	■ Scarred -1
STR	DEX	CON	INT	WIS	CHA

Damage: d6

Armour:

HP:

Your Max HP is
8+Constitution

Alignment

☐ Evil

Use machines to dominate or control other living creatures.

☐ Good

Use machines to help others with no expectation of reward.

☐ Lawful

Use machines to punish criminals or other socially disruptive elements.

Race

☐ Alien

When you use a workshop, the GM never picks a requirement before you roll, and if the operation's level is lower than yours, it takes half the normal time to prepare.

☐ Android

Your machines are all implanted, part of your body. Collectively, they count as 0 weight and cannot be removed without causing you harm.

☐ Human

When you command a robot, it cannot harm you, or any other human, until you allow it to or it leaves your presence.

Command of Robots

When you **use your machines to communicate with other machines**, roll+INT. •On a 10+, you can issue a single command to the machine or robot that it must obey. •On a 7-9, you can parley with the machine or robot by offering it data, power, or proper usage—no matter what level of intelligence it possesses.

Starting Moves

Operate Machines

When you **run a prepared operation on one of your machines**, roll+INT. •On a 10+, the operation runs smoothly, and may be run again. •On a 7-9, the operation runs, but choose one:

- After you run it, your machine is drained of power. You cannot run this operation again until you do technical prep work.
- The operation scrambles your machines—take -1 ongoing to operate machines until the next time you do technical prep work.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

If you are already running operations with ongoing effects, you take -1 to operate machines for each ongoing operation.

Technical Manual

You have possession of a sacred technical manual which explains the use and modification of your machines, allowing you to master them. You start with mastery of three first level operations of your choice and all three automatic operations. Whenever you gain a level, you gain mastery of a new operation of your level or lower.

Technical Prep Work

When you **spend uninterrupted time (an hour or so) working on your machines**, you:

- Lose any operations you already have prepared.
- Prepare all of your automatic operations, which never count against your limit.
- Prepare new operations of your choice from those you have mastered whose total levels don't exceed your own level+1.

For each operation you prepare, you must carry one machine to operate it (1 weight each). When you prepare operations, you build or repurpose your machines so you have exactly enough. If someone else operates one of your machines, they can only run the operation once and must defy danger to do so correctly.

Workshop

When you **spend time in a technical workshop**, you can prepare any operation that you have not mastered. This takes a minimum number of days equal to the operation's level and if your level is lower than the level of the operation, the GM chooses another requirement:

- It costs 1,000 coins per level in supplies.
- It takes twice the minimum amount of time.
- The project draws unwanted attention.
- You need several assistants to help you.
- You need to take something apart first (the GM will tell you what).
- You need to test it out first.

If you complete this requirement, roll+WIS. •On a 10+, the GM chooses one additional requirement. •On a 7-9, the GM chooses two additional requirements. If you meet these requirements, the operation is prepared as usual. If you don't, your machine runs out of control.

Level: XP:

The Technician

Gear

Your load is 14+STR. You start with a toolkit (1 weight) and a workshop (4 weight if portable). Choose your protection:

- Heavy metal (2 armour, 2 weight).
- Protective utility suit (1 armour, 1 weight).
- Sacred technical uniform (0 weight).

Choose your weapon:

- Laser scalpel (hand, 0 weight).
- Grinder/saw combo (close, 1 weight).

Bonds

Fill in the name of a companion in at least one:

_____ is distrustful of machines. I will prove their value.

_____ is proof that great things can be achieved without machines. I must match those achievements with mine own.

_____ knows where something amazing is hidden. They must show me!

I must protect _____ so they can help me with my work. They understand it.

Choose the main characteristic of each of your machines when you prepare them (they are 1 weight each):

- | | |
|---------------------------|------------------------|
| • Antenna dish | • Keyboard |
| • Box of switches | • Lens and frame |
| • Bundle of wires | • Lever(s) |
| • Coiled tubes | • Mask |
| • Cords and plugs | • Microphone |
| • Disc of flashing lights | • Motor |
| • Glove | • Rod |
| • Glowing screen | • Sheet of metal cloth |
| • Grill | • Sphere |
| • Helmet | • Turntables |

Advanced Moves

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

☐ Aptitude

Choose one operation. You can prepare and perform that operation as if it was one level lower. A level 1 operation becomes an automatic operation.

☐ Burnout

When you run an operation, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well:

- The operation's effects are doubled.
- The operation's targets are doubled.

☐ Cyborg

If you're an android, you get either of the other racial moves. If you're not, you get the android move. Either way, you can also remove your machines from your body (they have 1 weight when removed).

☐ Electromagnetic Detection

When you **wave your instruments around**, roll+INT. •On a 10+, you know if there are any machines in sight or hidden nearby, and where they are. •On a 7-9, you can detect the presence of machines and their general direction, but not pinpoint their numbers or location exactly.

☐ Experienced Mechanic

When you **discern realities occupied by a machine**, on a 7+, ask one extra question about that machine.

☐ Machines for Armour

When you **make your machines take the brunt of damage dealt to you**, the damage is negated, but you must choose one machine with an operation prepared to be ruined. You cannot run that operation again until you do technical prep work.

☐ Multitasker

When you run an operation you ignore the first -1 penalty from ongoing operations.

☐ Reverse Engineering

Choose a spell from another class. You can prepare and run that spell as one of the operations you have mastered.

☐ Technical Catalogue

When you **spout lore about machines, robots, or other technological wonders**, take +1.

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

☐ Burnout Control

Replaces: Burnout

When you run an operation, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free.

- The operation's effects are doubled
- The operation's targets are doubled.

☐ Command Centre

Replaces: Multitasker

You ignore the -1 penalty from two operations you run with ongoing effects.

☐ Metaphysical Detection

Requires: Electromagnetic Detection

When you detect machines, you can also detect magical and psychic energies, and distinguish between them and machines.

☐ Multiclass Dabbler

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

☐ Smooth Operator

Requires: Aptitude

Choose one operation in addition to the one you picked for aptitude. You can prepare that operation as if it was one level lower.

☐ Sacrificial Machines

Replaces: Machines for Armour

When you choose to let your machines take the brunt of damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must choose one machine with an operation prepared to be ruined. You cannot run that operation again until you do technical prep work.

☐ The New Flesh

The first time you spend time in your workshop after taking this move, choose a part of your body. When you emerge from your workshop, this part of you has been replaced by machines and possesses special powers (computer brain, radio antennas, tank treads, temperature-resistant plasteel skin, x-ray vision, etc).

☐ Versatility

Requires: Reverse Engineering

Choose a second spell from another class. You can prepare and run that spell as one of the operations you have mastered.

Automatic Operations

When you perform technical prep work, you can automatically prepare these operations without them counting toward your limit.

☐ **Light** AUTOMATIC ONGOING
One of your machines emits light, of whatever colour you desire. It gives off no heat or sound. This operation lasts as long as the machine is in your presence or as long as the person you give it to holds it and you do *not* suffer a penalty to operate machines.

☐ **Purify Matter** AUTOMATIC
Your machine purifies any food, water, or other matter with nutrients you put in or on it, so that they can be consumed by human beings.

☐ **Tractor Beam** AUTOMATIC ONGOING
Your machine attracts or repels small objects—just about anything you can pick up, but nothing as heavy as a person. You can pull an object that you can see toward you, or push it away from you.

First Level Operations

☐ **Control Sound** LEVEL 1 ONGOING
When you run this operation, you can create silence around your machine, create noises, and even record sounds, which are then permanently stored in your machines so you can play them back again at any later time. If you have any other machines with operations prepared, you can use them to speak through this one, wherever it is.

☐ **Fabricate Nutrients** LEVEL 1
Your machine reconstitutes inert matter into one day's worth of nutritional fuel for as many people or machines as you have levels.

☐ **First Aid** LEVEL 1
Your machine binds wounds and relieves pain. Heal an ally it touches of 1d8 damage.

☐ **Laser Beam** LEVEL 1
Your machine projects a beam of energy (near, far, +1 damage for each level you have) at one target of your choosing.

☐ **Mending** LEVEL 1
You can instantly repair one inanimate object that is not magical or mechanical, or heal a robot or android of 1d8 damage.

☐ **Probability Calculation** LEVEL 1
Pose a course of action or an objective to your machine and it will run the probabilities. The GM will give you advice on how to best achieve success. Take +1 forward when you act on this information.

☐ **Security** LEVEL 1 ONGOING
Walk a perimeter or indicate a room as you run this operation. Until you prepare your operations again or cancel this operation, your machine is alerted whenever anyone breaches this perimeter or enters this room. At your option, an alarm rings out within the room or perimeter.

☐ **Universal Translator** LEVEL 1 ONGOING
While your machine translates, you can communicate with any other living creature in your presence. You can only communicate in one "language" at a time, but you can switch back and forth between communication modes.

Third Level Operations

☐ **Auto-Immune System Boost** LEVEL 3
Your machine stimulates the natural healing powers of an organism. Heal an ally it touches of 2d8 damage.

☐ **Environmental Protection** LEVEL 3 ONGOING
While you run this operation, your machine surrounds and protects you from the environmental hazard of your choice (resist fire, breathe underwater, etc).

☐ **Interference** LEVEL 3 ONGOING
Choose a magical or psychic effect that links multiple people or objects together in some way, or any kind of technological effect, in your presence: this spell jams that communication, link, or technological device so that it no longer works. Lesser effects are destroyed, but more powerful magic and psychic effects will only be dampened, as will properly shielded machines. Some effects will resume when this operation ceases, but some will be cancelled permanently.

☐ **Locate Object** LEVEL 3 ONGOING
Name a specific object or a type of object. Your machine will indicate which direction it is in, and where it is exactly if it is within walking distance. If you name a type of object, your machine will show you the nearest one. If the object is moving, this can be an ongoing operation, at your option.

☐ **Minor Mechanical Repair** LEVEL 3
You can instantly repair a small computer, engine, or other machine that does not think, or heal a robot or android of 2d8 damage.

☐ **Neutralize Organic Process** LEVEL 3
Choose an organic substance in your presence: its effect is neutralized. You can neutralize acids, chemicals, drugs, poisons, webs, or even parasitic relationships.

Fifth Level Operations

☐ **Contact Person** LEVEL 5 ONGOING

You send a mental link to another place or person. Specify who or what you'd like to contact by location, name, or object. You open a two-way communication with them or anyone who is there. Your communication can be cut off at any time by you or whomever you have contacted.

☐ **Create Robot** LEVEL 5 ONGOING

One of your machines transforms into a robot. Treat it as your character, but with access to only the basic moves. It has a +1 modifier for all stats, 1 HP, and uses your damage dice. You can build your robot as a hireling with points equal to your level. The robot also gets your choice of 1d6 of these traits:

- It does 1d10 damage.
- It has +2 instead of +1 for one stat.
- It has some useful functionality.
- It is sturdy and strong: +2 HP for each level you have.
- It's not single-minded.

Describe the shape of your robot based on the traits you select. The robot functions until it is destroyed or you shut it back down.

☐ **Locational Tracking Sensors** LEVEL 5 ONGOING

Name a location on the planet. You find out where it is and exactly how to get there from your present location, along with alternate routes and full details of how to make the journey.

☐ **Major Mechanical Repair** LEVEL 5

You can instantly repair any large machine, including thinking machines, or heal a robot or android of 3d8 damage.

☐ **Non-Invasive Surgery** LEVEL 5

You machine re-knits flesh and bone to make a body whole again. Heal an ally it touches of 3d8 damage.

☐ **Star Gate** LEVEL 5 ONGOING

You open a gateway to another dimension or plane of existence. You can pass through this gate, either entering this other location or passing through it to get to another place in your present dimension. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.

Seventh Level Operations

☐ **Death Ray** LEVEL 7

Divide 5d6 between two or more targets that you can see, no less than one die each. They take that much damage, ignoring armour. You can target inanimate objects.

☐ **Digital Self-Projection** LEVEL 7 ONGOING

Your machine projects a digital copy of your body into the astral plane, where you can meet nearly any kind of divine spirit. You cannot bring mundane objects with you, only magical items and your own machines. An electrical current connects your digital copy to your physical body, which is immobile while your copy roams the stars. While this operation is ongoing and you are in the astral plane, you do *not* suffer a penalty to operate machines.

☐ **Perfect Mechanical Mastery** LEVEL 7

You can destroy, modify, repair or sabotage any machine.

☐ **Regeneration** LEVEL 7

Your machine reverses a crippling wound by growing and implanting new flesh. This operation restores one limb or sensory organ of an ally to fully functional capability.

☐ **The Forge of Creation** LEVEL 7

Describe any kind of organic life form or robot you can think of—this is what you create. It cannot be fundamentally divine or arcane in nature, though it can have magical abilities. It can have any level of intelligence, up to and including peak human capabilities. Its size is limited only by the space you have to work in. You can build your creation as a hireling with points equal to your level+1. You do not automatically have control over it.

Ninth Level Operations

☐ **Cloaking Device** LEVEL 9 ONGOING

Choose a location, up to the size of a city. That location disappears from the view of outsiders, who can no longer find it without your authorization. Anyone who leaves a cloaked location also cannot find their way back to it without authorization.

☐ **Earthquake** LEVEL 9 ONGOING

You put your machine upon the ground and its vibrations spread, causing the earth to shake and tear asunder for miles around.

☐ **False World** LEVEL 9 ONGOING

With a touch, you can place someone's body into suspended animation and their mind into a false world that they believe is real. Until this operation is reversed, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body actually lies encased in a machine sarcophagus.

☐ **Rejuvenation** LEVEL 9

If you have access to a person's body or corpse (or a piece of it), you can regrow or restore their body to the prime of its youth and, if needed, call their soul back to inhabit it. They will be strangely marked by the experience (the GM will say how), but otherwise young and alive again.

Alien Characters

In a planetary romance setting, the following classes may also have the option to choose alien for their race:

Bard

When you use your arcane art, on a 12+, choose two effects. Also, choose an area of bardic lore expertise from this list:

- Alien Creatures
- Arcane Philosophies
- Engineering and Manufacture
- Historical Chronicles of the Alien Worlds
- Planetary Environments
- The Gods and their Cults
- The Limits of Science
- Travel Between the Stars

Druid

Your true form is completely alien and inhuman. Name two typical human features you do not possess (a face, mouth, hands, legs, etc) and two inhuman features that you do possess (a tail, antennae, carapace, tentacles, wings, etc). You can, however, transform into a human, or another intelligent species, just like you would transform into an animal. You start having studied one such species.

Fighter

You are an implacable foe. Heal 2 HP whenever you roll 10+ on any move. Choose one source of damage that you cannot heal this way (acid, electricity, fire, radiation, etc).

Ranger

Combine two of the following to determine your animal companion's appearance:

Aardvark, bear, bird, cactus, cat, centipede, crustacean, dinosaur, dog, horse, insect, jellyfish, lizard, mole, moth, octopus, orchid, pangolin, serpent, snail, spider, squid, tree, turtle.

And choose an additional training:

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

Thief

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

Wizard

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

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

The Alien Compendium Class

If you have the alien racial move, these count as class moves for you and you can choose from them when you level up:

☐ Alien Soil

When you're in your native homelands, if you undertake a perilous journey, whatever job you take you succeed as if you had rolled a 10+, and if you make camp, you don't need to consume a ration.

☐ Highly-Developed Alien Culture

When you spout lore about your alien race, take +1.

☐ Natural Weapons

You are never unarmed. Choose your natural weapons:

- Acid spit or projectile spines (reach, messy).
- Claws, horns, or pincers (close, 2 piercing).
- Fangs, spikes, or a crushing grip (hand, +1d4 damage).
- Lashing tail or tentacles (reach, forceful; stun if you grab a foe).

Android Characters

In a science fantasy setting, the following classes may also have android as one of their race choices:

Bard

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

Fighter

You are immune to pain. Get +1 forward when you take damage.

Ranger

Your animal companion is also an android, and gets +1 armour.

Technician

Your machines are all implanted, part of your body. Collectively, they count as 0 weight and cannot be removed without causing you harm.

Thief

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

Wizard

Choose one technician operation. You can cast it as if it was a wizard spell.

White Ape Characters

Fighter

When you use your great size and six arms to defy danger, take +1.

Technician

Because of your great size, you can carry more than others. Your load is 20+STR.

Wizard

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

Dungeon Planet Races

The Alien

If you have the alien racial move, these count as class moves for you and you can choose from them when you level up:

☐ Alien Soil

When you're in your native homelands, if you undertake a perilous journey, whatever job you take you succeed as if you had rolled a 10+, and if you make camp, you don't need to consume a ration.

☐ Highly-Developed Alien Culture

When you spout lore about your alien race, take +1.

☐ Natural Weapons

You are never unarmed. Choose your natural weapons:

- Acid spit or projectile spines (reach, messy).
- Claws, horns, or pincers (close, 2 piercing).
- Fangs, spikes, or a crushing grip (hand, +1d4 damage).
- Lashing tail or tentacles (reach, forceful; stun if you grab a foe).

The Scientist

When you have laboratory training and a rational world-view, the next time you level up you may choose this move:

☐ Experimental Science

When you conduct a scientific experiment, you may roll with INT or WIS (your choice) to both discern realities and spout lore at the same time. If your experiment is successful, take +1 forward when you act on the results. You also take -1 CHA ongoing with devout individuals who know of your experiments.

If you have experimental science, these count as class moves for you and you can choose from them when you level up:

☐ Analytical Eye

When you discern realities, on a hit you may also ask one of these questions:

- How could I make this happen again?
- How could I study this further?
- What is the root cause of this phenomenon?

☐ Divine Science

Your experimentations provide proof of divine authority. You no longer take -1 CHA ongoing with the devout; instead you take +1 CHA ongoing with them.

☐ For the Benefit of All Mankind

When you parley with an authority figure in an attempt to displace or discredit an already-established non-scientific organization or movement, the results of your experiments always count as leverage.

☐ Scientific Expedition

Hirelings in your employ will always accept the furtherance of science as payment, no matter what else they desire.

☐ Technical Aptitude

When you examine an unfamiliar piece of technology, ask the GM two of these questions:

- Does it work?
- What is it doing here?
- What is it for?
- Who made this?

The Sniper

Once you train to be a precise shot with a rifle or laser gun, the next time you level up you may choose this move:

☐ A Sniper's Eyes

When you **attack a surprised or defenceless enemy with a ranged weapon**, you can choose to deal your damage or roll+DEX. •On a 10+, choose two. •On a 7-9, choose one:

- Reduce their armour by 1 until they repair it.
- They are immobilized, knocked down, or pinned.
- You create an advantage; +1 forward to anyone acting on it.
- You deal your damage+1d6.

If you have a sniper's eyes, these count as class moves for you and you can choose from them when you level up:

☐ Artillery

You can roll with WIS to volley, instead of DEX.

☐ Camouflaged Position

If you strike with a ranged weapon from hiding, your first shot never gives away your position.

☐ Counterstrike

When you expend your ammo to defend against enemy missile attacks, take +1 for each ammo expended (but no more than +3 total).

☐ Eagles' Eyes

When you **discern realities regarding a foe**, on a hit you may also ask either of the following questions about them:

- What are they not paying attention to?
- Where are they going?

☐ Sharpshooter

When you **launch an offensive volley against your foes**, you may expend an ammo to choose one of these options:

- **Area Effect:** With a flurry of shots, or one explosive round, you deal damage to multiple foes.
- **Called Shot:** This attack ignores armour.
- **Concentrated Fire:** You deal +1d6 damage.
- **Disarm:** You shoot a weapon or other object right out of your foe's hands.

☐ Snapshot

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.

The Visitor

You are not from this place. Whether you came on purpose or by accident, through your own choices or against your will, you are here now, and you do not understand.

This compendium class is an alternative to the Earthling class, with two purposes. First, it allows you to play someone from Earth who embodies a different primary archetype with a “fish out of water” aspect as something secondary. Second, it lets you play an alien in the same position—someone from far away who is lost in a dangerous and unfamiliar world.

If you are a visitor from another time, place, or world, unfamiliar with your new surroundings, you can have this move:

□ Newfound Companions

Twice per session, you may choose one of the following options:

- Take +2 to a roll when someone else helps you, instead of +1.
- You give the benefit of one use of a special move you have to someone else, by helping or instructing them.
- You suddenly show up to assist or defend another player’s character when they are in trouble.

Each time you choose an option, the GM holds one. The GM spends this hold to have you misunderstand something about this planet or the creatures on it—a mistake that causes trouble (this is a hard move). If the GM still has hold at the end of a session, they must spend it at the start of the next session.

If you have Newfound Companions, these count as class moves for you and you can choose from them when you level up:

□ Compare and Contrast

When you **encounter a situation you think is similar to a situation that occurs where you come from**, explain how things work back home and roll+WIS. •On a 10+, the GM will explain how things are both the same and different here. •On a 7-9, either one—same or different—but not both. •On a miss, you have misunderstood the situation completely.

□ First Contact

When you meet someone new, you can ask their player a question from the list below. If they give you an honest answer, they can also ask you a question from the list, which you must answer honestly.

- What are you trying to hide from me?
- What do you not understand about me?
- What do you want from me?
- Who is your leader?

□ Guardian Alien

Replaces: Newfound Companions

Twice per session, you may choose one of the following options:

- Take +2 to a roll when someone else helps you, instead of +1.
- You give the benefit of one use of one of your special moves to someone else, by helping or instructing them.
- You suddenly appear to assist or defend another player’s character when they are in trouble.

□ The Ambassador

When you parley with someone from this world or discern realities about them, on a hit, you may also ask their player one of these questions and they must answer honestly:

- What could I give you that you could use against others of your world?
- What do you hate about your own kind?
- Who is your greatest enemy amongst your own kind?

□ The Wonders of My Home

When you have time to speak with someone about the wonders of your home, take +1 forward to parley with them. If you have anything from home with you, you can use it as leverage if you offer it.

Adventures on Dungeon Planet by Johnstone Metzger, 2013.

Dungeon World by Sage LaTorra and Adam Koebel, 2012.

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