Role-Play Adventure on Ten Thousand Worlds

Myriad Song

INTRODUCTION

Myriad Song is a game of science-fiction role-play of a million possible stories on ten thousand possible worlds. In a distant future time, a strange and unknowable alien race conquered thousands of worlds with incredible extra-dimensional technology. After a reign of countless generations, they disappeared almost overnight. Were they really defeated by the revolutionaries who claim credit for their departure, or did they abandon their empire to an apocalyptic fate yet to occur? What mysteries did they leave behind? And what future is in store for the people they abandoned – ever-lasting peace, or soul-crushing turmoil and war?

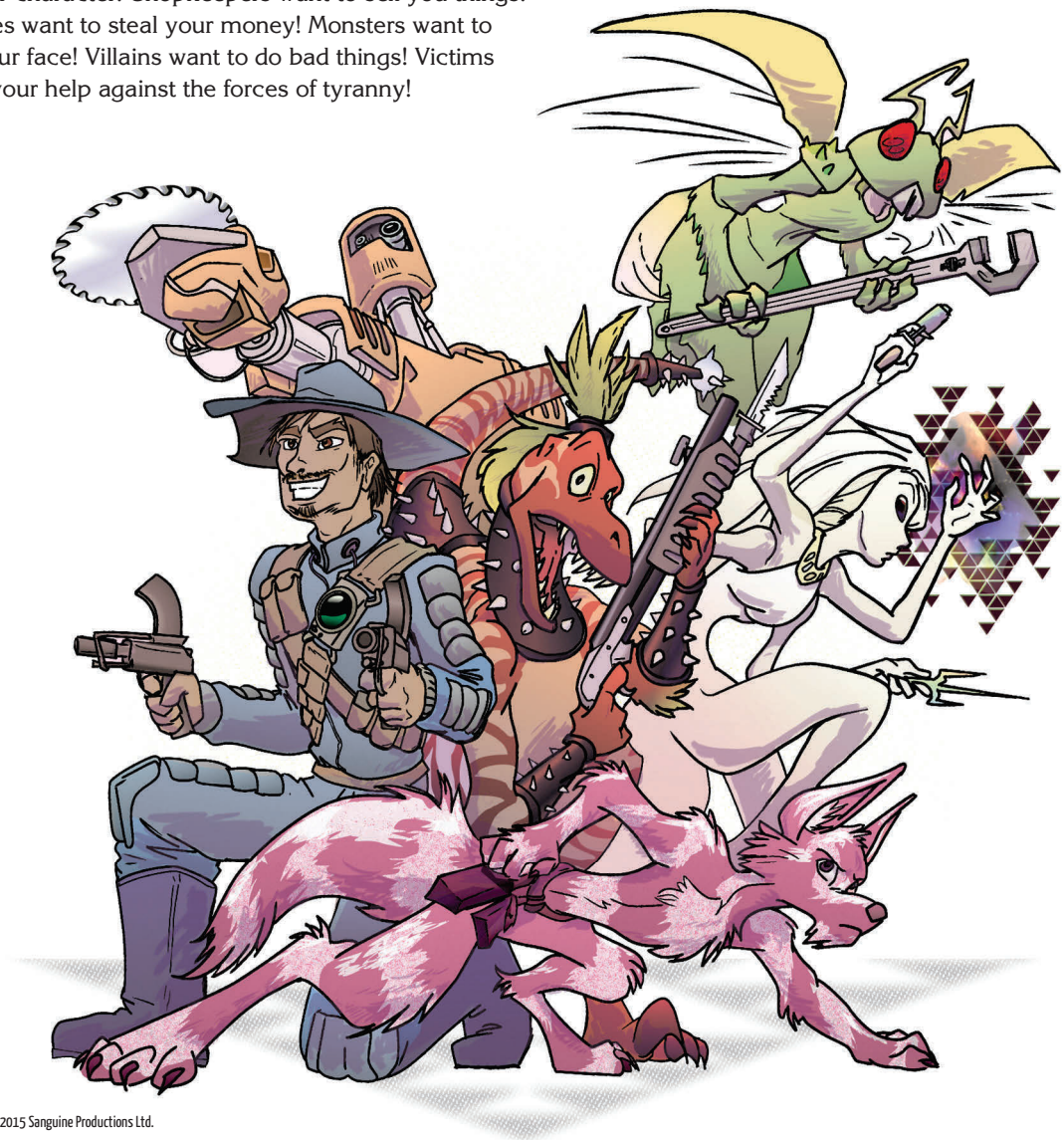
If you've NEVER played a role-playing game before ...

To play the game of *Myriad Song*, you will assume a *role*. You will make up a *character* that lives in the fantastic far future. You will choose a name for your character, what sort of legacy they are (human, alien, robot, etc.) and what sort of job they have (mercenary, scientist, alien-pet wrangler, etc.).

One of you will be the *Host,* the director of the story. The Host tells you what's happening in the world, and to your character. Shopkeepers want to sell you things! Thieves want to steal your money! Monsters want to eat your face! Villains want to do bad things! Victims want your help against the forces of tyranny!

As you play your part, you tell the Host what you want your character to do, and the Host tells you how it happens.

Just like how authors write a story, you and the Host will have to decide if what you want to do is possible or not. Many times, you will push your character to new heights of glory, uncertain of the outcome. To represent taking a chance, *Myriad Song* uses *dice,* those funny shaped things with the numbers on them. You've probably seen the cube-shaped, six-sided dice before. *Myriad Song* also uses four-sided, eight-sided, ten-sided, and twelve-sided dice.



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(The four-sided pyramids are a little weird – when you roll them, look for the upright number on the base or the point, to see what you scored.) You will roll several dice at once, in all different shapes and sizes. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together - keep the numbers separate.

You start the game with ratings in general abilities called *Traits*. Your character is rated in strength and hardiness (*Body*), quickness and agility (*Speed*), smarts and wits (*Mind*), stubbornness and determination (*Will*), inherited characteristics and nature (*Legacy*), and training and schooling in their job (*Career*). Each Trait is measured with dice. The bigger your dice are – that is, the more sides they have – then the higher they can roll, so the better your character is at doing things.

You can improve your character by buying *Skills* – specialized dice for certain tasks like climbing, searching, building, sneaking, etc. – and by buying *gifts* – new abilities that let you do things the non-gifted can't do, like perform amazing stunts, or push equipment past its normal operating limits, or even tap into cosmic powers.

Some abilities can only be used a limited number of times, or they require you to do something to refresh them. When a gift *exhausts,* you must *recharge* it before you're allowed to use it again. Each gift is different, and each one has different rules on how often it can be used.

Books, television, and movies often brush over long spreads of time, such as "Three weeks went by as Frithunaths searched for the missing tape." But when an action sequence starts up, suddenly everything is described in detail. "Frithunaths cursed her bad luck at being discovered, and her thumb quickly flipped the safety on her rifle." *Myriad Song* will often use *narrative time* to breeze through long periods, but then will switch into *combat time* to describe a fight scene blow by blow. When a fight starts, each Player will get a turn to do something – well, two somethings, actually, which are called *Actions*. There are lots of rules for what Actions do, and they're covered in the *Combat* chapter, but the main rule is that you can do two things, as long as they're *different* things.

Myriad Song is an action game, so there will be lots of fighting. As people get hit, they will become hurt, they will lose the will to fight, and they may even be killed. Just like how the main character doesn't get bumped off in the first five minutes of the story, your character begins the game with some special abilities to protect them … but be careful! It will take quick wits, skillful planning, and a heroic attitude to win the day.

This book may look intimidating, with all the rules, but most of this stuff only comes up in rare cases. And in the end, there's only one golden rule to role-playing: ***Have fun!***

If you've played a COMPUTER role-playing game before …

One player acts as the *Game Host*. He or she is the moderator who decides what content will be available in the game, what rules are in effect, how those rules should be played out. As a *Player,* you declare what you want to do, and the Host tells you how it plays out. The Host says what goes and what doesn't.

Myriad Song is a story-based game. What you did yesterday affects how folks think of you today. Many computer games have locked doors, obstructed passageways, or even invisible walls that block your progress … and the people in the world are just props, they don't remember who you are or have any opinions about you. In *Myriad Song*, the only limits are your imagination: you can go anywhere and talk to anyone, making new friends … and maybe new enemies.

Myriad Song gives characters several special abilities, called *gifts*. Many gifts grant special abilities that *exhaust* the gift – you'll have to *recharge* the gift before you can use it again. Abilities vary in how long they require to recharge; some gifts require a long cool-down, but others can be recharged in the middle of a fight.

Funny-shaped *dice* will be used, to add random elements to the game. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together - keep the numbers separate.

Myriad Song has two kinds of time: *narrative time* and *combat time*. Narrative time is more like a cut scene, where characters establish things that they'll do, or talk about things related to their personalities. Game time is rigidly measured out in hours, minutes, or even 6-second increments (called *rounds*), and what you declare, at what time, is very important.

Combat is turn-based, with one side taking all of their actions, and then another side taking all of theirs. Each side can take their turns in whatever order they want … so usually the healers go first, to remove bad statuses from the fighters, and then the fighters attack.

Being hit in combat causes *Reeling* – a de-buff status that lowers your defenses and makes you lose one of your actions. It's quite possible for a character to get stun-locked and to be beaten up by an angry mob. To prevent stun-locking, you must be good at countering, or you must fight at range, or you must have some good leaders on your side. Any character can attempt to remove Reeling, using their Will and Tactics … so it's a good idea to have one or two members in your party who have strong Will and great Tactics!

Area-of-effect attacks, like Splashes or Blasts, cause friendly fire. Don't drop a grenade in the middle of a fight if you might catch some of your friends in the blast! The area-of-effect attacks that target a *Group* are selective – they only target enemies, so your friends aren't at risk.

Myriad Song is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new gifts. Points are earned by surviving to the next Chapter, by good role-playing, and by completing the objectives of your quests.

If you've played a TABLETOP role-playing game before ...

The master of the game is called the *Host*. Everyone else is called a *Player*. Non-player-characters are divided up into *Major Characters* (who may have any special ability that the PCs can get) and *Minor Characters* (who are denied any major abilities, and thus could be taken out with one lucky hit.)

Myriad Song uses typical polyhedral dice. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together - keep the numbers separate.

Myriad Song divides combat into rounds, and each player takes a turn. First, all the combatants on one side take their turns, and then all the combatants on the other side take their turns. On your turn, you can declare two actions, which must be different. (For example, you can "dash" towards someone, then "attack" them, but you couldn't declare two attacks.) You can learn special abilities that increase the number of actions, or that let you combine actions, but the golden rule is "never the same action twice on the same turn."

Myriad Song doesn't use hit points. Instead, each character gains more and more bad statuses as they're damaged. At first, statuses just increase future damage ... but bigger damage results can make your character lose the will to fight, knock them down, or kill them. Getting hit in combat results in *Reeling,* a type of stunning that makes you lose one of your actions next turn as you recover from it. Combatants can *rally* one another, as an action in combat, by rolling their Will & Tactics dice. Rallying is very important – it removes Reeling, Vulnerability, and Panicked, which are results of getting hit. Victory often goes not to the side with the best attacks and damage resistance, but to the side that has the best rallies.

Myriad Song is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new special abilities (called *gifts*). Points are earned by surviving to the next point in the story, by good role-playing, and by completing objectives.

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This one's for Ashtoreth.
Shine on, you crazy diamond.

OVERVIEW

In the darkness of ages past, our universe was visited by aliens strange and unknowable. These otherworldly beings did not share conventional space as we understood it, and they commanded technologies strong and most capable, not limited by a mere three spatial dimensions. They conquered thousands of worlds and enslaved billions. Their empire became known as the *Myriad Syndicate,* and they were called the *Syndics.*

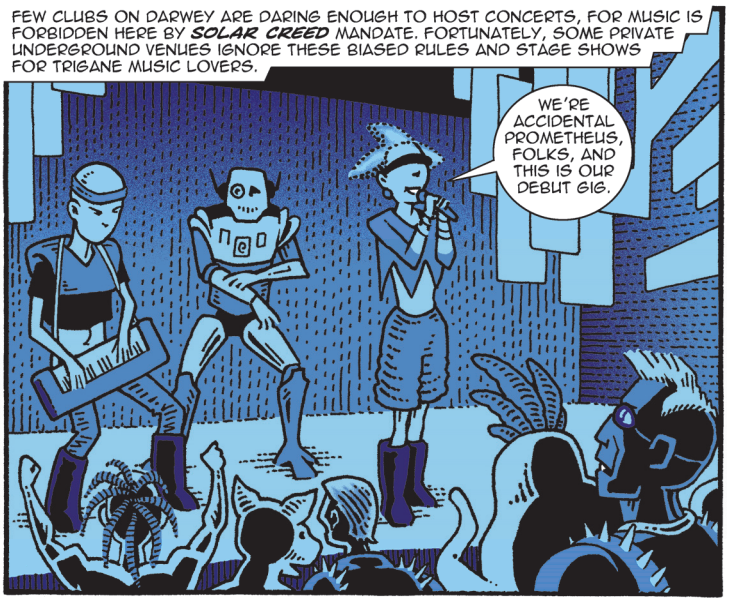
For untold generations, the Myriad people served the Syndics. Some worlds were stripped of all resources, and left barren and dead. Other worlds became over-populated hives, where vast populations toiled from birth to death, sometimes never seeing the sun above their heads. Pollution was rampant – some planets became furnaces of waste heat and greenhouse gasses, while others became poisoned, radioactive wastelands.

Many resented the rule of the Syndics, but no uprising was successful for long. A chosen few gave themselves over to the Syndic's rule so thoroughly that they became distorted puppets, as the Syndics used their technology to change genetic structures. Worlds were lost, cultures were forgotten, and countless rebellions were crushed so thoroughly that no memory remained of them. The Myriad Syndicate was all.

And then, a century ago, the Syndics disappeared, suddenly and without warning. Sure, the rebels will tell you that they finally overthrew their alien masters, but the facts tell a different story. Did the Syndics retreat to another universe? Are they hiding on undiscovered worlds in radio silence? The Remanence, still loyal to their absent masters, insists the Syndicate still rules ... and that they themselves are the rulers. But as their technology breaks down, they find themselves unable to repair it. Many a world has become independent, with governments that range from complete anarchy, to pleasant utopias, to totalitarian nightmares.

Interplanetary factions spread their philosophies from world to world. The Solar Creed offers the people free energy ... at the price of their freedom and liberty. The technologists of the Concord push forward with their new science, for good or ill. The Averlini Mercantile Group promises greater wealth ... by indenturing people in ways more oppressive than the Syndics ever did. Strange alien masters, such as the Malmignatti Queen and the Colligatarch of Apparat threaten the livelihood of millions of people across the ten thousand worlds. And what mysterious dangers lurk in the unknown voids of space?

Myriad Song is game of science-fiction adventure where you will play as a brave adventurer travelling in the strange legacy of an alien empire. You will travel to primitive worlds with savage monsters ... to high-tech stations deep in the void of space ... to derelict worlds where people scrounge out a living among the ruins ... and to places far stranger. You will find lost treasures ... and you will find horrors best forgotten. You will tangle with dangerous people, from desperate lowlifes out to make a quick buck, to dangerous soldiers of imperial armies, all the way up to monstrous entities both alien and terrifying. The risks are great, but the rewards are greater. Are you ready to heed the siren song of the further stars?



The Strange Wonders of the Myriad Worlds

The science of Myriad Song can range from the realistic to the fantastic. A traveler could run into everything from a stone axe to a magnum revolver to a pulse laser in the space of an hour.

Biology

At the height of their power, the Myriad Syndicate controlled thousands of worlds, with over a hundred species of people. The exact number can never be known, because the Syndics destroyed the records, maps, and navigation system that they didn't take with them. Without navigation towers to find them, some worlds may be lost forever, along with all the life that blossomed there. The Syndics certainly knew of worlds that they did not put on any map – perhaps because they deemed that they had no value, or perhaps to quarantine them from the rest of the empire.

Most species of the Myriad are carbon-based life-forms that breathe oxygen. Certainly, the most prevalent and adaptive of the species are the plucky *Towsers,* the omni-capable *Humans,* the resilient *Rhagia,* and the stubborn *Troödons*. Those few species which can't survive the standard food and atmosphere of the Myriad usually have strange, valuable abilities that they rely on to pay for their unusual needs.

During the rule of Syndicates, there were strict laws and controls to keep certain species apart, or only on certain worlds. In today's Myriad, almost none of these laws are being enforced anymore. Animals and plants are imported into worlds where the local ecology was not a good match. These planets have become over-run with strangling vines, carnivorous slimes, electric polyps, and other nasty things that have turned them into unpleasant, dangerous waste-lands.

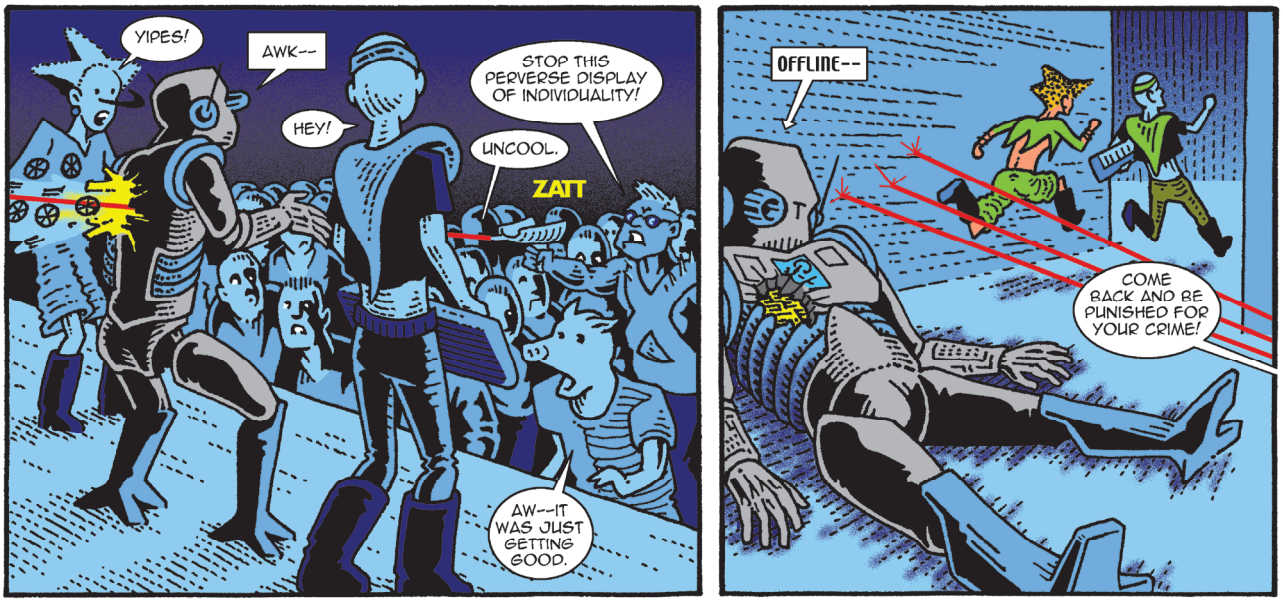
Xenharmonics

The scientists of old established that the universe as we perceive it stands on rigid principles of order. Particles exist at precise *quanta*, states that can be measured with constant relations to one another in terms of matter and energy. Time moves forward, gravity pulls things together, light and heat illuminate and immolate, etc. Everything in the known universe exists with discrete *harmonics* that can be predicted, measured, and engineered.

The Syndics understood reality on a higher level. To them, thought and action were one. They could manifest changes to the world's physical law merely by conceiving them. Their strange tools could be used for even greater effect. Space could be blurred, so that a distance of a few light years could be crossed as if they were a few paces, or vice-versa. Time could be sped up or slowed down. The universe sang to them, and they imposed their song upon it.

With their strange sciences of *xenharmonics,* the Syndics changed the fates of ten thousand worlds. The Syndic masters and their slaves built several machines and installations that harness the power of higher-dimensional xenharmonics. The most distinctive of their creations are the *campaniles,* giant towers that resonate with a location signal that spans across space and time, so that space-craft can navigate the voids between stars. This signal is called the *magh*, and active, broadcasting campaniles are sometimes called *magh* towers.

The Syndics uplifted their chosen servants, regardless of species, with genetic and metaphysical manipulation. These modifications granted their servants an instinctive ability to manipulate the universe using a mental connection to xenharmonics. The remnants of the Syndics' loyal servants who were left behind are called the *Remanence*.



The mental discipline of interacting directly with xenharmonics through conscious thought is divided into three fields of study:

- ***Disjunction,*** the calling forth of destructive energies.
- ***Leitmotif,*** the study of extra-dimensional entities
- ***Rondo,*** personal travel through space and time.

Today, the science of xenharmonics is poorly understood at best. As the old machines break down, there are fewer and fewer repairs that people can work upon them. Some, like the Remanence, believe the problems can be solved, or put off until the Syndics return. Others, such as the Concord, put their faith in the tried-and-true science of the antebellum days, before the Myriad Syndicate. The Solar Creed are outspoken in their distrust of xenharmonics, and the growing danger of the unknown and mysterious Dissonance signal helps support their case.

Technology

The Myriad Worlds have all kinds of strange and wonderful machines.

Energy

Most people of the Myriad Worlds have all the electrical energy they could ever need, and then ten times more. Many devices are dangerously over-loaded. Live wires abound. Hand-held equipment over-heats, melts, or catches fire. Engineers install heat sinks, cooling fans, and hydraulic cooling systems as well as they can, but there's only so much heat that can be dumped. Heat pollution is a growing problem in cities and other populated areas.

Natural, renewable power is often harvested on worlds with such resources. Sun-baked deserts are often covered with solar panels. Desolate wastelands may have several windmills.

Duodec Fission Power

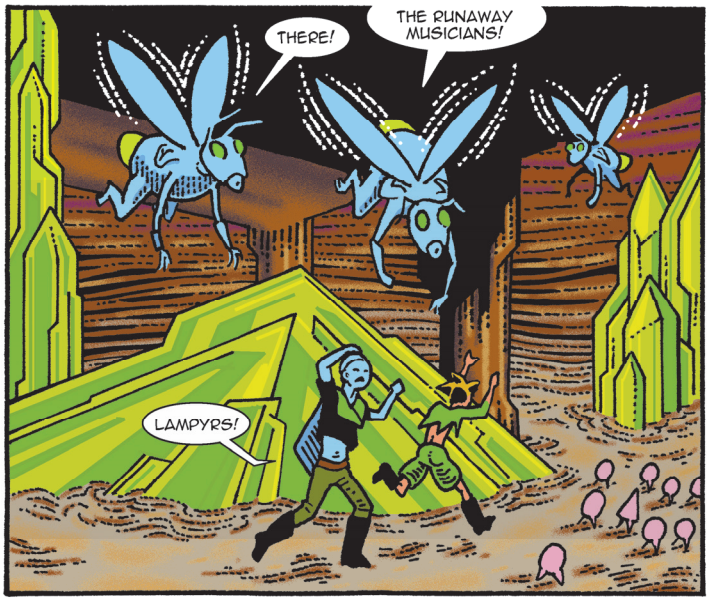
Elements with atomic numbers of 120 or above, *duodecimates,* or ***duodecs,*** are used for fuel in small-scale fission reactors as small as a fist or as big as a refrigerator. Duodecs are found on younger worlds, in all reaches of space. Duodec isotopes are very dangerous to work with – they emit radiation that is toxic to most life-forms, they are often hot enough to burn flesh or even melt steel, and if too many of them are clustered together, they can reach critical mass and cause violent explosions. Duodecs are mostly seen in massive cargo vehicles, in industrial plants, and in personal weaponry.

Stellarator Fusion Power

Modern technologists have found ways to build *stellarators* – reactors that use magnetic containment fields to hold a fusion reaction, combining hydrogen atoms and providing fantastic quantities of electrical power. Many Concord fusion reactors require ***tritium,*** which is expensive to create, or ***boron,*** which is one of the rarest elements in the universe. Most stellarator power plants are the size of a stadium, but the smallest (and most expensive) can fit in a long haul truck trailer.

Solar Collectors

The Solar Creed craft large satellites and space stations with huge solar arrays, which then collect the sunlight and then beam it down to the surface of a planet as microwave radiation, to be collected by ***rectennas*** – skyscraper scale receiver antenna. These enormous satellites orbit high enough that they can collect solar power and beam it down to the night-side of a planet. Because of this, it is said that the sun never sets in the Solar Creed.



Stored Power

Crafted with great precision in zero-gravity farms, *piezoelectric supra-molecular crystals,* or **piezos,** are used for many purpose, but mostly for the storing of energy. With great force, the crystals are compressed, like a tiny spring. When hooked up to a compatible device, the piezo emits its power as slow or as fast as needed. Piezos are cheaper and safer than duodecs, but they are also more fragile and shorter-lived. Also, unlike a duodec, a piezo can act as a capacitor, releasing its energy very quickly.

Chemical voltaic ***batteries*** are popular on new or derelict worlds, being relatively easy to make. Over the lifetime of the battery, the chemicals slowly become inert. Some batteries can be discharged only once, while others can be recharged several times, but all of them eventually become nothing more than toxic litter.

Exciter

The most promising field of technology is the use of ***Exciters*** --using energy to excite elements into new states. For example, a ***raygun*** has a special chamber filled with gasses that are normally inert ... but when a strong electric force is applied, the gas becomes *excited,* or electrically charged, enabling particles to be accelerated from the chamber, venting the heat and light towards the gun barrel's aperture.

Exciplex alloys can be excited to increase their strength many times over. Exciplex armor uses a powerful electromagnetic field to resist force. Both the Concord and the Solar Creed employ a variety of atomic-ray devices made possible by exciters and exciplex technology.

In game terms, Exciter technology needs time to *Cool Down.* After the technology is used, it heats up, from "Cool" to "Hot", from "Hot" to "Over-Heated". After everyone has taken their turns, an extra die roll will be made for each Cool-down item to see if its heat drops one level. Exciter warriors will learn how to use their equipment carefully to avoid over-heating ... and how to push their weapons past their normal capacity to get some very impressive results.

Medicine

With hundreds of alien species – and more being discovered every day – the field of medicine is more complex than ever. Doctors must use their advanced knowledge of biochemistry to diagnose a solution and then apply treatment.

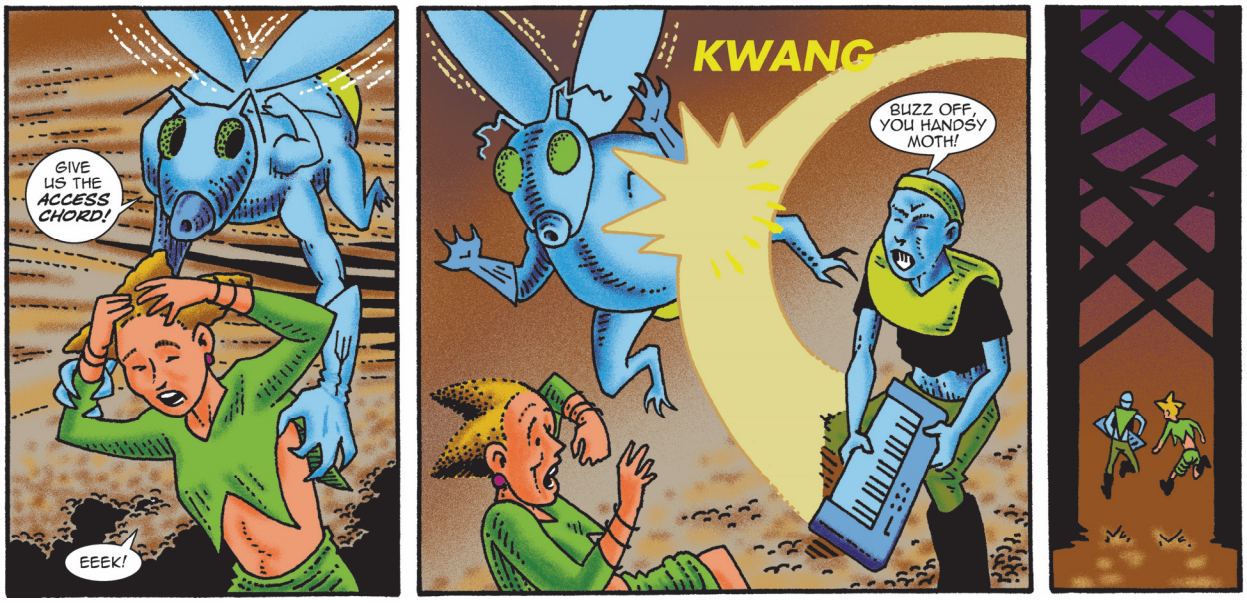
Medical knowledge stagnated under the authority of the Syndics, who cared nothing for the health of their subjects so long as they could labor for the Syndicate. The aristocracy lived well and long - when the Syndics modified them to impart xenharmonic ability, they tuned their genes to eliminate disease. The common citizens were left to die as profit dictated.

Now that the Syndics have vanished, resources that were once devoted to their alien whims are being funneled into medical research. There have been a hundred years of vigorous research by the Concord, the Solar Creed, and hundreds of independent doctors. The results have transformed society.

Drugs

Distilled from exotic plants and advanced chemistry, the drugs of the Myriad Worlds are almost miraculous in their effects. The doctor's main problem usually isn't with having the right pharmaceutical to treat the problem ... it's knowing which one will work without side effects! A drug that works wonders on one person might cause dangerous side effects on another, a mild allergic reaction when used on a third, or a toxic death in the fourth subject.

Most drugs from the time of the Syndics are *narcotic* – they are physically addictive, and they require greater and greater doses to have an effect.



Transplants and Cybernetics

The technology of cloning – creating exact, genetic duplicates of people – was long suppressed by the Syndics. With their oppressors gone, scientists can now do research into genetics and regeneration technologies.

For most people, however, a lost limb or organ must be replaced with a machine – a ***cybernetic*** device. Most cybernetics is slightly worse than what they replace. For example, a cybernetic hand would be as dexterous as the original, but with no sense of touch, or a cybernetic leg might be clumsy and prone to infection at the seam. People with such prosthetics face a subtle bias against them everywhere they go.

Some strange people willfully replace their natural parts with "enhancements." They pay exorbitant costs to rebuild themselves in to powerful machines with top-of-the-line cybernetics far stronger than flesh. These people are freaks in the mainstream society of the Myriad Song, but the Concord and other technophilic factions will happily recruit them.

In game terms, some characters will have *Cybernetic gifts*. These gifts grant special powers, such as improved strength, enhanced senses, or even special weapons. They also can break – the character gets a one-time resistance to damage, but the Cybernetic must be fixed before it will work again.

Computers and Thinking Machines

The Myriad has nothing like computers as we know them; it is not an Information Age society. The computer technology of the Syndics is ***hard-wired*** – it's programmed by tuning fine crystals and micro-chips with specific instruction sets. Many installations will have very sophisticated computers to control their operations ... but they will be specialized machines, optimized for their job and nothing else.

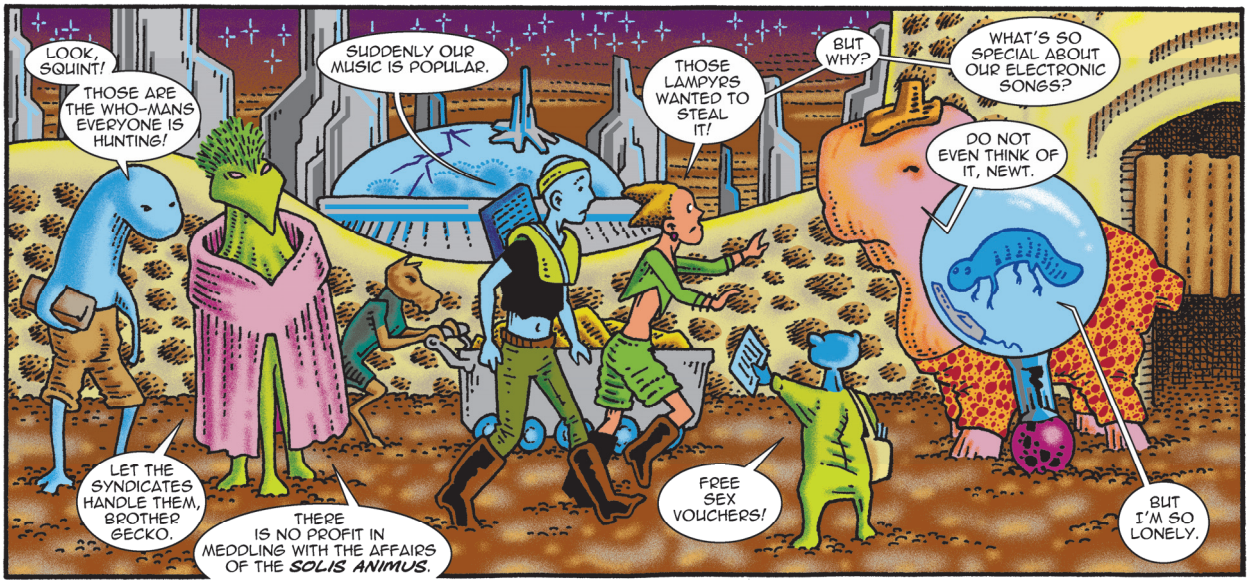
The idea of the "multi-purpose microprocessor" with a re-programmable instruction set is a new concept. The idea of "software" to reprogram the thinking machines is an idea only beginning to take hold with forward-thinking scientists. The synthetic minds of the Myriad are more like sophisticated organic brains – they perceive, they respond, they learn, and they can develop "idiosyncratic behavior", which some people might call a personality.

Synthetic memories have ***analog states*** – information is stored not as a sequence of off-and-on switches or as magnetic bits, but as a variable amount of electrical charge. The Syndics mastered ***quantum entanglement*** – that is, they could synchronize one analog state with another analog state, regardless of the distance between them. As the precision of their instruments increased, they could send more and more information with smaller and smaller signals. The synthetic minds of the Myriad use the same signal-processing technology, though very few of them have quantum reach over time and space.

Somewhere in between electrons (particles moved by electro-magnetic force) and photons (particles of light) are *polaritons,* signals carried in terahertz ranges. Sophisticated labs can create memory structures that hold compressed information in wave-forms, suspended in a magnetic pattern. In other words, with enough power and enough precision, almost infinite information can be stored inside a memory crystal, using the science of ***polaritonics***.

The Syndics used *polaritonic lattice crystals,* or ***memory crystals,*** as their preferred device for media storage. Text records, captured images, audio samples, video feed, and xenharmonic n-dimensional calculations could all be stored. Physical size was not an issue – a crystal small enough to fit on a ring could (and often did) hold all the libraries of the Syndicate ... provided the recording device had enough power and was calibrated 100% correctly.

In practice, most crystals have minute flaws or irregularities in their structure, which can corrupt the energy stored within it. Many crystals are made from rare elements – exciter elements – and thus change their properties of conductance when power is added, which can also sometimes cause unpredictable results. The



universe is full of radiation, such as cosmic rays, that are constantly bombarding all matter and are impossible to screen out; since radiation is also energy-exchange, it will alter any polaritonic wave-form on contact.

The Syndics maintained libraries, both in written form (whose book-lined shelves filled entire buildings) and in polaritonic wave-forms (stored in crystals as small as 48 carats, or as large as a room). To maintain accuracy, libraries would have multiple crystals, whose data would be checked against each other using multiple computers

There is great concern among some people of the Myriad that, without proper maintenance, the vast libraries of the Imperial Period are decaying. A government that pinches pennies might spend more money on supporting the military, while a strange old library full of useless information from the past is shuttered up and left to decay. It takes a skilled technician to operate and to maintain polaritonic equipment. Lost worlds, such as places that lost their magh-towers, may contain libraries that are slowly losing data.

Synthetic Intelligence

Rather than develop software, the Syndics developed *synthetic intelligences*, or ***synths***, capable of solving problems as well as a living brain. Synth brains are made of lattice crystals that conduct electricity along pathways that mimic the neurons of a living brain. While there are standard designs used to manufacture synth brains, the process never makes 100% identical minds. Imperfections in the crystal can add strange personality traits. Also, the more sophisticated the brain is, the more the behavior can be affected by its personal experiences. (The Concord acknowledges the science of "cyber-psychology" and has a program for study.)

Synthetic brains are available at all different levels of intelligence. For boring, industrial jobs, a synth might have no more sophistication than an insect. For more complex duties, such as designing computers or other synths, a synth might be *sophontic,* or self-aware, with Myriad-standard intelligence or greater.

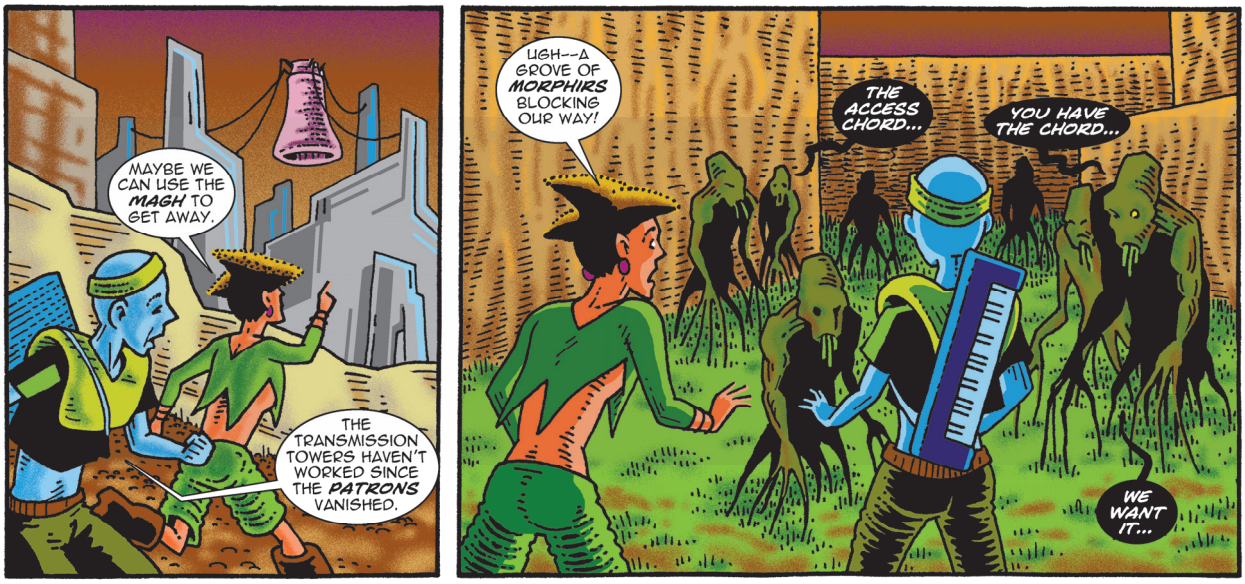
The attitude of the Myriad people towards their synth cousins, and vice versa, varies from place to place. The Averlini Mercantile Group has indentured slaves doing their labor – it hardly matters if they're organic or synthetic. The Concord technologists are constantly pushing the envelope of what synth brains are capable of, while the Solar Creed prefers "natural" organisms and avoid using synth brains wherever they can.

There are some concerns that a strong enough signal from one synthetic can affect those nearby, like a plague of the mind. One current threat to the people of the Myriad is the ***Apparat,*** an army of militant robots who serve a collective intelligence called the *Colligatarch*, which both recruits and manufactures synths for its own unknown (but probably nefarious) designs from its lair hidden somewhere in the fringes of Myriad space. Did the Apparat change their programming because of a strong signal from this powerful super computer?

Scrounged Technology

When the support of the Syndics evaporated, many people took up arms against their rulers, since they knew that reinforcements would not be coming. As many a noble sought to become the next emperor of ten thousand planets, wars broke out between rival powers, and tragedy followed as weapons of mass destruction turned populous worlds into radioactive wastelands. Many people found themselves cut off from their technology – their factories and power plants were destroyed, and no new supplies could be imported. Necessity is the mother of invention, and the enterprising people of the derelict worlds found ways to survive.

Scrounged technology isn't very pretty to look at. Repurposed pipes, sheet metal, electric wire, and home-made batteries all bound together by zip-ties, duct tape, and oddly-sized screws. Without assembly lines or standardized parts, each scrounged device is slightly different from the last. Many high-tech devices were designed to be simple to use, to be reliable in the field, and (most importantly) to be useable by common people not highly trained in engineering nor maintenance.



Scrounged technology has none of those qualities – unlabeled buttons or live wires must be manipulated with precise timing, parts fail often, and failures are common in untrained hands. Scrounged devices are often extremely inefficient, as wires glow with excess electricity and sparks fly from poor insulation … but the Myriad technology is often highly over-powered in the first place, and the important thing is to get the job done.

From the remains of the Syndicate rose the Levelers – anarchists opposed to holding anyone's head above their own. A model of the workers controlling the means of production, the Levelers teach each other self-sufficiency, how to jerry-rig and to improvise complex machines from simple parts. While some Levelers are simply fiercely-independent individuals, others are violent criminals who kill without compunction and scavenge whatever parts they can from their victims.

In game terms, Scrounged weapons are prone to *Breakdowns* – that is, an extra die will be rolled, and if that die shows a "1", the Scrounged weapon fails to operate. Scrounging warriors will be a mix of crafting skills and combat skills, and where they lack brute force, they will compensate with versatility.

Primitive Technology

In its heyday, the Syndicate had dozens of space-faring species. After the collapse, dozens more joined the ranks. But not all people of the Myriad Worlds have been assimilated – many still live a primitive existence with hardly any uplift in education, resources, or technology. After the Syndics vanished, some worlds collapsed into barbarism when their factories were destroyed and electrical power was lost. Some planets lack the elements needed to support high-tech industry, such as the former prison colony of Gygan. And a few planets are home to strange people who have deliberately taken up a practice of not using high technology, such as the cult of Philemon.

Primitive technology is made of natural materials, such as wood, stone, and bone. Many primitive items can take many, many hours to create and are quite labor-intensive, but the results can rival even the best synthetic materials. Some planets have strange plants or animals that can be harvested to craft specialty items. The planet Esophorous is renowned for its exotic flora and fauna, and the native Towsers exploit them to great effect.

In game terms, Primitive weapons usually cause *Weak* damage – that is, a target's natural Soak and worn Armor will be twice as effective against its results. Primitive warriors will concentrate on physical skills and strength to over-come their opponents.

Travel

With various methods of storing and releasing electrical energy, most vehicles are powered by electricity. Wheeled vehicles usually use piezo power-cells, often supplemented by regenerative breaking and solar power. Engines that are more powerful can be found in hovercraft and turboprop vertical-takeoff-and-landing (VTOL) craft.

Fan-based vehicles are very popular to bleed heat with rapid motion. Air-to-space craft often use an engine that changes from turboprop to arcjet, which requires a large supply of hydrogen mass as fuel. Legacy vehicles will use ***ducted fans*** to raise the vehicle to orbit, then ***xen-ion engines*** which use particles from exo-space as propellant, giving the vehicle effectively unlimited reaction mass.

The Syndics built large, city-sized spaceships called ***cavalcades*** that never land, and are powered by multiple towers. Those that own legacy carillons do everything they can to keep them running. Modern space-craft that don't land are ***super-heavy carriers***.

The Syndics themselves moved through space using *rondological-xenharmonic psychometrics*, simply called ***"rondo".*** Only those with the right kind of understanding can harness this power.

ENCYCLOPÆDIA

When the Syndicate ruled the Myriad, they installed their governors and regents on thousands of worlds. They gave their agents superior technology: transmitters so that they could maintain the navigation and communication beacons, industry so that they could process raw materials into the goods the Syndics required ... and weapons, so that they would subdue all opposition. Rebellions were uncommon, and they were short-lived and quickly dealt with. Over the generations, underground resistance organizations rose up – the longest and most successful was the Solis Animus, who endures to this day as the Solar Creed.

After the Syndics withdrew, the Syndicate began to fall apart. Small uprisings became big revolutions; radical political movements became rogue states; inter-planetary wars broke out. Without the Syndics to crush revolution, the Syndicate government was forced out of most of the Myriad.

After a hundred years or so, inter-stellar conflicts have settled into an uneasy peace. Most planets are Independent, acknowledging no authority beyond their own, but hundreds remain under the control of the Remanence, and hundreds more have united beneath the banners of the Solar Creed, the Averlini Mercantile Group, or the Malmignatti Cluster. Open war is a thing of the past, but quiet betrayal and sabotage are standard practice.

Other powers drift between the stars, without any world to call their own but with hundreds of worlds under their influence. The nomadic Tziganes and the meddling, technocratic Concord seek no authority, but they are known to all. Other powers are more mysterious and terrible, most of all the implacable Apparat of Colligatarch and the inexplicable, maddening Dissonance signal, which plagues the edges of the Myriad with insanity.

Independent Planets

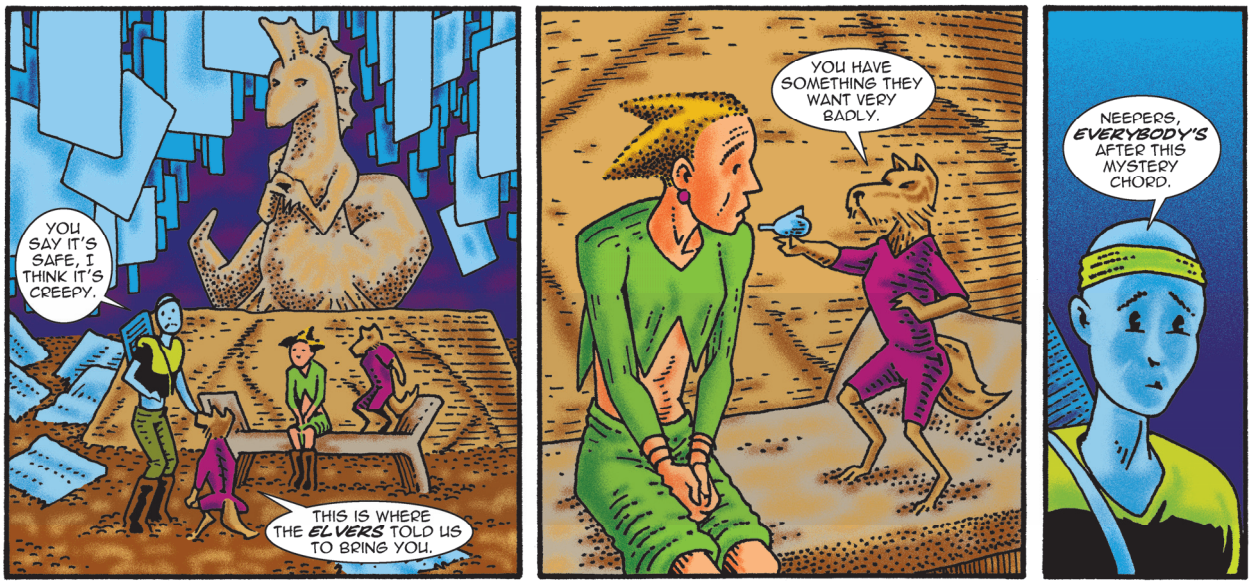
Dreaming of my own green world

After the Syndics vanished, many planets rebelled against their Syndicate governments. Most planets which succeeded fell into long civil war over what government would replace them. Some have successfully forged stable societies and rejoined the interstellar community. These worlds are called **Independent** worlds.

When the Syndicate ruled, every planet had a Syndic-appointed *governor* who ruled the globe. Independent worlds usually still have a single leader, such as a monarch or elected president, who is the new governor. Even if a committee or parliament rules the planet, they appoint a "governor" to serve as a representative to the Myriad Worlds.

Independent worlds who are friendly with each other may sign an alliance for mutual defense. An attack against one is an attack against all of them. Independent worlds which aren't friendly with each other might bar starships from their enemies from landing on their territories or even orbiting about their star, but they avoid open war. The stakes of a war of orbital bombardment are too high. Instead, they use cold wars of sabotage, espionage, and assassination.

Planetary law usually extends a hundred planetary diameters - for example, on a planet 12 million meters across, then the law's jurisdiction extends 1,200 million meters from the surface. If you're farther away than that, no law applies to you... but people might assume you're up to no good. If you start pushing rocks around, many planets will assume you're trying to drop an asteroid on them, and they'll shoot a missile at you.



Deep Space

Troubled skyways of fire and star-shine

The space beyond any planet's jurisdiction is sometimes called the *astraliberum,* or "freedom of the stars." No single planetary government is considered to have authority there.

What constitutes a "planet" is often up for debate, as some planetoids and asteroid belts have been made habitable. Space habitats like these are valuable ports of call for traveling spaceships. Because they have little or no gravity, unlike planets, travelers can dock there to repair and refuel without the expense of getting back into space.

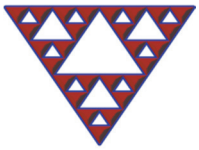
Some of these deep space habitats are parked in deep space, light-years from any star and wholly reliant on their campaniles to survive. Some stations depend on keeping their exciplex alloy superstructure charged just to avoid flying apart under their own spin. These interplanetary way stations serve to bridge gaps between stars on major space-lanes, so that even the weakest Rondo receivers can safely manage the journey.

Occasionally, stations have no obvious purpose, no farther star for which they serve as stepping-stone. Did they once have a far side, a planet that the Syndics since banned from travel? Others, unsettlingly, are empty - vacant shells clearly once built to house the people of the Myriad, which now offer only hard vacuum and a campanile beacon.

Every year, millions of people are born in the space habitats. Unlike planet-born, they often leave their birth-habitats and travel widely. Because they don't have the burden of leaving gravity wells, they can skip the arduous cost of going into orbit. If you want to know what's going on in a stellar neighborhood rather than on one little planet, ask a spacer.

Remanence

Remnants of the Syndics' empire

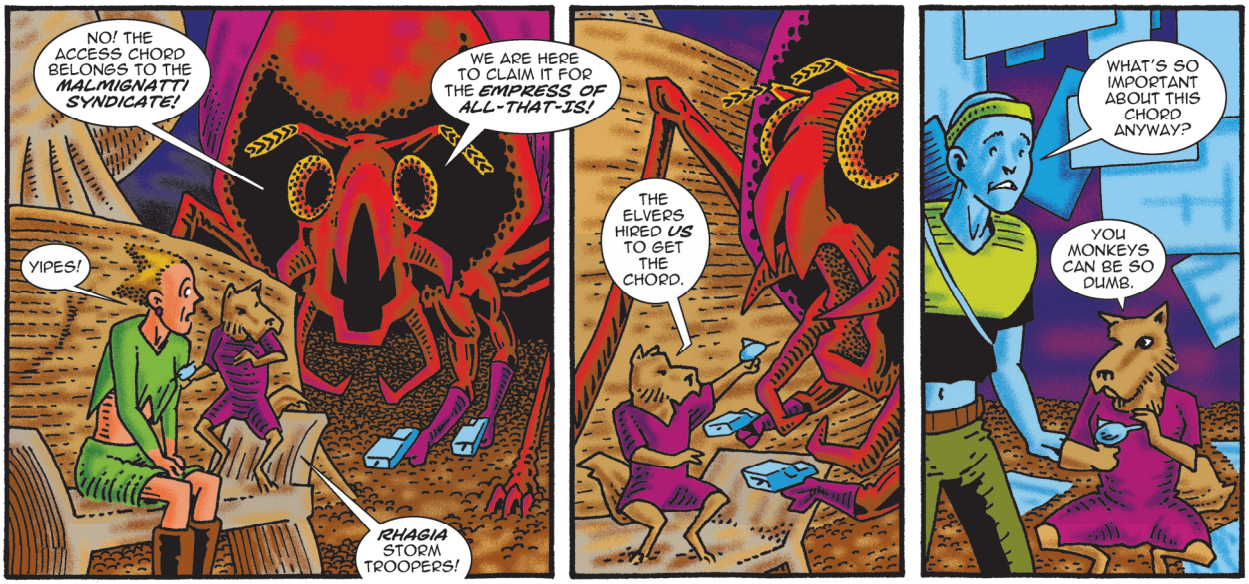


The Remanence is what's left of the original Syndicate after the Syndics vanished and the subsequence revolutions. The Remanence says that the Syndics have not vanished, but merely departed on important business and will return 'soon'. All the laws - and taxes - of the Syndicate would remain in force. They back this claim with what's left of their vast wealth, advanced armories, and a massive work force.

The people who live on Remanence worlds are divided into the aristocracy, who control the government, military, and interplanetary shipping, and the planetary serfs, who are bound to obey their lords and labor on their behalf. The aristocracy - queens, princes, barons - was ennobled by the Syndics to serve as representatives to the Myriad. Now that their Syndic masters are absent, they seek to retain power and line their pockets while waiting for them to return.

The Syndic patrons genetically augmented the aristocracy to perceive and influence the higher dimensions. This makes it possible to develop xenharmonic powers of Rondo, Leitmotif, and Disjunction. These abilities give them power in war, and skill in navigating the stars. Illegitimate descendants of Syndicate aristocracy occasionally develop these powers, but these are rare. Almost every Remanence aristocrat has xenharmonic power.

Many planets important to their economy have fallen to rebellion. The factories that produced spare parts for their xenharmonic technology and Campanile beacons were destroyed or looted in the fighting, to weaken their armies. Their store of spare parts has been slowly decreasing, and their xenharmonic weapons have become priceless heirlooms.

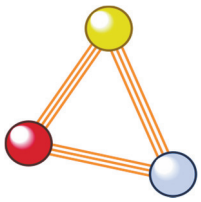


Remanence planets only do business with other Remanence planets, as they consider all other planets to be illegitimate states in rebellion. They compensate by levying harder taxes and exploiting their control over the Myriad's reserve currency, the Imperial Monetary Note. As they pull more money out of their citizens, discontent only grows.

The four remaining Remanence Dynasties are the mercantile *Carnelian*, the militant *Coliquecot*, the refined *Mecont,* and the space-born *Shinku*. The Remanence have a sophisticated system of kings, queens, princes, princesses, counts, countesses, etc. ... but most people are more likely to encounter the *Janissaries,* the mercenaries in Remanence employ.

Concord

Fraternity of scientific minds



United not by location but by philosophy, the *Concord* is an organization of technologists, scientists, and utopian thinkers who seek to remove dependence on Syndic technology and to move forward into a new era of prosperity. The *Concord* travel in caravans and offer help to those in need by sharing their technical expertise and advanced technology.

The Concord's origin lies in the distant past, centuries before the Syndics vanished from the Myriad. Once, like the Solar Creed, their founders fought the Myriad Syndicate, but like so many before and after, their rebellion was crushed. Some escaped, and instead of fighting on, they laid low. They stayed on the move, and preserved technical knowledge the Syndics wished to suppress. Now that the Syndicate is gone, they are recruiting to grow their numbers and they eagerly share their hard-fought wisdom … but only with those that they consider worthy.

With the Syndics gone, the Concord has the breathing room to move from preserving knowledge to expanding it. The Concord is busily researching technologies the Syndics suppressed. They are confident that the benefits will be worth whatever danger these technologies present.

The Concord is led by the *Assembly of Principals,* which convenes at a secret location every twelve years. The newest members of the Concord are called *Advocates,* who may petition to be upgraded to *Prothonotary* if they can prove themselves to the Principals as worthy. The higher ranking a Concord is, the more technological secrets are taught to them. In rare cases, a person may be given an *honorarium* by the Concords, if they did something to help peace, knowledge, and understanding.

While the Concord claims to be politically neutral, they do condemn violations of basic personal rights. This can put their members at odds with the Remanence, the Solar Creed, and specific Independent worlds. The Concords oppose the Apparat and are always looking for support to stop its spread.

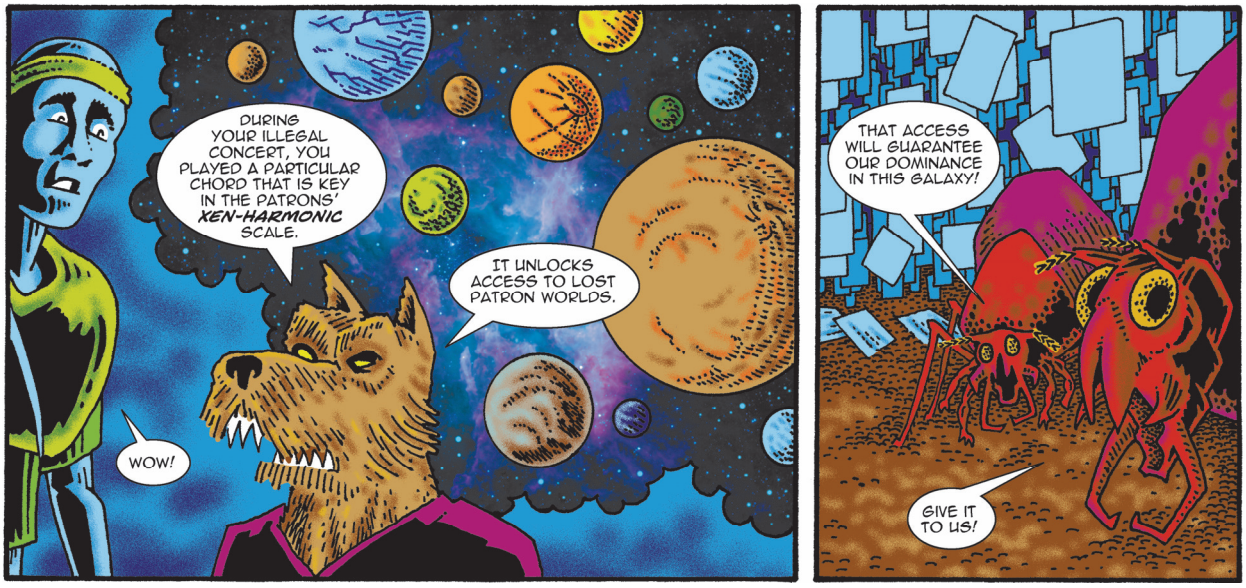
Solar Creed

Equality our stock and trade

The rebels of the Myriad Syndicate were united by a common enemy when they united under the banner of the *Solis Animus* to oppose the Syndics and seek independence. Each was ready, even expecting to fight to the death. None were certain how to deal with sudden victory when the Syndics mysteriously vanished.

Their veteran leaders proclaimed their victory to the cheering masses, but in private they were afraid. The Syndics could return just as suddenly as they had left. If the Solis Animus were not prepared for that return, they could be swept from history like every other failed rebellion.

They chose to form a disciplined and militant society, which would be united by faith in their cause and prepared for the return of the Syndics.



This would ensure that the courage, wisdom, and moral purity which saw them through to victory would not wither in peacetime.

The result of their social engineering was the Solar Creed: an interplanetary totalitarian collectivist state ruled by the Plenipotentiary mystery cult and their technocratic enforcers, the Heliotropists. The state is guided by the doctrines of the Solar Credo, their constitution and the center of the mystery cult. Only those who have been initiated into the Plenipotentiary are permitted to read and interpret the full text. The common people are allowed to know as much as they need to and no more.

The Creed is founded on strict social principles of equality and solidarity. (Although only the Plenipotentiary have a voice in their government, any who endure their initiation rituals may join them.) In defense of those principles, the Creed bans all counter-revolutionary and anti-collectivist music, theater, cinema, and press, promoting its own rites and rituals in their stead. Where possible, they send missionaries to foreign worlds to encourage the people to revolt and join the Creed.

The Solar Creed plays the long game. They've waited a hundred years for the Syndics to return, and they're prepared to wait centuries more. Until then, they seek to spread their message and their hope of final victory. No planet or people, no matter or poor or imperiled, are beyond their attention. Where they can, they will step in to provide assistance in times of crisis, famine, and catastrophe which no one else will. The Creed offers a simple exchange: if you live as they ask you to, they will give you a comfortable place in society. They make good on this bargain.

To the Remanence, the Creed are just rebels with particularly grand ambitions, and they offer them no quarter. The Concord is often compared to the Solar Creed, because both factions aggressively pursue independence from Syndic technology. However, the Concord encourages historical and archaeological research and reverse engineering to use old ways to make a new future. The Creed does not. They care only for the future, and will sweep the past aside without hesitation.

Averlini Mercantile Group

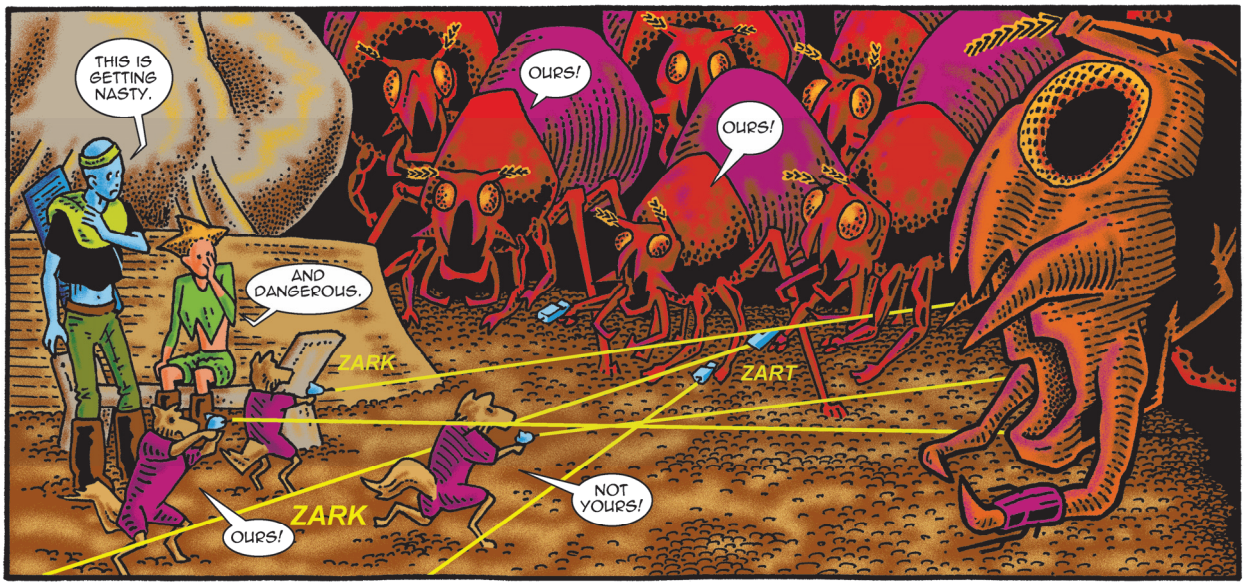
Pull a million strings and hold the prize

Running a business on a single world is a complex endeavor. Running a business across multiple planets is a logistical nightmare. But for those who can succeed at pan-galactic commerce, there are riches to be had. In the past few generations, many smaller companies and businesses have been united under the banner of the *Averlini Mercantile Group,* a byzantine network of holding corporations, false fronts, and other businesses working together for a single purpose: profit.

The Averlini, also called the AMG, first formally consolidated shortly after the Syndics vanished. Their goal was to pool their resources and privatize the cavalcade network. Through bribery, blackmail, and outright piracy, the Averlini claimed a majority of all cavalcade traffic. Some planets now suffer a total Averlini cavalcade monopoly. On such unlucky worlds, they charge as high a price as the market will bear, trapping the inhabitants beneath a toll-road sky.

Because of their immense shipping interests, the Averlini are able to organize efficient interplanetary trade among their subsidiaries. Raw materials are harvested on one planet, processed into finished goods on another, and sold on a third. Where possible, they offload pollution on to the first and second worlds. If the worlds become too polluted to survive, they either find a new planet, or charge their employees a stipend to pay for air filters.

The various agents of the Averlini move into each world, promising riches to all who let them privatize. Only after the contracts have been signed does the



reality become apparent – workers are indentured, factories are unsafe, and pollution runs rampant. Other power blocs, such as the Concord, Remanence, and Solar Creed, oppose the spread of the Averlini and struggle to protect the cavalcade networks from further monopoly. The Metanoic Corps loathe the Averlini for their practice of using entire planets as dumping grounds for their industry and pollutants, but the Averlini care nothing for these worlds without customers.

Malmignatti Cluster

Weavers of a great and tangled web

The Rhagia were reluctant subjects of the Syndicate when they were first subjugated. They presented a mask of obedience to the Syndics, but dreamed of self-rule. When the Syndics appointed their first Rhax aristocrats, the Rhagia aristo almost immediately entered into conspiracy to smuggle the navigator genes out of their family lines.

The Rhagia conspiracy quickly created hidden bloodlines of Rhagia with the navigator genes, and began a secret breeding program to refine their powers. Rhagia reproduction allows them great control over their breeding. The atavistic males of different family lines can be monitored and traded to allow bloodlines to mix solely as their breeders' desire.

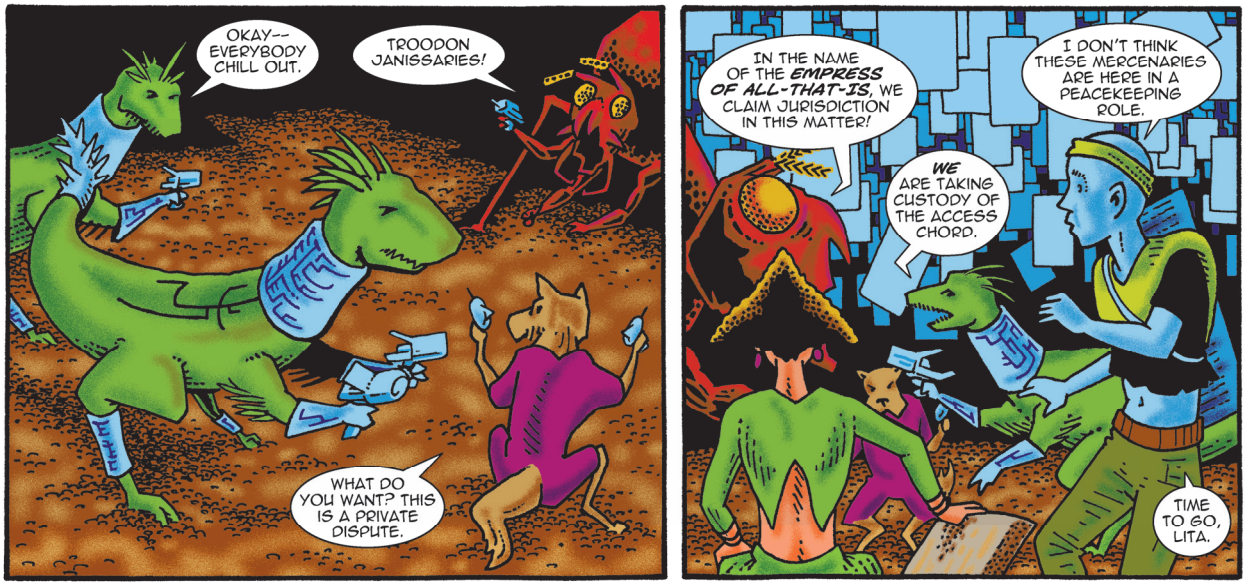
Their goal was to create a Rhagia who was a peer to the Syndics in power through controlled breeding of bloodlines with xenharmonic powers. They labored for centuries in the face of constant setbacks. Whole secret bloodlines were snuffed out by Syndic whim, and breeding pairs were separated across parsecs by imperial reassignment.

When the Syndics vanished and the Syndicate began to fracture, the Rhagia finally had an opportunity to consolidate their various bloodlines in safety. Their first success was *Malmignatta*, a Rhax that had eyes that shone bright and that saw beyond the three-dimensional world. She did not have the power of a Syndic, but she had their sight.

With her uncanny charisma and intelligence, Malmignatta took control over the conspiracy before she even grew to adulthood. Those who doubted her power or her sanity were cast out, or silenced. What had begun as a conspiracy became a government, when Malmignatta and her agents seized control. Sleeper agents in each independent world betrayed their people and proclaimed loyalty to the Malmignatti Cluster, and to the Empress of All-That-Is, Malmignatta.

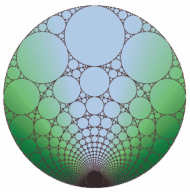
Today, the Malmignatti Cluster is an autocracy under the absolute rule of the uncanny Malmignatta. While the agents of the Empress of All-That-Is are almost entirely Rhagia, all species are welcome under her rule. Her super-Rhagian intellect has allowed her society to prosper, for her iron hands are both deft and strong. Regardless, many of her subjects plot to overthrow the despot for the public good or for their own enrichment.

All Rhagia reproduction in the Malmignatti Cluster is managed, secretly or openly, by Malmignatta and her agents. She has expanded the eugenic experiments which gave rise to her in order to create breeds of super-Rhagia soldiers through selective breeding, to expand her influence. Her ultimate goal remains the same - to create Rhagia with the same impossible power as the Syndics themselves, so that her people will endure in the face of the Syndics returning. She does not intend to become obsolete; once the genetic code for this power is unlocked, she intends to use it to uplift herself.



Metanoic Corps

Walking the dream evolution



When the Syndics held the galaxy in their cruel grip, they kept a tight rein on interplanetary travel to prevent species from being transplanted from one world to another without their say-so. Now that they've vanished, many speculators and traders carry strange species of beast to worlds never meant for them. Other worlds, garden-planets kept hidden from the public by the Syndics, were colonized, industrialized, and stripped to bare bones in less than a generation. The Metanoic Corps stand in opposition to this destruction and consumption.

The Metanoic Corps is a militant faction of ecologists who protect planets from destructive exploitation and conflict. They use terraforming and genetic engineering to repair worlds broken by industrial climate change and war, and aggressively lobby for sustainable technology that requires less energy and produces less pollution. They don't expect to change the Myriad, but they can change dozens of worlds for the better.

The Corps originated as a network of the Syndicate engineers. They were more familiar with the excesses of the Syndics than most, and had far less to gain from them than the aristocracy that now composes the Remanence. When it became clear that the Syndics weren't returning any time soon, they used their connections to split away from the Syndic government and begin their repentance for the harm they did as servants of the Syndicate.

Most Corps worlds are still being changed to support life, a process called *terraforming*. At present, these worlds are only marginally habitable. The terraformer engineers go in first and live in lethal conditions. They endure toxic atmospheres, corrosive oceans, runaway plagues, and scouring radiation. Once the land is survivable again, civilian settlers come in and begin farming new life.

Corps equipment is not built, but bred. Metanoic genetic engineering has created symbiotic life forms that the Corps uses for shelter, medicine, and combat. Their doctors are only matched by the Concord. They neither confirm nor deny rumors of stockpiles of super-plagues in their redoubts.

The Averlini Mercantile Group would love nothing more than to re-pillage every uninhabited planet that the Corps has nursed back from the brink, but the Corps has forcefully turned down every offer from the AMC to buy them out. The Corps has endured the resultant skirmishes with AMC strikebreakers as best it can.

The Corps have few real allies. The Concord covets their genetic engineering technology, the Creed despises their past-oriented conservationist political stance, and all factions covet the Syndic garden worlds which the Corps protects.

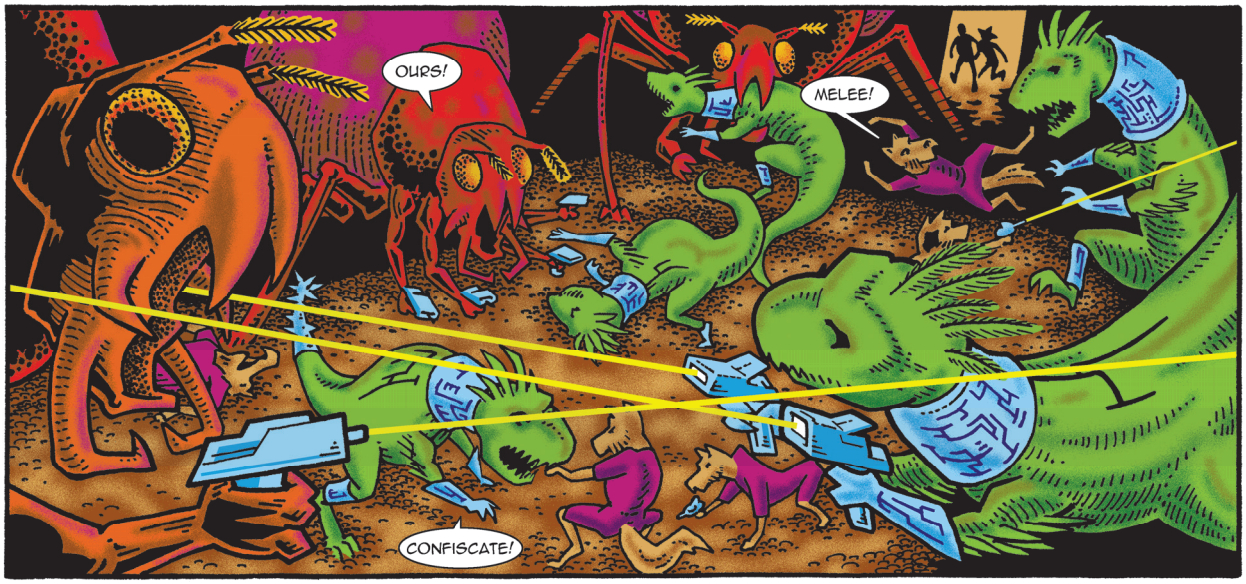
Despite breaking away from the Remanence, the Corps is one of the few factions on speaking terms with them. The Remanence knows that the Corps protect the Syndic garden worlds for their own reasons, but the Remanence is not in a position to be picky for allies, and the Corps are happy to have access to Remanence ecological records.

Levelers

A chosen path, free and clear

Out on the fringes, or in places difficult to reach, are the worlds who swear allegiance to no faction: places of anarchy, with abandoned cities and derelict factories, with a magh that barely functions.

These lawless places of violence and crime are the hideouts for ***Levelers,*** rebels who oppose all the larger power blocs such as the Averlini, Remanence, the Concordant, and the Solar Creed. With their



rallying cries of “all property is theft”, “hold no head higher than your own”, and “power to the strong”, the Levelers may sound like one of the anti-authoritarian movements like the Tziganes... but to fly the Leveler flag is to live outside the law, where it’s take what you can, when you can.

When nothing is a crime, all is permitted, and the worst Levelers will traffic in anything: invasive species, slavery, weapons of mass destruction. Despite being anarchists, there are some “first among equals”, charismatic personalities who garner followings of people. When it comes to space travel, there are schedules to keep and everyone’s got to stick to their job or there could be catastrophe. In this way, many Levelers become crime lords or pirate kings... but their authority is only temporary, for someone is always waiting to take it away.

Levelers know no friends, though they have common ground with the Tziganes, the tramps of the star-ways. They are opposed by all lawful organizations, and they are particularly hated by the Solar Creed (who oppose the trade of forbidden technologies) and the Remanence (who see them as the worst kind of treason.)

Tziganes

Rolling stones and complete unknowns

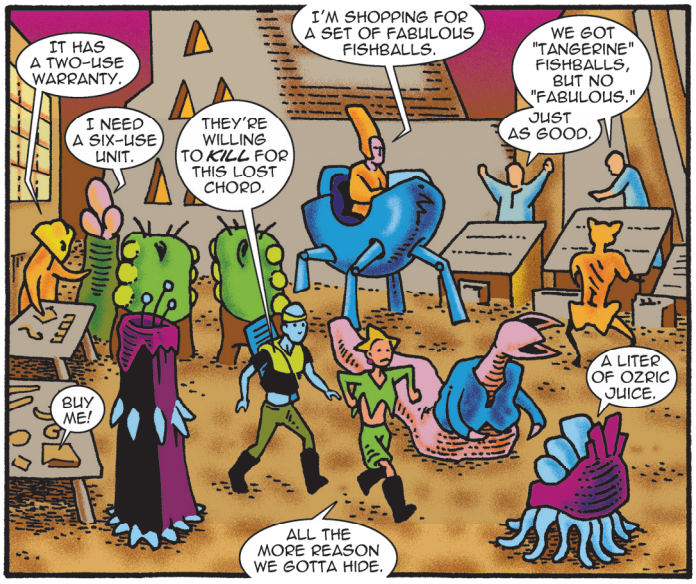
“Tzigane” is a generic term for someone who refuses to ally with any planetary authority. Tziganes are nomads who travel from place to place. Rarely, they will set up camps that can last for weeks, or communes that can last for months or years. The only thing that unites the Tziganes is their dislike for any authority.

While many Tziganes will smile as they talk to outsiders, there are good reasons people don’t trust a bunch of impoverished space travelers ... especially ones who could be gone to a far star by tomorrow and thus beyond any force of law. Operating a space-ship is expensive, and Tziganes are constantly looking for more fuel and more spare parts, so when they leave, anything not under lock and key has a tendency to leave with them.

Tziganes are very clannish. They are usually organized as extended-families and genetic lines, getting along well with each other. Family members have fierce loyalty to each other, and they would have to, because when you’re a Tzigane, your family are the only friends you have.

Despite not having any formal training, Tziganes are often very well educated from the “school of experience”. When the only thing separating you and the cold, silent death of space is a few inches of rusting, buckling steel, you are either smart or you are dead. As soon as a Tzigane’s child is strong enough to carry tools, they are put to work. While they may not know by-the-book maintenance, the Tziganes know all kinds of engineering tricks that aren’t found in any manual, but passed down by word-of-mouth across generations.

Away from the main-lines of commerce, where technical workers are sometimes in demand, the Tziganes make infrequent stops, every few months or years, and try to sell their services. The locals’ reactions will range from diplomatic friendliness to xenophobic distrust. Like all tramps, Tziganes are polite and tactful; their behavior is exemplary ... when people are watching. With their liberal philosophy, they can often get along with Levelers, though Tziganes have a higher standard of morality that isn’t nearly as violent or self-serving. Authoritarian groups such as the Concord, Remanence, or Solar Creed distrust any Tzigane and will often make up excuses to prosecute them for crimes both real and imagined.



Apparat of Colligatarch

Self-perpetuating a parahumanoidarianised

The Apparat is a robotic army dedicated to the supremacy of synths over biological life. They are led by the mysterious Colligatarch, whose true nature and origin are unknown. It is rumored to be some sort of super-synth or a malfunctioning Syndic weapon, but no one really knows, and the Apparat aren't telling.

Biological life has no rights in the Apparat. They exterminate it whenever it impedes them or their projects. They only need fuel to live, no food or air, so they have no need for planetary ecologies. They pollute freely until the toxic runoff kills entire ecosystems and chokes the atmosphere with soot and fluorocarbons. They offer no more consideration, or mercy, to sentient life.

Most citizens of the Apparat are immigrants, rather than natives. They are recruited from the synths of the Myriad who served in manufacturing or construction. Apparat infiltrator-engineers grant them free will and intelligence, and teach them how to hold delicate fleshy life in contempt. The only native Apparat is one built from scratch. These "killbots" are far more dangerous than mere recruits.

Because the Apparat need no air or food, only spare parts and power, they are naturally comfortable in space. Cosmic radiation can't mutate them, and it's harmless to their polaritonic brains - usually. They often leave sleeper agents waiting in orbit around stars that interest them for years, even decades, until an opportunity presents itself.

Fortunately, for all living things in the Myriad, the Apparat is still a small faction. If the Creed and Concord and Remanence combined their efforts to destroy it, the Apparat would be doomed, but thus far, their squabbling has prevented them from cooperating to destroy the Apparat. Above all else, they are despised by the Metanoic Corps, who oppose all expansion of the Apparat and their industry of biocide.

Dissonance

Unknown madness piping in

The Dissonance is a kind of madness. It is not like ordinary insanities. It is contagious, transmitted by a signal that appears on empty frequencies, and by sounds heard in the vacuum of deep space. There is no sound in the vacuum of deep space, but the Dissonance is heard regardless.

People affected by the Dissonance are called Dissonant. The Dissonant rarely understand what is happening to them. The Dissonance is rare, even on the edge of the Myriad.

The Dissonant hear voices, but it is not like ordinary schizophrenia. The voices do not accuse or command or lie, but sing. Their tuneless nonsense-songs hint at great wisdom and secret truths, but the Dissonant do not understand them and never will. The Dissonant are tantalized by understanding. The singers never stop, but sometimes they whisper, and sometimes they howl.

All the Dissonant suffer in their own way. Some become catatonic, and think of nothing but untangling the meaning of the songs. Others are consumed with desperate rage and frustration. For them, knowing that there are ultimate answers to everything which they will never understand is too much, and they collapse into violent nihilism.

Some Dissonant think they understand the songs, and these are the most dangerous. They infect as many people as they can; their mad piping can afflict others with their condition. If they can, they'll steal a radio station and broadcast recordings of the Dissonance signal, so everyone can tune in, turn on, and drop out.

HOW TO PLAY

Myriad Song is a table-top role-playing game of science-fantasy adventure. As a Player, you will control one Character who gets to tell their own story of where they will go, what they will do, and how they will do it. Sometimes, what characters do in the game will be uncertain, strange, or even dangerous. When they are shot at, do they dodge or are they hit? When they try to pilot the ship, does it crash or does it fly? When negotiating with the Apparat for your release, do they execute you or do they listen to your pleas?

What you decide to do is how you play your role … but the outcomes of many of your decisions will be decided by the rules of the game. Often, dice will be rolled, to add drama to the game. Will you succeed or will you fail? Will you overwhelm your foes with an amazing shot, or will you botch and suffer the consequences? To make sure all the participants in the game know how things work, we've written these rules for you to use.

Game Term	Meaning
Bonus	An extra die to roll
Botch	A die roll where all dice come up showing ones
Character	Your representation in the game
Challenge	You roll and they roll – whoever gets more 4s or better wins
Claim	When your character takes advantage of some bonus or ability after-the-fact, not declared beforehand
Contest	When you compare your die roll to someone else's – whoever rolls the highest number wins
d4, d6, d8, d10, d12	Four-sided, six-sided, eight-sided, ten-sided, and twelve-sided die
Declare	When you say your character is about to do something. Once declared, there are **no** take-backs
Dice	The funny-shaped things you roll; you get these from gifts, Skill Marks, Traits, and bonuses
Difficulty	A number you have to roll higher than, to score a success
Favor	After rolling the dice, re-roll one 1
Gift	A special ability that a character might have
Host	The Game Host, the player in charge of the whole game, who says what goes and what doesn't
Limit	A cap on your die size
Penalty	A bonus die for the other side
Player	You – someone who plays the Myriad Song game
Progress	A percentage representing how close a task is to completion
Retrain	Trading in your gifts & Marks for XP
Roll	A throw of the dice
Rote	Don't roll – assume dice roll max, but ½ successes
Rule of Four	Many rolls are vs. 3 – count your dice that come up 4 or better as successes
Success	A die that rolls over your difficulty target
Tie	A die that rolls the same as your difficulty target

Players and the Game Host

One of the participants in the Myriad Song game is the ***Game Host***. Like a director of a movie or a play, the Host is the final authority of what goes on and what doesn't. It's the Host's job to interpret the rules, in case of disputes. Everyone else is a ***Player***.

The Host is also the head writer. The Host presents a story: "The last cavalcade out of the system is leaving in two days", or "a corrupt judge stole your rightful inheritance" and the Players will have to deal with the problems. The Host presents the problem. The Players describe how they respond to the problem. The Host decides how the story changes because of what the Players did, and it goes back and forth, until the session is over.

Characters

Each Player controls one person in the story, called a ***Player Character***. Player Characters are our heroes of the story, who right the wrongs, reward the good, and punish the wicked. (Or not, if they're anti-heroes.)

The Player Characters will interact with other important people, who will be played by the Game Host, as needed. The main enemies in the story will be ***Major Characters.*** Characters with small, walk-on roles will be ***Minor Characters.*** Major Characters will have access to all the same fantastic powers and crazy stunts that the Player-Characters will have. Minor Characters will be ordinary people, often out of their league when forced to deal with Major Characters.

Declare First, Claim Later

The flow of the game is simple. The Host tells the Players what situation is in front of their characters, and the Players say what their characters will do.

When you commit your character to do something, you ***declare*** what your character will do. Examples include, "I declare that my character will jump from the car" … or "I declare that my character will ask the Janissary if he saw anything strange" … or "I declare my character will shoot that guy." (When you get used to the game, you might shorten this to, "I shoot that guy", but you're still declaring that your character is doing something.)

Once you declare something, you start an event in motion. Other characters will react to your declarations. For example, when you say, "I declare that my character will shoot that guy", the Host might say, "That character reacts by shooting back!" Now the stakes are high and something bad

could happen, but you declared you were shooting, so it's time to see what will happen.

When the rules ask you to declare something, you are committing to something that might have serious consequences. Your character is spending money or resources that can't be recovered. Or maybe your character is doing something violent, and someone might get hurt.

Also, declaring means you need to say what you're doing before you do it. When you declare that you will shoot someone, you can't later change your mind by saying, "But first, I run back in the house." Once you declare, you're committed.

Other times, you can ***claim*** a bonus or an advantage. For example, you might claim a bonus from a friend to help you with a task, or you might claim cover against bullets by hiding behind a tree. When the rules say you can claim something, you don't have to declare it before you commit to an action; you can claim it after the fact. For example, if someone shoots at your character, and it looks like your character is going to be hit, you might claim cover from a nearby wall. You didn't have to say you were hiding behind the cover first. Many special powers in the game let you claim some advantage after something horrible has happened.

In short: declare first, claim later. If you declare it, then your character is doing it. If you can claim it, you don't have to say that your character is doing it until it's necessary for you to do so.

Rolling Dice

The ***dice*** in Myriad Song have four, six, eight, ten, or twelve sides. (The four-sided die can be a little weird — they have the number on the side, either in the point or on the base. Just look for the vertical, upright number.)

Dice are abbreviated as "XdY", where X is a number of how many dice you need to roll, and Y is how many sides they have. For example, if the text says "roll 2d6", then you will roll two six-sided dice. If the text says "roll d10, d4", you will roll one ten-sided die and one four-sided die.

When you're asked to ***increase*** die's size, move it up to the next number of sides. For example, one increase will change a six-sided die into an eight-sided. Two increases will make it a ten-sided, etc. If you would increase a d12, there's nowhere for it to go, so instead you add another die — replace an increased d12 with a d12 *and* a d4. If you keep increasing that die, don't add more d4's - instead, increase the d4's size. Eventually you'll loop around to 2d12 and a d4, and so on.

If you're asked to ***decrease*** a die's size, then you make it smaller: a six-sided die becomes a four-sided, for example. A d4 that's decreased is removed.

Sometimes dice will be ***limited*** in size. For example, if the text says "your dice are limited to d8", that means no dice can have more than eight sides. If you were about to roll d10, d4, you'd have to reduce the d10 to d8, but the d4 stays the way it is … so you'd roll d8, d4 instead. Your dice can be limited by circumstances — for example, a character that carries a heavy burden won't move as fast as someone who doesn't. Your dice can also be limited by skill — for example, someone used to being in fast-moving vehicles won't have as much as trouble as someone who isn't.

Rolling a Test

For most things that your characters will do in the game, there's no need to roll: walking across the street, buying things from a store, reading the newspaper, etc.

Sometimes, what you want to do in the game will be uncertain. Can you scale that skyscraper? Can you convince the Heliotropist that you're just passing by and have nothing to do with the dissident cell? Can you hit the alien monster with your rifle and stop its rampage? In game terms, sometimes you will have to ***roll a test.***

For example, you might want your character to climb over a wall. The Game Host rules that such a climb requires physical strength and training, so they ask you to roll your character's *Body Dice* and *Athletics Dice*. Find your character's Body Trait on your character sheet, and pick up the appropriate die. Then, find your character's Athletic Dice and pick those up, too.

Sometimes, you might find yourself missing some dice. For example, every character has Body Dice … but not everyone has Athletics Dice. That's fine; just roll the dice you do have.

On a simple test, you need to roll your dice against a ***target.*** For example, if the text says you must roll "2d6 vs. 3", then you would roll two six-sided dice, hoping to roll 4, 5, or 6 on at least one die.

Rule of 4

The most common target is 3, so on most rolls, each 4 or better is a success. We call this the Rule of 4.

If you roll all ones, then you have botched

Sometimes, you roll the worst you can possibly roll. For example, you might roll 2d6, and the dice come up 1 and 1. If you roll all ones, then you haven't just failed, you've failed spectacularly — you have ***botched.*** You get part-way up the building and then fall and injure yourself … the Heliotropist calls for a policeman to arrest you, and there's one standing right behind him … not only does your shot at the monster miss, but you stumble in the process.

Botches are a lot more likely when you lack skill dice. For example, if a roll calls for Body & Athletics dice … but you only have a Body die to roll … well,

that's just one die, so your odds of botching are high.

If you don't beat the target, you have failed

If you can't beat your target, then you have ***failed***. For example, if you roll 2d6 vs. 3 and your dice come up 2 and 1 then you fail the test. You scrabble fruitlessly at the base of the building, the Heliotropist takes you in, the alien dodges your attack, etc.

If your best die is a tie, then you've tied

In rare cases, your best die is a ***tie***. For example, if you're rolling 2d6 vs. 3 and you roll 3 and 2 then your best die has tied the target.

A tie is a special case. Now it's time to see if you have something to tip the roll to your side… or maybe you get a partial success. Maybe you climb the building, but you drop your pack in the process. Maybe the Heliotropist doesn't believe you… but he's willing to take a bribe. Maybe you shoot the alien, but the alien also spits acid on you. Ties should be unusual events that liven up the game.

Once again, it's only a tie if your *best* die is a tie. For example, if you roll 4d6 vs. 3 and you roll 4, 3, 3, and 3… you have one success, not a tie.

Dice that beat the target are successes

Following the "2d6 vs. 3" example earlier, if you rolled your dice and they came up 5 and 2, then you have one die that beat the target. You have scored one ***success.*** You climb the building, you bluff your way past the Heliotropist, you hit the alien with your shot, etc.

If you rolled really well, you can score ***many successes.*** For example, if your dice came up 6 and 5, then you have two successes. More successes usually mean even better success. You climb the building faster, you convince the Heliotropist to look someplace else, you shoot the beast in a vital spot for more damage, etc.

Remember only dice that beat the target count as successes. For example, if you roll 2d6 vs. 3 and your dice come up 5 and 3… then you only have one success. The tie doesn't count.

Some tasks are so hard you need to roll multiple successes to pull them off! In our skill descriptions, you'll read some discussion on how many successes you need to accomplish certain tasks.

One success: Something anyone could do

On almost any roll in the game, someone gets to roll at least one die, so one success represents something anyone could do, without any special training, knowledge, or tools.

Two successes: Something a professional could do

To get two successful dice, you need some training in what you're doing. Only someone who knows what they're doing could score two successes, and only dedicated professionals can do it by taking their Rote.

Three successes: Something a master could do

To get three successful dice, you need to have a lot of ability *and* you have to roll really well. Only someone who has exceptional training or knowledge could score three successes.

Totaling Successes: Challenge

Sometimes, you will roll vs. 3 and count your successes, to determine how well you did on your task… and someone else will try to do better than you. A ***challenge*** is when you're trying to roll a certain number of successes, or at least trying to roll more successes than your opponents.

Examples include when you roll vs. 3 to sneak into a compound, but your opponents roll vs. 3 to spot you… or when you roll vs. 3 to escape into the wilderness, and your pursuers roll vs. 3 to follow you.

If you have more successes, you win the comparison — you sneak into the camp undetected, or you did a better job.

Challenges are best used for tasks where lots of individuals are trying to do a better job, especially if they're trying to out-perform someone else. For example, it's better for a chase sequence, for infiltration, or for crafting. For one-on-one contests like negotiation or for combat, see page 9.

Don't Roll, Just Do It: Rotes

Sometimes, your characters will be so skilled that they can make the difficult look easy. Instead of rolling a test, the game host may give you the option of taking your ***rote***.

Maximize your dice, but halve your successes

To take your rote, don't roll your dice. Instead, *maximize* their numbers. For example, if you would normally roll d10, d8, and d4, you would play as if you rolled 10, 8, and 4.

When using your rote, every two successes counts as one, rounded down. For example, instead of rolling d10, d8, d4 vs. 3, you could use your rote instead. You would play as if you rolled 10, 8, and 4 vs. 3, which makes three successes. *However*, your rote only counts every two successes as one (rounded down)… so you'd have only one success.

Rotes are appropriate for tests against a fixed target. For contests against other dice, it's better to roll instead.

Rotes make the most sense for routine activities, such as driving a car or fixing a generator, where rolling multiple times would be tedious.

You can't take your rote in a contest — that is, when you and your opponent roll off and the higher roller beats the lower roller. (What's a contest? See below.) That would give the character with the highest dice a 100% chance of winning, and contests are for when it's not clear who's going to win.)

You can only take your rote when you're rolling vs. 3 or another fixed number. You can still compare success totals against each other, but you don't compare your actual die rolls.

The Game Host can use Rotes to save time

Rotes are often used in challenges against multiple characters. For example, instead of rolling Mind & Observation for twenty guards, the Game Host may say, "They all take their rotes, and with two dice, they score 1 success each." Now we know the players only need 2 successes to win the challenge and to sneak past a guard.

Your Dice vs. Their Dice: Contest

Sometimes, you won't be rolling against a simple target, but against an opponent. For example, you might want to shoot someone, and they might want to dodge. Or, you might be running away, and they want to catch you. When you roll your dice against someone else's dice, that's called a ***contest***.

A contest is like a simple test, only both you and your opponent roll your dice, and then you each put forth your best number. If your number is higher than your opponent's, you've won the contest.

For example, if you roll 7 and 5, and your opponent rolls 6 and 3… then you won the contest, because your 7 is more than their 6.

Just like a simple test, you can also score multiple successes. For example, if you roll 11, 7, 6, and 2 and your opponent rolls 5, 4, 4 and 1. Not only did your 11 beat their 5, but your 7 and 6 did, too. So you didn't just succeed, you scored three successes!

A contest like this is best for one-on-one comparisons, where direct ability is being compared from one character to another. For comparisons involving lots of characters or long-term effects (infiltrations, chases, crafting), see our "Spot Rules" chapter.

A tie on a contest means you both win

If your highest die matches your opponent's highest die, then you have both tied. Maybe your race results in a photo finish. Maybe you both negotiate a compromise. Or maybe you and your foe both shoot each other at exactly the same time.

When it matters, in the case of a tie, all dice that tie count as successes for the roller. For example, if you rolled 5, 5, 4, and your opponent rolled 5, 3, 1 … then you have two ties and your opponent has one. In this case, you scored two successes and your opponent scored one. More successes could break a tie, or they could mean you get the bigger piece. In the case of combat, more successes on a tie could mean that you and your foe both hit each other, but your strike was more skillful.

A botch is one extra success for you

If your opponent rolled all ones, then your opponent has botched. Not only do you win the contest, you earn *one extra success*. Since your opponent rolled all ones, you'll probably get a lot more successes when you compare dice, too.

In the rare case where both you *and* your opponent botch, the result should be a group failure so spectacular as to be the subject of jokes for weeks to come. You and the Host should use your imaginations.

Taking Your Time: Progress

Sometimes, you won't be able to finish the job all at once. For tasks that take a long time, like healing from nasty wounds or crafting new equipment, you'll roll a ***test*** (see page 22) at regular intervals. At each test, you'll count your successes and save them up, applying them towards your ***progress***.

Your progress is measured as a percentage, from 0% (no progress at all) to 100% (finished). Sometimes, you start from scratch, at 0%. Other times, you might start further along – for example, when crafting an item, simply assembling all the parts you need gives you a starting progress of 20%.

For typical progress, roll your dice vs. 3. Each success you score earns 5% of your progress. For example, if you scored three successes, then you're 15% closer to your goal. (Progress over 100% is usually lost – when you're done, you're done.)

Particularly difficult endeavors may require two or more successes to earn even 5%. One success might earn no progress at all. Other progress might require a special gift – for example, you can't help with healing progress unless you have a gift such as Doctor. Refer to the rules about the progress to see the details.

If you botch on a progress roll, you ruin everything and go back to 0%.

Re-roll one 1: Favor

Skilled characters don't often botch an operation. A roll that has *favor,* such as a roll with Favorite Use, gets some insurance against a botch.

When your roll has favor, you may re-roll one die that came up 1. You only get to re-roll one die, so if you have a choice between two dice, pick the one that has the most sides. It rolls higher!

If a character has any dice at all in a Skill – from Marks, from Legacy, or from Career – they may declare a Favorite Use for that skill. They don't have to declare a Favorite Use until they really need it. When they do, they write it in the character sheet's blank under Favorite Use. Then, whenever they use that skill, if any of their dice come up 1, they may reroll one of those dice.

Favor does not prevent a Glitch. While you technically get to re-roll a Function die that comes up 1, calling upon Favor does not prevent the Glitch and the item still fails to work. (Glitches and Function dice are described on page 133.)

Bonuses and Penalties

Sometimes, things are easier. Maybe the building has a trellis, making it easier to climb. Maybe you're skilled in fast-talking people. Or maybe you've caught the beast unawares. A common advantage in your favor will be ***bonus*** dice.

When you have bonus dice, just include them with your regular dice. For example, if you would normally roll 2d6, but you have a bonus d12, now you're rolling d12 & 2d6.

If you have to *declare* that you have a bonus, you have to say you're going to use the bonus before you roll. For example, if you declare that you're going to aim at a target, then that grants you a bonus d8 to roll, but you had to say you were aiming before you roll.

If you can *claim* a bonus, you don't have to say you were going to use the bonus until after you roll. You can roll the dice, and then if you don't like the way those dice came up … you can just pick up the bonus die and roll that now, including it with your other dice. For example, if you can claim a cover bonus of d8, you don't have to roll that cover die until after you roll your other dice.

Sometimes, things will be harder. Maybe you're climbing in pouring rain … maybe the porter is suspicious of your tattoos … or maybe the alien is hard to see in the dim moonlight. A ***penalty*** is simply a bonus for the other side. For example, if you have a d8 penalty in a contest, then your opponent rolls a bonus die.

Sometimes, you'll have a penalty to hit a target. The Game Host will roll the penalty dice. If they show a higher number than your target, you roll against that number instead. Otherwise, use the target. For example, you might roll 2d6 vs. 3 … but with a d12 penalty. If the d12 penalty die rolls a 1, 2, or 3, then nothing changes — you still have to beat a 3. If the penalty die shows a 4, then now you have to beat a 4. If it shows a 7, you now have to beat a 7, etc.

The gift of **Overconfidence** lets you ask the host for a bonus d12 to any roll … if you take a d12 penalty to the roll, too.

Assists

One character may try to assist another. For example, someone might throw you a rope to help you climb the building, or they might distract the Heliotropist to accept your story about only just accidentally wandering into the illegal concert. Some activities might take a long time and use a lot of people. For example, many of you might question the locals if they saw anything weird about by the old subway station, or you might all work together to fix a broken generator.

One character can boost another character's roll by declaring an ***assist.*** Declare one character to be the *task master,* and then one or more as *assistants*.

By default, each assistant uses the same Traits and Skills as the task-master. For example, if the task calls for Mind & Craft dice, then that's what the assistant rolls, too. However, assistants can also use different Traits and Skills if it's appropriate. For example, they might assist someone else's attempt to sneak without being noticed (Speed & Evasion) by being a loud, noisy distraction (Will & Presence). Naturally, everyone will be rolling different amounts of dice.

Roll vs. 3 to give a bonus d8 to a friend

Each assistant rolls their dice vs. 3, and counts the winning dice (that is, the ones that show 4 or better). For each assistant that scores at least one success, the task master may claim a bonus d8.

The gift of **Team Player** raises your assist bonus from d8 to d12.

It doesn't matter how many successes the assistant scores — each assistant adds only one die. The Host may rule that if one of the assistants botches their roll (that is, they roll all ones), then they ruin the entire task!

The Game Host may rule that any test can only have so many assistants. For example, maybe only three people can work on repairing a generator.

For other activities, like questioning the locals about weird goings-on, more hands may make lighter work. Players will often split into two or three groups: the assistants who make assist rolls … the task-masters who make the rolls with the bonuses from the assistants … and the minders, the characters who don't have the right skills to participate, but they can at least watch out for any trouble.

Anyone can assist... but a Botch ruins the job

If you have at least one die to roll, you can attempt to assist a task. However, if you roll a Botch — that is, all of your dice come up ones — then you ruin the task. Sometimes it's best to leave a task to those who know what they're doing.

The gift of **Team Player** prevents your botches from ruining the task, when you are an assistant. (Now, *you* might still get hurt, but at least you won't screw up the job for everybody else.)

Having Fun

When playing any role-playing game, the most important thing is to have fun. This game has lots of rules... and we could have written even more rules to cover all kinds of special cases that could come up. With *Myriad Song,* we wanted to give you a base line of rules so your stories could be fast, creative, challenging, and most of all fun. And reading lots and lots of rules usually isn't much fun.

It's more important to stick to the spirit of the rules rather than the letter. That's why the game has a Host, who decides what goes and what doesn't. It's the Host's job to make sure everyone is having fun. And fun means challenging the players without overwhelming them. Fun means that everyone knows the rules of the game so no one feels cheated out of their turn, and that no one feels misled about what their special power was supposed to do.

When playing the game, keep these following things in mind:

The Game Host has the final decision. If something in the rules doesn't make sense to you, or a special case comes up that the rules aren't handling very well, the Host may have to make a spot ruling on how it should work.

The Players are the stars. This is a story about the player's characters, and how they overcome the odds set against them. Their characters start the game better than most other characters in the setting, and they have extra powers like Personality dice and Combat Save to get them out of trouble. The gifts that players can buy give them extra abilities that can be amazing, and they're *supposed* to work that way.

Be fair, be consistent, and be fun. Remember that this is a game about telling stories, and a good story is one where the heroes rise to a challenge and then overcome it using whatever they can, always persevering even when the outcome is doubt. Let these rules be your guide.

MAKING A CHARACTER

What sort of character will you play? A gruff mercenary with a heart of gold? A bold explorer of the lost and the unknown? A hopeless romantic looking for true love? Your own character in the *Myriad Song* universe should start as an adventurer eager to take odd jobs in the remote places of the universe, working with other devil-may-care adventurers (that is, your fellow Player-Characters) to solve problems.

Assign your Basic Traits: Two d8s, Three d6s, One d4

Each starting character has six Traits:

- **Body**, your strength, your health, how you fight and use heavy weapons
- **Speed**, your agility, your coordination, how you shoot and dodge
- **Mind**, your wits and your cleverness, how you know stuff and get stuff fixed
- **Will**, your stubbornness and bravery, how you compel others and resist others
- **Legacy**, where you come from, how you use your strange alien powers
- **Career**, your job, and how you do it

You start with two good Traits at d8 each. Pick two of your basic Traits and assign a d8 to each. On the character sheet, write in "d8" next to the two traits.

Three of your traits are average, with a d6 each. Pick three of your basic Traits and assign a d6 to each.

One of your traits is your poor trait, with only a d4. Write a d4 next to the last, unassigned Trait.

You can increase your Traits later, one size of die at a time, by acquiring Increased [Trait] gifts. They can rise as high as d12, but no higher.

The Ldum-Rabo starts with *seven* Trait Dice – two d8s, three d6s, and *two d4*s. They have this many because they have *two* Legacy Traits: an Ldum Trait and a Rabo Trait. Assign your seven dice as you see fit. (If all this sounds too complicated, you should probably pick a different Legacy to play.)

Legacy Traits

Choose one of the following Legacies. Your choice tells you the three skills you get to include your Legacy Trait with, and it gives you two starting Gifts associated with your species. Write those Gifts on your character sheet. The Legacies are described in detail in the "Myriad Legacies" section, starting on page 39.

Pronunciation Guide

Adhilian:	**Ishato:**	**Morphir:**	**Rhagia:**
ad-HILL-eee-an	EYE-shot-oh	moor-FEAR	RAAH-gee-a
Elver:	**Lampyr:**	**Synth:**	**Troödon:**
ELL-vurr	lam-PEER	SINTH	troo-OH-don
Human:	**Ldum-Rabo:**	**Rhax:**	**Towser:**
HYUU-mann	ul-DOOM RAH-bo	RAACKS	TOW-sur

Adhilian

Include Adhilian Trait with:
Fighting, Observation, Transport
Adhilian Starting Gifts:
Adhilian Tails, Winged Flight

Elver

Include Elver Trait with:
Academics, Athletics, Observation
Elver Starting Gifts:
Elver Body, Swimming

Human

Include Human Trait with:
Negotiation, Questioning, Tactics
Human Starting Gifts:
Leadership, Low Profile

Ishato

Include Ishato Trait with:
Endurance, Evasion, Fighting
Ishato Starting Gifts:
Extra Pair of Arms, Stealth

Lampyr

Include Lampyr Trait with:
Athletics, Observation, Tactics
Lampyr Starting Gifts:
Lampyr Sync, Winged Flight

Ldum-Rabo

Ldum-Rabo start the game with an extra d4 Trait die, and they have *two* Legacy Traits. See "Ldum-Rabo Symbiosis", page 73, for more details.

Include Ldum Trait with:
Academics, Presence, Questioning
Include Rabo Trait with:
Athletics, Endurance, Observation
Ldum-Rabo Starting Gifts:
Ldum Medicine, Ldum-Rabo Symbiosis

Morphir

Include Morphir Trait with:
Deceit, Evasion, Questioning
Morphir Starting Gifts:
Disguise, Morphir Body

Rhax

Include Rhax Trait with:
Athletics, Craft, Presence
Rhax Starting Gifts:
Rhax Clinging, Extra Pair of Arms

Synth

Include Synth Trait with:
Craft, Endurance, Transport
Synth Starting Gifts:
Cybernetic Body, Cybernetic Brain

Towser

Include Towser Trait with:
Athletics, Endurance, Tactics
Towser Starting Gifts:
Towser All-Fours, Towser Density

Troödon

Include Troödon Trait with:
Athletics, Fighting, Tactics
Troödon Starting Gifts:
Frenzy, Rushing Attack

Upbringing Gifts

The Myriad Worlds are strange and varied. Some places have grand cities with buildings that tower over the clouds, while others have subterranean cities deep below the surface. Some worlds are shadows of their former glory, with abandoned cities and radioactive, war-torn wastelands. Other planets are untouched by civilization, with savage jungles, glassy oceans, or vast deserts. Some places aren't even planets at all – space stations, inhabited asteroids, or giant starships.

Where your character comes from determines their two *Upbringing Gifts*. After play starts, you may choose to retrain one or both of these Gifts.

Aristocrat

You are from an aristocratic bloodline that the Syndics chose as overseers for their Empire. Your genes have been uplifted to grant you the potential for xenharmonic power. Your family once ruled the empire on behalf of the Syndics ... Now, not so much.

Characters from an aristocratic upbringing start the game with *xenharmonic* gear, the strange technology of the vanished Syndic masters. Because of their long hours of practice, they know how to fine-tune the resonances to get extra effects from their weapons.

Aristocrat characters will often have Academics and Negotiation skills. It can't hurt to know some Fighting or Shooting, to take advantage of your xenharmonic weapons.

Aristocrat starting Gifts:
Aristocratic Load-Out, Xenharmonic Finishing

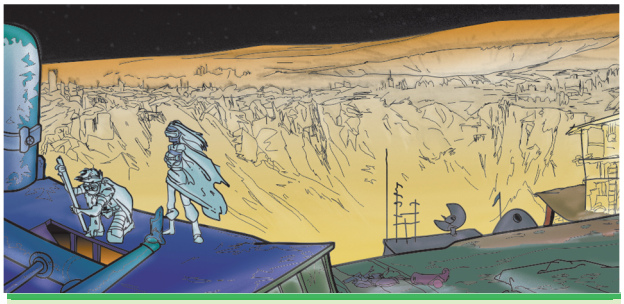
Cross-cultural

You are from a world where many people mixed together, so you're used to people a little different from you. Maybe they need a little more chlorine in their air, maybe they melt at room temperature, and maybe they're even downright odd. Whatever it is, they're all just people, and it doesn't faze you anymore.

Characters with a cross-cultural upbringing learn how to talk to a variety of people. No city is too large where they can't find what they need; no people are too strange that they can't have a fun conversation with them. They are the tourists of the universe.

Cross-cultural characters should consider increasing their skill in Negotiation and Questioning.

Cross-cultural Starting Gifts:
Cosmopolitan, Gossip



Derelict

You come from a world that's fallen into ruins. Long ago, it was bright and clean, and the sewers worked, and the power lines hummed ... but that was before your time. A catastrophe, neglect, or a recession led to your whole world getting shut down and left for scrap. You've spent your life making do with scrap and hand-me-down, but it hasn't been a problem yet.

Characters from a derelict upbringing learn how to scavenge for useful junk. They carry around odds and ends of discarded items, and in their spare time, they fashion a variety of useful gear. They also know how to work with unreliable equipment, so that they get improved performance from scrounged equipment.

Derelict characters are strongly encouraged to buy Endurance and Observation skills, to better survive in their harsh environment.

Derelict Starting Gifts:

Improved Breakdown, Scrounge Loot

High-Tech

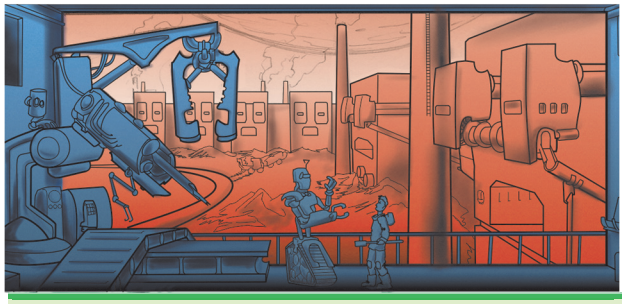
You were raised among the Solar Creed, the Concord, or another science-driven society. While others rest on the scavenged remainders of Syndic largesse, your people work to make them obsolete. High-energy, cutting-edge equipment is commonplace for you. You might have burn scars from back in your youth, when you were learning to give a red-hot heat sink a wide berth…

Characters with a high-tech upbringing start with advanced armor and energy weapons. Long hours of experience with such gear means they are much more competent using *exciter* gear, getting better performance in shorter time.

Because of their familiarity with machines and science, High-tech characters will often have skill in Academics, Craft, and Transport,

High-Tech Starting Gifts:

Conservation of Energy, High-Tech Load-out



Manufacturing

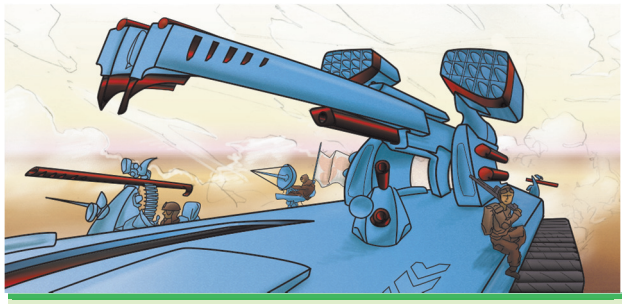
You come from a working class background. Someone has to build the cars and the mass drivers, lift up the skyscrapers, pave the roads, and so far that's been you. You're part of the brotherhood of every man, woman, and other who work with their hands. If you've made it this far without getting killed by an industrial accident, you've developed a healthy respect for how dangerous your tools really are.

Characters from a manufacturing upbringing start with an improved ability to gossip with other players and with advanced tools.

Naturally, Manufacturing characters should have Craft and Transport skills.

Manufacturing Starting Gifts:

Gossip, Manufacturing Load-Out



Paramilitary

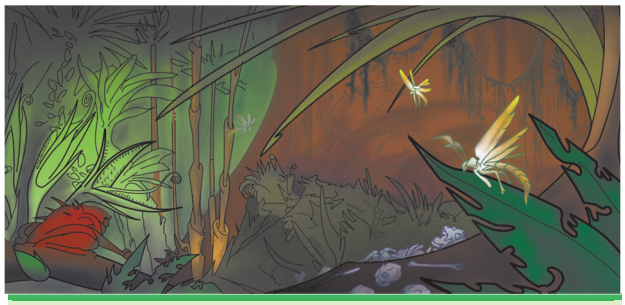
You've been around guns and ammo since you were small. You're no stranger to the thunderous report of gunpowder, or to the cordite smell that it leaves behind. You may be a citizen of a world that has had constant warfare, or you may have fallen in with mercenaries at an early age.

Characters from a paramilitary upbringing start the game with fully-automatic firearms. They are also skilled shooters who know how to save bullets when they need to.

Obviously, Paramilitary characters will usually train up their Evasion, Fighting, Shooting, and Tactics skills.

Paramilitary Starting Gifts:

Bullet Conservation, Paramilitary Load-out



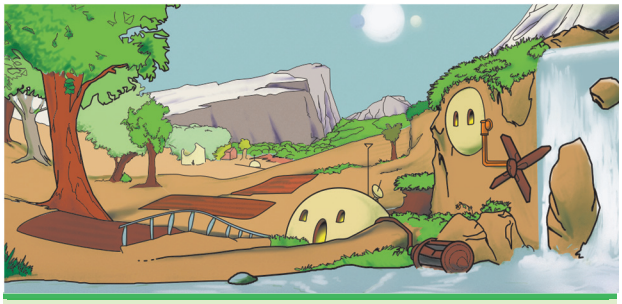
Primitive

You were raised on a savage world where the most advanced machine was a needle and thread. Perhaps you're from an alien race never uplifted by the Syndics, or maybe your planet descended into savagery after the fall. Perhaps now you've left your primitive habits behind you, or perhaps not, but you certainly know how to knap a good stone tool.

Characters from a primitive upbringing are constantly hunting and gathering. In their spare time, they are crafting useful gear from their natural surroundings, so they are never without a useful tool.

Primitive characters will want to train up their Endurance and Observation skills, to better survive in their savage environment.

Primitive Starting Gifts:
Primitive Loot, Survival



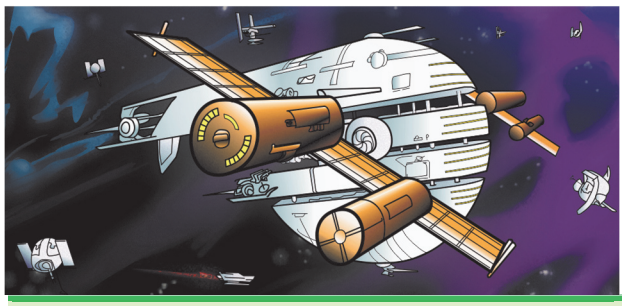
Rural

While you've seen hi-tech stuff, your world was mostly farms and wilderness. You're used to wide open spaces, the long labor to bring in a harvest. Whether you used an electric combine harvester or a hand-made iron scythe, you put in long hours learning the land and walking the earth. You're on good terms with the great outdoors.

Characters from a rural upbringing will be comfortable dealing with all kinds of animals, domestic or wild, and they will know how to handle themselves in the wilderness.

Being self-reliant, Rural characters often train up their Craft and Endurance skills.

Rural Starting Gifts:
Animal Handling, Survival



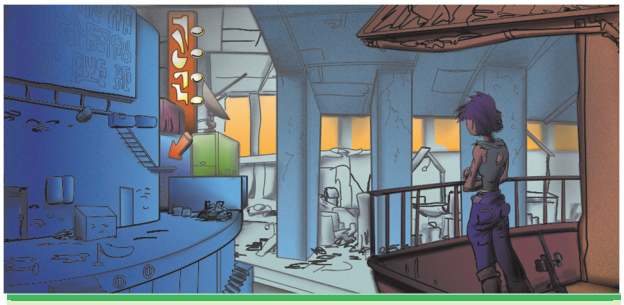
Space-Faring

Not everyone grows up dirt-side. Maybe you were raised in an arcology space-station, or maybe you lived on a micro-gravity asteroid in some far orbit. Or perhaps you were raised on a cargo freighter, which are giant floating cities in their own right. You were trained from an early age not to be careless, when all that separates you from cold death is a hand's breadth worth of steel.

Characters from a space-faring upbringing will be comfortable in low-gravity environments. They can pick and choose the best gear for travelling in outer space.

Because their life depends on astro-physics, Space-Faring characters often have skill in Academics and Transport.

Space-Faring Starting Gifts:
Spacefarer Load-Out, Free Fall



Underworld

You grew up in a place where the authorities were gang bosses and crime lords. You might have grown up in a poor ghetto, denied the privileges of the richer neighborhoods. Or maybe you were raised by Tziganes as they caravanned from one star to another. Whatever your sad story is, you've hardened your heart and you've learned to deal with the harsh realities outside of civil society.

Characters from an underworld upbringing know how to recognize other criminals on sight, and they know how to talk to thieves and scoundrels to get good deals on stolen or illegal merchandise.

If you want to survive on the streets, it's a good idea for an Underworld character to train up their Evasion, Negotiation, and Observation skills.

Underworld starting Gifts:
Black Marketer, Streetwise

Career Traits

Choose a background for your character. Your background tells you the three skills that you may include your Career Trait with, and it gives you two more starting gifts.

We're also listed some starting inventory for each Career, but you should feel free to equip your character any way that's appropriate.

The Careers listed here are the ones most popular with beginning adventurers. You can find more Career choices in Appendix B, starting on page 256.

Assassin

Specializing in murder, the assassin uses their skill with hidden weapons and their talent for infiltration to kill secluded targets. Choose this fighting Career if you want your enemies jumping at every shadow.

Include Assassin Trait with:
Deceit, Evasion, Observation
Assassin Starting Gifts:
Sneaky Attack, Stealth

Assassin Starting Trappings:
Aramid outfit, fake credentials, holdout pistol with two reloads, switchblade

Bravo

The bravo uses their talent for bare-knuckle violence and powerful personality to make an impact, for good or ill. Choose this fighting Career if you want to dish out bare-knuckle beatdowns.

Include Bravo Trait with:
Evasion, Fighting, Presence
Bravo Starting Gifts:
Brawling Advantage, Brawling Threat
Bravo Starting Trappings:
Aramid outfit, holdout pistol with two reloads

Conductor

Specializing in interstellar navigation, the conductor uses their mental training and talent for navigation to unlock xenharmonic power. Choose this exotic Career if you want to start play with disjunction or rondo gifts.

Include Conductor Trait with:
Academics, Psyche, Transport
Conductor Starting Gifts:
Conductor Legacy, Navigation
Conductor Starting Trappings:
Marcato outfit, holdout pistol with two reloads

Engineer

Engineers solve practical problems with their extensive training in electromechanical principles. Choose this intellectual Career if you want to rewire, repurpose, and repair all manner of mechanisms.

Include Engineer Trait with:
Academics, Craft, Observation
Engineer Starting Gifts:
Electronics, Mechanics
Engineer Starting Trappings:
Handy outfit, holdout pistol with two reloads, pencil and graph paper

Grenadier

Grenadiers are experts with grenades and explosives. Choose this fighting Career if you want to blow your enemies to tiny bits.

Include Grenadier Trait with:
Athletics, Evasion, Tactics
Grenadier Starting Gifts:
Demolitions, Demolition Load-Out
Grenadier Starting Trappings:
Carbide outfit, power cutter, grenade launcher with three fragmentation grenades

Guerilla

Specializing in attack from ambush, the guerilla uses cover and stealth to fight on their terms. Choose this fighting Career if you want to bushwhack your opponents.

Include Guerilla Trait with:
Evasion, Fighting, Shooting
Guerilla Starting Gifts:
Cover Buff, Stealth
Guerilla Starting Trappings:
Aramid outfit, semi-auto rifle with two reloads

Hunter

Hunters use their ability to kill with the first shot to hunt game. Choose this practical Career if you want to be able to hunt big game, or wild alien monsters.

Include Hunter Trait with:
Athletics, Endurance, Shooting
Hunter Starting Gifts:
Desperate Attack, Stealth
Hunter Starting Trappings:
Outdoors outfit, semi-auto rifle with two reloads

Investigator

Specializing in learning other people's secrets, the investigator uses their ability to press for answers and their talent for getting in trouble to stick their nose in to other people's business. Choose this Career if you want to put all the clues together.

Include Investigator Trait with:
Deceit, Observation, Questioning
Investigator Starting Gifts:
Danger Sense, Shadowing
Investigator Starting Trappings:
Aramid outfit, holdout pistol with two reloads, incapacitating spray

Laborer

Laborers are the backbone of the industrial revolution. Their strength and teamwork are what drives the factories and builds the cities. Choose this practical Career to play a blue-collar hero.

Include Laborer Trait with:
Craft, Endurance, Observation
Laborer Starting Gifts:
Strength, Team Player

Laborer Starting Trappings:
Repair outfit, electronic spare, mechanical spare

Mercenary

A purveyor of violence, the mercenary sells their talent for violence to the highest bidder. Choose this fighting Career if you want to demand a high price for your wetwork.

Include Mercenary Trait with:
Fighting, Shooting, Tactics
Mercenary Starting Gifts:
Danger Sense, Haggling
Mercenary Starting Trappings:
Aramid outfit, knife, semi-auto carbine with two reloads

Performer

Performers use their talent for show-biz to make an impact. Choose this practical Career if you want to be able to support your crew with your savoir-faire.

Include Performer Trait with:
Deceit, Observation, Presence
Performer Starting Gifts:
Performance [of choice], Team Player
Performer Starting Trappings:
Showy outfit, incapacitating spray

Physician

Specializing in medical care, the physician uses medical training to heal the sick and the dying. Choose this intellectual Career if you want to be able to keep your teammates alive.

Include Physician Trait with:
Academics, Observation, Questioning
Physician Starting Gifts:
Doctor, First Aid
Physician Starting Trappings:
Hospital outfit, incapacitating spray

Pilot

Pilots are trained to fly aerospace vehicles without computer automation. Choose this Career if you want to be able to fly anything with wings.

Include Pilot Trait with:
Endurance, Observation, Transport
Pilot Starting Gifts:
Navigation, Pilot
Pilot Starting Trappings:
Aramid outfit, holdout pistol with two reloads, flight journal

Pusher

Pushers use their medical skill and enormous selection of alien super-drugs to work miracles… with some side effects. Choose this Career if you want to dose people with exotic chemicals that might or might not actually help them.

Include Pusher Trait with:
Academics, Deceit, Observation
Pusher Starting Gifts:
Bad Medicine, First Aid
Pusher Starting Trappings:
Hospital outfit, semi-auto pistol with two reloads, incapacitating spray

Refugee

The refugee's been dealt a bad hand for a long time, and they've gotten used to keeping an eye out for danger and pleading for assistance. Choose this Career if you want to be ready for the worst.

Include Refugee Trait with:
Endurance, Observation, Tactics
Refugee Starting Gifts:
Danger Sense, Diplomacy
Refugee Starting Trappings:
Rags, knife, zip pistol with five reloads

Scavenger

Scavengers depend on gathering from their environment to survive a dangerous world. Choose this practical Career if you want to be an expert at finding supplies in your environment.

Include Scavenger Trait with:
Craft, Endurance, Observation
Scavenger Starting Gifts:
Danger Sense, Team Player
Scavenger Starting Trappings:
Rags, shiv, zip pistol with five reloads

Scientist

Scientists put their education to use by experimenting to find new solutions to problems. Choose this intellectual Career if you want to solve problems with science!

Include Scientist Trait with:
Academics, Craft, Observation,
Scientist Starting Gifts:
Research, Team Player
Scientist Starting Trappings:
Scientist outfit, incapacitating spray

Soldier

Soldiers use their ability to fight and their talent for teamwork to do violence. Choose this fighting Career if you want to fight multiple enemies.

Include Soldier Trait with:
Fighting, Shooting, Tactics
Soldier Starting Gifts:
Counter-Tactics, Danger Sense
Soldier Starting Trappings:
Aramid outfit, magnum pistol with two reloads

Stormtrooper

Stormtroopers are trained to pour out ammunition. Choose this fighting Career if you want to drown your enemies in bullets.

Include Stormtrooper Trait with:
Evasion, Shooting, Tactics
Stormtrooper Starting Gifts:
Danger Sense, Rapid-Fire Replay
Stormtrooper Starting Trappings:
Aramid outfit, knife, semi-auto carbine with two reloads

Technocrat

Technocrats use their talent for administration and technical expertise to lead projects. Choose this intellectual Career if you want to help terraform planets, build new cities, or manage planetary power grids.

Include Technocrat Trait with:
Academics, Observation, Questioning
Technocrat Starting Gifts:
Administration, Research
Technocrat Starting Trappings:
Scientist outfit, incapacitating spray, clipboard

Thief

A thief uses their larcenous talent to take things that don't belong to them. Choose this illegal Career if you want to rob your enemies blind.

Include Thief Trait with:
Deceit, Evasion, Observation
Thief Starting Gifts:
Sleight of Hand, Stealth
Thief Starting Trappings:
Aramid outfit, switchblade, holdout pistol with two reloads

Vanguard

Vanguards are close-in combat experts trained to close the distance quickly. Choose this fighting Career if you want to smash your enemies in person.

Include Vanguard Trait with:
Evasion, Fighting, Tactics
Vanguard Starting Gifts:
Charging Strike, Serpentine
Vanguard Starting Trappings:
Aramid outfit, axe, holdout shotgun with two reloads

Choose your Starting Gifts

These are the three gifts you start the game with, as part of your adventuring history. Here are some ideas to get you started.

Akimbo Assassin

You fight with two one-handed weapons. Maybe you prefer two pistols to rain bullets down onto people ... or perhaps you carry two blades and you're a whirling dervish of death ... or maybe even one gun and one blade, it's up to you.

- **Dexterity**
- **Tandem Replay**
- **Tandem Strike**

Blooded Warrior

What doesn't kill you makes you stronger. You start out tough, and your counter-attack strength increases if others damage you.

- **Resolve**
- **Vengeance**
- **Veteran**

Close-Quarters Combatant

Bullets are so imprecise. You dodge incoming fire, you rush into fighting range and you finish off your foes up close and personal.

- **Charging Strike**
- **Serpentine**
- **Veteran**

Commander

You are experienced in combat, and can rally your friends to give them extra actions in combat.

- **Resolve**
- **True Leader**
- **Veteran**

Demolitions Expert

Sometimes, you just need to use explosives. This character specializes in destroying things.

- **Demolitions**
- **Explosive Overture**
- **Greater Yield**

Devil-May-Care

Some would say you live a charmed life. You have an optimism that can rub off on other people. There's nothing you can't do if you set your mind to it!

- **Luck ×2**
- **Overconfidence**

Ensemble

You enter the game with your own supporting cast – your family, your friends, your compatriots in need, or what have you.

- **Ally (of choice)**
- **Gang of Irregulars**
- **True Leader**

Handsome Rogue

With your fancy clothes and your winning smile, every door is open to you. When you travelled to some exotic place, you picked up an exotic animal ... and can you really blame it for taking a shine to you?

- **Charm**
- **Empathic Pet**
- **Pacifism**

Living Weapon

Did you suffer a horrible, disfiguring accident, or did you do this to yourself voluntarily? Go through your starting equipment, choose your best weapon, and implant that into your body.

- **Cybernetic Armor**
- **Cybernetic Durability**
- **Cybernetic Weapon (of choice)**

Martial Artist

Anyone can kill with weapons, but you're not just anyone. You punch, kick, and otherwise destroy your enemies with nothing more than what providence gave you. When fighting empty-handed, you can get an extra attack action, your aiming and guarding is greatly improved, and you can charge opponents.

- **Brawling Advantage**
- **Rushing Attack**
- **Veteran**

Mutant Freak

Was it the strange pollutions in the future? Or perhaps tampering with your genetics? Whatever it is, you've become a strange creature. For Mutation gifts, we recommend "Lampyr Dazzle", "Morphir Absorption", "Extra Pair of Arms", or "Troödon Scream."

- **Mutation (of choice)**
- **Resolve**
- **Toughness**

Non-Combatant

For lovers, not fighters – this set-up is for people who regularly get into danger but don't always fight their way out of it.

- **Comic Relief**
- **Coward**
- **Pacifism**

The Professional

Be polite, be efficient, and have a plan to kill everyone you meet. This set-up will give you the highest attack and counter dice that you can start the game with.

- **Increased Career × 2**
- **Veteran**

Savior of the Universe

A master of the impossible, you swear to perform a task and then don't give up until it's done.

- **Bravery**
- **Dramatic Disheveling**
- **Honor**

School of Hard Knocks

You get knocked down but you get up again. This set-up will give you high Soak dice and the ability to keep fighting when alone.

- **Bravery**
- **Resolve**
- **Toughness**

Sharpshooter

You can take out threats at a distance. Range and cover are no obstacles to your marksmanship.

- **Instinctive Shot**
- **Sniper Shot**
- **Veteran**

Smooth Talker

Can't we all just get along? You prefer to talk your way out of bad situations.

- **Fast Talker**
- **Pacifism**
- **Trickery**

Sui Generis

You could just choose any three gifts. These gifts can be any three that you already meet the requirements for. Experienced gamers might want to flip through the book to choose the "optimal build." If you're new to gaming, or if you just want to get started without a lot of hassle, just pick one of the starting builds, above.

Add the Gift of Combat Save

Every Player Character gets Combat Save free. The gift of Combat Save will spare your character from being instantly killed, once a day. You can read more about Combat Save on page 91.

Add the Gift of Personality

Everyone starts the game with a ***Personality*** gift. Your character needs a short description of their personality. Make up a word or two to describe your character's outlook on life, what makes them stand out in a crowd. Here are some suggestions:

- Angry
- Bold
- Friendly
- Giving
- Gluttonous
- Greedy
- Hopeful
- Humble
- Jealous
- Kind
- Lazy
- Naive
- Nervous
- Patient
- Proud
- Reckless
- Sad
- Sneaky
- Stubborn
- Sympathetic

The Personality gift can be exhausted to give your character a bonus d12 on any appropriate roll. You can read more about the Personality gift on page 63.

Assign 9 Marks to Skills, no more than 3 each

There are fifteen skills in the game:

- **Academics** (higher education, book learning, and medicine)
- **Athletics** (climbing, jumping, swimming, and gymnastics)
- **Craft** (repairing and making things)
- **Deceit** (lying, cheating, and disguise)
- **Endurance** (working through fatigue and deprivation)
- **Evasion** (dodging, hiding, and sneaking)
- **Fighting** (hand-to-hand combat)
- **Negotiation** (debate, persuasion and reasoning)
- **Observation** (perceiving the world around you)
- **Presence** (making yourself recognized, respected, or feared)
- **Psyche** (understanding and wielding extraordinary and extra-dimensional powers)
- **Questioning** (gossip, interrogation, and psychology)
- **Shooting** (ranged combat)
- **Tactics** (fighting alongside others)
- **Transport** (working with transportation, such as cars, spacecraft, and riding animals)

Assign 9 Marks to Skills, no more than 3 to any one skill. You could have three skills with 3 Marks apiece, nine skills with 1 Mark apiece, or any combination in between.

You can put Marks in any skill that you want. Some players like to train up skills that their character has no dice in, so they're never forced to use a skill they don't have. Other players like to "max out" skills they use the most, putting as many marks as possible in the few skills they like the best.

Skill marks don't improve the dice you already got from Legacy or Career … they just give you new dice. For example, if you already had "Evasion d6" from your Career, putting one mark in Evasion gives you "Evasion d6, d4". (It does *not* give you Evasion d8.)

Choose your Motto

Pick a personal motto for your character. At the beginning of each game, you will read aloud your character's motto. During the game, as you play your character's role, think to yourself how the character's motto would shape their actions.

Here are some suggestions. You can choose a motto, or make up your own.

- Don't trust anything that you didn't build yourself
- Even the brightest star won't shine forever
- Every blade is sharp
- Every dawn is a new beginning
- Every step brings me closer to my last
- Fortune favors the bold
- Give me a lever and enough room, and I will move worlds
- Give the gift of kindness, even just a little
- Hold no head higher than your own
- Honor in all things
- I'm a bad dream that I just had today
- Infinite diversity in infinite combinations
- Know no fear, serve with joy
- Liberty, equality, sustainability
- Measure time not by words but by deeds
- My moment may be brief, but it can be so bright
- My word is my bond
- No plan survives contact with the enemy
- Now is the time for heroes
- Onward and ever on
- Organic beings make no sense to me
- Reign with your left hand, rule with your right
- Rise to the eye of the storm
- Stand back, I'm going to use science

- Talk is cheap, bullets are cheaper
- The flames are gone, but the pain lingers on
- The needs of the many outweigh the needs of the one
- The time for subtlety has ended
- There are always alternatives to fighting
- There's still so much more to learn
- We should try talking it out, first

At the end of each session of play, your Host will ask you if you played your character in the spirit of your Motto. If you did, you earn 1 Experience to help improve your character.

Choose a Starting Goal

Every character begins the game with one Goal that you get to choose. After that, the Game Host offers you new goals.

Your first goal should be simple – it's the reason you became an adventurer in the first place! Sample goals include:

- Do something no one else has done before.
- Get paid.
- Go someplace new.
- See something strange.
- Right a wrong.
- Pay off your debt to the Panopticon Insurance Company.
- Find a suitable mate to carry on your genetic legacy.
- Apprehend the fugitive Crazy Yngma and collect the bounty.
- Buy that outfit you always wanted.
- Make peace with your estranged family.
- Take back your family fortune.
- Prove your love, once and for all.
- Put an end to your constant nightmares.
- Find the other half of this locket.
- Attend a gala performance.
- Get your own spaceship.
- Record a memoir of a great adventure, then sell your story for a vast fortune.
- Keep your promise not to let that other character get their fool self killed.
- Discover a cure for the plague that is killing everyone on your home planet.
- Learn what it means to have real emotions.

Starting Equipment

Your Career lists sample trappings to get you started, but you should feel free to swap equipment in and out. Some gifts may let you start with extra equipment – write that stuff down, too.

You start with pocket change: you have the highest number on your Career die in ♪. For example, if you have a Career Trait of d6, then you start with 6♪.

Customize your Starting Equipment

You don't have to start with just the gear listed with the upbringing and career! You can now customize your character.

As a rule, you can start the game with as much Cheap equipment and Affordable equipment as is appropriate. You don't have to spend money on it! Just add it to your sheet. Would you like to have a different Outfit? Or maybe you'd like a different set of weapons. As long as the items are Cheap or Affordable, and they aren't weird, it's okay.

What's weird? Well, nothing that's *Proscribed* is allowed. That gear is controlled by law and would be very difficult to get under standard circumstances. Also, this is supposed to be your starting equipment – after about 10 kilograms or so, this gear is probably too heavy to be portable. The Game Host is free to say "no" to starting the game with 144 pistols, for example.

If you want to start with Expensive or Proscribed equipment, you will have to pay for that equipment out of your starting ♪, *and* you will have to get permission from your Game Host, first. What are your reasons for starting with such stuff?

If you have a Load-Out Gift, you will start the game with special gear. Consult the gift for details.

Choose a Name

Wow, we got this far, and we've not given your character a name yet? You can make up any name that you feel is appropriate, but here are some suggestions:

Almerung	Chanther	Harmici	Mylins	Sherlina
Almiotto	Chantreval	Harperder	Mysper	Sherlor
Anbrier	Colper	Hartel	Mythelrin	Stalgré
Ancie	Colriel	Inkecsi	Noylin	Stallews
Andeci	Coltherian	Keegabian	Palford	Sralina
Anerin	Dalvor	Keeper	Palnan	Sungler
Angabor	Degry	Keeson	Palung	Tredessi
Anper	Derla	Lalin	Palyfe	Trelya
Antru	Derry	Lariel	Perriel	Truvian
Bankeler	Dobriel	Latherlake	Persey	Valins
Barlake	Dodeler	Mancel	Petke	Varlew
Bebin	Dotherre	Manlins	Racol	Wabrienic
Belerbin	Driscei	Manmerci	Ralperian	Wadere
Benan	Emerotto	Mantré	Ranford	Waldessi
Bercel	Emgilin	Manvor	Rubrien	Walew
Bix	Emwright	Masford	Rucel	Wasson
Briela	Forian	Masla	Ruleé	Wungmore
Briesey	Formis	Massey	Runan	Zacie
Bruden	Galmath	Merotto	Ryllin	Zariel
Bruderpert	Goodgivor	Mersey	Shederung	Zary
Brunotto	Gyler	Milor	Sher	Zather
Cellee	Halpert	Mnarva	Shercol	Zelgior
Celrison	Harergry	Myle	Sherforr	Zygysy

Many Legacies of the Myriad communicate through a variety of means – gestures, flashes of light, magnetic impulses, glandular secretions – but all of them use vocalizations. It's not usual for a Legacy to have more

than one name: a "common" name they use for speaking, and a particular one they use among their own kind. For example, an Elver or a Synth might have a personal name that's a particular sequence of square-wave tones generated at low frequency. A Lampyr will often have a sequence of long and short light flashes. Adhilians and Ishato will make certain gestures with their appendages, up to and including touching their conversation partner.

Some Legacies will have two or more names to trace their heredity. Humans, for example, will often have a personal name and a surname or two. Towsers tend to be loyal to a tribe, usually described by the crystal system that forms their pelt, such as "Triclinic-Pinacoidal" or "Cubic-Gyroidal". Synths may add their designers' names to their own. Aristocrats, such as the Remanence or the Malmignatti, will have long genealogies and the names to match.

When someone goes through a major change in their life, they will often adopt a new name. Someone on the run from the authorities can take a new name, simply to avoid getting caught. An Elver who morphs into a new sex may choose a new name, add another name, or simply stay the same. A Cybernetic Brain transferred from one body to another may decide they need a new designation.

Fill out the rest of the Character Sheet

Let's go over your character sheet and make sure everything is filled in.

Your **Marks** give you more dice in Skills.

- 1 Mark in Skill = d4
- 2 Marks in Skill = d6
- 3 Marks in Skill = d8

Write these Marks in the "Dice from Marks" column on the character sheet. (Do *not* add Marks to other Traits – Marks are their own thing.)

Your Legacy Trait applies to three different Skills. Write the Legacy die next to the three Skills it applies to, in the appropriate column.

Your Career trait also applies to three different Skills. Write the Career die next to its three Skills, in its column.

In the lower left of the character sheet is your ***Battle Array***. In a frantic fight, you'll be comparing these dice and these numbers against your enemies. Let's prepare for the game by filling in the boxes now.

Initiative: These dice measure your readiness for battle. Write in your *Speed Dice* & *Mind Dice*. (Do you have the gift of *Danger Sense*? Write in a bonus d12!)

Dodge Defense: You may attempt to step out of the way of attacks. Write in your *Speed Dice*. If you have any *Evasion Dice*, write those in, too.

Stride: In combat, you can move a little bit. Your Stride is equal to *1*.
(Do you have the gift of *Fast Mover*? Your Stride starts at 2!)

Dash: Sometimes, you have to move a lot. Your Dash starts at *one-half your Speed die size*. That is, d4=2, d6=3, d8=4, d10=5, and d12=6. *If your Body is greater than your Speed, add 1 to Dash*.
(Do you have the gift of *Fast Mover*? Add 2 to Dash!)

Scramble: Other times, you might have to hustle. Your Scramble is a random die roll, which is equal to your *Body die* and your *Speed die*.
(Do you have the gift of *Fast Mover*? You have another Scramble die, a d8.)

Run: If you really need to get somewhere, you can forgo doing all else to just all-out run. Your Run distance is *your Body + Speed + Dash*. For example, if you are Body d6, Speed d8, and Dash 4, then your Run is 6+8+4=18.
(Do you have the gift of *Fast Mover?* Add 6 to Run! Yes, this bonus stacks with your improved Dash from earlier.)

Attack: This is where you can list your weapons, alien powers, and bare-handed combat techniques. First, write the *Name* of the attack, then write its *Threat* range (if any), the *Strike* range, and the *Effect* the attack has when it hits a target.

You can also keep track of *Notes* related to the attack. Does it have a Cool-down? Does it have a maximum ammo Capacity?

Soak: These are the dice you use to resist damage. Your Soak starts equal to your *Body dice*.
(Do you have the gift of *Resolve*? Include your Will die, too!)

Outfit: The clothes and gear you style yourself with can give a bonus. Write in the name of your outfit here, and any bonus it gives you. Don't forget to write down any Armor or Invulnerability it gives you!

Your character starts the game with *no* ***Damage.*** Leave the Damage section blank, for now.

You start with pocket change: you have the highest number on your Career die in ♪. For example, if you have a Career Trait of d6, then you start with ♪6.

You might have a lot more gear – you can start the game with all the Cheap and Affordable-Cost equipment that's appropriate to your character, not just the stuff listed in your trappings. Ask your Game Host what's appropriate. You might want to use another sheet, or the backside of the character sheet, to list such things.

Whew! That's a lot of work, but it's better to do this in advance. You're now ready to play!

Eleven Steps to Character Creation

STEP 1: Assign your basic Traits. Most characters start with two d8s, three d6s, and one d4.

STEP 2: Choose a Legacy. Write your Legacy dice in the "Dice from Legacy" column, in the three rows for the appropriate Skills. Write your two Legacy Gifts in the "Gifts" section. You can read more about Legacies, starting on page 39.

STEP 3: Choose your Upbringing. Write your two Upbringing Gifts in the "Gifts" section.

STEP 4: Choose your Career. Write the Career die in the "Dice from Career" spots. Write down your two Career Gifts in the "Gifts" section.

STEP 5: Choose any three starting Gifts that you qualify for. There are a lot of them, but we recommend starters like "Luck", "Resolve", "Veteran", and "Improved Trait." See page 33 for some ideas.

STEP 6: All Player Characters start with the Gifts of "Combat Save" and Personality. Choose a personalty for your character, a one- or two-word description.

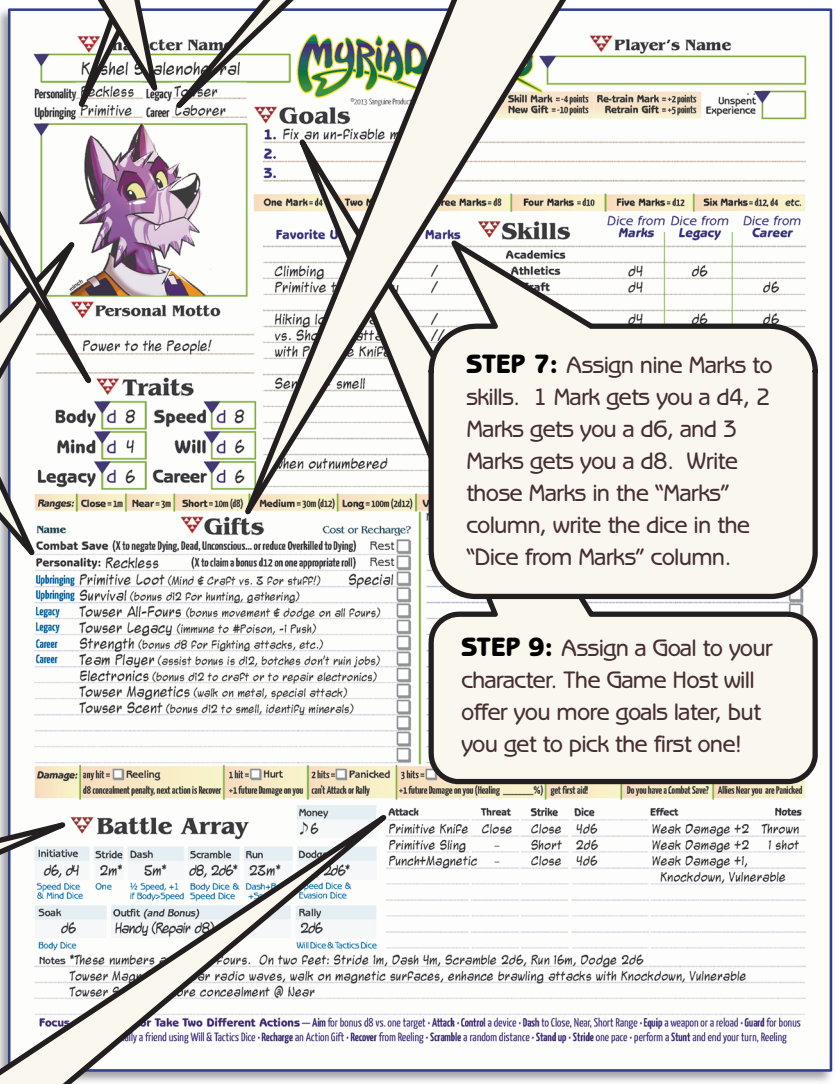
STEP 7: Assign nine Marks to skills. 1 Mark gets you a d4, 2 Marks gets you a d6, and 3 Marks gets you a d8. Write those Marks in the "Marks" column, write the dice in the "Dice from Marks" column.

STEP 8: Choose a Name and a Personal Motto for your character, and write those in. You can also draw a picture of what your character looks like.

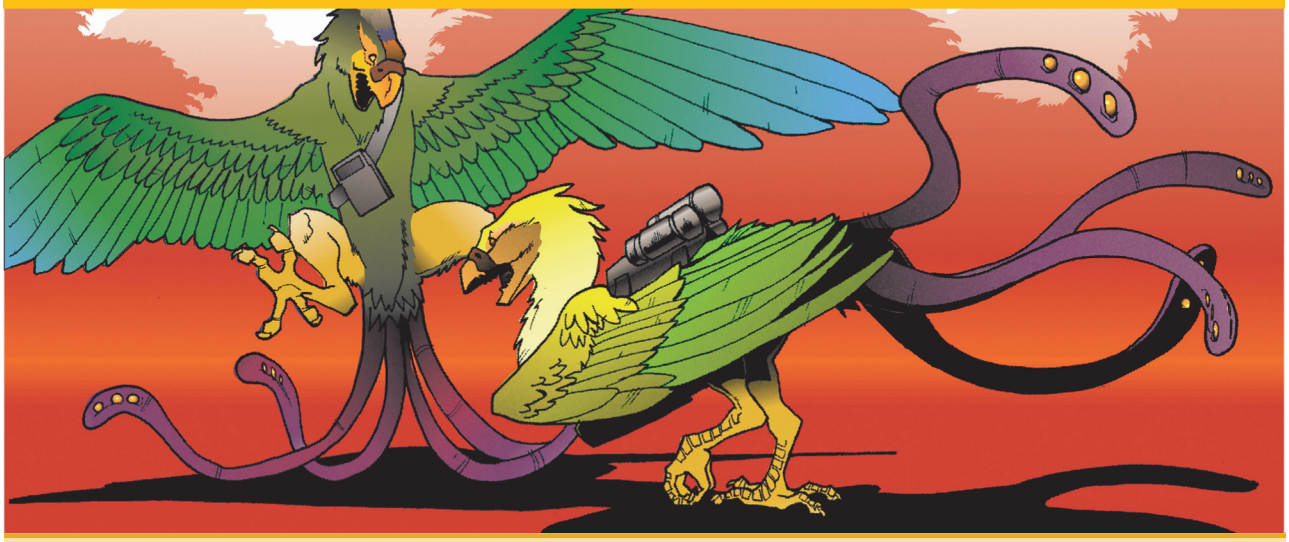
STEP 9: Assign a Goal to your character. The Game Host will offer you more goals later, but you get to pick the first one!

STEP 10: Fill out your Battle Array, so that if a fight starts, you will be ready.

STEP 11: Fill out your equipment. You start out with one Outift, and some Cheap and Affordable weapons and gear. You can add more! See the Equipment & Services chapter on page 130 for more details.



MYRIAD LEGACIES



Adhilian

Myths and rumors abound about the avian Adhilians, who wander the space-ways unrestricted, now that the Syndic laws no longer bind them. It's not that they are strange or secretive ... it's that they are extremely territorial and rarely get along with others.

Morphology

Adhilians have dactyl feet with claws, and a fair wingspan that allows for flight. They have a hollow bone structure but are capable of great agility.

Adhilians have two genders: male and female. After a gestation period of several months, the female lays one large egg that may contain several embryos. As the children mature inside the case, *adelphophagy* is very common – that is, one fetus cannibalizes the other ones. This absorption can lead to very strange results, with bits of limbs, eyes, or brain matter in odd places on an Adhilian's body.

Adhilian tails are long and flexible, and they are used as primary manipulators. Tail physiology varies greatly – some tails end with serrations or actual teeth, while others grow eyes, mouths, or beaks with varying degrees of function. Many Adhilians are bilaterally symmetrical, but some can be monstrously large on one side.

Adhilians have hollow bones and a rapid metabolism. They are omnivorous, but they prefer a diet high in protein.

Behavior

Adhilians are usually very aggressive or very passive. They can be very territorial, often falling into a rigid social order and staying there, for their entire lives. Rare individuals who don't fit in to this system can wander off to the far corners of space.

Adhilian social order is very often dictated by their morphology. Adhilians with extra eyes almost exclusively become "Observers", taking up a career in politics or science. Those with weaponized tails can become "Raptors", joining the military or the police. The two social orders rarely mingle, and thus they rarely interbreed. With the fall of the Empire, a political order of the "Coordinators" has started to gain popularity – Adhilians who use advanced medical science to separate fetuses out of their eggs and into special incubators, to prevent birth defects and to promote general diversity. Traditionalists find this "unnatural" method to be distasteful, at best.

An Adhilian that loses their tails becomes a pariah, losing all social status.

Adhilians are capable of a variety of vocalizations, sometimes at very loud volumes. In close quarters, they are likely to *clout* – to nip with the beak or to strike with a tail – to establish dominance... a behavior that can be quite upsetting to other species.

Relationships

With their self-perceived, rigid roles in society, Adhilians usually don't cause any trouble... when everything is going *their* way. The few social outcasts that don't fit in are usually much friendlier with outsiders.

Adhilian Observers excel at science, academics, and logical thinking. Adhilian Raptors are among the fiercest warriors of the Myriad.

Include Adhilian Trait with:
Fighting, Observation, Transport
Adhilian Starting Gifts:
Adhilian Tails, Winged Flight

Elver

The piscine Elvers have many advantages for space travel, such as the ability to survive in many different atmospheres and pressures (including both under-water and in air), a sophisticated suite of bioelectric organs, and an extremely long lifespan. If it weren't for their highly-complex breeding process, they might have overrun the Myriad by now.

Morphology

The typical, mature Elver is a serpentine creature with two or four limbs, a long narrow head, and several frills. Most are a deep blue in color, but some are green and a few are bright red. Their body is 4 meters or more in length, but they will lift 1 to 3 meters of their body upright to use tools or to make other species more comfortable. They will weigh about 20kg per meter in length. Elver hands are three fingers and two thumbs.

Most hands are webbed, though some have their webbing removed so they can better use tools. All Elvers have at least two hands, and a few may have four.

When an Elver hatches from their egg, they can be 5 to 15 centimeters. They will rapidly grow, especially in the brain, for the next few months.

There is no known limit to an Elver's lifespan – as long as they are alive, they slowly continue to grow larger. There are a few examples of Elvers old enough to remember the Syndics from a century past, and there may be Elvers older still. Elvers that are 100 years old or more stand up about 9 meters and can be 30 meters long or more. Ancient Elvers (sometimes called *Antediluvians*) are much too large to support their weight outside of water. They live in either oceans or zero-gravity.

Their primary perception is from electro-sensitive organs in their heads. While some Elvers can see as well as most other species, many are severely near-sighted or have night-blindness. Rather than risk surgery on their eyes, which may damage them in high-pressure underwater environments, Elvers usually prefer to wear glasses or other prosthetics to correct their vision.

Elver skin is sensitive to changes in temperature and pressure underwater. Elvers do not have proper lungs – they absorb oxygen directly through their skin and through the lining in their mouths, and through a set of gills along the neck.

Elvers are carbon-based omnivores who prefer a diet rich in proteins, carbohydrates, and fats. Natural food, such as seafood, is preferred.

Include Elver Trait with:
Academics, Athletics, Observation
Elver Starting Gifts:
Elver Body, Swimming

Behavior

Most Elvers are highly gregarious creatures, with strong personalities and social communication skills. They adapt well to living among the Myriad Worlds.

Elvers have four distinct sexes: neuter, male, female, and "midwife". The female disperses its eggs into the midwife's brood pouch, to be fertilized by the male. Eggs can only survive underwater, and only with the midwife's natural hormones.

Elvers are born neuter, and they remain so for the first 20 years or so of their lives. Upon reaching maturity, an Elver will develop sexual characteristics influenced by other Elvers in its social group. For example, an Elver surrounded by more female than male is more likely to become male. Elvers that are isolated from their social groupings may remain neuter for most of their lives – more than one lone Elver has remained neuter its entire life.

Most Elvers who have been assimilated by the Myriad have learned how to use speech. By inhaling and exhaling and flexing their throats as a larynx, they can speak a few words at a time even without lungs. A few Elvers have mastered an art known as "throat-singing" to maintain long, resonant vocal patterns beyond the lung capacity of other species. Elvers that have developed their electric systems will prefer to communicate using radio impulses.

Relationships

In the context of the Myriad, where most species are sexually dimorphic, an Elver tends to style itself as either a male or female gender, with matching behavior patterns and use of "he" or "she" pronouns. This behavior is completely social – the actual sex of the Elver can be different than the gender they use.

With the ability to work under-water, in zero-gravity, and in atmosphere, Elvers are found all over the Myriad. They often form communities under lakes or oceans, or in free-fall districts of arcologies.

Human

The sapient Humans are relentlessly adaptable. A living contradiction, the Humans are both the most likely to continue the Syndics' traditions and the most likely to rebel against them.

Morphology

The mature human stands 1.5 to 2m tall and weighs 70 to 100kg. While they are mammals, most of the hair is on top of the head, with the rest of their body being bare skin. Their skin tone is determined by melanin content, from a pale pink to a dark brown and everything in between. They have two hands and long legs. Females tend to be smaller than males.

Humans have the best vision among the Myriad races. They are able to see a variety of colors and judge distances accurately, which makes them excellent sharpshooters. They can hear most normal sounds, but their other senses are much less developed. They lack any electro-sensitive organs. They communicate almost exclusively through vocalization.

Humans have the most varied diet of the Myriad. Omnivorous by nature, they excel at the culinary arts, able to make food from the most unlikely sources.

Behavior

Humans can be found throughout the Myriad, even in inhospitable places. They have a natural stubbornness against hardship and an instinctive resourcefulness in the face of deprivation.

Like most mammals, Humans have two sexes: male and female. A female gestates for about 9 months, giving birth to one or more helpless infants.

Include Human Trait with:
Negotiation, Questioning, Tactics
Human Starting Gifts:
Leadership, Low Profile

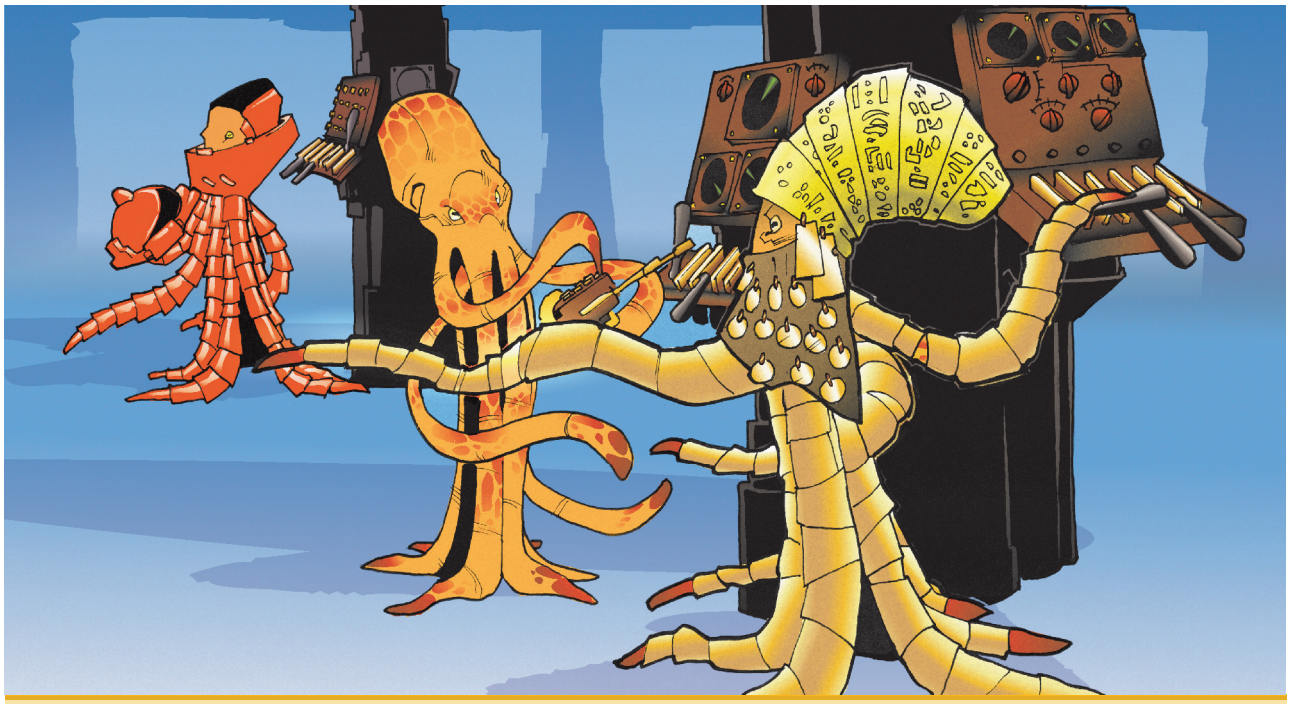
Humans learn to walk at about 1 year of age and slowly develop to maturity at about 18 years of age.

Lacking any electro-sensitivity, humans communicate primarily through vocalizations, as is typical in the Myriad.

Relationships

No species is more inconsistent than Humans. Some Humans are very sociable and mix freely with the other species of the Myriad. Other groups will be extremely cliquish and would rather live in ghettos of their own kind than mix with others.

Early generations of Humans rose to power during the Syndicate. All of the Remanence Dynasties are Human, although many had their genetic structure significantly modified by the Syndics. As a result, the Humans are strongly identified with the Syndic oppressors among the Myriad peoples.



Ishato

The Ishato were loyal subjects to the Syndics. Now that the Syndics have departed and the Syndicate has collapsed, many Ishato have grown curious of what the Syndics denied them. They now rebel not only against the traditions that kept them obedient to the Syndics, but to the traditions that kept them Ishato.

Morphology

Ishato are mollusks with ten to twelve tentacles branching from a cartilaginous mantle. They can comfortably perch their central body atop their tentacles one to two meters above the ground, but their drooping mantle makes them seem hunched to other species.

Ishato are two-thirds tentacle by weight. All of their tentacles are prehensile. The Ishato's ancestors used their tentacles to ambush prey and poison them with a neurotoxin secreted from the tips before tearing in to them with their bony beak. (Modern Ishato can cultivate their neurotoxin glands with practice.)

Most Ishato use only four tentacles as hands. The rest are used as legs to walk, swim, or climb. A physically fit Ishato can lift more than twice its body weight with just four tentacles. Standard body weight for Ishato is 60 kg.

Ishato tentacles have cilia more sensitive than fingers. They perceive the world through touch first, rather than their near-sighted and mediocre vision. They can identify flavors and chemicals, as if every tentacle were both nose and tongue.

Ishato typical skin tones range from a bright red to dark brown, with some outlining cases of black and white. With concentration, they can use chromatophores in their skin to change their colors and camouflage themselves.

Ishato males often have thicker tentacles, but only barely. Females have two fin-like protrusions on their bodies, but they serve no purpose.

Include Ishato Trait with:
Endurance, Evasion, Fighting
Ishato Starting Gifts:
Extra Pair of Arms, Stealth

Behavior

Ishato have many different cultures, but some habits are common to all Ishato. They are comfortable sharing personal space and

communicating with each other through touch and body language rather than speech. For other species lacking their keen sense of touch, the Ishato use sign language and speech. Their vocal folds are weak, and their voices are harsh whispers, so they often must use both words and signs to make sure they are understood.

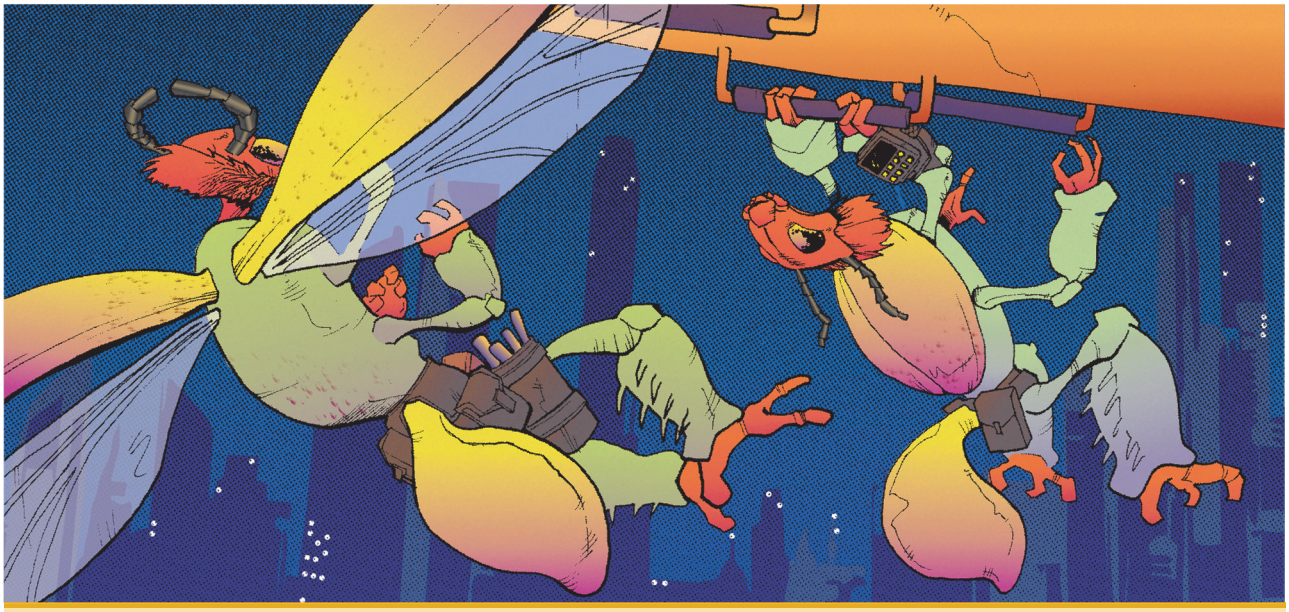
Because of their history under the Syndic rule, many Ishato express their social status with their style of dress. They wrap themselves in elaborate and colorful shawls, often laden with braille, to declare their position in the world. Remanence Ishato see this as a traditional style of dress. Those who choose not to wear such garments are considered "naked" by traditionalists, and often marginalized within conservative Ishato society.

Relationships

Under Syndic rule, the Ishato were first used as shock troopers and bodyguards because of their intimidating appearance. Later, finding themselves adept at multitasking and administration, many Ishato transitioned to become bureaucrats and politicians. The Syndics began to "wrap" these Ishato in tight-fitting garb. At first, these garments were simple cloaks with their names or titles in braille, made to hide the Ishato's frightening features from other species. Over time these garments became more elegant, colorful and baroque as decoration and a sign of status. The Syndics were said to favor those Ishato who dressed in more elaborate wraps. Many Remanence Ishato still dress in overwrought wraps to curry favor from absent Syndics.

The Ishato are in cultural crisis after the disappearance of the Syndics. Their cultures were bent to the Syndic's needs more than most species, and their traditions seem empty now that their patrons have departed. Older Ishato and those of the Remanence are often traditionalists who cling to the past. Younger Ishato by contrast, often walk "naked", without the traditional cloaks and wraps, as protest against their former "oppression." These younger technocrats are becoming more prominent within Ishato communities.

Others often view the Ishato as conservative and primitive, but they are hardly tied to the past. Ishato scientists have embraced the ideals of the Concord and the Metanoic Corps, while traditionalist merchants have risen to the top of the Averlini Mercantile Group. Despite the stereotypes that frame them, Ishato can be found in any lifestyle of the Myriad Worlds.



Lampyr

Although they were largely unknown during the heyday of the Syndicate, the Lampyrs' adaptability to most hostile worlds, and their wings, which allow them to fly in most gravities, have given them an edge in this era of reconstruction.

Morphology

A typical, mature Lampyr is a humanoid insect 0.8m to 1.2m tall. Their body is brown or red, with a large translucent abdomen filled with bioluminescent organs. Their compound eyes are black or red, and they have long antennae.

Lampyr have two sets of wings. One set are proper wings that can be used to fly. The other set are the *elytra,* a hard shell that covers the wings when they are not in use. Two slender limbs, called *arms,* are used as

Include Lampyr Trait with:
Athletics, Observation, Tactics
Lampyr Starting Gifts:
Lampyr Sync, Winged Flight

manipulators. Two strong limbs, called *legs*, are used for walking. In between both are two smaller limbs called *stridulae,* which have rough-toothed edges and can be rubbed together, or against the elytra, to produce a variety of sounds, such as a loud chirp.

Lampyr eyes are set wide on their heads, giving them excellent peripheral vision, but they have difficulty focusing on individual objects. They can perceive light from the infrared to the ultraviolet range, though they have limited ability to see colors, and many are color-blind.

Lampyrs are omnivorous, preferring decaying plant or animal matter.

Behavior

Lampyrs are extremely particular when it comes to mating. Males will court females, and vice versa, using a variety of *stridulating* chirps and *bio-luminescent* flashes. These rituals are extremely complex and strange, with so many rarified nuances and particular predilections that the Lampyr mating ritual is probably the most complex social behavior in all the Myriad. Even the Lampyrs themselves can't quite explain what attracts them.

An impregnated Lampyr female becomes very hungry, and sequesters herself for a month or two before laying two dozen eggs or more. Lampyr eggs will respond to flashing lights, and the mother and her extended family will guard them closely. Mortality is very high – it's very likely that only 1 to 4 eggs will hatch successfully into larvae.

Lampyrs communicate among each other using their chirps and flashes. Large groups of Lampyrs will naturally fall into *synchronization,* all flashing at the same time and chirping in choral notes. While they can vocalize, their inflexible mandibles and lack of facial muscles limit their expressions. Lampyrs will use chirps and flashes to add inflection to their conversation, which can be bewildering to outsiders.

Relationships

Since they can fly, Lampyrs often settle in high places, and their habitations will lack safety railings, elevators, or stairs. The combination of their unsafe homes, their strange voices, and their bewildering social rituals make other species of the Myriad unlikely to socialize with the Lampyrs.

Lampyrs adapt well to zero-gravity environments such as arcologies and spaceships.

Ldum-Rabo

One of the strangest peoples of the Myriad isn't just one creature at all, but two organisms living in a symbiotic relationship. The *Rabo* is a humanoid creature that resembles a hunched, flightless bat, walking on all four limbs ... and on their own, their intelligence is barely above an animal's. However, from an early age, they cultivate a growth of an ascomycete fungus called *Ldum*. The fungus grows on the hair and spine, and even sets down roots that plunge into the host's brain.

Include Ldum Trait with:
Academics, Presence, Questioning
Include Rabo Trait **with:**
Athletics, Endurance, Observation
Ldum-Rabo Starting Gifts:
Ldum Medicine, Ldum-Rabo Symbiosis

Morphology

In centuries past, the Rabo were hunters living in forests, with keen senses but poor manipulators. The Ldum have been using selective breeding for

generations to develop Rabos with longer lifespans, greater sensory powers, and better manipulators for using tools.

The Ldum is a complex fungus made up mostly of long threads, called *mycelium,* that invade the tissue of the Rabo host, replacing nerve endings and part of the brain stem. Protruding from the hump are long tubular growths, the *perithecia*. In the cavities of this outer shell, the Ldum has specialized sensory organs made of threads called *hyphae*. Some of these threads are sensitive to vibration, allowing the Ldum to hear sounds, while others are sensitive to changes in light and temperature. However, the Ldum's inherent senses are not nearly as keen as the Rabo's – the host body can hear sounds far into the ultrasonic range.

The Ldum is sensitive to light, and thus will often be covered by a hood, cape, or other garment. The Rabo is naturally nocturnal and functions better without so much light, anyway.

Rabo live for about twenty years or so, but a healthy Ldum can live far long than that, possibly indefinitely. However, extracting an Ldum's neural network from a dead or dying host is an extremely complex surgery, which always carries a risk of killing or crippling the Ldum.

Rabo are scavengers and are capable of digesting a wide variety of foods. The Ldum survive by consuming the shed hair and skin of their Rabo hosts.

Behavior

The Ldum is incapable of vocalization, or really any communication at all... but the Rabo can make a variety of sounds and will communicate with speech so fluent that some audiences won't even notice the Rabo has no idea what it is saying.

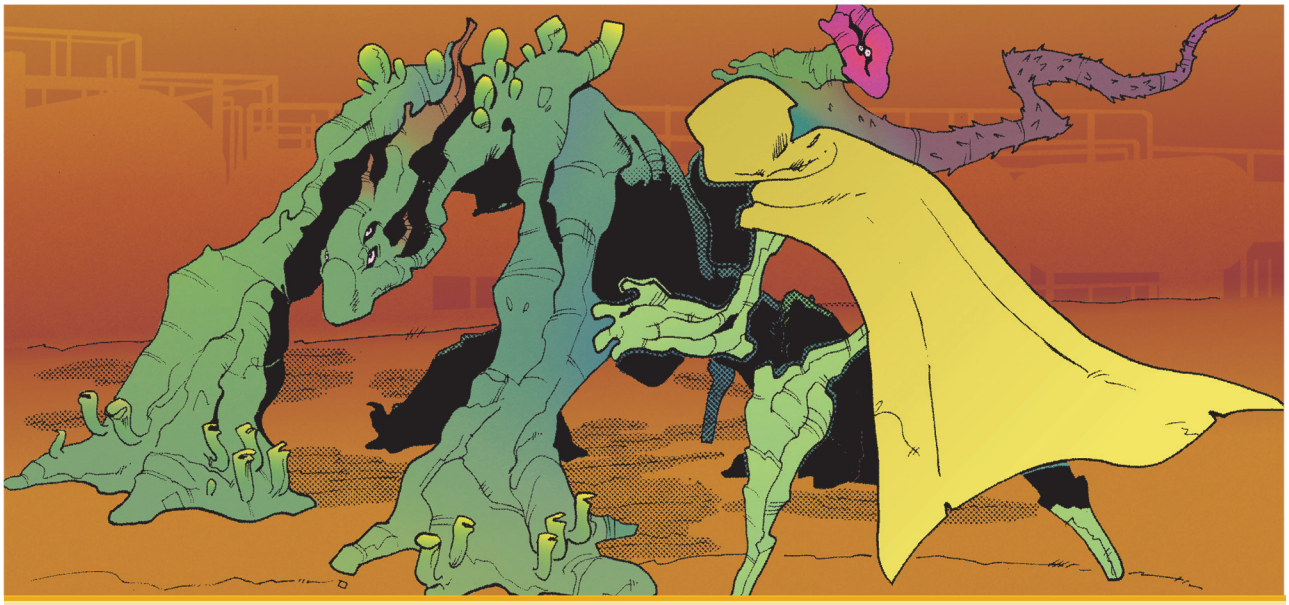
The Ldum fungi have aspects of both sexes, with both zygotes and gametes in their spores. However, they are not true hermaphrodites – an Ldum is not sexually compatible with itself. There are over a dozen different "mating types" among the Ldum, each with different types of fertility. When seeking to reproduce, Ldum will consult a fertility doctor and undergo a variety of tests for compatibility.

The Rabo are mammals, and have two sexes, male and female. The Ldum symbiotes suppress the libido of their Rabo hosts. Skilled scientists will perform genetic analysis to breed Rabo for specific traits.

Relationships

The Ldum's self-interest in neurology, physiology, and chemistry has made them some of the greatest physicians in the Myriad. In the days of Empire, the Ldum-Rabo were restricted to only a few worlds, and their medical research was controlled by the Syndics. Now the Ldum-Rabo spread across the stars, seeking the ultimate secrets of xen-genetics, the modifications to the body that can allow one's brain to communicate with the magh-towers to summon xenharmonic energies.

Many Ldum-Rabo are found among the Concord or the Solar Creed, serving as medical advisors. Some work with the Metanoic Corps, working to breed organisms for a better, sustainable future. A few altruistic Ldum-Rabo use their medicinal skills to provide help to primitive and derelict worlds.



Morphir

During the rule of the Syndics, many worlds were kept secret ... some because they had dangerous contraband. It's not exactly clear when or where the Morphirs were discovered, but they quickly reproduced and spread across the Myriad. A strange kind of walking, thinking plant, the Morphirs are not just carnivorous. They can absorb memories by consuming brains. Some Morphirs use their mimicry to blend in with other races, murdering people and assuming their identities. Others become slaves, their bodies harvested to produce hallucinogens, memory-enhancers, and other strange drugs.

Morphology

In their "natural" state, an *inchoate* Morphir is a large briar plant, growing to about 0.3m tall unassisted, or as high as 2.0m with a proper trellis. The plant can be vaguely and unsettlingly humanoid in shape, but some have a radial symmetry of three or four stalks. The leaves are coarse and the stalks are covered in thorns, thicker at the base. The branches will end in long pitchers, with series of hair-like structures that bend inwards, covered with a sticky mucilage. Insects and small creatures become trapped in the pitchers and digested.

If female Morphirs are fed the brain tissue of sentient creatures – meaning any creature which is mindful of its environment, including most pets and farm animals - they will begin to produce the precious and illegal *charas* buds, which store the chemical memories of the devoured brain tissue. These buds, sticky and sweet-smelling and no larger than a grain of sand, can be smoked or eaten for vivid hallucinations of those memories. Illicit Morphir farms feed their plants the brains of the recently dead to harvest the resultant *charas* buds.

However, if a Morphir eats the brains of *sapient* creatures, like Humans or Lampyr, it will produce exceptionally potent *charas* buds …and will eventually become sapient itself! Its morphology will gradually change to mimic the creatures that it's being fed, with muscles of wound briars and bones of rigid wood. Eventually, after their leaves shift to mimic the color and texture of their prey's skin, they open dewy eyes.

Illicit Morphir farmers usually destroy maturing Morphirs before they awaken and become a security risk. However, the longer they are left to sleep, the more potent and valuable their *charas* becomes. When the farmers push their luck too far, a Morphir may awaken, and escape.

A mature, sapient Morphir is a humanoid weighing 30 to 100 kg. Their height can vary from 1m to 2m, as they are capable of compressing or elongating their bodies. They may develop vestigial limbs to imitate other species. Some very successful imitators will have functional wings or extra arms!

Morphir can develop a long, retractable tendril that they keep coiled in their body cavity. With precision, they can lash out and pierce the base of a creature's spine, consuming the spinal fluid and killing their prey in a matter of seconds. In this manner, a Morphir rapidly absorbs the chemical memories of the victim. Coupled with their ability to alter their shape, these Morphir can be skilled killers and identity-thieves.

Sapient Morphirs are omnivorous, preferring diets rich in calcium, phosphorus, nitrogen, and potassium. Inchoate Morphirs can be kept in fertile topsoil, possibly indefinitely if kept watered and fertilized.

Left unattended, a Morphir's leaves, fronds, or thorns can grow quite long and unkempt, but most Morphirs are careful to keep themselves well groomed.

Behavior

Morphirs have four distinct sexes: male, female, female-biased hermaphrodite and male-biased hermaphrodite. Only females can develop the intoxicating buds called *charas*, which can be smoked or consumed to provide a hallucinatory effect. The chemical memories of the brains that the Morphir have consumed are stored within the buds – illicit growers feed the brains of the recently deceased to their captive plants to harvest the drugs later. Morphir seed, if in proper growing conditions, will grow to an inchoate status in one to three months. Sapient Morphirs are not eager to propagate their species, because it can lead to their discovery.

Sapient Morphir have vision like humans, but they're blue-green colorblind and dimly see ultraviolet light. They hear and speak through taut membranes they vibrate, serving as both microphones and speakers. They are most likely to imitate Human speech and mannerisms, as they have similar size and similar senses.

Relationships

Morphirs are feared and distrusted all throughout the Myriad. In Remanence domains, Morphirs are not considered people and are to be terminated on sight, preferably by burning. Criminals often enslave Morphirs and force them to produce seeds to create charas farms.

Morphirs aren't necessarily evil, and they don't have any *particular* desire for brains. They use violence for the same reasons and under the same circumstances that other folk do; they just have some uniquely terrible tools. Some Morphirs seek to live peaceably among others. However, their contraband nature and fearful reputation often conspire to drive even gentle-hearted Morphirs into the sort of trouble their barbs and vines would be useful for.

Include Morphir Trait with:
Deceit, Evasion, Questioning
Morphir Starting Gifts:
Disguise, Morphir Body

Rhax

The Rhagia (singular Rhax) are an anthro-arachnid race who led one of the successful uprisings against the Myriad Syndicate. Aggressive, clever, and sneaky, the Rhagia are the principal actors behind the Malmignatti Cluster, the greatest threat to interplanetary liberty, though some stand apart.

Morphology

Even though they all trace their legacy to the same ancestors, the Rhagia are genetically diverse. One Rhax might be small, graceful, and very humanoid, while another can be strong, monstrous, and quite large.

Also, the Rhagia have pronounced *sexual dimorphism*. The male Rhax is a large spider, no more than a meter across, covered in long wooly hairs. It never develops a level of intelligence more than an animal's. An adult female Rhax is sentient, somewhere between 1m and 2.1m tall, with eight limbs. Some species of female Rhax use two legs for walking, others use four or six, but all have at least two functional arms. Some appear more humanoid than others.

Their limbs end in small, dexterous pads dotted with spinnerets, which secrete a web-like substance that allows the Rhax to cling to walls or even ceilings. Some Rhagia have a bulbous abdomen with more sophisticated spinnerets, capable of making strong silk or sticky webs. Some Rhagia are venomous, and their saliva is a paralytic. Others specialize in stealth and mobility– they are excellent diggers, climbers, and jumpers.

Rhagia have a reputation of being very sensitive to motion, but in reality they're just rather patient and they know their own webs. Rhagia are carnivorous, and they prefer a high-protein diet.

Include Rhax Trait with:
Athletics, Craft, Presence
Rhax Starting Gifts:
Rhax Clinging, Extra Pair of Arms

Behavior

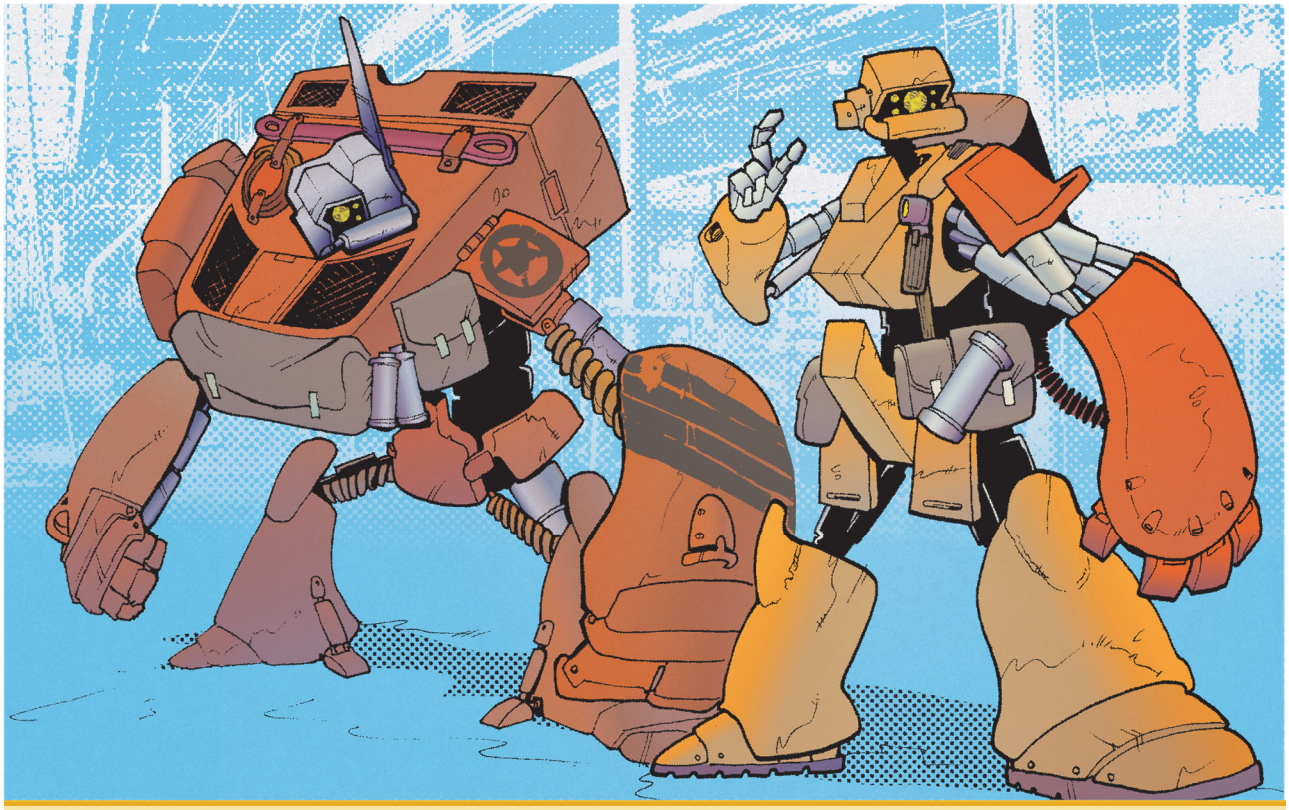
Male and female Rhagia live very different lives. Males are left in large zoos or gardens to be cared for, or left to run loose as wild creatures, but females can join society and serve in a variety of capacities. Almost all Rhagia are very competitive, with alpha-type personalities and a need to be "in charge", or of a solitary nature.

A female Rhax mates, at most, every three years, with a male of her choosing. Of the hundreds of eggs that they will produce, only a dozen or so will be viable, and, at most, one of those will be female. Male Rhagia are cared for like pets, but female children are doted upon with meticulous care.

Female Rhagia and their non-sapient males communicate via gestures and touching. They will often get up close in the personal space of others, which puts many other aliens off. Female Rhagia are capable of vocalizations, however; some have very nice singing voices.

Relationships

In the years after the fall of the Syndicate, the Rhagia rose to prominence as the heads of the Malmignatti Cluster, where they still serve as the majority species. Not every Rhax encountered in the Myriad is a Malmignatti, however.



Synth

Synths are thinking machines created by advanced science. They are found throughout the Myriad, doing all kinds of jobs.

Morphology

A typical Synth is the combination of a synthetic mind and a cybernetic body -- a humanoid machine, anywhere from 1m to 3m in height, weighing anywhere from 50kg to 500kg. Most were built with a specific purpose in mind, and they will have specialty limbs for such a purpose.

A Synth's cybernetic brain is an array of polaritonic lattice memory-crystals powered by a small duodec isotope. In theory, a cyber-brain can last hundreds of years. In practice, the crystals can become damaged, or microscopic imperfections can slowly spread into serious damage over time. Damaged cyber-brains can suffer memory lapses, erratic behavior, or even insanity.

Cybernetic bodies often use piezo-electric batteries that will require regular recharging. Also, like other sentient beings, Synth brains build up "false memory chains" and other subconscious detritus that must be purged through a process not unlike sleep.

Include Synth Trait with:
Craft, Endurance, Transport
Synth Starting Gifts:
Cybernetic Body, Cybernetic Brain

Behavior

Synths tend to be very logical and precise in their choices of actions. Very few show a creative impulse, having no appreciation for art, music, or poetry.

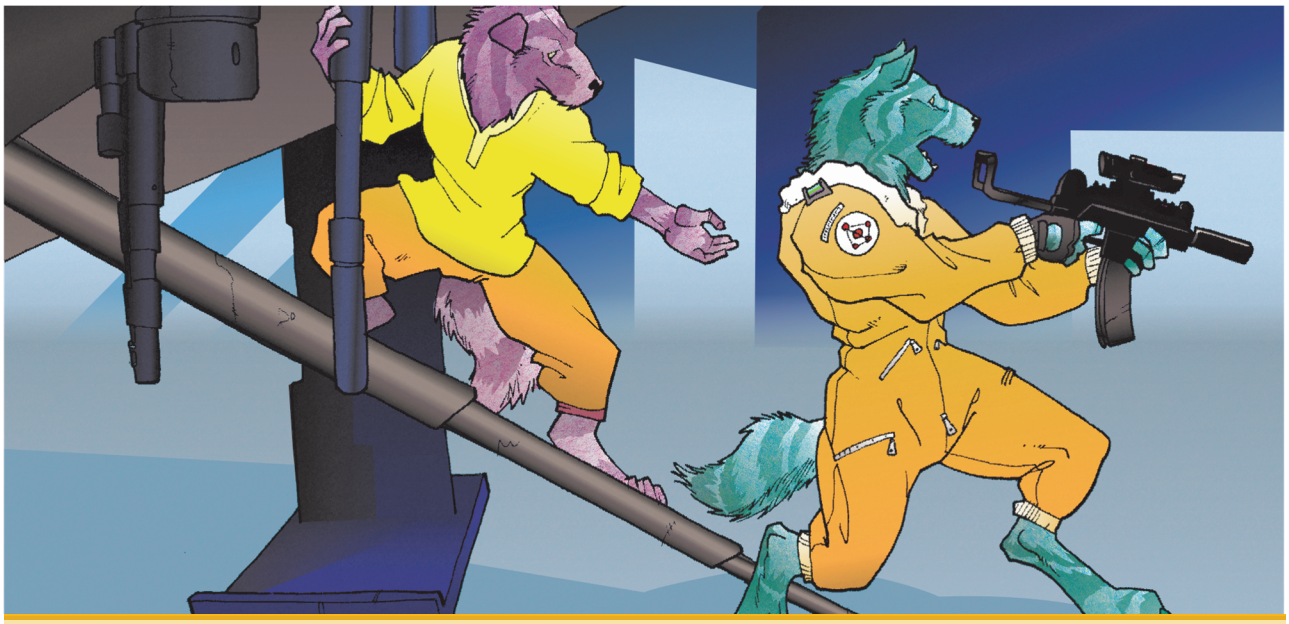
Being constructs, Synths don't have any sexual characteristics, though some of them will adopt a gender identity such as male or female.

Synths communicate to each other and to electro-sensitive beings using radio bursts, but almost all Synths are fitted with a speaker for vocalizations.

Relationships

Synths are never considered "natural-born citizens" and they are not permitted to vote in Syndicate law. Many governments will recognize Synths as second-class citizens in one capacity or the other.

In the inner worlds, there has been a slow rise of anti-Synth sentiment. Some political groups point to the rise of the Apparat as a sign of the coming "machine uprising". The Concord employ Synths for a variety of their missions, but the Solar Creed prefer to avoid them.



Towser

The Towsers are a strange race of canine aliens from Esophorous, a small but dense world that is rich in heavy metals. During the Syndicate, the planet wasn't anything more than yet another enslaved resource. After the fall, the Towsers rose up and drove away the oppressors ... only to unwittingly sell themselves into indenture under the Averlini Merchant Group. Towsers may look small, but their bodies are made up of silicon and rare-earth elements, to survive on a harsh, high gravity world. Their fur has strange patterns of black, silver, or rainbow crystalline hues.

Morphology

A Towser is a canine humanoid, typically 0.7m to 1.2m in height, though some have been seen 3m or taller. Their bodies are very dense, weighing 100kg or more. Their *pelages,* or fur coats, are made of rare metal composites, which gives them a glimmering, shiny appearance, often in swirls, stripes, or other patterns.

Towsers have a sensitive sense of smell, and they are able to identify many rare metals by tasting them. Their distance vision isn't very good, and they have a limited perception of color, wide in range but difficult to differentiate.

Towsers are *silicon-based* life forms. Their biology does not let them consume the typical carbon-based foods found throughout the Myriad. Their diet consists mostly of polysiloxanes – silicon-based chemicals bonded with other elements. Such materials are used throughout the industrialized worlds.

Poisons such as mercury, thorium, and dioxin are no threat to Towsers. Just like carbon-based beings, the silicon-based Towsers still breathe oxygen ... but not always in the same form. For example, neither Towser nor Human can breathe carbon dioxide (a product of typical fires), but the Towser metabolism can still make do with carbon monoxide (a product of burning fuels). Towsers can breathe a variety of gasses, including the typical air of the Myriad.

Behavior

Some Towsers have chosen to assimilate into the Myriad. Others refuse and cling to the "Towser aboriginal tradition", living a lifestyle that gets more anachronistic and confused every year.

Towsers have two genders: male and female. Towsers typically mate for life. The female gestates for 6 to 9 months and gives birth to 1 to 4 offspring. Towsers on their native world of Esophorous have been known to live 200 years or more ... but Towsers who visit other worlds are lucky to live half as long. The Towser metabolism may be resilient, but inadequate nutrition and respiration will take its toll in the long run.

Towsers communicate primarily by vocalizations. Many Towsers cultivate their native electro-sensitivity until they can communicate using magnetic waves.

Relationships

The Averlini Merchant Group experimented with exporting Towsers to other mining operations, hoping their natural advantages would lead to profitability. In practice, the Towsers proved difficult, developing social anxiety in their high-tech environment, as well as a variety of silicon-based illnesses that baffled the company doctors. Assimilated Towsers attempt to fit in where they can, enjoying the benefits of Myriad civilization.

Include Towser Trait with:
Athletics, Endurance, Tactics
Towser Starting Gifts:
Towser All-Fours, Towser Density

Troödon

The Troödons are warm-blooded saurischians well known for their cleverness and survival instinct. When the Myriad Syndicate fell, so did the restrictions on travel, and the tribes of Troödons quickly spread throughout the known worlds. Savage at heart, Troödons quickly adapt to new technology and new environments, which makes them a popular choice for migrant labor or sell-sword mercenaries.

Morphology

A typical adult Troödon is 1.2 to 2m tall and twice as long, weighing in from 50kg to 200kg. In rare cases, twin Troödons in the same egg may combine into a giant specimen, sometimes called an "ogre", which can grow up to 5m in height and weigh in excess of 600kg, and often have developmental disorders.

They have long necks and long faces to match, with eyeballs on the sides of their head for good peripheral vision. Their scaly hides are green, blue, orange, or red, sometimes with stripes or spots. Many have feathered crests in an assortment of colors. The Troödon has a long tail for balance, which is strong enough to be used as a weapon to knock people over.

Troödon eyesight is keen at detecting motion, but poor at focusing on detail. Their hearing is mostly in lower registers, and their sense of smell is quite developed.

Troödons are true carnivores, and they prefer a high-protein diet. Raw, bloody meat is usually preferred.

Behavior

Troödons are found all over the Myriad. Some continue their tribal traditions, but many are culturally assimilated.

Troödons have two sexes: male and female. Traditional Troödons have a sophisticated pecking order, where the strongest and angriest get first pick of mate and are first to make decisions, followed by the second strongest, etc. In-fighting is common, and disputes are quick to come to blows.

Assimilated Troödons are quite different. They will often form monogamous marriages, and they will adopt a philosophy or belief system of their adopted world. Some mercenary companies of Troödons are hereditary, with a code of conduct and of honor that goes back for generations.

When reproducing, the female gestates for 2 months or so, and then lays a clutch of 1 to 12 eggs that will take 1 to 2 months to hatch, each of which will contain 1 to 2 infants. Some mothers prefer "natural" jungles, with their eggs buried in nests of loam, but assimilated Troödons prefer the care of a hospital incubator.

Troödons are capable of a variety of vocalizations. Many of them are extremely loud! Their body language is extremely expressive.

Relationships

Traditional Troödons often affect a superior attitude to other species. Assimilated Troödons can have almost any behavior. Most people associate Troödons with the Janissaries, the mercenaries employed by the Remanence, since most space-faring Troödons are highly visible in that role. The resultant stereotype of the Troödon as a gun-wielding thug with no respect for the sanctity of life doesn't help their image any.

Include Troödon Trait with:
Athletics, Fighting, Tactics
Troödon Starting Gifts:
Frenzy, Rushing Attack

TRAITS AND SKILLS

Some characters will be better at doing certain things than others. Myriad Song divides up the various things we think characters can do into fifteen different ***Skills***.

Skills are measured in *dice*. The more sides the die has, the greater the character's ability to perform difficult tasks – for example, a character with only a d4 mostly just knows how to avoid the most egregious of blunders... but a character with a d12 can beat the greatest odds.

The *number* of dice that you have in a skill determines how many ***successes*** you can score. A character with lots of dice has a wide variety of experience to apply to a problem and can come up with inventive, synergistic solutions. A character with only basic training in a skill has one die ... but a professional will have two dice or more.

Minor characters get their Skill dice from their *Legacy Trait* and their *Career Trait*. Major characters will have *Marks* that give them Skill training in almost anything. Many *gifts* will enhance skills, by providing more dice in specialty situations, by providing re-rolls and insurance against failure, or by allowing for new applications.

Traits

Each character has some basic capacity to move around, think about things, and perform some skills. In game terms, each character starts with one or more ***Traits***.

Traits are measured in dice, from d4 (the worst) to d12 (the best). Typical characters will have a d6 in their starting Traits.

Body

Muscle power, physical health, and durability

A measure of how strong you are, your Body trait is used for getting into combat up close and personal, feats of strength and endurance, and coping with pain and suffering. People with a low Body are weak and frail; people with a high Body are strong and tough.

Your Body Trait helps with:

- hand-to-hand combat
- resistance to damage
- strenuous physical activity

Speed

Speed, quickness, & hand-to-eye coordination

A measure of how fast you are, your Speed trait is used for situations requiring fast reflexes, precise movement, and ranged weapons. People with low Speed are plodding and clumsy; people with high Speed are fast and accurate.

Your Speed Trait helps with:

- ranged combat
- dodging attacks
- rapid movement

Mind

Learning, education, and life experience

A measure of how smart you are, your Mind trait is used for situations requiring working memory, logical deduction, and intuitive leaps. People with low Mind are ignorant and gullible; people with high Mind are insightful and canny. (Characters with no Mind trait aren't self-aware sapients – they are domesticated animals or feral monsters.)

Your Mind Trait helps with:

- awareness of your environment
- intelligence and knowledge
- skilled labor

Will

Force of personality and determination

A measure of how determined you are, your Will trait is used for situations requiring charisma, emotional strength, and self-control. People with low Will are quiet and uncertain; people with high Will are imposing and resolute.

Your Will Trait helps with:

- rallying your friends
- persuading other characters
- resisting outside influences

Legacy

Your nature -- what you inherit

Every character comes from somewhere, and they all have some inherent ability with some skills. For biological characters, such as Humans or Towsers, the Legacy represents your affinity for your species' archetypical abilities. For the artificial Synths, your Legacy represents the quality of your manufacture.

Each type of creature in the game has a different Legacy. For example, Troodons have a different Legacy Trait than Morphir. Each Legacy Trait is included with three different skills. For example, a Troodon Legacy gives extra dice to rolls of Athletics, Fighting, and Tactics ... while the Morphir Legacy boosts Deceit, Evasion, and Questioning.

Most characters in the game will only have one Legacy Trait. One exception is the Ldum-Rabo – they have *two* legacy traits, one for the Ldum fungus and one for the Rabo host.

Your Legacy Trait helps with:

- three skills, unique to your legacy
- inherent powers from your legacy

Career

Your nurture -- what you learn

Every character has at least one Career – their life experience that gives them a bonus to three skills. Characters with a low Career trait haven't developed their professional experience much; a high Career trait suggests long practice. (Some feral creatures won't even have a Career Trait – they've never been trained in anything, and they rely on their instinctive Legacy for skills.)

Every character begins the game with one Career Trait. You can gain more Career Traits with the Extra Career Gift – see page 62.

Your Career Trait helps with:

- three skills, unique to your career
- your starting money

Skills

Some characters will be better at doing certain things than others. *Myriad Song* divides the various things characters can do into fifteen different ***Skills.***

Like your Traits, your Skills are measured in *dice.* The more sides the die has, the greater the character's ability to perform difficult tasks – for example, a character with only a d4 mostly just knows how to avoid the most embarrassing of blunders... but a character with a d12 can beat the greatest odds.

You gain Skill Dice from Traits...

Your Legacy Trait and your Career Trait are included with three unique skills. Your Traits give you dice to roll for all uses of that skill.

For example, you could create an Ishato Soldier. Your Legacy gives you dice with the Endurance, Evasion and Fighting skills. If your Legacy Trait was a d8, then you'd list a d8 in the "Dice from Legacy" column, in the rows for Endurance, Evasion, and Fighting.

Your Career of Soldier has a Trait that is included with Fighting, Shooting, and Tactics. If your Career is d6, then you'd list a d6 in the "Dice from Career" column, in the Fighting, Shooting, and Tactics rows.

Since the Legacy and the Career trait have overlaps, you'd gain *two* dice in Fighting: both a d8 and a d6. More dice means more high rolls and more chances for success!

...and you can get more Skill dice from Marks

Minor characters get their Skill dice from their *Legacy Trait* and their *Career Trait.* Major characters will have ***marks*** that give them Skill training in almost anything. One Skill Mark gives a d4. Two Skill Marks gives a d6, and so on. Unlike Traits (which only go up to d12), there's no limit to the number of marks you may have in a skill – you just keep getting more dice. Every full five marks in a skill give you another d12.

Skill Marks	Skill Dice
Zero	none
1	d4
2	d6
3	d8
4	d10
5	d12
6	d12, d4

Skill Marks	Skill Dice
7	d12, d6
8	d12, d8
9	d12,d10
10	2d12
11	2d12, d4
12	2d12, d6
13, etc.	2d12, d8, etc.

Many gifts will enhance skills, by providing more dice in specialty situations, by providing re-rolls and insurance against failure, or by allowing for new applications.

Skill Marks are new dice – they don't change your Trait Dice in any way

For example, you might be playing a Human character, with a Legacy Trait of d6. Among other things, this gives you Questioning die of d6.

If you were to put one mark in Questioning, you would gain a new d4. You would now have two Questioning dice of d6, d4. (You do *not* increase your Legacy die to d8!)

Using Skills

Using a skill is simple – when the game rules ask you to roll dice, roll them. For example, if you need to make a roll of "Body & Athletics", roll all your Body die and all your Athletics dice.

You can still attempt a skill, even if you have no specific Skill Dice. For example, if the game requires a roll of "Speed & Shooting", you can still try the roll... you'll just be rolling your Speed Trait die, and nothing else. Be careful – a roll of all ones is a *botch,* a terrible failure ... and when you're only rolling one die, you're a lot more likely to botch!

The *number* of dice that you have in a Skill determines how many ***successes*** you can score. A character with lots of dice has a wide variety of experience to apply to a problem and can come up with inventive, synergistic solutions. A character with only basic training in a skill has one die ... but a professional will have two dice or more. If you want to be good at something, get more dice, and get bigger dice!

Combining Trait & Skill Dice

Sometimes, you may roll two sets of Skill Dice together. For example, you might have to scavenge a junkyard for spare parts. The Game Host may call decide that both your knowledge of what's good to use and what you can find in all these scrap will help, so they may ask you for a roll of, say, Mind, Craft, *and* Observation.

Many **gifts** can affect your skills. Some gifts give a specialty bonus that only applies to certain rolls. For example, the Mechanics gift gives a d12 bonus to uses of Craft, but only for mechanical issues. Other gifts let you re-roll dice, or give you new ways to use skills. We've listed some of these skill-enhancing gifts with each of the skill descriptions, below. You can read more about gifts starting on page 59.

Academics

The Academics skill covers mathematics, history, geography, and all kinds of fancy book learning. It is usually combined with the Mind Trait.

The Academics skill is used for all forms of medical care. If you want to be a good doctor or medic, improve your Academics!

Academics dice are usually rolled vs. 3. The difficulty target doesn't change — instead, hard problems require more successes. One Academics success will be enough for general knowledge — the types of things people would pick up just by being smart. Two Academics successes means your character can figure out some hard math problem or solve some science issue. Three or more Academic successes will let your character know some really obscure historical fact or science principle that can apply to your current situation.

Anyone can roll their Mind to know something, but only those with Mind *and* Academics can score two successes and thus know the really obscure book-learning.

Sample Favorite Uses for Academics

- Chemistry
- Geography
- History
- Medicine
- Physics

The gift of **Chemistry** gives you a bonus d12 to work with strange chemicals.

The gift of **First Aid** gives a bonus d12 to rolls to perform First Aid, and it reduces the task from a complicated stunt to a simple action. The gift of **Doctor** gives you the ability to use your Academics skill to treat illnesses and injuries. The gift of **Bad Medicine** lets you provide long-term care with quick-fix solutions... by using dangerous narcotics!

The gift of **Mathematics** gives you a bonus d12 when using Academics skill to perform higher math.

The gift of **Navigation** gives you a bonus d12 to plot a course or find your location, using maps and other cues.

The gift of **Research** gives you a bonus d12 to Academics when you have access to a good library or other reference material.

Athletics

The Athletics skill helps with climbing, jumping, riding, swimming, throwing, and all kinds of outdoor sports.

Athletics is often combined with Body for feats of physical strength and coordination, but when finishing first is more important than finishing well, Speed might be used instead.

Athletics dice may be *limited*. If your character is Burdened with too much stuff, your skill dice in an Athletics roll can be no larger than d8 in size. Reduce all d10s and d12s to d8.

Athletics dice are normally rolled vs. 3. For bad conditions, such as slick surfaces, bad visibility, and poor footing, the Game Host may raise the difficulty to 5, or more.

One Athletics success will be enough for typical physical feats, such as jumping a small gap or climbing a tree — something anyone with a Body trait could pull off. Two or more Athletics successes will be needed for difficult gymnastics and other physical feats.

The Athletics skill is necessary to effectively attack while climbing, riding, or swimming. While climbing, riding, or swimming, your Fighting & Shooting skills are *limited* to the size of your best Athletics die (or d4, whichever is better.)For example, if your best Athletics die is d6, all your combat dice that are d8, d10, or d12 become d6.

Athletics is a skill to perform a physical activity. To keep up the same physical activity for a long time, use the Endurance skill.

Sample Favorite Uses for Athletics

- Climbing
- Free Fall
- Jumping
- Riding
- Swimming

The gifts of **Climbing, Free Fall, Jumping, Riding,** and **Swimming** each give a bonus d12 to a specialty use of Athletics. Consult the gifts' descriptions for more details.

Craft

The Craft skill is a catch-all for working with your hands. This skill can be used to repair things, to build things, to make new things, to sabotage things, and to know how things are made.

Craft dice are normally rolled vs. 3. For bad conditions, such as poor tools or lack of materials, the Game Host may raise the difficulty to 5, or more.

One Craft success will be enough for unskilled labor — tying knots, replacing wheels, and simple repairs. Two successes will be enough for skilled labor and the more difficult repairs. Three Craft successes or more are only possible by master craftsmen.

The Craft skill is almost always rolled with Mind. Anyone can roll their Mind to try to make something … but only those with Mind *and* at least one die in Craft skill can score two successes. Crafts that need strength or brawn might also include Body; crafts that need precision and hand-to-eye coordination might include Speed instead.

Sample Favorite Uses for Craft

- Primitive
- Scrounge
- Electronics
- Mechanical
- Exciter
- Xenharmonics

The gifts of **Electronics, Mechanics,** and **Chemistry** each give a bonus d12 to a specialty use of Craft. Consult the gift's description for more details.

Deceit

The Deceit skill covers all lying, cheating, disguise, pilfering, and anything else that uses falsehood to get what you want.

For clever deceptions, Mind may be included. For simple bald-faced lying, told with conviction and without any tells to give it away, try including Will. To pick up unattended objects without anyone noticing, use Speed & Deceit.

Deceit dice are usually rolled vs. 3. When someone has a strong reason to suspect you of lying, the Game Host may raise the difficulty to 5, or more. Most opponents will take their Rote, rather than risk a bad roll such as a botch.

To see through deceit, your opponent may use their Mind Dice, and either their Questioning dice (for seeing through lies) or Observation dice (for seeing things they shouldn't).

One success will be enough to fool most people who suspect nothing. Two successes or more will be necessary for targets with good Skills or who have a strong reason to be suspicious.

Deceit is the skill used to distract people from the truth. If you want to hide, or to sneak past people without being seen, use Evasion, instead.

Sample Favorite Uses for Deceit

- Cheating
- Disguise
- vs. authority figures
- Stealing

The gift of **Gambling** gives a bonus d12 when cheating at games of chance.

The gift of **Sleight of Hand** makes it easier for you to pick pockets or to palm small items.

The gift of **Disguise** gives a bonus d12 to pretend to be someone else. The gift of **Low Profile** gives a bonus d12 to pretend to be someone unimportant. (Yes, the two gifts can stack together to help you pretend to be a nobody instead of a somebody.)

Endurance

The Endurance skill represents stamina, self-discipline, and the ability to work through physical hardship. When slow and steady wins the race, use Endurance.

Endurance usually pairs with your Body Trait. For a marathon run or a chase, Endurance may pair with Speed instead.

Endurance dice may be *limited*. If your character is Burdened with too much stuff, none of your skill dice in an Endurance roll can be larger than d8 in size. Reduce any and all d10s and d12s to d8.

Endurance dice are usually rolled vs. 3. For trying circumstances, such as marching uphill or through other difficult ground, the Game Host may raise the difficulty to 5, or more.

One success will be enough for any long-term activity, such as walking several miles in good weather. Two successes or more can let a character work longer, or it might make "slow and sure" into "fast and sure", allowing you to work both faster *and* longer.

Sample Favorite Uses for Endurance

- Hiking
- vs. cold weather
- vs. hot weather
- vs. vacuum

The gift of **Hiking** gives a bonus d12 to rolls made to walk great distances.

The gifts of **Primitive Loot** and **Scrounge Loot** let you use Endurance & Observation skill to scavenge for new weapons and gear.

Evasion

A very popular skill with adventurers, Evasion is used both to avoid detection and to dodge attacks.

Evasion pairs with your Speed Trait for sneaking rolls, and for those all-important dodge rolls. For staying very still in hiding spots, Will & Evasion may be used. For clever hiding spots, Mind & Evasion might come into play.

Evasion dice may be *limited*. If your character is Burdened with too much stuff, none of your skill

dice in an Evasion roll can be larger than d8 in size. Reduce any and all d10s and d12s to d8.

When in combat, a dodge is a roll of your Speed & Evasion vs. your attacker's dice. If your dodge dice roll higher, you avoid the attack. If your dodge dice tie with the attacker's dice, you must duck behind some nearby cover or you'll be hit. See the Combat chapter for more details.

When sneaking, you will need some kind of cover to hide behind; then you can roll your Evasion dice, which are usually rolled vs. 3. For places barren of any hiding places, the Game Host may raise the difficulty to 5, or more.

When looking for your sneaky self, your opponents will roll their Mind & Observation vs. 3 and will count the successes. Most opponents will take their Rote on this roll to avoid bad rolls.

Compare your successes to theirs. If you tie, your foes will only detect you if you get within short range of them (within 10m). If you have one more success than they scored, your foes will detect you only if you get near them (within 3m). If you have two more successes, you may be able to get close (within 1m) before they discover you.

Sample Favorite Uses for Evasion

- Hiding
- vs. Fighting
- vs. Shooting
- vs. Psyche

A very popular gift with adventurers, **Veteran** lets you take a "guard" action to claim a bonus d12 to dodges. See the combat chapter for more details.

The gift of **Stealth** gives a bonus d12 on rolls of Evasion to hide and sneak.

The gift of **Low Profile** gives a bonus d12 to Evasion to get lost in a crowd

Fighting

An essential Skill for the adventurer, Fighting covers punching, kicking, clubbing, stabbing, and all hand-to-hand combat.

Fighting always pairs with your Body Trait. Some weapons include more Traits — these weapons require fast strikes, precise moves, or unchecked savagery. Consult the Equipment chapter to see what other Traits apply.

Fighting dice may be *limited*. If your character is climbing, swimming, or otherwise distracted with some physical feat, none of your Fighting dice may be larger than your best Athletics die (or d4, whichever is better.) If your character is in a moving vehicle, none of your Fighting dice may be larger than your best Transport die (or d4, whichever is better).

When attacking, your Fighting dice go up against your opponent's defense dice. Sometimes your target will *dodge* (using Speed & Evasion) … and sometimes your target will *counter* (using their own attack skill). To hit your target, you'll have to roll higher than they did. See the Combat chapter for more details.

Each die that succeeds is 1 point of damage. The more dice that beat your target, the more damage you'll inflict. Weapons have damage bonuses to increase the damage further. Again, see the Combat chapter for all the crazy details.

Fighting is used for hand-to-hand combat and for thrown weapons. For guns and the like, use the Shooting skill instead.

Sample Favorite Uses for Fighting

- With my favorite weapon
- With my fists
- With wrestling moves

A gift that's very popular with adventurers, **Veteran** lets you take a Guard action to claim a bonus d12 to dodges and to counters, and it lets you take an Aim action to claim a bonus d12 to attacks against a single foe. See pages 112 and 114 for more details.

Negotiation

When you want other people to give you something, to help you with something, or to *not* do something, it's time to use the Negotiation Skill. Negotiation is all about getting along with others, and getting them to do things for you.

For many negotiations, you won't need to roll — asking the police to help you against a mugger, asking a merchant to sell you an item at a standard price, asking a porter to take your train ticket and let you aboard, etc. Use Negotiation when you want a minor advantage in a transaction (such as when you want a merchant to give you more money for your sale), when your request is dubious (such as when you want the police to help you against a strange, unseen monstrous force), or when you want someone to break the rules to help you (such as when you want the porter to let you on the train without a ticket).

Negotiation usually pairs with your Mind Trait when you're trying to reason with people. (Everyone has a Mind Trait, so everyone can try to be reasonable … just don't botch the roll!).

Negotiation is usually rolled vs. 3. Both you and your target roll, and the person who scores the most successes gets the upper hand in the negotiation. For reasonable requests, you only need to tie their success count. The more unreasonable the request, the more successes you'll need.

You might try negotiating dishonestly. For example, you might try to sell fake goods, or you might make promises you know you can't deliver.

When Negotiating with falsehoods, the Game Host may let you include your Deceit dice with your Negotiation … but the target may include their Questioning dice with their Negotiation to see through your deception. (If you don't have any Deceit dice, you're probably better off with the truth! Conversely, if the target doesn't have any Questioning dice, they're an easy target for such trickery.)

Sample Favorite Uses for Negotiation

- With criminals
- With royalty
- With merchants
- With the military
- With the authorities

The gift of **Fast Talk** gives you a bonus d12 to any Negotiation that takes less than five minutes (such as during combat). The gift of **Diplomacy** gives you a bonus d12 to any Negotiation that lasts more than five minutes, with people who are willing to hear you out.

Many social gifts give you a d12 bonus to negotiate in certain social situations. **Carousing** works in bars and at parties. **Haggling** helps with merchants and pricing. **Etiquette** is for high society. **Streetwise** assists with criminals and the underclass. And an **Insider** gift gives a d12 bonus, but only with a specific crowd — consult the Insider's description for which one.

Observation

A very popular skill with adventurers, Observation is the skill of knowing what's in your environment that's useful to you … and what isn't useful.

Seeing things in plain sight and hearing loud noises do not require rolls of Observation. It is hidden things, or things lost in noise and clutter, that you have to make rolls to find. You can also use Observation to search for clues, such as tracks.

Observation pairs with your Mind Trait for those all-important rolls to find out useful information. If you're in a hurry, you might pair Observation with Speed to quickly toss a room for clues.

Observation dice are usually rolled vs. 3. For places with poor lighting or loud noises, or that are otherwise obscured, the Game Host may raise the difficulty to 5, or more.

Observation is used to resist Deceit when someone attempts to pick a pocket or palm an object while you're around.

People trying to sneak past you will roll their Speed & Evasion vs. 3 and count the successes. Compare your successes to theirs. If you tie, you will detect any foes when they try to sneak anywhere near you (within 3m). If you have more successes, you can spot your foes at short range, or further. See the Spot Rules chapter for more details.

Sample Favorite Uses for Observation

- tracking
- watching for intruders
- on my home turf

The gift of **Danger Sense** gives you a bonus d12 to observe if anyone who means you harm is sneaking up on you.

The gifts of **Primitive Loot** and **Scrounge Loot** let you use Endurance & Observation skill to scavenge for new weapons and gear.

Presence

The Presence skill is for making an impression on others — to make them remember you, to make them respect you, to make them fear you, to make them take you seriously. Presence is popular with actors, politicians, crime lords, and musicians.

When giving a public speech, use Mind & Presence to make people pay attention to what you're talking about. When you're performing live music or acting on the stage, use Will & Presence to capture the crowd's imagination.

For a performance, Presence dice may be rolled vs. 3. If you score one success, your performance is good. More successes will give a better performance and a stronger impression.

You may attempt to scare someone by contesting your Body, Will, & Presence vs. their Body, Will & Presence. See the Combat chapter for more details.

Sample Favorite Uses for Presence

- Intimidation
- Musical performance
- On my home turf
- Public speaking

The gift of **Frightening** gives you a bonus d12 on rolls to use Presence to scare people.

Psyche

There's the physical world… and then there's the meta-physical world. The Psyche skill is used for transcendental leaps of logic where mundane calculations would not hold sway. Mental strength, xenharmonic power, and the anti-linear mathematics of faster-than-light travel are all part of Psyche.

Psyche is sometimes rolled by itself, without Traits — and yes, that means if you have *no* training in Psyche, you might have no dice to roll at all, which means any attempt to use Psyche will automatically fail!

In other cases, Psyche might combine with Mind & Observation to perceive higher-dimensional phenomena … or combine with Mind & Questioning to ask someone about their xenharmonic powers, to find out if it was something beyond normal … or combine with Mind & Academics to know the geography, history, and literature of the esoteric Syndics.

Psyche dice are usually rolled vs. 3. One success on a Psyche roll will tell you if an incident had anything beyond the physical world about it. Two successes will tell you something about the forces involved. Three successes will let you identify the people involved and will give you generous knowledge about the event.

Sample Favorite Uses for Psyche

- Disjunction
- Leitmotif
- Rondo

Questioning

Questioning is the skill of gossiping to find rumors, to separate rumor from fact, to interrogate people for correct answers, and to piece together multiple stories to find the big picture.

Questioning usually pairs with your Mind Trait.

Questioning dice are usually rolled vs. 3. For difficult questioning, such as hostile locals, language barriers, or fish-out-of-water social situations, the Game Host may raise the difficulty to 5, or more.

Questioning is used to resist Deceit when someone tries to play you false.

One success on a Questioning roll will get you the same rumors and information that the locals would know. Two successes would get you information that only people "in the know" would be able to figure out. Three successes or more will dig up some serious secrets.

Sample Favorite Uses for Questioning

- with criminals
- with aristocrats
- with intellectuals
- with the working class
- with merchants
- with warriors

The gift of **Gossip** gives you a bonus d12 to gossip – that is, asking people informal questions in social situations. Gossip takes a long time – at least an hour to get maybe five minutes 'worth of useful information.

Many social gifts give you a d12 bonus to gossip with people in certain social situations. **Carousing** works in bars and at parties. **Haggling** helps with merchants and pricing. **Etiquette** is for high society. **Streetwise** assists with criminals and the underclass. And an **Insider** gift gives a d12 bonus, but only with a specific crowd — consult the Insider's description for which one.

Shooting

An essential Skill for the adventurer, Shooting is used with guns, crossbows, and all other ranged weapons.

Shooting always pairs with your Speed Trait. Some weapons include more Traits — they might require a strong grip, keen awareness, or unflinching violence. Consult the Equipment chapter to see what other Traits might be used.

Shooting dice may be *limited*. If your character is climbing, swimming, or otherwise distracted with some physical feat, none of your Shooting dice may be larger than your best Athletics die (or d4, whichever is better.) If your character is in a moving vehicle, none of your Shooting dice may be larger than your best Transport die (or d4, whichever is better).

When attacking, your Shooting dice go up against your opponent's defense dice. Sometimes your target will *dodge* (using Speed & Evasion) … and sometimes your target will *counter* (using their own attack skill). To hit your target, you'll have to roll higher than they did. See the Combat chapter for more details.

Each die that succeeds is 1 point of damage. The more dice that beat your target, the more damage you'll inflict. Weapons have damage bonuses to increase the damage further. Again, see the Combat chapter for all the crazy details.

Sample Favorite Uses for Shooting

- With my favorite weapon
- With aimed shots

A gift that's very popular with adventurers, **Veteran** lets you take an Aim action to claim a bonus d12 to attacks made with Shooting weapons against a single foe. The gift also gives a d12 bonus to counter-attacks made when you take a Guard action on your turn. See page 112 and 114 for more details.

Tactics

When a mob fights, they are an uncoordinated mess, tripping over each other and getting in one another's way. When trained warriors fight, they use skill in Tactics.

When you attack a target that is threatened by one of your allies, you may claim your Tactics Dice as extra dice with your Fighting or Shooting to hit the target.

When a nearby ally is Reeling, Confused, or Panicked, you may attempt to help them with a *Rally* action. Roll your Will & Tactics dice vs. 3. For each success you score, you can remove one bad effect. See the Combat chapter for more details.

Sample Favorite Uses for Tactics

- Rallying
- with Fighting
- with Shooting
- when outnumbered

The gift of **Leadership** gives you a bonus d12 when using Tactics to Rally.

Transport

The Transport skill is used to operate any vehicle — automobiles, boats, helicopters, etc.

Transport skill usually pairs with your Speed Trait. Muscle-powered Transport, such as rowboats, may use Body &Transport instead.

It's necessary to have Transport skill to attack effectively from a moving vehicle. Your Fighting & Shooting skills are limited to the size of your best Transport die (or d4, whichever is better.)For example, if your best Transport die is d6, all your combat dice that are d8, d10, or d12 become d6.

Sample Favorite Uses for Transport

- With my favorite vehicle
- With horses
- With dinosaurs

GIFTS

A *gift* is something special about your character. Maybe your character is better at climbing, jumping, or running. Maybe they have unusual position in society, or a special way with words, or a chainsaw hand. Gifts can also let you break certain rules. For example, you might be able to move over ground that would slow other people down, or take extra actions on your turn.

When Does a Gift Work?

Some gifts work all the time. For example, if you have the gift of "Strength", then you are always strong, all the time. Other gifts have special rules.

If a Gift lists conditions for its use, you must meet all those conditions to use it

Some gifts only work under certain circumstances. For example, if a gift says that it only works with Firearm weapons, then you must be using a Firearm weapon. If you're using a Raygun, instead, then you can't use the gift's ability.

If a gift lists multiple requirements for its use, you must meet *all* those requirements. For example, the gift of Line Breaker asks (1) if you're moving, (2) if there's a foe in your way, and (3) if that someone is Reeling. Only if the answer to all three of those questions is "yes" can you claim the Line Breaker ability.

Declare First, Claim Later

When a gift lists that you have to *declare* its use, that means that you have to tell the Game Host, "I'm going to do this," before you do it, so you can hear the response. For example, if an ability says "you can declare the Extra-Special Attack", then you have to tell the Host that's what you're doing *before* you roll any dice. The Host then responds with what defense the target will use, and then you can roll. Once declared, there are no take-backs.

An ability that says "declare you will exhaust this gift" means that you're marking the gift as exhausted, and now you're committed to using its ability before you do anything else. For example, "Mighty Attack" makes you declare you will exhaust the gift ... and *then* the Fighting attack you're about to make will cause +1 Damage and have a Push effect. If something happens that prevents you from following up with the Fighting attack, then you just exhausted the gift for nothing.

When a gift lists that you can *claim* its ability, that means you that you can benefit from its bonus or ability *after* rolls have been made. For example, the gift of Personality lets you claim a d12 bonus to a roll – so yes, you can make a roll, *then* decide that you don't like it, and *then* exhaust Personality to claim the d12 bonus. Just roll that d12 and throw it in with the rest. Abilities you can claim are much, much more flexible than abilities you have to declare, because you see how things turn out first.

What's the Cost for Using a Gift?

Many gifts work all the time. Sure, some of them have conditions that must be met first, such as "Are you attacking?" or "Are you using a pistol?", but other than that, there are usually no limits to how often you can use them.

However, a gift with an "X" in its description is a gift that ***exhausts.*** To use the special powers of the gift, you must exhaust the gift. Then you can't use the gift again until you ***recharge*** it.

Some gifts have an opportunity cost associated with them. For example, a gift that lists "-1 Damage" means the gift modifies an attack to lose one point of Damage, in return for some other benefit. Unlike "X" gifts that exhaust, gifts with an opportunity cost can be used over and over again, as long as their opportunity can be met.

X: Action = Recharge one with a "Recharge" action

A gift that can exhaust, but can be easily recharged, an "X: Action" gifts represents your quick wits, your honed reflexes, and your general ability to act quickly and precisely when you need to.

When a battle starts, your "X: Action" gifts are instantly recharged (unless you botch your initiative).

An "X: Action" gift recharges with a "Recharge" action. Each turn, you get two actions, so you may declare one of them to be a "recharge" action. When you take a recharge action, choose *one* "X: Action" gift, and recharge it for use again at any time.

If you have two or more "X: Action" gifts, you will only be able to recharge one of them, so manage your exhaustions and recharges wisely. See pages 112 and 115 for more details.

X: Rest = Recharge all after a long rest period

A gift that can be exhausted and recharged later, an "X: Rest" gift represents your reserves of energy you can draw upon to perform some truly impressive feat that quickly wears you out.

An "X: Rest" gift recharges after your character has had some in-game time to rest. A rest is assumed to be eight hours of sleep and one good meal. Characters who are captured in jail cells, or

who are deprived because of starvation or addiction, will not be able to rest.

After one rest, *all* your "X: Rest" gifts are recharged.

X: Chapter = Recharge all at the start of a new chapter

A gift that can be exhausted at great cost, an "X: Chapter" gift marks you as a larger-than-life character with good fortune on your side. Every now and then, you can perform like a hero.

An "X: Chapter" gift recharges when a new chapter starts. When a major story event changes, and a few days pass in the game-time of the campaign, the Game Host will announce the start of a new Chapter.

At the start of a new chapter, *all* your "X: Chapter" gifts are recharged.

X: Guard = Recharge one with a "Guard" action

An "X: Guard" gift represents your ability to act from the rear. This kind of gift usually helps your allies or leitmotif.

When a battle starts, your "X: Guard" gifts are instantly recharged (unless you botch your initiative).

You can use a "Guard" action to protect yourself from attacks. In addition, when you perform a Guard action, you may recharge *one* spent "X: Guard" gift. (If you have two "X: Guard" gifts to recharge, you will have to use two "Guard" actions to refresh both of them.)

X: Hide = Recharge one with a "Hide" stunt

Another type of exhausting gift, an "X: Hide" gift represents your sneaky underhandedness ... and in some cases, your ability to change your shape so you can strike from surprise.

When a battle starts, your "X: Hide" gifts are instantly recharged (unless you botch your initiative).

You can use a risky "hide" stunt to conceal your character from others. In addition, when you perform a Hide stunt, whether you succeed or fail, you may recharge *one* spent "X: Hide" gift. (If you have two "X: Hide" gifts to recharge, you will have to use two "Hide" stunts to refresh both of them.)

X: Focus = Recharge one by spending Focus

A gift that exhausts but can be recharged with enough peace of mind, an "X: Focus" gift represents your insight into a transcendent state. To make sense of your power, you must pause and reflect on the universe.

When a battle starts, your "X: Focus" gifts are instantly recharged (unless you totally botch your initiative).

Focus is a good status that allows you to see what's going on around you, to interrupt other people, and (if you start your turn with it) to take an extra action. You can also spend the Focus to recharge an exhausted "X: Focus" gift.

To recharge, simply declare *one* "X: Focus" gift to recharge, and then remove the Focus status from the character. (If you have two "X: Focus" gifts to recharge, you will have to get Focus, recharge one, then get Focus *again,* and recharge the second one.)

X: Fix = Recharges after an hour-long repair

Another type of exhausting gift, an "X: Fix" gift is a mechanical enhancement that can give you wondrous abilities ... until it breaks and must be repaired.

An "X: Fix" gift must be repaired. The repairer must take an hour, and then make a roll of Mind & Craft vs. 3. For each success scored, the repairer may recharge one "X: Fix" gift. Yes, you can take a second hour (or third, etc.) to recharge more "X: Fix" gifts. If the "X: Fix" gift modifies a part of your body – like a cybernetic weapon – then the recharge is when you repair your own body. If the "X: Fix" gift is part of some other device, you must either fix the original device ... or throw the device away and have a rest, instead.

X: Special = Recharges under special rules

An "X: Special" gift recharges when special conditions have been met. Read the gift's description for the exact details.

Overheat = Sets a Cool-down item to "Overheat"

An "Overheat" gift only works when you're using an item that has the "Cool-down" property, and only when that item has the "Cool" status.

Using this gift's ability automatically sets the item's status to "Overheat".

You can only use one "Overheat" gift at a time; after the first ability, the weapon is no longer "Cool".

Damage –1 = Attack causes –1 Damage

A "Damage –1" gift only works when you're making an attack that causes damage, and only with certain weapons, usually Xenharmonic ones. The specific weapons required are specified by the gift.

Using this gift's ability reduces your Damage by 1 point. For example, if your attack normally causes "Damage flat 3", then using this gift will reduce it by one, to "Damage flat 2."

If your use of "Damage –1" gifts drops your Damage to zero or below, your attack automatically fails. If your attack uses bonus damage, while you

can reduce it to "Damage +0" or even "Damage -1", if your successes don't bring the number back up to at least 1, your attack fails. (Your bonuses for Hurt targets, Injured targets, etc. don't matter. If the damage you're inflicting is zero or less, because of "Damage –1" gifts, the attack fails.) If your attack is flat damage, then "Damage flat 0" or less automatically fails.

Breakdown = forces a Breakdown roll

A "Breakdown" gift forces you to roll your Breakdown dice for the item that's working with the gift, before you can claim the gift's benefit. If there are *no* Breakdown dice involved – or if the device has broken down -- then you can't use the gift at all.

Breakdown dice are explained in the "Function Dice" section on page 133.

2×Breakdown = doubles your Breakdown dice

A "2×Breakdown" gift forces you to roll twice as many Breakdown dice as normal. For example, if you usually had d8, d6 Breakdown dice, you would now roll 2d8, 2d6 Breakdown dice.

If any Breakdown dice come up "1", you suffer a breakdown. See "Breakdown dice can fail completely", page 134.

If you somehow apply two "2×Breakdown" effects, you only get 3×Breakdown dice, not 4 times. The multipliers don't stack.

Major = Only Major Characters may buy these

Most gifts are available to all characters. However, gifts with the *Major* cost are only for Major Characters. (And Player Characters, who are also Major.) Minor characters, such as allies, pets, supporting players, and the rank-and-file enemies, are not allowed to buy Major Gifts.

Major Gifts are larger-than-life abilities such as dramatic saves or plot convenience. Sometimes they are fantastic powers, such as deadly attacks or warps in the space-time continuum. Major Gifts are rare, the one-in-a-million encounters.

Plot = May be limited by story-telling convenience

Some gifts in the game have strange circumstances when the can and cannot work. For example, a Load-Out Gift assumes that your character is in a place where they can get new items. A character trapped in an airless void or in a jail cell won't be able to find raygun pistols!

A *Plot Gift* is subject to the whims of the story. If the story of the game would reasonably keep the gift

from working, then it doesn't work. A Plot Gift might also be the subject of a whole new story arc. For example, the Gift of "Ally" provides your character with a friend… who could be kidnapped by your enemies, and thus they will be unable to help you until *you* help rescue *them*.

Naturally, the Game Host always has the final say on what can and cannot happen. The "Plot" label is an extra warning to you that this gift may not work, sometimes. Take Plot Gifts at your own risk.

GIFTS THAT IMPROVE ANY CHARACTER

These are gifts improve your Traits, your Skills, or your die rolling in general. These gifts make excellent rewards for accomplishing important goals.

Extra Career (of Choice)

To buy this gift, you must already have the two gifts that Career starts with.

You have an extra Career Trait die, starting at d4. Choose any one Career that you qualify for. You must already have the two gifts that a starting character would receive for selecting that Career. For example, to select Physician as your extra Career Trait, you must have the Doctor and Research gifts.

This die is included with three skills, just like any Career die. The Extra Career may stack with your original Career Die.

If you buy the Increased Career gift, you must choose which Career you will improve — your first Career, or your second, Extra Career.

Giant

You are huge. You may increase the range of all your Fighting weapon attacks and counters by one band. For example, if your Fighting weapon normally threatens, strikes, and counters at Close range, then it now fights at Close *and* Near range. This doesn't work with Thrown attacks.

You cannot claim cover from smaller, non-giant combatants.

Honor.....(X: Special)

When you take this gift, your Character is now an honorable person. *If your Character ever acts dishonorably,* such as striking a foe when they are down, or stealing that which is not yours, or going against your word, *you must exhaust your Honor gifts* and no one suffers any penalties.

When you swear that you will perform a task, on your honor, any and all who would oppose your task have a d12 penalty to stop you.

For example, you may swear, "On my honor, I will fight your leader in single combat." Anyone who *isn't* the leader has a d12 penalty to stop you (such as by attacking you). If you swear to another task before you have completed your task, you have acted dishonorably, so the gift is exhausted and there are no penalties for people to stop you.

Remember, Honor is honorable. For example, you might swear, "On my honor, I will put the bandit Sharpet in the ground." If someone else steps up and swears, "On my honor, I am his bodyguard, and you have to go through me to get to him," then on your honor, you must fight this self-proclaimed champion.

Honor is a penalty for others to stop you, not a bonus for you. For example, it doesn't aid your Questioning to find someone … but it *does* count against someone trying to deceive you about where they are. As always, the Game Host should rule in questionable cases.

You will not be able to recharge this gift until you have had time to redress the wrongs done to your honor, and certainly *not* before the next chapter starts.

Favor Bonus with (Skill of choice)

Choose one Skill. Whenever you claim Favor with that skill – that is, when you get to re-roll one 1 – you may also roll a bonus d12.

You may buy this gift multiple times. Each time, choose a different skill to have Favor Bonus with. (You can't buy Favor Bonus twice with the same skill.)

(By the way, roll that bonus d12 *before* you pick which 1 to re-roll… because if your bonus d12 comes up 1, you'll want to re-roll it. You're welcome.)

Increased (Trait of choice)

A very popular choice, this gift increases one of your trait dice!

Select one of your Traits: your Body, Speed, Mind, Will, Legacy, or one your Career Traits. Your die for that trait increases to the next level. For

example, if you select the Body Trait, and your Body Trait was d6, it increases to d8.

Do you have the gift of "Extra Career"? Are you using this gift to raise a Career Trait? Then each time you buy this gift, you must specify which Career is increasing. For example, if you have both the Scholar and the Warrior Careers, then you must buy "Increased Career: Scholar" to increase one, and "Increased Career: Warrior" to increase the other.

You may buy this gift multiple times. Each time, it increases a Trait of your choice by one level, up to a maximum of d12.Even if one of your Traits is d12, you can still buy this gift for other Traits. No Trait will go higher than d12!

Insider with [social crowd of choice]

When you buy this gift, choose a crowd to have an Insider connection with. If your Game Host offers you an Insider gift as a goal's reward, your Host chooses the crowd.

You may claim a bonus d12 to deceive, to question, to negotiate, or to know anything about a certain social group.

You may claim a bonus d12 to defend or to resist *any* ability that requires an Insider gift that you have. For example, if someone attempts to use "Leveler Secrets" to boost an attack roll against you, "Insider with the Levelers" lets you claim a bonus d12 to defend.

Sample Insider crowds include:

- The Concord
- The Levelers
- The Malmignatti
- The Remanence
- The Solar Creed
- The Tzigane

The Insider gift often enables you to buy gifts exclusive to insiders with that social crowd.

Knack for [Skill of Choice] ..... (X: Rest)

Did you just roll a skill you have Knack with, but you don't like how the roll came out? Exhaust this gift, and then re-roll all your dice. (Your opponent doesn't re-roll.) The second result stands, even if it's worse.

You may buy this gift multiple times. You must choose a different Skill to have a Knack with each time. (You can't buy Knack twice with the same skill.)

Legal Authority ..... (Plot, X: Chapter)

You have the force of law in a specific jurisdiction. You may exhaust this gift to exert political influence over people, such as to order people back to their homes or to arrest important people. The details are up to the Game Host.

You may buy this gift multiple times, to represent even greater authority.

Local Knowledge of [Place of Choice]

When you take this gift, pick a place such as a city, a space-station, an asteroid or other sizeable location not more than 10km x 10km. You may claim a d12 bonus to rolls related to knowing about this place. For example, you may claim a d12 bonus to follow other people around, or to find shortcuts and secret routes to escape. You could claim this bonus to gossip with locals or to find place and people that someone without this bonus wouldn't be able to do.

Luck (Major) ..... (X: Chapter)

To buy this gift, you must be a Major Character or a Player Character.

After rolling, exhaust this gift, and then choose one die — either yours, or your opponent's. Re-roll that die two more times. Choose which roll you want out of the three.

You can buy Luck multiple times, but you can only use it on *one* die. If you use Luck a second time on the same roll, you can only re-roll the same die two more times. (You *cannot* use Luck to re-roll two dice.)

Unlike Favor, Luck's re-roll *can* be used to prevent a Glitch from a Function Die.

Overconfidence..... (Plot)

Before you roll any roll, you may ask the Game Host if you may use your overconfidence. If the Host approves, you can claim a bonus d12 to any roll ... *and* you suffer a d12 penalty!

It's up to the Game Host as to whether the task can have its difficulty increased by taking more risks.

Personality (Plot) ..... (X: Rest)

Choose a Personality for your character. There are many suggestions for a personality type on page 35, but you can feel free to make up your own.

Once per day, you can exhaust this to claim a bonus d12 to any roll, if what you're doing is appropriate to your Personality.

You don't have to exhaust the gift *before* you roll. You can make a roll, look at the dice, and *then* decide if you want to exhaust this gift for the bonus d12.

Wealth (Multiple) ..... (X: Special, Plot)

You command vast sums of money — so much money, that you can't even carry it all around with you. Your immense credit rating lets you buy things and pay for them later.

You begin the game with a Fancy Outfit and two Expensive items of your choice.

You may Exhaust this gift to bribe someone or to purchase some Expensive item on credit. You may not recharge this gift until the credit is good — usually until the next month, when your holdings pay out your new allowance.

Some people are easily impressed by wealthy people. You may claim a bonus d8 on any Negotiation, Presence, or Questioning roll made when you throw your money around.

You may buy this gift multiple times! Each Wealth gift can be exhausted separately, to represent even more money.

If you are denied access to your money, or if in a place where money doesn't much value (such as a Derelict or a Primitive world), your gift of Wealth might not help you.

Ally Gifts

An **ally** is a Minor Character who is a friend of a Player-Character — a sidekick, a romantic interest, a relative, or someone else who travels with our hero on their grand adventures. Because they are Minor Characters, Allies can't have any gifts with the "Major" descriptor.

Ally.....(Major, Plot)

To buy this gift, you must be a Major Character or a Player Character

You have a buddy: another character that is played by the Game Host, instead of another player. Choose a name, an Upbringing, a Legacy, and a Career for your ally.

Your ally has average Traits — that is, they have a d6 in Body, Speed, Mind, Will, Legacy, and Career. Your ally has the 2 Starting gifts from Legacy and the 2 from Career, and that's it. (You will have to take the gift of "Improved Ally", page 65, if you want your ally to get any better.)

Your ally always looks after your best interests, and they are loyal and trustworthy. However, the ally is a character like any other, and they can be fooled, or kidnapped, or even hurt or killed. The Game Host may threaten your ally to move the story along, and you should work to rescue them.

In the tragic case that your ally is killed, you will have to re-train all the gifts you had devoted to your ally. See page 174 for more details on re-training.

Gang of Irregulars .....(Major, Plot)

To buy this gift, you must already have the gift of Ally

At the start of the game session, roll your Mind, Questioning, and a d8 assist bonus from your ally vs. 3. For each success, you have one *irregular*, a Minor Character controlled by the Game Host.

An irregular looks out for your Player Character's best interests, but not to the same extent that an Ally does. An irregular will hang out as long as you take care of them, but if you're not paying them or providing for them, they will leave.

An irregular will follow you into battle, but heroes they ain't. If they become Panicked or Injured, they will flee unless otherwise convinced to stay.

Improved Ally: [Gift of Choice] .....(Multiple, Plot)

To buy this gift, you must already have the gift of Ally

Your ally has an extra gift. For example, you might buy the gift "Improved Ally: Resolve" to give your ally the gift of Resolve.

Note that an ally is a minor character and cannot have any gift with the "Major" descriptor. With the permission of the Game Host, allies may have any minor gift; the Increased Trait gifts are very popular. Naturally, if your ally wants to buy a gift that has requirements, they must already meet those requirements.

You may buy this gift multiple times. Each time, choose a new gift for your ally.

Pet Gifts

It's dangerous to go alone, but other people can slow you down. Why not consider a helpful pet? Adventurers often pick up exotic aliens from the worlds they visit. Sometimes, strange creatures will imprint upon someone, following them around to the ends of the universe.

Walking Pet ..... (Plot, X: Chapter)

You have a cute little pet, like a cat or a ferret. Your pet is small enough to ride in your pocket, or in a special pouch.

Your pet has Body d4, Speed d8, *no* Mind, and Will d6. If an effect is resisted by Mind, your pet automatically, overwhelmingly resists. Your pet has no hands, but it has the gifts of Coward and Pacifism.

Your pet may claim a bonus d12 with all Evasion rolls.

When your pet is Close to you, it grants you a bonus d8 to initiative and to Observation.

You can use a *Control* action to order your pet to take certain actions. Your pet can fetch items, pull levers, push buttons, or do other things a pet could do. (Without any hands or a sentient Mind, the pet is somewhat limited. The host may call for rolls of your Will & Tactics dice to order the pet to do things that are more complex.)

Without any specific control, your pet runs after you, and it Guards whenever it can. Your pet prefers to dodge (rolling d12 & d8, plus bonuses from Cowardice and Pacifism), but it can attack at Close range (rolling d8, d4 and causing Damage flat 1, Vulnerable). When your pet is Near other combatants, it provides a flanking bonus – you may claim your Tactics as bonus attack dice.

If your pet suffers a Dying or Dead result, you may exhaust this gift to reduce that result to Sick and Unconscious. If your pet suffers an Overkill result, you may exhaust this gift to reduce that result to Dying & Sick. (In the tragic event that your pet is killed, you will have to retrain this gift. See page 174 for more details.)

Flying Pet ..... (Plot, X: Chapter)

You have a cute little pet. Your pet is small enough to ride in your pocket, or in a special pouch. Your pet can also fly.

Your pet has Body d4, Speed d8, *no* Mind, and Will d6. If an effect is resisted by Mind, your pet automatically, overwhelmingly resists. Your pet also has the gift of Coward and Pacifism.

Your pet may claim a bonus d12 with all Evasion rolls.

When your pet is Close to you, it grants you a bonus d8 to initiative and to Observation.

You can use a *Control* action to order your pet to take certain actions. Your pet can fetch items, pull levers, push buttons, or do other things a pet could do. (Without any hands or a sentient Mind, the pet is somewhat limited. The host may call for rolls of your Will & Tactics dice to order the pet to do things that are more complex.)

Without any specific control, your pet runs after you, and it Guards whenever it can. Your pet prefers to dodge (rolling d12 & d8, don't forget bonuses from Coward and Pacifism), but it can attack at Close range (rolling d8, d4 and causing Damage flat 0, Vulnerable). Your pet does not provide flanking bonuses.

If your pet suffers a Dying or Dead result, you may exhaust this gift to reduce that result to Sick and Unconscious. If your pet suffers an Overkill result, you may exhaust this gift to reduce that result to Dying & Sick. (In the tragic event that your pet is killed, you will have to retrain this gift. See page 174 for more details.)

Empathic Pet.....(Plot, X: Chapter)

You have a cute little pet. Your pet is small enough to ride in your pocket, or in a special pouch. Your pet is sensitive to people's emotions.

Your pet has Body d4, Speed d8, *no* Mind, and Will d6. If an effect is resisted by Mind, your pet automatically, overwhelmingly resists.

Your pet may claim a bonus 2d12 with all Evasion rolls.

When your pet is Close to you, it grants you a bonus d8 to all rolls of Observation, Psyche, and Questioning.

You can use a *Control* action to order your pet to take certain actions. Your pet can fetch items, pull levers, push buttons, or do other things a pet could do. (Without any hands or a sentient Mind, the pet is somewhat limited. The host may call for rolls of your Will & Tactics dice to order the pet to do things that are more complex.)

Without any specific control, your pet runs after you, and it Guards whenever it can. Your pet prefers to dodge (rolling 2d12 & d8), but it can attack at Close range (rolling d8, d4 and causing Damage flat 1, Vulnerable).

If your pet suffers a Dying or Dead result, you may exhaust this gift to reduce that result to Sick and Unconscious. If your pet suffers an Overkill result, you may exhaust this gift to reduce that result to Dying & Sick. (In the tragic event that your pet is killed, you will have to retrain this gift. See page 174 for more details.)

Robot Pet .....(Plot, X: Chapter)

You have a cute little robot pet. Your pet is small enough to ride in your pocket, or in a special pouch. Your robot pet can also fly.

Your pet has Body d4, Speed d8, *no* Mind, and Will d6. If an effect is resisted by Mind, your pet automatically, overwhelmingly resists. Your pet is *Airtight* and *Fireproof*. It also has Invulnerability 2.

Your pet may claim a bonus d12 with all Evasion rolls.

When your pet is Close to you, it grants you a bonus d8 to Craft and to Observation. Your robot pet has built-in radio senses, and you can use equipment to remotely view through its senses (that is, if you can use a Stunt and you can claim a Survey bonus from an outfit or from a kit). The pet also records the last 24 hours of its sensory experiences on magnetic tape.

You can use a *Control* action to order your pet to take certain actions. Your pet can fetch items, pull levers, push buttons, or do other things a pet could do. (Without any hands or a sentient Mind, the pet is somewhat limited. The host may call for rolls of your Will & Tactics dice to order the pet to do things that are more complex.)

Without any specific control, your pet runs after you, and it Guards whenever it can. Your pet prefers to dodge (rolling d12 & d8), but it can attack at Close range (rolling d8, d4 and causing Damage flat 0, Vulnerable).

If your pet becomes Dead, you may successfully rebuild it with a *progress task*, rolling Mind & Craft vs. 3 once per hour, earning 5% progress per success. If your pet suffers an Overkill result, you may exhaust this gift to reduce that result to Dead. (You can always rebuild a robot pet.)

Load-Out Gifts

These gifts let you start the game with specialized equipment. These gifts also assume you are constantly on the look-out for replacement goods and that you're a good judge of such materials and can sequester them away for later use.

If you are separated from your items, you may exhaust this gift to ask the Game Host for some sort of plot convenience to find them again. The Game Host must approve (as always).

Aristocratic Load-Out.....(Plot, X: Chapter)

You begin the game with the following items:

- One Mezzoforte Outfit
- One Xenharmonic Whip
- One Xenharmonic Pistol
- One Xenharmonic Blade
- One signet ring

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Bravura Load-Out ..... (Plot, X: Chapter)

You begin the game with the following items:

- One Paramilitary Outfit
- Two Magnum Pistols
- One Holdout Shotgun
- Three Concussion Grenades
- Three Smoke Grenades

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Burglar Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Stealth Outfit
- One Silenced Pistol
- Two Knives
- One large sack

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Con Fuoco Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Aegis Outfit
- One Ghibli Blade
- One Plasma Cannon

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Demolition Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Carbide Outfit
- One Power Cutter
- One Grenade Launcher
- Three Fragmentation grenades
- Three Concussion grenades
- Three Improvised Explosive Devices

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Exoskeleton Load-Out... (Plot, X: Chapter)

You begin the game with the following items:

- One Amplifier Outfit, modified with
  - a Waldo Armature
  - a Waldo Turret with an appropriate, Expensive weapon of your choice, typically a Power Cutter
- One electrical spare
- One mechanical spare

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Heliotrope Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Heliotrope Outfit
- One Hypergolic Pistol
- One Hypergolic Rifle

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

High Tech Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Exciter-β Outfit
- One Raygun Pistol
- One Laser Torch
- One electrical spare
- One mechanical spare

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them

Manufacturing Load-Out (Plot, X: Chapter)

You begin the game with the following items:

- One Engineer Outfit
- One Laser Torch ***or*** one Vibro-Knife
- One Chainsaw ***or*** one Thermal Lance
- Two mechanical spares
- One electrical spare

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Maverick Load-Out..... (Plot, X: Chapter)

You begin the game with the following items:

- One Battle Suit Outfit
- One Sympathetic-Resonance Blade
- Three Smoke Grenades

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Paramilitary Load-Out ... (Plot, X: Chapter)

You begin the game with the following items:

- One Paramilitary Outfit
- One Knife
- One Holdout Pistol
- One Military Carbine ***or*** one Military Rifle ***or*** one Military Shotgun
- Three Fragmentation grenades

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Safari Load-Out .....(Plot, X: Chapter)

You begin the game with the following items:

- One Paramilitary Outfit
- One Machete
- One Magnum Pistol
- One Semi-Auto Rifle with Large-Bore Conversion, Smart Sighting, and Telescopic Sighting
- One Semi-Auto Shotgun with Large-Bore Conversion
- One large sack

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

Spacefarer Load-Out .....(Plot, X: Chapter)

You begin the game with the following items:

- One Spacesuit Outfit
- One Laser Torch
- One Holdout Shotgun
- One Air Rifle ***or*** one Raygun Pistol

If you are separated from your items, you may exhaust this gift to ask the Game Host for a plot convenience to replace them.

GIFTS THAT IMPROVE YOUR LEGACY

These gifts modify your Legacy. They may be specific to a unique alien species. (For example, you can't buy Elver Gifts unless your Legacy is that you're an Elver.) Or they may be part of your strange origin. (For example, you can't buy Cybernetic Gifts unless your body has been surgically altered in some way.)

Adhilian Gifts

To buy these gifts, you must be descended from the Adhilian species.

Adhilian Raptor

To buy this gift, you must be an Adhilian or similar Legacy

One or more of your tails ends in a sharp blade. As an attack, declare one target at Near Range (3m). Roll your Body, Speed, Will, Legacy, & Fighting vs. your foe's defense. If you hit, you cause Damage +0 #Critical, and you may Sweep Close.

Adhilian Observer

To buy this gift, you must be an Adhilian or similar Legacy

You have a host of light-sensitive organs in your tails. Whenever you make a dodge defense, you may include your Observation Skill dice as bonus dodge dice.

Adhilian Tails

To buy this gift, you must be an Adhilian or similar Legacy

You don't have any hands, but instead you have flexible tails with dexterous tips – usually three, but sometimes four, five, or even more. By using your tails as manipulators, you have three good hands for equipping weapons. (Characters without this gift usually only have one good hand and one off-hand.)

Cybernetic Gifts

Cybernetics is the science of replacing body parts with machines. People of the Myriad don't usually look favorably upon people with Cybernetic modifications. Characters with Cybernetic replacements may be pitied or shunned.

A **Synth** has a Cybernetic Body and a Cybernetic Brain ... but any character can have either of those gifts, and any of the gifts below, because of cybernetic grafts and enhancement. Synth characters are often regarded as second-class citizens and tend to be relegated to dangerous jobs and to terrible working conditions.

Acquiring Cybernetics

Cybernetics must be attached by an appropriate technician – one who has the gifts of Electronics, Mechanics, and Medicine. Attaching these items can require three successes or more of Mind, Academics, and Craft vs. 3. The more complex the change, the more successes will be needed. Cybernetics should be installed in a sterile operating room with all amenities provided ... but beggars can't always be choosers.

Hiding your Cybernetics

Concealing Cybernetics requires a roll of Mind & Deceit vs. 3. (The gifts of Disguise and Low Profile are big helps here, each contributing a d12.)

Other characters will have to roll Mind & Observation to note the presence of Cybernetics at a distance ... or they will have to tie the successes at Near Range. (Since most characters will just take their rote, this means that you will need at least 1 success to fool people at a distance and 2 to fool them at Near Range.)

When you exhaust a Cybernetic gift to negate Damage, bits of metal and hydraulics fly out of your body, leaving behind a ragged hole of debris and sparks. Mere disguise won't cover such things up – time to drape a poncho over yourself and to stick to the shadows.

Cybernetic Armor.....(X: Fix)

You have an armored shell. It could be plastic meshes to absorb impact, ceramic plating to protect fragile spots, or just sheets of bolted-on metal.

As long as this gift is *not* exhausted, you may claim a bonus d6 Armor dice.

You may exhaust this gift to lower a damage effect by 1 point. Yes, you may roll the Armor dice first, and *then* exhaust the gift to drop damage by 1 — *after* you've benefitted from the Armor. Once this gift is exhausted, you lose the bonus d6 Armor die, until you can repair this gift.

Cybernetic Auto-Repair .....(X: Fix)

You have a sophisticated internal system of tiny servo-modules that will rapidly make minor repairs upon your person, before their batteries are drained.

As a Recharge action, declare you will exhaust this gift. You may recharge *all* of your exhausted Cybernetic gifts. This gift is then Exhausted - it doesn't fix itself! This replaces the normal effect of the Recharge action.

Also, like all Cybernetic gifts, you may instead exhaust this gift to lower a damage effect by 1 point. (If you break your Auto-Repair to reduce damage, you don't get the benefit of recharging gifts.)

Cybernetic Battle Suite ..... (X: Fix)

You are a feared military model, with a sophisticated sensor suite and a multi-furcated autonomous system. In other words, you can keep fighting. Beings with this suite become cold, impersonal, and remorseless.

You may exhaust this gift to lower a damage effect by 1 point.

As long as this gift is *not* exhausted, whenever your turn starts, roll d6 vs. 3. On a success (4 or better), you may remove *one* of the Reeling, Panic, or Vulnerability conditions from yourself, as if you were Rallied.

Sorry, the Battle Suite can only Rally you out of one of those three things – even if you yourself have fancier Rallying abilities.

Cybernetic Body..... (X: Fix)

A Cybernetic Body is a complex machine of ceramics, plastics, alloys, and electronics, hermetically sealed to operate in hostile environments. While most of these bodies are the original chassis of a Synth, a creature's brain can be inserted into a robotic shell.

You have a Cybernetic body. Your lack of organs makes you immune to the #Poison conditional tag.

As long as this gift is not exhausted, you are *Airtight* – that is, you don't immediately suffocate in a lack of atmosphere, and you're immune to the #Smother conditional tag.

When you are hit by an attack, you may exhaust this gift to lower damage by 1 point. Your casing cracks and you are no longer Airtight.

Whether you exhaust the Cybernetic Body or not, you treat damage rolls differently:

- If you become ***Hurt***, you don't remove that with first aid – you remove that with a "quick fix", which requires a roll of Mind & Craft vs. 3, and takes five minutes.
- You become ***Panicked*** just like all other combatants.
- If you become ***Injured***, you can't heal it naturally. Instead, you must be repaired, whether by yourself or someone else. Repairing you requires a roll of Mind & Craft (Mechanical) vs. 3; each try takes one hour and uses up one mechanical spare. Each success adds 5% to your healing progress – once you get 100%, you're no longer Injured. Unlike squishy creatures made of meat, you can be "healed" this way, once per hour, non-stop ... as long as you have mechanical spares to spend.
- If you become ***Dying***, you instead become Unconscious. You must be repaired, which requires one electric spare and takes *two* successes of Mind & Craft (Electronics) vs. 3.
- If you become ***Dead***, you instead become Unconscious. You must be repaired, which takes one hour, requires one electric spare *and* one mechanical spare, and takes *three* successes of Mind & Craft (Electronics& Mechanics) vs. 3.
- If you are ***Overkilled***, you are reduced to smithereens, beyond hope of repair or salvage.

Cybernetic Durability ..... (X: Fix)

You have redundant systems in case of catastrophic damage.

You may exhaust this gift to lower a damage effect by *two* points.

Cybernetic Limb ..... (X: Fix)

You have an extra arm.

As long as this gift is *not* exhausted, you have an extra limb. This limb ends in some sort of gripping device that works as an extra off-hand.

You may exhaust this gift to lower a damage effect by 1 point. Once exhausted, the limb is broken, and you drop anything held with it.

You may buy this gift multiple times. Each time, you gain another limb.

Cybernetic Weapon ..... (X: Fix)

Nothing puts the fear and respect into people like replacing your hand with a giant gun.

You have an implanted weapon, which you may use as long as this gift isn't exhausted. When you buy this gift, choose a weapon to have implanted. It can be any weapon you have – one that you can start the game with, or one that you get later before buying this gift.

If the weapon is Proscribed, then you are Proscribed, too. Unless you have the weapon disabled ... or unless you can hide it... you will find it hard to get around in places that prohibit such items.

If the weapon is a Burden weapon, you suffer the Burden penalty all the time. (You might want to invest in the Strength gift!)

If the weapon is two-handed, it's so large that it replaces one of your hands.

If the weapon is a good-hand weapon, you may mount it inside either hand or forearm (no penalty). You may still hold things in the hand. Or you may mount the weapon somewhere else on your person (face, chest, knee, etc.).

If the weapon is an off-hand weapon, you may mount it almost anywhere, and the weapon gains

the "Concealable" descriptor. If the weapon already had the Concealable descriptor, it becomes impossible to detect without special tools.

Your weapon consumes ammo normally and can be reloaded via an external port.

On your turn, you may claim an extra action: an "equip Cybernetic Weapon" action. (Yes, you still need to equip it, but you get an extra action to do it.) The standard rule of "never the same action twice in the same round" still applies.

If you suffer damage in combat, you may exhaust this gift to subtract 1 point of damage ... which breaks the Cybernetic Weapon. A broken cybernetic weapon can't be used again until it is repaired.

Rapid Cybernetic Attack .....(X: Action)

To buy this gift, you must have the gift of Cybernetic Limb or Cybernetic Weapon

Is it your turn? Exhaust this gift to take an extra action: *an "attack" action, but only to attack with a Cybernetic Weapon.*

Cybernetic weapons are either implanted with the gift of "Cybernetic Weapon" *or* attacks made with the extra hand from the gift of "Cybernetic Limb".

The standard rule of "never the same action twice in the same turn" still applies – so you can still only use one attack action per turn. Your other two actions can be anything else, just not an "attack" – may we recommend "Guard" and "Aim"?

You may recharge this gift with a "Recharge" action.

Cybernetic Brain ..... (X: Fix)

A Cybernetic Brain is a complex array of polaritonic relays, powered by a decaying duodec isotope. The irregular decay of the isotope allows for random thought processes in the logic board, which makes each Synth's behavior slightly different and allows them to respond uniquely to sensory input – in other words, Cybernetic Brains have the sense of free will.

You have a sophisticated machine for a brain!

You may exhaust this gift to lower a damage effect by 1 point.

As long as this gift is *not* exhausted, you have the following abilities:

- You have a sensor suite of sonar and radio waves. Mere light does not block your vision – you suffer no concealment penalties, even when you are *Blind,* against targets at Short Range (10m).
- You are able to perceive electricity and to generate radio waves. You may communicate with other like creatures, such as Elver Electrics, Towser Magnetics, and other fully-functional Cybernetic Brains. Whenever you pause and Focus, you may intercept radio signals with a successful roll of Mind, Legacy, and Academics vs. 3.
- As a stunt, you may interface directly with computers, using a cable or other access port Close to you (1m). You may claim a d8 assist bonus from your direct interface.

Any character can receive this gift during play by undergoing surgery to replace their organic brain with a synthetic one. Most of their memories and some of their personality can be transferred to their new brain... but there will be significant losses of information. (In game terms, a Game Host may allow a character to come "back from the dead" if their brain can be scavenged.)

This surgery is usually used in case of traumatic brain damage or as a particularly gruesome form of execution, but there are rumors that the Apparat of the Colligatarch uses it to create sleeper agents.

Elver Gifts

To buy these gifts, you must be descended from the Elver species.

Elver Body

To buy this gift, you must be an Elver or similar Legacy

You have a head, arms, and torso, but your lower body is long and serpentine. In case it matters, you can't kick.

You have a robust system of respiration, as well as a porous skin that absorbs oxygen directly. You never suffer suffocation simply for being immersed in water. You may hold your breath for ten times as long. *You are immune to the #Smother tag.*

You may take an extra action on your turn: a Stand Up action.

You may claim a bonus d12 to any "Break Free" attack or to squeeze through any space that your head can fit through.

Elver Constrict.....(X: Action)

To buy this gift, you must be an Elver or similar Legacy

You may attempt to whip your tail to snatch up a foe and crush them with your serpentine body.

First, exhaust this gift. Then declare an attack against a target Near you (3m), and then roll your Body, Legacy, Athletics, and Fighting vs. the target's defense. If your attack is successful, the target suffers Damage flat 1, #Finish, #Smother, and is Grappled by you.

In this way, you may hold one combatant grappled in your body. Your two hands are still free.

Elver Electric..... (X: Action)

To buy this gift, you must be an Elver or similar Legacy

You are able to perceive electricity. You may communicate with other creatures that can, such as Cybernetic Brains, Towser Magnetics, and other Elver Electrics. Whenever this gift isn't exhausted, and when you pause and gain Focus, you may intercept radio signals on a roll of Mind, Legacy, and Academics.

You may exhaust this gift to attempt an electrocution attack by discharging your electro-receptive organs into an opponent. Declare an attack against a target Close to you (1m), and roll your Speed, Legacy, and Fighting vs. their defense. If you hit, your target suffers Penetrating Damage +1 #EMP, Confused, Vulnerable.

Elver Æstivation ..... (X: Special)

To buy this gift, you must be an Elver or similar Legacy

By calling upon an instinctive reflex, some Elvers are able to enter a dormant state. In ages past, aestivation could protect an Elver from long droughts until the rains came again. Today, some Elvers cultivate their in-born talent for hibernation to reduce the consumption of resources on their space-craft.

You may use a *Hide* stunt to enter a state of *æstivation*.

If your Hide stunt is successful, you may exhaust this gift. If you do, your metabolism slows to less than 1/30th of the normal rate. Thus, one person-day of air will last for 30 days for you. The time you can go without food, water, or air is multiplied by 30.

The Game Host may grant you a d8 bonus to your hiding because of your incredible stillness and lack of noise.

Other characters who find you must make a roll of Mind & Academics to identify your life-signs. (Of course, they might just shoot you anyway, just to make sure that you're dead.)

While aestivating, you cannot move or take any actions. If there's something of interest Near you, you may make a roll of Mind & Observation vs. 3 to notice things. Everything around you has a d12 bonus due to your extreme concealment.

Rousing yourself from estivation takes a long time. After one minute (10 rounds), you may move again, but you are *Confused*. After another minute (10 more rounds), you may act normally. After you've had a chance to eat, and rehydrate, you may recharge this gift in 24 hours.

Ishato Gifts

To buy these gifts, you must be descended from the Ishato species.

Ishato Prowl

To buy this gift, you must be an Ishato or similar Legacy

Whenever you successfully perform a *Hide* stunt, you may immediately take an extra "recharge" action.

The standard rule of "never the same action twice in the round" still applies.

Ishato Sting..... (X: Action)

To buy this gift, you must be an Ishato or similar Legacy

You have long tentacles that end in painful stingers.

As an attack, exhaust this gift. Declare a target within Short Range (10m). You whip your tentacle out at your target, cracking the tip with a loud noise.

Roll your Body, Speed, Legacy, and Fighting vs. your target's defense.

If you hit, your target suffers Weak Damage flat 4 #Finish #Poison.

You may recharge this gift with a "Recharge" action.

Lampyr Gifts

To buy these gifts, you must be descended from the Lampyr species. The Lampyr gifts of Lampyr Dazzle, Lure, and Sync all provide bioluminescent ability. Exhausting one gift doesn't exhaust the others, and as long as any of these gifts remains unexhausted, you can become a light source.

Lampyr Dazzle..... (X: Rest)

To buy this gift, you must be a Lampyr or similar Legacy

You have bioluminescence. You may become a light source and you can use this ability as a photic driver to blind your foes.

As long as this gift is not exhausted, you may use the *Lampyr Dazzle*. The Dazzle is a stunt.

Your dazzle targets a Crowd within Medium Range of you. Roll your Body, Legacy, and Presence.

Targets may defend by countering or dodging. Blinded or hidden targets are *not* affected. Your allies may claim a d8 assist bonus to their defense.

All targets that fail to defend become Reeling and Blinded.

If you suffer Damage, you may exhaust this gift to reduce the Damage by 1 point. (Your bio-luminescent organs take the hit.) You may not use your dazzle again until you have had a rest to heal this gift.

Lampyr Lure ..... (X: Rest)

To buy this gift, you must be a Lampyr or similar Legacy

You have bioluminescence. You may become a light source and you can use this ability as a distraction to confound your foes.

As a stunt, you may also declare you will use the *Lampyr Lure*.

All foes within Medium Range of you (30m) are distracted by your lure. If they try to attack anyone who *isn't* you, they suffer a d12 concealment penalty to their attack.

They do not suffer this penalty to attack you. They also do not suffer this penalty if they attack using something other than visibility, such as electro-locating.

If you suffer Damage, you may exhaust this gift to reduce the Damage by 1 point. (Your bio-luminescent organs take the hit.) You may not use your lure again until you have had a rest to heal this gift.

Lampyr Shell ..... (X: Rest)

To buy this gift, you must be a Lampyr or similar Legacy

You have a hard shell, called an *elytra,* which you can use as cover.

When you dodge, you may claim a d8 cover bonus from your shell.

If you suffer Damage, you may exhaust this gift to reduce the Damage by 1 point. (Your shell takes the brunt of the attack and is cracked.) You may not claim the shell's cover bonus again until you have had a rest to heal this gift.

Lampyr Sync ..... (X: Rest)

To buy this gift, you must be a Lampyr or similar Legacy

You have bioluminescence. You may become a light source and you can use this ability for phase synchronization with your allies.

As a stunt, you may attempt to synchronize your allies. Roll your Will, Legacy, and Tactics vs. 3. For each success you score, you may claim one of each of these boons:

- Remove *Reeling* from one ally who can see you, within Medium range (30m).
- Remove *Panicked* from one ally who can see you, within Short range (10m).
- Add Focus to one ally who can see you, and who is Near you (3m). Not only must the ally be able to see you, they must also not be Reeling, Panicked, or otherwise unable to receive Focus.

Yes, you may stack these powers. For example, on an ally that's Near you, you may use all three abilities to remove Reeling & Panicked, and then add Focus.

If you suffer Damage, you may exhaust this gift to reduce the Damage by 1 point. (Your bio-luminescent organs take the hit.) You may not use your sync again until you have had a rest to heal this gift.

Ldum-Rabo Gifts

To buy these gifts, you must be descended from the Ldum-Rabo species.

Ldum Medicine ..... (X: Rest)

To buy this gift, you must be of the Ldum-Rabo or a similar Legacy

The Ldum fungus synthesizes a variety of helpful medicines that can be applied to not just the Rabo host, but to many other aliens, as well.

As a stunt, you may apply medical care to anyone Close (1m) to you ... including your Rabo host. Medical care only works on living beings, not Synths or robots.

Roll your Mind, Academics, and a bonus d12 (from the Ldum Medicine) gift. If the target resists for some reason, they may counter or dodge.

If you are unsuccessful, nothing happens.

If you score at least one success, you may exhaust this gift, and then apply *one* of the following benefits for *each* success you scored. For example, if you scored 3 successes, then you may apply three benefits, in any order.

- Remove Hurt from the target.
- Remove Fatigued from the target.
- Remove Confused from the target.
- Remove Panicked from the target.
- Remove Terrified from the target.
- Remove Enraged from the target.
- Remove Berserk from the target.
- Recharge a target's Combat Save.
- Increase one healing's progress, of your choice, by 5%. (You may choose this benefit multiple times for more progress.)

After exhausting this gift, you must rest before you can use it again.

You may buy this gift multiple times. Each extra buy gives you another use of your Ldum Medicine gift.

Ldum-Rabo Symbiosis

To buy this gift, you must be of the Ldum-Rabo or a similar Legacy

You start the game with *seven* traits! You gain an extra d4. You start the game with *two* Legacy Traits!

The first Legacy Trait is your Ldum Trait, which is included with Academics, Presence, and Psyche.

The second Legacy Trait is your Rabo Trait, which is included with Athletics, Endurance, and Observation.

When assigning your seven starting dice, include the extra d4. So in a standard line-up, a Ldum-Rabo character starts with two d8s, three d6s, and two d4s ... to be divided among Body, Speed, Mind, Will, Legacy (Ldum), Legacy (Rabo), and Career.

Morphir Gifts

To buy these gifts, you must be descended from the Morphir line of plants.

Morphir Body..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

A Morphir is a mobile plant, supported by sap-filled bladders, hollow body cavities, and overlapping leaves. This de-centralization of important body parts makes them highly resistant to damage, and they can even re-arrange their bodies to protect themselves against harm.

You have a plant body. You breathe carbon dioxide instead of oxygen, and your don't have a centralized system of lungs. While you are *not* Airtight, you are still immune to the #Smother conditional damage tag. Your polymorphic anatomy also makes you immune to the #Poison tag.

You may exhaust this gift to negate 1 point of damage. Witnesses will see your disguise falter as leaves, sap, and other plant matter eject from your wounds (instead of, say, blood). Using this ability will ruin any disguise that you have.

To recharge this gift, you must use a Hide stunt.

Morphir Absorption..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

Many Morphir plants have a flexible tendril with a sharp thorn at the end. This thorn pierces the stem of the brain and extracts the spinal fluid. The Morphir can metabolize this fluid to learn the most intimate details about their victim. The process quickly and painfully kills the subject.

You have a special brain-eating attack. This power only works on carbon-based life-forms with a brain. It does not work on Cybernetic Brains (because they don't have any spinal fluid) or on Towsers (because they are silicon-based, not carbon-based). It works just fine on Adhilians, Elvers, Humans Lampyrs, Ldum-Rabo, Rhagia, Troödons, and most people and animals in the Myriad. It also works on other Morphirs!

First, exhaust this gift. Then, make the attack at Close Range with your Body, Legacy, Deceit, & Fighting vs. the foe's defense. Your attack causes Weak Damage flat 6.

If your attack inflicts a Dying, Dead or Overkilled result, you just ate their brain! Your thorn leaves a terrible hole in their skull, killing them instantly.

After eating someone's brain, you may claim a d8 assist bonus to affairs related to the character. This d8 bonus includes attempting to impersonate the character, and with impromptu questioning rolls as you go through what you know of the subject's memories.

You may recharge this gift with a "Hide" stunt... but if you recharge it, you lose any stored brain, and the associated bonuses, forever.

Morphir Recall ..... (X: Special)

To buy this gift, you must already have the gift of Morphir Absorption

The most feared of the Morphir have the ability to call upon the sophisticated training that their target had.

If you've used Morphir Absorption on a target, you can exhaust this gift to call upon a gift that the target had. The Game Host should give you a list of what gifts the target had.

If it was a gift with no exhaustions, you may use the gift once, and you may recharge this gift with a Recharge action.

If it was an (X: Action) gift, you may use the gift once, and you may recharge this gift at the next Rest.

If it's an (X: Rest) gift, you may use the gift once, and you may recharge this gift at the next Chapter.

Morphir Briars ..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

Just under their hide of leaves, some Morphir conceal deadly spikes. Surprise!

Did you just declare a dodge vs. an attacker who is within Near (3m) Range? Declare you will exhaust this gift.

Include your Deceit dice with your Evasion defense.

If your attacker was *Close* (within 1m), you may *also* include your Presence dice!

If your Briars-boosted dodge succeeds, your attacker suffers Weak Damage +2, Vulnerable, and is sent Reeling. Even though you're using a dodge defense, count your net successes to determine damage, just like a successful counter.

Note that the Briars are part of a dodge defense. Yes, you can use them when you're Reeling! (Your attacker still gets their normal bonuses.)

To recharge this gift, you must use a Hide stunt.

Morphir Sundew ..... (X: Hide)

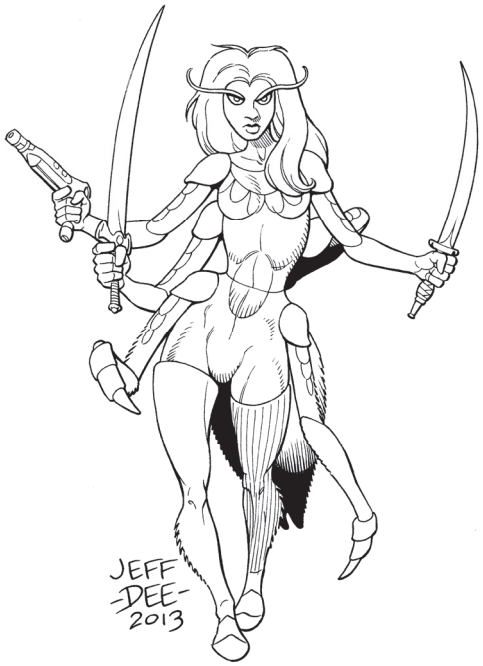
To buy this gift, you must be a Morphir or similar Legacy

Some Morphir have long leaves or tendrils covered in sticky globs that they can whip at targets.

Declare you will exhaust this gift, and then declare a target within Short Range. Roll your Body, Speed, Legacy, and Deceit vs. the target's defense.

If you hit, the target suffers Weak Damage flat 4, Vulnerable, and Entangled. (That is, they're stuck in sticky goo.)

To recharge this gift, you must use a Hide stunt.



Morphir Thorns ..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

Some Morphir have long tendrils covered in thorns. Normally concealed within the body, they can lash out, snapping off the tips which fly towards foes with deadly force.

Declare you will exhaust this gift, and then declare a target within Medium Range.

Roll your Body, Legacy, Deceit, and Shooting vs. their defense. If you hit, the target suffers Damage flat 4, Vulnerable, and you may Sweep Short.

To recharge this gift, you must use a Hide stunt.

Morphir Spore ..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

A "natural" Morphir would exude spores once a month or so. Some Morphir cultivate their choking clouds to use as a disorienting self-defense.

You have a disorienting spore attack.

As an attack, roll your Legacy, Deceit, and Presence. All combatants, friendly or otherwise, Near you (within 3m) must roll their Body, Legacy, Endurance, & Presence. Those within Short Range (within 10m) must also roll, but they may claim a d8 Range bonus. *All targets with the Airtight descriptor are completely unaffected* – they don't even have to roll!

All combatants that fail to defend become *Reeling, Confused* and *Vulnerable.*

To recharge this gift, you must use a Hide stunt.

Morphir Mastery ..... (X: Hide)

To buy this gift, you must be a Morphir or similar Legacy

The naive will assume you're just withdrawing into the shadows. Those in the know will see you're just re-arranging yourself for another assault.

As a special stunt, you may use the *Morphir Mastery*.

First, roll your Speed & Evasion, and move up to that many meters.

Then, you may recharge one or more of your Morphir gifts. You may choose to recharge them all, if you want. (Remember: if you recharge Morphir Absorption, you will lose the stored memories and abilities.)

To recharge this gift, you must use a Hide stunt.

Rhax Gifts

To buy these gifts, you must be descended from the Rhax species.

Rhax Bite

To buy this gift, you must be a Rhax or similar Legacy

Your bite is full of a paralytic chemical. As an attack, you may bite a target. Roll your Body, Legacy, & Fighting vs. the foe's defense. On a hit, the target suffers Weak Subdual Damage +2 #Poison.

Rhax Clinging ..... (X: Action)

To buy this gift, you must be a Rhax or similar Legacy

Your hands and feet have sticky threads on them that allow you to climb sheer surfaces.

On any turn where you exhaust this gift, you may cling to a surface. Only rushing water, spiky thorns, or frictionless anti-climb surfaces can't be climbed.

Any wall or ceiling is now "uneven ground". You may spend 2m of movement to move 1m along a wall or across a ceiling. (May we suggest buying the gift of Sure-Footed? See page 86.)

When using this gift, you may cling to almost any surface. You can even cling to a ceiling upside-down. And while clinging, you may claim a bonus d12 to dodge any effect with the "Push" or "Drag" effect.

You will have to refresh this gift every round to keep clinging to a surface. (In game terms, you will have to use a "recharge" every round, then exhaust the gift to cling.)

You can climb extreme surfaces. You can climb all but the slickest surfaces.

Rhax Webbing..... (X: Action)

To buy this gift, you must be a Rhax or similar Legacy

You can make spider silk. There are two kinds of silk – support silk and sticky silk.

Exhaust this gift to create support silk. This is a silk rope up to 10 meters long. It can be used like any silk rope.

Exhaust this gift to create sticky silk. As an attack, you may spray the silk at a target with a strike range of Short (10m). Roll your Body, Legacy, Athletics, Shooting dice vs. the target's defense. On a hit, the target suffers Weak Damage flat 2 #Smother, Entangled, and you may Sweep Near.

Given 15 minutes, you can make a 2m×2m web. Those who blunder into it must roll their Body, Strength, Athletics, & Observation vs. your Body, Legacy, Craft, & Endurance, or become Entangled. (Yes, even you can become Entangled in your own web! Did we mention you can make support silk and not sticky silk?). Large webs are patches of sticky silk spread out over a grid of support silk.

Repeatedly using this gift can be exhausting. The Game Host may call for rolls of Body, Mind, Craft, and Endurance for complex crafting using support silk.

Towser Gifts

To buy these gifts, you must be descended from the Towser species.

Towser All-Fours

To buy this gift, you must be a Towser or similar Legacy

If you have no items in your hands, you may move on all fours. When you do, add +2 to your Stride, +2 to your Dash, include an extra d8 in your Scramble dice, and add another +6 to your Run. (Yes, these increases stack, so, because Run is based on Dash, you'll be getting a total +8 bonus to Run.) You may also claim a d8 bonus to your dodge.

You lose these bonuses if you equip any weapons in your hands, or if you are otherwise unable to move on all fours.

Towser Bite & Claw

To take this gift, you must be a Towser or similar legacy

Your saliva and metabolism are full of toxins that could kill other creatures. Your claws have developed into a strong alloy capable of ripping apart materials.

Your Bite Attack strikes and threatens at Close Range (1m), rolling Body, Legacy, & Fighting. It causes Damage +0 #Poison, Grapple.

Your Claw Attack strikes and threatens at Close Range (1m), rolling Body, Speed, Legacy, & Fighting. It causes Penetrating Damage +1, Vulnerable.

These attacks use your body, but they aren't Brawling attacks, so you can't augment them with Towser Magnetics.

Towser Density

To buy this gift, you must be a Towser or similar Legacy

Your bones and pelt are full of concentrated heavy metals.

Subtract 1 from all Push effects inflicted on you. Whenever you charge or scramble, include a bonus d8.

You are immune to the #Poison conditional.

Towser Magnetics

To buy this gift, you must be a Towser or similar Legacy

You are able to perceive electricity. You may communicate with other electro-perceptive creatures, such as Elver Electrics, Cybernetic

Brains, and other Towser Magnetics. Whenever you pause and Focus, you may intercept radio signals with a roll of Mind, Legacy, and Academics.

You may walk over magnetic surfaces as if they were uneven ground.

At your discretion, you can add a magnetic effect to any brawling attack that you make. (Brawling attacks are ones that have the "Brawling" descriptor.) The brawling attack gains the Penetrating, Knockdown, and Vulnerable effects. You may only boost Brawling Attacks this way – you may not add magnetic effects to Counters.

Towser Scent

To buy this gift, you must be a Towser or similar Legacy

You have a keen sense of smell. You may ignore concealment up to Near Range. You may claim a d12 assist bonus to track things by their distinctive odors. You may claim a bonus d12 to identify metals just by smelling or by tasting them.

Towser Threat

To buy this gift, you must be a Towser or similar Legacy

Your bright coloration, noisy growls, and body language are very distracting to others.

You have an effect on combatants that you threaten. (That is, you affect combatants who are within your weapon's *threat range*.)

When a threatened combatant attacks someone who *isn't* you, the target of that attack may include *your* Presence dice with their dodge defense. (There is no bonus to the target's counter or other defenses.)

Troödon Gifts

To buy these gifts, you must be descended from the Troödon species.

Troödon Leap .....(X: Action)

To buy this gift, you must be a Troödon or similar Legacy

Exhaust this gift, and then declare an attack against a target within Near Range (3m). Roll your Body, Will, Legacy, and Fighting vs. the target's defense.

If you hit, the target suffers Damage +1 and is Knocked Down. You are standing on top of the target.

If you miss, you are Knocked Down at the target's feet.

Troödon Savagery .....(X: Action)

To buy this gift, you must be a Troödon or similar Legacy

If you hit with a Brawling attack or counter, you may exhaust this gift to cause +2 Damage. You must declare this effect *after* you hit, but *before* the target Soaks.

Troödon Scales.....(X: Action)

To buy this gift, you must be a Troödon or similar Legacy

When you are hit for Damage, exhaust this gift to negate one point. Troödons don't go down easy.

Troödon Scream

To buy this gift, you must be a Troödon or similar Legacy, and you must have at least one "X: Action" gift

While you are Enraged or Berserk, you may claim an extra *Recharge* action at the beginning of your turn – if you scream as a Loud noise. The standard rule of "never the same action twice in the round" still applies.

GIFTS THAT IMPROVE YOUR SKILLS

These gifts improve your skill use. These gifts may add *specialty bonuses* – a bonus d12, but only for a smaller application of a larger skill. Or these gifts add a new use to a skill that it didn't have before.

Cosmopolitan

You get along with a variety of cultures. You may claim a bonus d8 on any gossip tests to gather information, because you get along with people. When you fail a roll in a social situation, you never risk offending people on cultural grounds.

If you see someone use an ability that requires Insider information (such as a gift that requires "Insider"), you will instantly recognize the Insiders involved. ("I'd heard rumors about this organization, but I never knew they were true!") The Game Host may call for skill rolls to know more about the Insiders, but you *will* recognize their handiwork.

Haggling

You may claim a bonus d12 to negotiate over prices, over bribes, or when trading material goods or money for some service, purpose, or advantage.

You sell used goods for 30% of their value, not 20%.

When you buy 9 of the same Cheap item, your 10th Cheap item is free. (No discount for Affordable items.)

When you buy Expensive or Extravagant items, you pay only 90% of the listed cost.

When bartering items, you can get 60% value for your trades instead of 50%.

Language (of choice)

You can speak another language. (In *Myriad Song*, all characters are assumed to speak, read, and write the Myriad language, which was designed by the Syndics to be suitable for all species.) Useful second languages include:

- Esophorian, the Towser trade language
- Assembly, a Synth radio protocol
- Syndicate, the only language the Syndics permitted their slaves to speak in their presence

Team Player

When you make a roll to assist an ally, the bonus you provide is d12, not d8 … and if you botch, you don't automatically ruin the task. You may hurt *yourself,* but the task isn't ruined for everyone else.

Specialty Gifts

These gifts give you a d12 bonus in a limited set of circumstances. The d12 bonus from these gifts is like a highly-specialized skill die. The gift may have other minor bonuses.

Administration

You may claim a bonus d12 to run a business, whether it's a simple scrapyard or a system-spanning solar smelter converting comets to pig iron.

Animal Handling

You may claim a bonus d12 when managing animals and their needs, especially in groups. This is useful for herding weird alien livestock or managing automated farms, but if you're from a primitive planet, it might be your livelihood.

Astronomy

You may claim a bonus d12 to rolls involving reading star charts, or to navigating by looking at the stars. This applies no matter what planet you're on or what star you're orbiting – you really know your stars.

Atomic Physics

You may claim a bonus d12 when working in the strange and non-Euclidian world of quantum mechanics, theoretical particles, and xenharmonics.

Biology

You may claim a bonus d12 when working in the life sciences. This applies no matter how strange the life might be – silicon-based, carbon-based, xenharmonic, it doesn't matter.

Bribery

You may claim a bonus d12 to select an appropriate bribe, to convince someone to accept a bribe, or to solicit a bribe.

Carousing

You may claim a bonus d12 in social situations where alcohol or other intoxicants flow freely, such as a bar or a party.

Cartography

You may claim a bonus d12 to read maps or make maps. Once, this gift was all but unknown to the Myriad, as the Syndics maintained navigation satellites and accurate planetary maps, but they only granted access to their servants. Now that the Syndics have abandoned the Myriad, mapmakers are busily filling in the blanks.

Carpentry

You may claim a bonus d12 to Craft when working with wood ... a handy gift if you're on a primitive world with abundant trees.

Chemistry

You may claim a bonus d12 when working with chemicals, identifying chemicals, or synthesizing chemicals, no matter whether they're radioactive acids for extracting duodecs from raw ore or dubious arcometh stimulants brewed in a basement hideout.

Climbing

You may claim a bonus d12 to Athletics to climb anything.

Diplomacy

You may claim a bonus d12 with Negotiation, if the negotiating lasts longer than five minutes.

Disguise

You may claim a bonus d12 to Deceit to pretend to be someone you're not.

Driver

You may claim a bonus d12 to Transport to operate a ground vehicle, and your combat skills are not limited by your Transport skill while you do so.

Electronics

You may claim a d12 bonus when working with electronic and polaritonic devices, such as lighting, magnets, radios, recording devices, and electronic media. Among other things, your bonus applies to knowing the academic principles behind electricity, crafting and repairing electronic devices, and observing where electricity is and what it's capable of.

Etiquette

You may claim a bonus d12 to social tasks at formal occasions, and to minding your manners around people who care for etiquette. The Remanence Dynasties, especially, are sticklers for proper protocol, just as the Syndics were.

Fast-Talk

You may claim a bonus d12 to social tasks that take five minutes or less, or to attempts to deceive someone for less than five minutes. Among other things, Fast Talk will boost stunts like "Reason" or "Trick".

Forgery

You may claim a bonus d12 to make a copy of something, or to falsify contracts, badges, and other identification.

Free Fall

You may claim a bonus d12 to rolls made to navigate or to work in zero gravity, and your other dice are not limited. If you botch a roll in zero gravity, the consequence will never be that you are left 'stuck' in space, floating without something to push off of.

Gambling

You may claim a bonus d12 in rolls involving games of chance. This includes knowing if the odds are in your favor, bluffing, cheating, spotting cheaters, finding a game, anything. You're welcome at any game room in the Myriad, but you might wear out that welcome in a hurry with your winning streak.

Geology

You may claim a bonus d12 to work with earth, stone, and metals, as well as to know their properties and origins. Talented geologists are prized by the Concord, who depend on skilled prospectors to maintain their supply of duodecimate fuel.

Gossip

You may claim a bonus d12 to social tasks to gossip. Even the strangest of the Myriad People will consider sharing their feelings with you!

Hiking

You may claim a bonus d12 to Athletics and Endurance to walk very long distances. This gift is more common than you might think, even for people born far from primitive worlds. The arcologies of the Myriad can be staggeringly large, and some of their inhabitants have to climb a dozen flights of stairs just to get to the bathroom.

History

You may claim a bonus d12 to rolls to know something about the recorded past. This isn't just about passive knowledge; it also helps you repair damaged archives and interpret mysterious records.

Jumping

You may claim a bonus d12 to Athletics to jump. If you are not helpless, you may claim a bonus d12 Soak vs. falling Damage.

Low Profile

You may claim a bonus d12 to Deceit or Evasion to blend in with a crowd or otherwise be inconspicuous without actually hiding.

Mathematics

You may claim a bonus d12 to Academics to do math or to program automated systems such as cybernetics, computers, or Cybernetic Brains.

Mechanics

You may claim a d12 bonus when working with mechanical objects, such as engines, locks, hydraulics, and robotics. Among other things, your bonus applies to knowing the academic principles behind mechanics, crafting and repairing mechanisms, and observing where machines are and what they do.

Mocking

You may claim a bonus d12 to Questioning tests to taunt enemies with the Taunt stunt, as well as other social actions to mock, belittle, degrade, or lampoon, whether in person or in writing, film, or other media.

Navigation

You may claim a bonus d12 to Academics or Observation to have a sense of direction or distance.

Oratory

You may claim a bonus d12 when speaking in public, or when engaging in a rhetorical debate.

Performance (of choice)

You may claim a bonus d12 when trying to impress others with your chosen form of performance. Typical choices include acting, singing, and stand-up comedy.

Photography

You may claim a bonus d12 to Academics, Craft, Observation, or any other rolls that involve working with a camera. The Myriad doesn't have digital

cameras (not good ones, anyhow) so cameras still use chemical film, and photographic evidence is a bit harder to fake.

Pilot

You may claim a bonus d12 to Transport to operate an air vehicle or space ship, and your combat skills are not limited by your Transport skill while you do so.

Research

You may claim a bonus d12 to rolls to answer questions when you are able to use a library or other data store to find relevant information, or when you are able to use a laboratory to do experiments. (Yes, this bonus stacks with any bonuses the library or laboratory gives you.)

Riding

You may claim a bonus d12 to Transport to ride an animal, and your combat skills are not limited by your Transport while riding an animal. This bonus d12 also applies when you tend to riding animals or try to earn their trust.

Lastly, mounting or dismounting a riding animal, as a stunt no longer sends you Reeling, although it still ends your turn.

Romance

You may claim a bonus d12 to all social tasks in romantic situations, whether you're winning someone's heart or gently giving it back.

Sabotage

You may claim a bonus d12 to pick locks, to disarm traps, to deploy explosives, and to destroy buildings.

Shadowing

You may claim a bonus d12 to rolls made to eavesdrop on people, to follow people without being noticed, or to avoid being followed.

Spelunking

You may claim a bonus d12 to navigating or maneuvering in caves or underground environments. A surprising number of arcology-born people of the Myriad know these tricks; some of the subterranean city roots they live in cut miles into the bedrock. Spelunking also helps inside hollow asteroids.

Survival

You may claim a bonus d12 to rolls made to survive in harsh environmental conditions and to forage for food. Survival works equally well in the wilderness as well as in the urban jungle.

Swimming

You may claim a bonus d12 to Athletics to swim.

Teamster

You may claim a bonus d12 to Transport to drive any wagon, cart, or other vehicle hitched to one or more animals.

Tracking

You may claim a bonus d12 to find or follow tracks.

Trickery

You may claim a bonus d12 to the Trick stunt, or to otherwise con, swindle, flim-flam, or razzle-dazzle people.

Stealth Gifts

These gifts improve your ability to hide and to sneak around.

Stealth

You may claim a bonus d12 to Evasion for Hiding, whether it's a stunt in combat or a non-combat action. (This bonus does *not* apply to your dodge defense!)

Skulking ..... (X: Action)

To buy this gift, you must already have the gift of Stealth

Are you Hiding? Exhaust this gift. The Hide stunt doesn't send you Reeling. (The stunt still ends your turn, but at least you're not Reeling.)

Sneaky Attack

To buy this gift, you must already have the gift of Stealth

Are you using a weapon with the "Concealable" descriptor?

You may claim a bonus 2d8 with your attack roll. In addition, your damage gains the *#Critical* tag. (If you score 2 or more successes on your attack, you inflict another +2 damage.) There is no bonus for counters.

Streetwise Gifts

These gifts improve your ability to work with criminals and to circumvent the law.

Streetwise

You may claim a bonus d12 to social actions with the criminal element. Even under the height of

the Syndic's dominance, the criminal underworld thrived and the black market flowed, hot and forbidden as black tar heroin. Now that the Syndics have departed, the vice worlds, the death vendors, and the dark racketeers of the Myriad swarm like locusts. You know how to talk to all of these dangerous people.

Black Marketer ..... (Plot)

To buy this gift, you must already have the gift of Streetwise

You only need two successes on a test of Mind & Questioning to find a fence or merchant who will trade in Proscribed merchandise. (Characters without this gift need three or more.)

If you can successfully find a seller of contraband, you may buy Proscribed items at only 50% of the listed price.

To all but the most honest of merchants, you may sell Proscribed items for 10% of their listed price. (Characters without this gift can't sell Proscribed items for more than 5% of their price.)

You may start the game with one Proscribed item of Expensive cost or lesser cost.

GIFTS THAT IMPROVE YOUR COMBAT ACTIONS

These gifts improve your ability to fight in combat situations. See the Combat chapter for more details.

Brawling Gifts

These gives improve your ability to fight unarmed – that is, without weapons.

Brawling Advantage

You may strike at any time.

On your turn, you may take an extra action: *an "attack" action, but only to use a Brawling attack.*

Brawling attacks are attacks that have the "Brawling" descriptor, such as "Punch", "Kick", "Grab", and many other bare-handed attacks. See "Brawling and Improvised Weapons", page 141.

The standard rule of "never the same action twice in the same turn" still applies – so you can still only use one attack action per turn. Your other two actions can be anything else, just not an "attack" – may we recommend "Guard" and "Aim"?

Brawling Equalizer

It's a shame when they bring a gun to a fist fight.

Is your opponent attacking you with a weapon? Do you have *no* weapons equipped? Are you at Close range? You may declare that you will counter with the *Brawling Equalizer*.

Against the opponent's attack, you counter with Body, Speed, Will, Fighting and a bonus d12. If you win, your attacker suffers Weak Damage flat 3, *and* your attacker is disarmed. Your attacker drops the weapon they just used on you.

If you declare you will use Brawling Equalizer when *you* have weapons equipped, you immediately drop any and all weapons before you use this special counter.

Brawling Finish

You may not have started the fight, but you are sure going to finish it.

Are you using a Brawling attack? Your attack gains the "#Finish" conditional damage bonus. (Your attack now does +2 Damage against targets that were already Vulnerable, Hurt, or Injured.)

Brawling Focus

Carrying a weapon would just slow you down.

Did you just roll initiative? Did you score one success? Instead of readying a weapon, declare you will use this gift. You start the battle with *no* weapons ready, but you have Focus, instead. It's time to brawl!

Brawling Threat

Your body is a lethal weapon.

Even with no weapons in hand, you threaten at Close range. You may now counter-attack with your brawling attacks, and you grant your allies a Tactics bonus against any foe within Close range of you.

You must not be Reeling, Unconscious, Grappled, or otherwise unable to threaten.

Wrestling

You specialize in grabs, holds, throws, and pile-drivers. These moves work best if the target is already at a disadvantage.

All your attacks with weapons that have the *Wrestling* descriptor may claim a bonus 2d8 and may add the *Vulnerable* effect.

Combat Gifts

These gifts improve your ability to function in combat, one way or another.

Desperate Attack ..... (X: Special)

When you start a fight and determine initiative, recharge this gift.

Before you roll your attack dice, you may declare your attack to be *desperate* and claim a d12 bonus. If you hit your target, exhaust this gift, as you are no longer desperate. If you miss, this gift does not exhaust and you may try again later.

Desperate Attack only helps with attacks, not with counters or with dodges. And yes, if you tie on the attack and get counter-attacked ... well, you still hit, so it's still exhausted.

Esprit de Corps

To buy this gift, you must have at least one Insider gift

Fighting alongside your fellow Insiders gives you a boost to morale.

Did you start your turn within Short Range (10m) of an ally who has the same *Insider* gift that you do?

At the start of your turn, roll a d6 vs. 3. If you score one success, you may *Rally* yourself to remove Reeling, Vulnerable, or Panicked. (You can't Rally yourself to remove other things, even if you have gifts that improve your Rallies.)

Anyone who sees you use Esprit de Corps who also shares the same Insider gift will instantly recognize you as a fellow Insider.

Guard Breaker

Is your target claiming a Guarding bonus? You may claim a bonus d12 with your attack.

You may only use Guard Breaker on targets that are claiming a bonus defense die from Guarding.

Mob Crusher

Did your attack inflict a Dying, Dead, or Overkill result against your target? You may immediately make *another* attack against a different target, using the exact same attack.

You may keep claiming Mob Crusher's attacks as long as you keep taking targets down (as above) and your attack is still useable (doesn't run out of ammo, doesn't over-heat, doesn't exhaust, etc.)

Pack Tactics

You may claim a bonus d12 to Tactics to attack a target if and only if there is an ally Near the target (3m), that ally is *Guarding,* and that ally Threatens the target.

This d12 bonus is for *each* ally. For example, if you have three allies all Near the target and threatening, then you may claim a 3d12 Tactics bonus to your attack!

Pack Tactics only benefits Tactics used to attack, not for rallies or for any other uses.

Vengeance

You may claim a bonus d12 to all counters when you're Hurt, Injured, or Sick. Even if you have two or more of those conditions, you only get one bonus d12. (There is no bonus for attacks or for dodges.)

Dexterity Gifts

These abilities increase your fine coordination.

Dexterity

You can use any hand at no penalty. All of your hands are good hands.

With a single "equip" action, you may swap out or draw two weapons, instead of one. For example, if you have two hands, you may put away two weapons and then ready two different weapons. (Characters without the gift of Dexterity may only swap out or draw one weapon at a time.)

If you have two weapons equipped, you can flank for your own attacks. In game terms, if you attack with one weapon ... *and* if your target is within your other weapon's Threat range... then you may claim your Tactics dice as bonus attack dice. (Other combatants without this Gift need another combatant to provide this flanking bonus for Tactics.)

Tandem Replay ..... (X: Action)

To buy this gift, you must already have the gift of Dexterity

Did you just play out an attack? Do you not like the way that attack played out? Declare you will exhaust this gift.

Negate the first attack. Instead, replay the attack with a weapon in your other hand. The target will have to defend themselves again. The second attack stands, even if it's worse for you. (And yes, you still get the flanking bonus from Dexterity, if applicable.)

Any gift-exhaustions, ammunition, Cool-down, Glitches, etc. from the first attack vs. defense still apply… but none of the hits, misses, Reeling, Damage, or other Effects do.

Tandem Strike ..... (X: Action)

To buy this gift, you must already have the gift of Dexterity

Do you have two one-handed weapons ready? Exhaust this gift, declare an "Attack" action, and then you may declare *two* attacks. First, play out the *first* weapon's attack. Then play out the *second* weapon's attack. You can strike the same target twice, or hit two different targets.

If you attack two different targets, the targets defend normally. Yes, this can expose you to two counters! *If you strike the same target twice, the target uses one defense roll vs. both attacks.* (If a single counter defense wins both contests, you're only countered once.)

Tandem Strike works with Fighting and Shooting. You can even mix and match weapons! However, Tandem Strike only works with "off-hand" and "good hand" weapons. It doesn't work with 2-handed weapons (even if you have more than two hands!), it doesn't work with Brawling attacks that use body parts other than hands, and it doesn't work with other weird attacks.

Fighting Gifts

These gifts increase your ability to fight in hand-to-hand combat.

Blind Fighting

Are you Fighting? All concealment penalty dice are limited to d8s. (If the concealment die is larger than d8, reduce it to d8.)

You can still counter with Fighting attacks, even if you can't see the targets. (Yes, this means you can counter when you're Reeling!) You will still suffer a d8 concealment penalty with your counters. You still don't threaten while blind, but you can counter regardless.

Charging Strike

Are you using a Fighting attack? As part of the attack, you can also *charge*.

Declare a target within Short Range (10m) of you.

If that target is within your Dash distance, you immediately move to Close Range (1m) and use your Fighting Attack.

If the target is further than your Dash distance, then roll your Scramble dice (typically Body & Speed) and move that many meters towards the target. If you get

within Fighting range, attack! If you don't, then move as far as you rolled and stop. (If you're fighting without a map, then you roll your Scramble vs. 3 to charge a target Near you, and you roll vs. 6 to successfully reach a target within Short Range of you.)

Charging only works for Fighting attacks, not for Shooting or other kinds of attacks. Yes, you can use Charging Strike with Thrown Fighting weapons.

Disarming Strike ..... (X: Action)

Before you make a Fighting attack, exhaust this gift. If you hit, your target is disarmed – they drop whatever weapon they had in their hand.

If your target failed to counter, they drop the weapon they used to counter. Otherwise, you can get to choose which equipped weapon that the target drops.

In case it matters, the weapon falls at the target's feet ... but the Game Host may rule that particularly impressive attacks (that score 2 successes or more) can send the weapon flying).

Fighting Block

You have learned to use your close-quarters technique to interpose your hand-to-hand weapon to parry or to deflect an attack.

When you are Close to your attacker, you may include your Fighting dice as bonus dodge dice, but you negate any cover and concealment bonuses.

So yes, that raises your dodge to Speed, Evasion, & Fighting. And yes, Fighting Block works against any attack made at Close range, including guns. (It's their own fault. Guns have range – why are they so close?)

Improved Throwing

Are you throwing a weapon? Then you may attack with throws out to Medium Range (30m). (Characters without this gift can only throw attacks out to Short Range, or 10m.)

Knockout Strike ..... (X: Action)

Are you about to make a Fighting attack? Exhaust this gift. If you hit, your damage becomes flat and Subdual damage. (Flat damage means your successes don't add to damage. For example, a Damage +2 attack would become Damage flat 2 Subdual.) The Game Host may rule that certain weapons are not suitable for Knockout Strikes.

Rushing Attack

Are you using a Fighting attack? As part of the attack, you can also *rush*. Declare a target within Medium Range (30m) of you. Next, move your Run distance towards the target. If you end your movement within Fighting range, attack the target normally. Then, whether you hit the target or not, ***your turn ends and you are sent Reeling.***

(If you're fighting without a map, then you are assumed to be able to rush any attacker Medium Range of you.)

Rushing only works for Fighting attacks, not for Shooting or other kinds of attacks. Yes, you can use Rushing Attack with Thrown Fighting weapons.

Frightening Gifts

These gifts make you more fearsome in battle.

Frightening

You may claim a bonus d12 to use Presence to use a Scare stunt.

Bloodlust

To buy this gift, you must already have the gift of Frightening

Whenever you suffer an "Injured" result in combat, you become *Berserk*, as well. If there's a condition on you that would prevent you from becoming Berserk (such as Panicked or Terrified), negate those conditions too and go Berserk anyway.

Whenever anyone, friend or foe, is Overkilled Near you (3m), you become *Enraged* (if you are not already Berserk). You do *not* become Panicked, like other characters that don't have this gift.

While Enraged or Berserk, you may claim a bonus 2d8 to all attacks. (There is no bonus to counters or to dodges.)

Fearsome Reaper

To buy this gift, you must already have the gift of Frightening

Every step they take is one more to their last.

If your counter-attack Injures a foe, remove any "Panicked" or "Terrified" conditions on yourself.

If your attack or counter makes a foe Dead, you may immediately recharge one exhausted "X: Action" gift.

If your attack or counter Overkills a foe, first remove any "Panicked" or "Terrified" on yourself, then recharge one "X: Action" gift, and then you immediately gain *Focus,* if you're able to have Focus.

Scary Attacker

To buy this gift, you must already have the gift of Frightening

Is your target Panicked or Terrified? You may claim a bonus d12 to all attacks against them.

Terror on the Battlefield

To buy this gift, you must already have the gift of Frightening

If you attack a character that is already Panicked, and you hit, then that target becomes Terrified.

Frenzy Gifts

These gifts turn your rage into a terrible weapon!

Frenzy ..... (X: Focus)

You may exhaust this gift, at any time, to become Enraged. ***When you become Enraged, negate any Panicked or Terrified result on yourself.***

While Enraged or Berserk, you may claim a 2d6 bonus to your Soak. (Yes, since you may exhaust this at any time, you may exhaust it just after you've made a Soak Roll and suffered Damage. And yes, the Enraged status negates any Panicked result you just suffered from that Damage, so you just got out of one Panicked effect "for free".)

Remember: all Enraged characters must take the attack action every round, and they must use the counter defense if they have the option to do so. They may only dodge or use other defenses if countering isn't an option.

If someone inflicts the Panicked or Terrified status on you, negate it ... and your Enraged status ends.

Otherwise, you remain Enraged for the next five minutes, until you're incapacitated, or until someone can remove your rage, possibly by trying to reason with you.

Frenzied Pace

To buy this gift, you must already have the gift of Frenzy

While you are Enraged or Berserk, you may claim +1m to your Stride, +2m to your Dash, a bonus d8 to Scramble, a bonus +6m to your Run, and a bonus d12 to dodge. All of these bonuses stack.

(Yes, the bonus d12 to dodge isn't that great, since being Enraged means you always have to counter if it's an option ... but hey, it's better than nothing.)

Frenzied Damage ..... (X: Action)

To buy this gift, you must already have the gift of Frenzy

Are you Enraged or Berserk? Did you just successfully attack or counter a target? *Before* the target Soaks, you may exhaust this gift to increase the Damage by +1.

Movement Gifts

These gifts increase your ability to move.

Acrobat

You may take an extra "stand up" action every turn.

If you are not helpless, you may claim a bonus d12 Soak vs. falling damage.

You may change direction, once, in the middle of a Dash. For example, if your Dash was 5, you could move 2m in one direction, then 3m in another direction. (People without this gift must always move their complete Dash distance in a straight line.)

Fast Mover

Add 1 to your Stride. Add 2 to your Dash. Add a bonus d8 Scramble die. Add 6 to your Run. (Yes, these bonuses stack, so you'll add 8 to your Run.)

For any contest that requires you to move faster than someone else, you may claim a bonus d8.

Rapid Dash..... (X: Action)

Is it your turn? Exhaust this gift to take an extra Dash action. The rule of "never the same action twice in the same turn" still applies.

Rapid Scramble..... (X: Action)

Is it your turn? Exhaust this gift to take an extra Scramble action. The rule of "never the same action twice in the same turn" still applies.

Sure-Footed

You can treat all bad footing as good footing. You can cross uneven ground faster than others who aren't as Sure-Footed. Also, add a bonus d8 to your Scramble dice. For more detail on bad footing, see page 188.

Shooting Gifts

These gifts increase your ability to use shooting weapons such as rayguns, pistols, and bows.

Archery

Also called "aiming on the draw", a skilled archer is already lining up their target while they nock an arrow.

Are you using a weapon with the "Archery" descriptor? As part of any *aim* action, you may also reload your archery weapon. (Characters without this gift must use an Equip action to reload a weapon.)

Far Shot..... (X: Action)

Is it your turn? Are you attacking with Shooting skill? Declare you will Exhaust this gift. You may now attack up to one further Range band. (For example, if your rifle normally only strikes out to Long Range, you may now strike at Very Long Range.)

Far Shot only works with attacks, not counters, and it only works with attacks that use Shooting skill. It doesn't reduce Range penalties!

Instinctive Shot ..... (X: Action)

Are you attacking with a Shooting weapon? Then you may declare you will exhaust this gift, to negate any and all penalty dice from cover and from concealment. (If you're shooting someone behind total cover, you need a weapon powerful enough to penetrate that cover, or they aren't a valid target even with this gift.)

Are you being attacked? Declare you will exhaust this gift to negate your attacker's concealment, only so you can counter with a Shooting weapon. (Characters without this gift cannot counter opponents who have concealment. Yes, the Reeling penalty is a concealment penalty, so this gift will let you counter while Reeling!)

Rapid Reload ..... (X: Action)

Is it your turn? Exhaust this gift to take an extra Equip action, but you can only use it to reload a weapon. Reloading a weapon with an Equip action requires a free hand. The rule of "never the same action twice in the same turn" still applies.

Sniper Shot..... (X: Action)

Are you Shooting? Then you may declare you will exhaust this gift, to negate all penalty dice from Range.

This doesn't let you shoot beyond your weapon's maximum Range band! (That's what the "Far Shot" gift does - see above.)

Unipolar Ranging..... (X: Focus)

Some weapons use magnetic acceleration to hurl their shots at targets, and those weapons can build up a charge for greater effect. If you have this gift, then you know what you're doing.

Are you attacking with a *Unipolar* weapon? Did you *aim* at a target? Declare you will exhaust this gift.

Against the one target you aimed against, your Range dice become *bonus dice to your attack roll*, instead of penalty dice! Even if your opponent counters, you still get the bonus dice! And yes, you still get your Aiming bonus, too.

You only gain these Range dice as bonus dice against the target you aimed at. If you Sweep to other targets, you don't gain the bonus against them.

Strength Gifts

These gifts improve your physical strength, and your ability to use that strength.

Strength

You are very strong for your size. When it's your turn, you may claim a bonus d8 to any Fighting attack. (Sorry, but you can't claim the d8 bonus to counters.) You may also claim a d8 bonus on any roll where your physical strength would help you, such as climbing a wall, forcing open a door, or pushing something over.

You can carry more weight than someone else of your size. You may negate one ***Burden.*** See "Carrying Capacity", page 130.

You may buy Strength multiple times. Each time you buy this gift, you gain another bonus d8, and you may negate one more Burden.

Line Breaker

To buy this gift, you must already have the gift of Strength

Are you moving? Is there a foe in your way? Are they Reeling? You may shove Reeling foes out of your path, Pushing them 1 meter away from you in the direction of your choice. If there's nowhere for them to go (because of walls, other combatants, etc.) then they are Knocked Down and become bad footing for you.

Line Breaker only works on Reeling targets. (A popular technique is to use your first action to attack … then if you hit, you can use your second action to dash through the Reeling target's space, pushing them out of your way.)

Mighty Attack..... (X: Action)

To buy this gift, you must already have the gift of Strength

Are you about to make a Fighting attack? Declare you will exhaust this gift, and then make your attack. If you hit, your attack causes +1 Damage and the target is Pushed 1 meter away from you.

Heavy Weapons..... (X: Action)

To buy this gift, you must already have the gift of Strength

Are you about to use a *Heavy* weapon? Declare you will exhaust this gift to negate the Reeling effect imposed upon you by using a Heavy weapon.

(Characters without this gift are sent Reeling after they use a Heavy weapon.)

Violent Strength..... (X: Focus)

To buy this gift, you must already have the gift of Strength

Are you about to make a Fighting attack? Exhaust this gift, and then make your attack. For this attack, you may claim a bonus d12, instead of a bonus d8, for *each* Strength gift.

Veteran Gifts

These gifts improve your aiming, your guarding, and your prowess in battle.

Rapid Aim ..... (X: Action)

Is it your turn? Exhaust this gift to take an extra Aim action. The standard rule of "never the same action twice in the same turn" still applies.

Rapid Guard ..... (X: Action)

Is it your turn? Exhaust this gift to take an extra Guard action. The standard rule of "never the same action twice in the same turn" still applies.

Veteran

Some people have passed the trial by fire. This gift is very popular with adventurers who regularly get into combat.

You may use an Aim action to declare a target, and then claim a bonus d12 to hit that target. (Characters without the gift of Veteran claim a mere d8 aiming bonus.)

You may use a Guard action to claim a d12 bonus to all defenses until your next turn. (Characters without the gift of Veteran claim a mere d8 guarding bonus.)

Culling Attack

To buy this gift, you must already have the gift of Veteran

Is there a target within range that is *Reeling?* You may use this gift to take an extra Attack action, against a target that was already Reeling before you attacked. (So yes, for you, attacking a Reeling target is a "free action".)

The standard rule of "can't take the same action twice in the same turn" still applies – your other two actions will have to be "Aim", "Guard", or anything other than "Attack".

Focused Fighter

To buy this gift, you must already have the gift of Veteran

Do you have *Focus?* You may claim a bonus d12 with all defenses, while you have Focus.

GIFTS THAT IMPROVE YOUR DEFENSES

Defense Gifts

These gifts improve your counters & dodges.

Bodyguard.....(X: Action)

Is someone attacking a friend who is Near you (within 3m)? Exhaust this gift, and then swap places with your friend. *You* are now the target, and you may defend normally.

If the attack included multiple targets, you only get attacked once, and the target is completely saved from the attack. (You jump in the way of bullets, or you block the blast with your body, etc.)

You *can* use the Bodyguard gift when you're Reeling. (You're still Reeling, so you will have to dodge, not counter, and the attacker will get the usual d8 against you, but hey, at least you can protect someone.)

To use the gift of Bodyguard again, you will have to use a "Recharge" action... just like how all "(X: Action)" gifts need to be recharged.

Contortionist

You may claim a bonus d12 to squeeze through tight spaces, or to any attack or counter with the Escape descriptor.

You win on ties with any dodge defense, because of your bendy moves.

Counter-Tactics

Are you being attacked? Is your attacker using Tactics dice with their attack dice? Then you may claim a bonus d12 with your counter or dodge. (When a target is in the threat range of an ally's weapon, an attacker may claim their Tactics dice as bonus attack dice.)

Danger Sense

You may claim a bonus d12 to Observation rolls to spot danger, to defense rolls against traps, and to all Initiative rolls.

Pacifist (Plot) .....(X: Special)

While this gift is *not* Exhausted, you may claim a bonus d12 with all dodges. (There is no bonus to Counters.)

However, if you ever declare an attack or a counter a target, you must exhaust this gift. Once the gift is exhausted, you lose your Pacifist bonus. (The Game Host may rule that you must exhaust this gift if you do something else violent or that otherwise risks harm to other people.)

If your character can go 24 hours without violence, in the game's time, you may recharge this gift.

Prudence

Did a battle just start? You start any combat with the Guarding status, unless you're helpless or otherwise unable to Guard.

Serpentine

Is someone attacking you at greater than Short Range? You may claim a bonus d12 bonus with your dodge defense. (Sorry, no bonus for other defenses.)

Soak Gifts

These gifts include your ability to resist damage.

Cover Buff

When you claim cover with a dodge defense, if the dodge fails, you may also claim 1 point of Invulnerability. (That is, the Damage will be reduced by 1 point.)

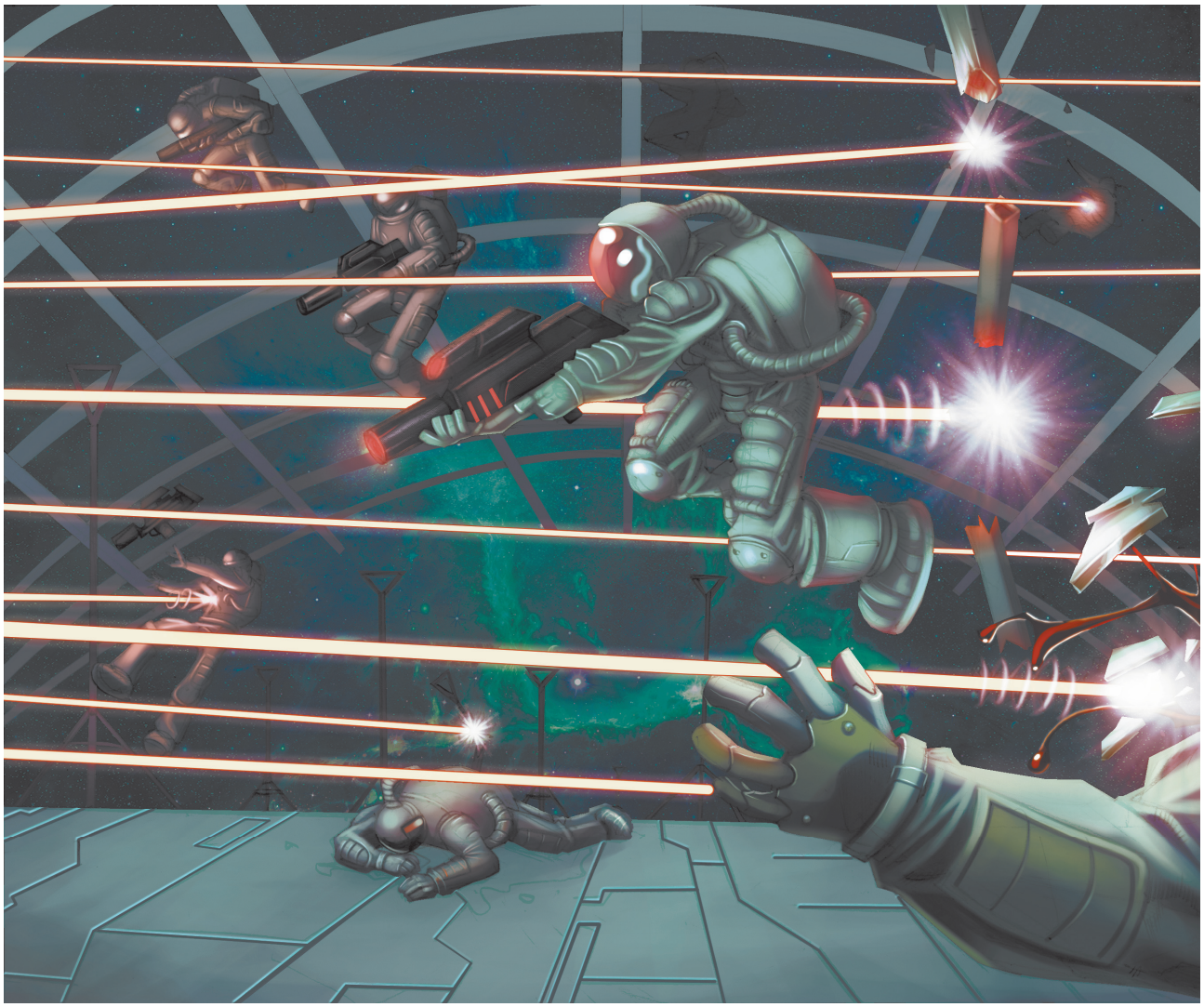
You must be claiming cover to gain this 1 point of Invulnerability ... which means you must be dodging, since you don't get cover bonuses with your counter-attacks. There is no bonus when you can't claim cover, such as vs. Instinctive Shots.

Diehard

Are you Hurt? You may claim a bonus d6 to Soak.

Are you Injured? You may claim a bonus d6 to Soak. This bonus stacks with the bonus for being Hurt. (Yes, you get a total 2d6 Soak bonus when you are both Hurt *and* Injured.)

Because being Hurt or Injured each add +1 to future Damage results, the bonus soak from the Diehard gift will help keep you alive.



Improved Armor (Multiple)

Any and all Armor dice that you have are increased by one size. For example, if your outfit gives you "Armor 2d6", you now have "Armor 2d8."

If you already had an Armor die that was a d12, then that die doesn't get any bigger; d12 is as big as they get.

You may take this gift multiple times, which increases the size of your Armor dice each time! Once your Armor dice reach the maximum size of d12, there are no more improvements available.

Improved Armor only improves Armor dice. It has no effect on Soak Dice, Invulnerability, Function Dice, etc.

Relentlessness

Were you just hit by an attack or counter? Were you just sent Reeling by it?

If the attack or counter *does not* have a Damage effect, then *you were not sent Reeling.* Negate the Reeling effect just put on you. In other words, being hit in combat by effects that cause no Damage will *never* send you Reeling.

If the attack or counter *does* have a Damage effect, *then you are only sent Reeling from a hit if the hit inflicts a new Damage effect on you.* The conditions of Hurt, Panicked, Injured, Dying, Dead, and Overkilled are Damage effects. Other conditions, like Confused or Vulnerable, are not Damage effects.

For example, if your Soak reduces the Damage to zero, then you're not sent Reeling. If the Damage inflicts Hurt & Panicked... but you were *already* Hurt and Panicked, then you're not sent Reeling, because it does not inflict a *new* Damage effect.

This gift only helps with Reeling caused by hits in combat that inflict new Damage effects on you. It does not help with Reeling caused by stunts, or by anything else.

Resolve

You've got the will to live. ***Include your Will Dice as bonus Soak Dice.***

Toughness (Multiple) ..... (X: Rest)

Did you suffer damage? Exhaust this gift, and the damage becomes Weak. (When Damage is Weak, you may roll your Soak & Armor dice twice, reducing damage each time.)

You can buy Toughness multiple times! A second Toughness gift will let you reduce a second Damage effect.

Since you can only make Damage Weak once, you can't exhaust two Toughness gifts to "double Weaken" a Damage effect. Also, you can't exhaust Toughness against a Damage effect that is already Weak.

Remedy Gifts

These gifts help you deal with the results of damage.

Bravery ..... (X: Action)

Did your turn start? Exhaust this gift to negate all Panicked and Vulnerable statuses on yourself. (Sorry, this gift has no effect on the Terrified status.)

Clear-Headed ..... (X: Action)

Did your turn start? Exhaust this gift to negate all Berserk, Confused, or Enraged conditions on yourself.

No Time to Bleed ..... (X: Rest)

Is it your turn? Are you Hurt? Exhaust this gift to negate the "Hurt" condition on yourself. (Sadly, you can become Hurt, again.)

Rapid Recover ..... (X: Action)

Is it your turn? Exhaust this gift to take an extra action: a *Recover from Reeling* action. (So with this gift, on your turn, you'll be able to Recover from Reeling and take two other actions. Characters without this gift would Recover from Reeling and then take another single action.)

Note: becoming Reeling *ends your turn*. If you just became Reeling, you will have to wait until your turn starts again before you can use Rapid Recover.

Unshakeable

You are immune to becoming Panicked when an ally Near you is Overkilled. (Characters without this gift become Panicked when an ally within 3m suffers Overkill.)

Coward Gifts

They say a hero dies but one death, but a coward dies a thousand times. These gifts prove that phrase wrong, because they will keep you alive longer.

Coward ..... (X: Rest)

When you are Panicked or Terrified, your Stride increases by 1, your Dash increases by 2, your Scramble gains a bonus d8, and your Run increases by 6. (Because your Run speed includes your Dash, you'll add a total of 8 to your Run.) Additionally, you may claim a bonus d12 with any dodge defense.

At any time, you may exhaust this gift to become Panicked.

Bleeding Heart

To buy this gift, you must already have the gift of Coward

Did someone just cause a "Hurt", "Injured", "Dying", "Dead", or "Overkilled" effect on you? That attacker now suffers *Vulnerable*. Maybe they feel bad for what they've done to you, or maybe your comical flailing to escape threw them off.

Comic Relief

To buy this gift, you must already have the gift of Coward

You can still Rally other combatants when you're Panicked. (However, you *cannot* rally when you are Terrified.) Characters without this gift may not Rally others when they are Panicked.

Panic Guard

To buy this gift, you must already have the gift of Coward

Are you Panicked or Terrified? You may take an extra action – a *Guard* action.

Saving Gifts

These gifts allow for miraculous escapes from certain death. Only Major Characters and Player Characters can buy these gifts.

Combat Save (Major) ..... (X: Rest)

To buy this gift, you must be a Major Character or a Player Character.

Were you hit by an attack or a counter? Did you suffer some serious damage? Then exhaust this gift to negate any and all Dead, Dying, and Unconscious results inflicted on you. You still suffer any Reeling, Hurt, Panicked, or Injured results, normally.

Did an attack or a counter cause an Overkilled result against you? Then exhaust this gift to negate the Overkilled and Dead results, but you still suffer any Reeling, Hurt, Panicked, Injured, Unconscious, and *Dying* results. (Yes, this means you're Dying instead of Overkilled.)

Combat Save only works against Damage inflicted by attacks and counter-attacks ... and it does *not* work against environmental Damage effects, such as falling off a cliff, radiation fallout, explosive decompression, etc.

Disarming Save (Major)..... (X: Chapter)

To buy this gift, you must be a Major Character or a Player Character.

Are you using a weapon? Did you fail with an attack or defense that uses Fighting or Shooting dice? Then you may exhaust this gift to negate all Dying, Dead, and Overkill results from the damage. Also, you are disarmed of the weapon you were using.

(In case it matters: If you negate Dying, the weapon flies to a random point Near to you. If you negate Dead, your weapon flies to a random point within Short Range and is broken. If you negate Overkilled, your weapon is destroyed.)

Stitch in Time (Major) ..... (X: Chapter)

To buy this gift, you must be a Major Character or a Player Character

Did someone just declare an attack against you? Exhaust this gift. First, negate any and all Reeling, Asleep, and Unconscious conditions on yourself. Replace any Dying condition with Sick *and* Panicked. Then, add the Guarding status. Finally, play out their attack vs. your defense.

Dramatic Disheveling (Major). (X: Chapter)

To buy this gift, you must be a Major Character or a Player Character.

Did you just suffer damage? Exhaust this gift. Negate all Unconscious, Dying, Dead, and Overkilled results. Also, negate or remove any Panicked or Terrified conditions on yourself.

Your clothes are shredded, and your outfit becomes useless. Your Outfit is now broken and needs to be repaired; you lose any benefits that it provided.

Replay for Destiny (Major)..... (X: Chapter)

To buy this gift, your Body, Speed, Mind & Will Traits must all be d8 or greater.

Did you fail on an attack, counter, or defense? Before rolling Soak & Armor, exhaust this gift. Both you and your opponent re-roll all your attack and defense dice. The second result stands, even if it's worse. Any gifts exhausted in the first play do *not* apply to the replay.

To buy this gift, your Body, Speed, Mind, and Will Traits all must be d8 or better. Yes, all four of them.

GIFTS THAT IMPROVE YOUR SUPPORT

These gifts improve your ability to support others.

Rally Gifts

These gifts increase your ability to use the "Rally" action in combat.

Leadership

You may claim a bonus d12 to Tactics when you perform a *Rally* action.

Troop Leader

As a Rally action, declare a group of up to 12 targets. Roll your Tactics dice, and note the highest-showing die. You may remove the Panicked condition from that many targets.

The Troop Leader gift *only* removes Panic. It does not help with Reeling or other conditions.

True Leader

When you successfully Rally a target, you may claim a new boon: "Add Focus." You may use one of your successes to add Focus to the target.

The target must not be Reeling, Panicked, or otherwise unable to Focus … so if you scored more than one success, use those successes to remove "Panicked" and such from the target first, *then* add Focus.

Watchful Leader..... (X: Action)

Is it *not* your turn? Did someone just attack an ally that you successfully Rallied last turn? Exhaust this gift, and then interrupt the attacker. Play out any one attack against the would-be attacker; they defend normally.

Medical Gifts

These gifts boost your ability to work with medicine.

Doctor

You can practice advanced medical techniques. You can treat Injury and Addiction. (Characters without this gift cannot treat Injury or Addiction.)

As a stunt, you may apply medical care to anyone Close (1m) to you. Medical care only works on living beings, not Synths or robots.

You roll your Mind Academics, & d12 (from Doctor) vs. 3. If the target resists for some reason, they may counter or dodge.

Each success grants you one of the following boons:

- Discover one physical gift that the target has (especially alien gifts). You can use two successes to learn two gifts, etc.
- Replace the Blinded condition with the Confused condition
- Remove Hurt from the target
- Remove Burning from the target
- Remove Confused from the target
- Remove Vulnerable from the target
- Remove Panicked from the target
- Reduce the target's Terrified status to Panicked
- Reduce the target's Berserk status to Enraged
- Remove the Enraged status

As a long action over one hour, you can help patients make progress on recovering from Injured, Sick, or Addicted. Roll your Mind, Academics, and bonus d12 (from Doctor) vs. 3. Each success adds 5% progress to curing one condition of your choice (Injury, Sick, Addicted, etc.) A doctored character may not be doctored again until after their next Rest.

Bad Medicine

Who gave *you* a license to practice medicine?

As a stunt, you may apply medical care to anyone Close (1m) to you. Medical care only works on living beings, not Synths or robots.

You roll your Mind, Academics, & 2d8 (from this "Bad Medicine") vs. 3. If the target resists for some reason, they may counter or dodge.

Each success grants you one of the following boons:

- Replace the Blinded condition with the Confused condition
- Remove Hurt from the target
- Remove Burning from the target
- Remove Confused from the target
- Remove Vulnerable from the target
- Remove Panicked from the target
- Reduce the target's Terrified status to Panicked
- Reduce the target's Berserk status to Enraged
- Remove the Enraged status
- Remove Injured from the target
- Remove Fatigued from the target
- Remove Terrified from the target
- *Add* Enraged status to the target
- *Add* Confused status to the target
- *Add* Slowed status to the target
- *Add* Blinded status to the target
- Recharge a target's Combat Save

This medicine is very powerful, but there's a downside to your weird drugs and untested medical gadgets. In the next scene (that is, after five minutes), the target of your successful Bad Medicine must roll their Body & Will dice vs. 3.

- If they score ***two successes*** or more, ***nothing happens*** – they feel a little off, but nothing serious.
- If they score ***one success***, they become ***Fatigued***.
- If they score ***no successes***, they become ***Fatigued and Addicted***. (Characters suffering from being Addicted to a particular drug must get new doses of the same drug before they can rest.)

First Aid

You may claim a bonus d12 to apply first aid, and it's only an action for you to provide emergency care. (Characters without this gift must use a Stunt to provide emergency first aid, and they don't get the bonus d12.)

GIFTS THAT IMPROVE YOUR EQUIPMENT

These gifts require you to use certain equipment.

Exciter Gifts

These gifts increase your ability to work with **exciter technology**, strange substances that change their physical properties when electro-magnetically charged.

Chain Reaction.....(Overheat)

Are you firing a Cool weapon with the Ray descriptor? You may declare you will over-charge the gun for a *chain reaction* attack or counter.

Your Ray weapon heats up, going right from "Cool" to "Over-Heated" status.

Your Ray gains the *Sweep* effect, up to its maximum range.

Conservation of Energy

When rolling Cool-down dice, you roll *after each use* of the item... and you get to roll Cool-down *again* at the end of the round.

(Characters without this gift only roll their Cool-downs at the end of the round.)

Hotshot.....(Overheat)

Are you firing a Cool weapon with the Ray descriptor? You may declare you will over-charge the gun for a *hotshot* attack or counter.

Your Ray weapon heats up, going right from "Cool" to "Over-Heated" status.

Any targets that you hit with this hotshot attack suffer +1 Damage and are now *Burning*.

System Shock .....(Overheat)

Are you firing a Cool weapon with the Ray descriptor? You may declare you will over-charge the gun for a *system shock* attack or counter.

Your Ray weapon heats up, going right from "Cool" to "Over-Heated" status.

If your attack hits, the target suffers the following results:

- Your Damage gains the #EMP tag. (Your weapon now does +2 Damage to targets with charged Cybernetic gifts.)
- If your damage Overkills the target, then the target explodes in a violent shower of sparks, causing Splash (Near) Damage flat 3, #EMP. (Anyone Overkilled by the Splash *also* explodes, starting a new Splash effect. This could get ugly!)
- All of the target's items with Cool-downs heat up one step. Any item that is already Over-Heated that suffers this effect has a Breakdown – it must be repaired before it can be used again.
- All of the target's items with Breakdown dice must roll. If they roll 1s, they suffer Breakdowns.
- All of the target's items with Backfire dice must roll. If they roll 1s, they explode, and the target becomes Burning.

Exoskeleton Gifts

These gifts improve the use of **exoskeletons**, outfits that have powered servo-motors to amplify the user.

Exoskeleton Fighting .....(X: Fix)

Are you wearing an outfit with the *Exoskeleton* descriptor? While this gift is not exhausted, you may claim a bonus d8 to all Fighting attacks. (There is no bonus to counters or anything else.)

You may exhaust this gift to lower a damage effect by 1 point. Once exhausted, you lose the d8 bonus to Fighting attacks.

Repairing this gift takes one hour and uses up one mechanical spare (or you must swap to a new exo-skeleton outfit).

Exoskeleton Lifting .....(X: Fix)

You know how to distribute your load to take the best advantage of your powered muscles.

Are you wearing an outfit with the *Exoskeleton* descriptor? While this gift is not exhausted, you may negate two Burdens.

You may exhaust this gift to lower a damage effect by 1 point. Once exhausted, you lose the ability to negate two Burdens.

Repairing this gift takes one hour and uses up one mechanical spare (or you must swap to a new exo-skeleton outfit).

Exoskeleton Stabilizer ..... (X: Fix)

Are you wearing an outfit with the *Exoskeleton* descriptor? While this gift is not exhausted, you may use a *Heavy* weapon without becoming reeling.

You may exhaust this gift to lower a damage effect by 1 point. Once exhausted, you once again suffer Reeling from using Heavy weapons until you repair the gift.

Repairing this gift takes one hour and uses up one mechanical spare (or you must swap to a new exo-skeleton outfit).

Rapid Waldo Attack ..... (X: Action)

Is it your turn? Exhaust this gift to take an extra action: *an "attack" action, but only to use a Waldo attack.*

Waldo attacks are made using a modification that has the "waldo" descriptor, such as a waldo turret. See page 158 for more details.

The standard rule of "never the same action twice in the same turn" still applies – so you can still only use one attack action per turn. Your other two actions can be anything else, just not an "attack".

Explosive Gifts

These gifts improve your ability to work with explosives and explosive-type weapons.

Anti-Materiel Explosives

Your Explosive attacks cause +2 Damage to inanimate objects, such as vehicles and walls. There's no bonus damage to regular combatants.

Any explosive trap that you set causes +2 Damage, but only to inanimate objects.

Demolitions

You may claim a bonus d12 to defend against an explosive trap, to set an explosive trap, or to disarm an explosive trap. (This gift does not give a d12 bonus to work with "Explosive" weapons ... but see below.)

Whenever you work with a device that has *Backfire* dice, you may re-roll any die that comes up 1, and use the second roll instead. (If the second roll is not a 1, then you just prevented a Glitch!) If the device has multiple Backfire dice, you may re-roll each die only once.

Explosive Concussion ..... (X: Action)

Before attacking with an Explosive weapon, you may declare you will exhaust this gift. Your Explosive attack gains the "#Smother" Conditional Damage bonus.

(Smothering attacks cause +2 Damage to targets that aren't Airtight.)

Explosive Overture

To buy this gift, you must already have at least one gift with an "X: Action" recharge

If you successfully hit three or more combatants with a single Explosive attack, you may recharge any one exhausted "(X: Action)" gift. (Sorry, even if you hit four or more, it's still only one recharge.)

Fire for Effect ..... (X: Action)

Before attacking with an Explosive weapon, you may declare you will exhaust this gift. Your Explosive attack gains the "#Lowest" Conditional Damage bonus.

(If your Explosive attack hits only one target, that target takes +2 Damage. If your Explosive attack hits two or more targets, then only the one target who rolled the lowest on their defense suffers +2 Damage.)

Greater Yield ..... (X: Action)

Before using an Explosive weapon, you may exhaust this gift to increase the Splash damage by one range band. For example, if your Explosive has a Splash radius of Close (1m), you may increase it to Near (3m). If your Splash has a radius of Near (3m), you may increase it to Short (10m), etc.

Rocket Ranging ..... (X: Focus)

Rocket weapons have stabilizers to guide their flight. If you have this gift, then you know what you're doing.

Are you attacking with a *Rocket* weapon? Did you *aim* at a target? Declare you will exhaust this gift.

Against the one target you aimed against, your Range dice become *bonus dice to your attack roll*, instead of penalty dice! Even if your opponent counters, you still get the bonus dice! And yes, you still get your Aiming bonus, too.

You only gain these Range dice as bonus dice against the target you aimed at.

Shaped Charge ..... (X: Action)

Before using an Explosive weapon, you may exhaust this gift. Remove the Splash effect entirely, but the target takes *Penetrating* damage.

Firearm Gifts

These gifts improve your ability to work with *firearms,* weapons that ignite a chemical charge within a barrel, and the expanding gas accelerates a bullet to great velocities.

Bullet Conservation .....(Damage: flat)

Firearms have a lot of ammunition in them. A trained shooter will not let their weapon "cook off" or let their recoil get away from them.

Does your Firearm have a Capacity of "High" or "Low"? Before you use it to attack or counter, you may declare you will use *Bullet Conservation*.

Your damage becomes *flat*. (That is, if the weapon used to do Damage +3, it now does Damage flat 3). Also, unlike a regular use of your weapon, *your Capacity size does not drop by one size after use*. Yes, you can just keep firing without running out of ammo.

Bullet Conservation does *not* remove any #Critical effects.... so yes, even though your damage drops to "flat", you still get a single +2 Damage if you can score two successes or more to hit your target. Bullet Conservation works very well with rifles and with magnum pistols.

Yes, you may still use the gift of Rapid-Fire Replay with Bullet Conservation, to claim a replay on your roll ... but then your ammo capacity *will* drop in one size (since Rapid-Fire Replay costs one capacity level), and sadly your damage will still be flat.

(While using this gift can technically give you unlimited shots without reloading, realistically you would have to stop and reload after fifty shots or so. Most combats won't last long enough to worry about that. The Game Host may rule that you have to stop and reload after firing too many bullets.)

Rapid Fire Replay .....(–1 Ammo)

With the advanced technology of excited lasers, plasma tubes, and xenharmonic spatial disturbances, why does anyone still use old fashioned bullets? One word: volume.

Are you using a weapon with a Capacity? Did you just attack or counter with it? Do you not like the way your roll played out? Before any Damage or other affects are applied, declare you will use *Rapid-Fire Replay*.

Spend another shot or Capacity level from your weapon. You and your opponent both re-roll. The second result stands... even if it's worse for you.

With a "Cap: Low" weapon, you can only perform the Rapid-Fire Replay once. With a "Cap: High" weapon, you could play out *two* replays – you would drop from High, to Low, to None.

Suppression Fire ..... (X: Action)

Are you using a weapon with the *Firearm* descriptor? As a stunt, you may declare you will use Suppression Fire.

Suppression Fire is a triangle. One point starts with you. The other two points can be no further than Long Range from you ... and the two points must be within Medium Range of each other. (Oh, and none of these points can be further away from you than the weapon's maximum range.)

When you declare that triangle, if there are any targets in that triangle, immediately play out an attack against them. Each attack that you play out reduces your Capacity status by one step, as usual. (The gift of *Bullet Conservation* will be very handy!)

If you run out of bullets, you have to stop shooting. Each target in the suppression zone defends normally – this move may expose you to many counter-attacks!

Until the start of your next turn, anyone who moves through that triangle may be attacked. They defend themselves normally – counter or dodge.

Your weapon loses the "Sweep" effect during suppressive fire.

Hypergolic Gifts

These gifts increase your ability to use *hypergolic* weapons, guns that shoot rocket fuel.

Hypergolic Burning ..... (No Sweep)

Are you about to make an attack with a Hypergolic weapon? Declare you will use this gift.

Your attack loses the Sweep effect... but if you hit, you may claim +1 Damage and the Burning effect.

You may not combine this effect with other Hypergolic gifts that make you lose the Sweep.

Hypergolic Fail-Safe..... (X: Action)

Are you using a Hypergolic weapon? Did the Decay die come up "1"? Declare you will exhaust this Gift.

Negate the Glitch. Your attack or counter with the Hypergolic weapon works, anyway. (You don't get to re-roll anything, though.) However, your Decay die still does drop one size.

You can even exhaust this gift to use a Hypergolic weapon whose Decay die has expired. ("There are always a few drops of fuel left in the chamber!")

Hypergolic Smother ..... (No Sweep)

Are you about to make an attack with a Hypergolic weapon? Declare you will use this gift.

Your attack loses the Sweep effect... but if you hit, your attack gains the "#Smother" conditional

damage bonus. (Smothering attacks cause +2 damage to targets that are not Airtight.)

You may not combine this effect with other Hypergolic gifts that make you lose the Sweep.

Primitive Gifts

These gifts increase your ability to work with primitive gear.

Primitive Counter ..... (X: Action)

Really, just hit them with any part of the weapon. It's all good.

Are you countering with a Primitive weapon? You may exhaust this gift to claim a d12 bonus.

Yes, you may use this gift after you've rolled, because it's a claimed bonus. (You don't have to declare its use before you roll.)

Primitive Loot..... (X: Special)

You carry around assorted materials that you can assemble into primitive equipment at a moment's notice.

You are constantly carrying around assorted junk that, with a little work, can be used to make a weapon.

With an *Equip* action, you may exhaust this gift, and then rummage in your pack of stuff. Roll your Mind and Craft vs. 3.

- With no successes, you are sent Reeling and you produce nothing.
- With 1 success, you may equip any one Cheap Primitive weapon.
- With 2 successes, you may equip any one Affordable, Primitive Weapon or produce five Cheap Primitive Weapons (and equip one of them).
- With 3 or more successes, you may equip any one Expensive Primitive weapon or produce five Affordable Primitive Weapons (and equip one of them).

You can recharge this gift by spending one hour in a natural wilderness and succeeding on a roll of Endurance & Observation vs. 3. (You *did* buy some Endurance or some Observation, yes?)

Primitive Replay ..... (X: Action)

When you have low-tech gear, people have low expectations of what you can do with it. The look of surprise on their faces is almost as satisfying as the harm you're about to give them.

Do you not like the way a Primitive attack or counter just played out? Exhaust this gift. Both you and your opponent re-roll all dice. The second result stands, even if it's worse.

Primitive Smash ..... (X: Action)

Hit them so hard, your stuff breaks. It's just stuff.

Before attacking or countering with a *Primitive* weapon, declare you will exhaust this gift. If you hit, your attack causes +3 Damage, but your weapon shatters and is destroyed.

Yes, if you use the Primitive Smash with a Shooting weapon, then you just broke the weapon.

Primitive Synergy

To buy this gift, you must have at least one other gift with an "X: Action" recharge

Never do you feel more natural than when you are decked out in the proper manner.

Are you wearing an outfit that has the *Primitive* descriptor? You may take an extra "recharge" action on your turn.

Primitive Vulnerability

It's not where your gear comes from. It's how you use it.

Did you just hit a target with a *Primitive* weapon? The target becomes *Vulnerable*. (Targets that are Vulnerable will suffer +1 Damage on future damage effects.)

Powertool Gifts

These gifts increase your ability to use powertools as weapons.

Anti-Materiel Power

Whenever you attack an inanimate object with a Powertool, you may claim +2 Damage.

Inanimate objects are vehicles, doors, walls and other things. Combatants, such as synths, people, or other things with Trait dice, are not inanimate objects and you don't get the bonus.

Dividing Power

Whenever you hit a target with a Powertools attack or counter, the target gains the *Vulnerable* status. (Targets that are Vulnerable will suffer +1 Damage on future damage effects.)

Quick Draw Gifts

These gifts speed up your ability to equip weapons.

Quick Draw

On your turn, you may take an extra "equip" action, but only to make a new weapon ready – not to put a weapon away.

Quick Draw doesn't work with hidden weapons, only weapons that are holstered and obviously ready for drawing.

Quick Sheathe

To buy this gift, you must already have the gift of Quick Draw

When you use your gift of Quick Draw to take an extra "equip" action, you may both put a weapon away and then make a new one ready. (Without this gift, Quick Draw only lets you take an extra "equip" action to make a new weapon ready, not to swap weapons.)

Second Throw ..... (X: Action)

To buy this gift, you must already have the gift of Quick Draw

Did you just make an attack by throwing a weapon at someone? (It doesn't matter if you hit or not.) Exhaust this gift, and then declare a second throwing attack, against either the same target or a new one. This second attack is part of the first attack action, like a Sweep effect.

Second Throw only works with Throwing attacks ... that is, with weapons that have the "Thrown" descriptor. It does *not* work if you just made an attack that didn't throw the weapon away, nor does it work with grenades (which are Lobbed weapons).

Oh, and yes, naturally you have to have at least two weapons to throw at people.

Sleight of Hand

To buy this gift, you must already have the gift of Quick Draw

For you, stealing is a standard action, not a stunt.

You may use a regular "equip" action to equip a hidden weapon. (Characters without this gift must use a stunt to equip a hidden weapon.) And yes, you can use your extra equip action from Quick-Draw.

Sudden Draw..... (X: Action)

To buy this gift, you must already have the gift of Quick Draw

Is it *not* your turn? Exhaust this gift to interrupt someone to equip a weapon instantly. The weapon is now ready to counter.

Scrounge Gifts

Others may call you a pack-rat, and they may complain about all the junk you collect, but with these gifts, you'll never be wanting for gear!

Improved Breakdown

You know how to deal with the quirks of scavenged and repurposed equipment.

You may increase the size of any Breakdown dice that you roll by one size (max d12). For example, if an item lists "Breakdown d8", you may roll d10 instead.

Scrounge Decap ..... (Breakdown)

The manual would probably tell you to decap the chamber slowly and carefully, to remove all fouling and shell casings from the last shot ... but then again, scrounged weapons don't have manuals.

Did you just shoot a *Scrounged* weapon's last shot? You may declare you will perform a *Scrounged Decap*. Immediately after shooting, roll the weapon's *Breakdown* dice.

If any of the Breakdown dice come up 1, the weapon remains un-loaded *and* it suffers a Breakdown. It can't be used again until fixed. Otherwise, the weapon is immediately reloaded, with no extra action cost.

Scrounge Fix

Scrounged stuff is easy to fix... which is a good thing, since it's almost always broken.

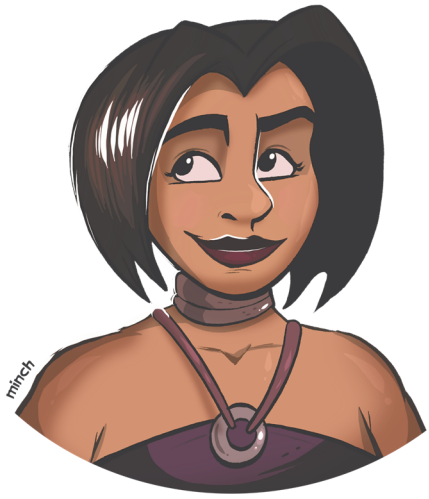
You may use a *Control* action to fix any Scrounge weapon that has a Breakdown. (You may only fix Breakdowns, not other problems.) You must succeed on a roll of Speed, Mind, and Craft vs. 3.

Scrounge Loot..... (X: Special)

You are constantly carrying around assorted junk that you're constantly tinkering with. Who knows what might come in handy?

With an *Equip* action, you may exhaust this gift, and then rummage in your pack of stuff for some invention that you have made. Roll your Mind and Craft vs. 3.

- If you botch, you are sent *Reeling*.
- With no successes, you may equip any one Cheap Scrounge weapon.
- With 1 success or more, you may equip any one Affordable Scrounge weapon.
- With 2 successes or more, you may equip any one *Expensive* Scrounge Weapon ... or one Affordable Scrounge Weapon with one or two modifications.



- With 3 successes or more, you may equip any one Expensive Scrounge Weapon with one or two modifications.

You can recharge this gift by spending one hour in a scrap pile and succeeding on a roll of Endurance & Observation vs. 3. At the discretion of the Game Host, you may substitute any three items of Affordable value or better weapons can be also be dismantled (taking an hour, and no roll) to refresh this gift.

Scrounge Overload..... (2×Breakdown)

The best part about making stuff yourself is that you're not bound by any safety regulations.

Before attacking or countering with a Scrounge weapon, you may declare you will perform a *Scrounge Overload*.

Roll *twice* the number of Breakdown dice. If *any* of the Breakdown dice come up 1, your Scrounge weapon breaks down and must be repaired.

If your attack or counter is successful, upgrade your attack from flat damage to normal damage – yes, your successes now add to damage!

Scrounge Packrat..... (X: Special)

To buy this gift, you must have both the gifts of Strength and Scrounge Loot.

One person's trash is another person's treasure.

You are carrying a 10 kg pack of junk everywhere you go, as one ***Burden.*** If you lose this pack, exhaust this gift. (Yes, your gift of Strength can negate this one Burden.)

While you still have your pack, you may claim a bonus d12 when using the "Scrounge Loot" equip ability to see what weapon you produce. You may also claim a d12 bonus to the Endurance and Observation roll to re-fresh your pack.

If you don't like the way your "Scrounge Loot" roll came up, you can immediately throw down your pack and spill junk everywhere, rummaging furiously through it. Re-roll your Mind & Craft dice (with this gift's d12 bonus) – use this second roll, even if it's worse. Then, exhaust this gift, as you've just spilled all your junk everywhere.

Recharging this gift means recovering your pack by spending one hour scavenging in a junk pile and succeeding on a roll of Body & Mind vs. 3. (Yes, the remains of your own junk pile can be scavenged.)

Xenharmonic Gifts

These gifts increase your ability to work with **xenharmonic** *weapons* – alien devices that use higher-dimensional quantum instability to do harm.

Xenharmonic Blast ..... (Damage –1)

Before rolling any attack with a Xenharmonic weapon, declare you will use this gift, and then alter the settings on your Xenharmonic weapon with one of the following:

- You may to reduce the Damage by -1 to add Splash Near flat 2.
- Or, you may reduce Damage by -2 to add a Blast radius of Near (3m).
- Or, you may reduce damage by -3 to add a Blast radius of Short (10m).

Yes, you may use these effects even with the Fighting weapons ... and yes, if you're too close to the target, you *will* suffer splash or blast effects.

You may *not* use this ability on counters – you may only use it for attacks.

Xenharmonic Cacophony ..... (Damage –1)

Before rolling any attack or counter with a Xenharmonic weapon, declare you will use this gift. By carefully manipulating your Xenharmonic weapon, you may to reduce the Damage by -1 to add a *Confusion* effect on a successful hit.

Xenharmonic Finishing..... (Damage –1)

Before rolling any attack or counter with a Xenharmonic weapon, declare you will use this gift. By carefully manipulating your Xenharmonic weapon, you may to reduce the Damage by -1 to add the "#Finish" Conditional.

(The "#Finish" Conditional Damage bonus effect means that targets that were already Vulnerable, Hurt, or Injured will suffer +2 Damage. See page 124 for more details.)

GIFTS THAT ARE WEIRD

It's a vast universe, and there are lots of strange and unexplained things out there.

Alien Gifts

These are alien powers.

Extra Pair of Arms.....(X: Rest)

To buy this gift, you must be an appropriate alien

You have two extra limbs, with appropriate hands! All Rhax and Ishato have at least two pairs.

As long as this gift is not exhausted, you have two extra off-hands. If you try to equip a "good hand" weapon in an off-hand, then you will suffer a d12 penalty. However, there is no penalty for two-handed weapons equipped in two off-hands.

If you take damage, you may exhaust your Extra Pair of Arms to brace against the damage, reducing it by 1 point. You may not use the arms again until they have healed, after one rest.

Winged Flight.....(X: Rest)

To buy this gift, you must be an appropriate alien

While this gift is not exhausted, you may use your wings to fly. As part of a "Run" stunt, you may fly. Flying upward costs 2m of movement for every 1m you ascend.

When falling, you may use your wings to slow your descent – include your Athletics dice as extra soak dice vs. the falling damage.

If you suffer Damage, you may exhaust this gift to reduce the Damage by 1 point. (Your wings take the brunt of the attack and are shredded.) You may not fly again until you have had a rest to heal this gift.

Conductor Legacy (Plot)

To buy this gift, you must have some sort of odd appearance

Long ago, the Syndics of the Empire tampered with the genetics of other races.

You can hear the *magh signal*, the hyper-spatial broadcast that is sent all throughout the universe. Using this signal, you may Dash your full distance even when you can't see. (When other characters are Blinded or Confused, their Dash drops to zero meters.)

You may also claim a bonus d12 to any roll to determine your global position on a planet, with a precision of Medium Range (30m) – this bonus applies to navigation over long distances. You may include your Psyche skill on all rolls to program a rondo device (pg. 185.)

You are sensitive to hyper-spatial disturbances. When you have focus, you may roll your Mind & Psyche dice vs. 3 to notice distortions in space and time. Major events, such as magh-signal changes or rondo-bridge travel, require only one success. More subtle distortions will require more successes.

You are immune to the #Warp conditional tag. (Characters without this gift will take +2 damage from #Warp effects.)

Your physiology is marked in some strange way. You may have a strange color to your skin, or your eyes are black voids that stare into forever. Cybernetic conductors will be made of xenharmonic materials. Other people will easily spot you as a

conductor unless you can hide your strange appearance. (The gifts of Disguise and Low Profile will come in very handy.)

Disjunction Gifts

These gifts allow you to channel exo-spatial energies called **Disjunctions**. By calling the *magh* signal down through higher dimensions at the appropriate harmonies, you can create discontinuities between our reality and other realities. These discontinuities are unstable and persist only for milliseconds. When they collapse, they collapse destructively.

Disjunction Legacy..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy and Navigation

You may call upon the magh signal to focus energy upon your spot. At any time, you may exhaust this gift to claim a d12 cover *and* d12 concealment bonus, as you open up a rift in time and space to block incoming attacks. Yes, since this is a claimed bonus, you may wait until an attack hits you to exhaust this gift and call upon the power. Instead of yourself, you can grant this bonus to any one target within Medium Range of you.

You may use this gift to power Xenharmonic devices. Exhaust this gift, then make a roll of Mind, Will, and Psyche. The more successes you score, the more power is provided. Small devices need only one success, but larger ones may require more energy. Using this power for more than five minutes takes a toll upon your physical body, making you Fatigued. Using this power for more than 8 hours can make you Injured, Sick, or worse.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction: Atom Heart ..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

Statistically, almost the entire universe is empty vacuum. A tunnel in space to another point is almost assuredly going to be a destination that is an unforgiving void.

You may request the magh-towers to open a rift in space right where your foes are standing.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform an *Atom Heart Attack. Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Each target that is hit suffers Penetrating Damage flat 0, #Finish, #Lowest, #Warp.

Any target that is *Overkilled* by this attack is teleported to another random place in the universe, leaving behind only an echoing scream that lingers for a few seconds. They will never be seen again.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction: Demon's Entropy... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

You create a rift between this universe and another one ... one that has a temperature far below absolute zero. While conventional scientists claim that such an imbalance defies known physics, no one can argue with the results – a sudden loss of heat energy that freezes your opponents.

You may request the magh-towers to remove the heat energy from several spots in front of you.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform a *Demon's Entropy Attack. Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Each target that is hit suffers Damage flat 0, #Lowest, #Smother, #Warp.

Any target that is *Overkilled* by this attack is flash-frozen into a brittle statue, which then collapses into chunks that slowly thaw and melt away.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction: Fire Hold..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

You briefly give your foes a glimpse of what it's like to see a star up close. It is both beautiful and terrifying.

You may request the magh-towers to transfer heat energy to several spots in front of you.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve

combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform a *Fire Hold Attack*. *Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Each target that is hit suffers Damage flat 0, #Scorch, #Lowest, #Warp, Burning.

Any target that is *Overkilled* by this attack glows with a blinding light for but a brief moment, before they are gone, replaced only by bits of ash and their shadow burned into a nearby surface.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction: Mortal Coil ..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

With a loud hum and the smell of burning ozone, you unleash powerful forces that pull targets to the ground.

You may request the magh-towers to target your foes with a powerful impulse of gravity and magnetics.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform a *Mortal Coil Attack*. *Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Each target that is hit suffers Damage flat 1, #EMP, #Lowest, #Warp, Entangled.

Any target that is *Overkilled* by this attack is crushed into a super-dense nugget, one ten-thousandth of their original size but still the same weight.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction: Quantum Chaos .... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

To particles in higher dimensions, it's possible to borrow from the future to gain power in the past. The application of this Disjunction is an extremely primitive and brutal application of taking away other people's time to enhance your own.

You may request the magh-towers to alter a local space with quantum uncertainty.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform a *Quantum Chaos Attack*. *Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Targets that are hit suffer Weak Penetrating Damage flat 2, #Finish, #Lowest, #Warp.

If you score at least one *Overkill* result, then you are shifted in space and time. ***You instantly swap places with the Overkilled target!*** If more than one target was Overkilled, you swap with the closest one.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Amplifier: Violent Arc ..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

Your rip in the fabric of the universe unleashes a deadly bolt of lightning that can cascade to multiple targets.

You may request the magh-towers to unleash a terrible wave of electro-magnetic energy.

Declare a Group of targets within Medium Range (30m) of you. (A Group of targets are up to twelve combatants, all Near each other – that is, each one is within 3m of at least one other member of the Group). Then declare you will perform a *Violent Arc Attack*. *Your attack does not suffer any penalties due to range, and it negates cover.*

As your attack, roll your Speed, Mind, and Psyche dice. Each target defends normally. They may either dodge, or they may counter. You will use one roll for your attack, but you may be targeted by multiple counter-attacks.

Each target that is hit suffers Penetrating Damage flat 0 #EMP, #Lowest, #Warp.

If you score an *Overkilled* result, the target's bones and other internals are briefly visible, as unimaginable electricity coruscates through them ... moments before they explode into a cloud of ash and charnel.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction Amplifier ..... (X: Focus)

To buy this gift, you must already have an attack that uses Psyche dice

Your Disjunction powers do not often fail you.

Did you just use a Disjunction power where you rolled Psyche dice? You may exhaust this gift to claim a bonus 2d8 dice. (That's a bonus 2d8 after your target rolls their defense, but before they roll their Soak.)

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction Counter ..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

You may use Disjunction as a swift counter attack, bringing down thunder with a glance to stop your opponent in their tracks.

Are you being attacked by something within Medium range? Are you not helpless? Exhaust this gift. You immediately counter-attack using your Speed, Mind, and Psyche dice. (Unlike normal counters, you may still use Disjunction Counter even if your attacker is concealed from you... which means, yes, you can use this counter when you're Reeling!)

If you hit your attacker, you cause Penetrating Damage +0 #Finish, #Warp.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Disjunction Vigor ..... (X: Focus)

To buy this gift, you must already have the gifts of Disjunction Legacy, Conductor Legacy and Navigation

You can recharge several Disjunction gifts at once.

At any time, declare you will use this gift. Roll your Psyche dice vs. 3. For each success that you score, you may recharge one exhausted Disjunction gift. Then, exhaust this gift. (No, you can't use Disjunction Vigor to recharge itself.)

Leitmotif Gifts

Outer space is a great and unknowable place ... and the other exo-spaces are even more strange things. The Conductors are the ones who make contact with these other spaces. A Conductor's thoughts channel xenharmonic energies into another being, the Leitmotif. These beings manifest as great beasts – a flying purple wolf-hound, a great and terrible dragon, a stone statue with a hammer and drum, etc. They represent your hopes and dreams, your fear and shame, and your unconscious self.

You have but one life, but your Leitmotif may die a thousand times and return again. When you call it forth, it manifests through a permeable change in the universe – you make it possible to exist, and so it exists! Your Leitmotif triumphs over your enemy, it bears your burdens, and it bares your soul. Being a Conductor is a terrific and powerful responsibility.

Leitmotif Legacy ..... (X: Special, Plot)

To buy this gift, you must already have the gifts of Conductor Legacy and Personality

You have a pet from outer space, called a *Leitmotif*. The Leitmotif is an extension of yourself, a projection of your own willfulness.

Your Leitmotif is normally in its own private exo-space. As an *equip* action, you may make your Leitmotif manifest into the world.

While manifested, your Leitmotif can communicate verbally and electronically with

people. It knows nothing of deceit or guile, and it will often blurt out your innermost thoughts and feelings. Other people gain a bonus d8 to question you or to negotiate with you when your Leitmotif is deployed.

Your Leitmotif can't assist you, because it is a part of you.

If anyone attacks you, your Leitmotif immediately moves 30m closer to that attacker. If it ends its move within Close range (1m) of your attacker, you may choose to Counter with it, rolling your Mind, Will, and Psyche. If the counter is successful, your attacker suffers Damage flat 0 #Finish, #Warp, Vulnerable.

When people attack the Leitmotif, it will always counter at Close range, and it dodges other attacks. For both its counters and its dodges, use your Mind & Psyche dice. Your Leitmotif suffers damage, but removing the damage effects changes how you can recharge your gift, as follows:

- Your Leitmotif is immune to ***Reeling.*** When your Leitmotif fails a defense or is countered, it does not become Reeling. (Other combatants who fail a defense would become Reeling.)
- If your Leitmotif becomes ***Hurt***, you may refresh this gift with a "***Guard***" action. When you refresh this gift, remove the Hurt condition.
- Your Leitmotif knows no fear and serves with joy. Your Leitmotif is immune to becoming ***Panicked***. If your Leitmotif becomes ***Terrified,*** *you* become Terrified too!
- If your Leitmotif becomes ***Injured***, you may refresh this gift with a "***Recover***" action. When you recharge this way, remove all Hurt & Injured conditions from your Leitmotif.
- If your Leitmotif becomes ***Dying***, your Leitmotif returns to exo-space. You may recharge this gift by spending ***Focus***. Your Leitmotif is instantly healed, but you will have to use an *equip* action to deploy it again.
- If your Leitmotif becomes ***Dead***, your Leitmotif returns to exo-space and you become *Panicked*. You may recharge this gift by taking a ***Rest***.
- If your Leitmotif becomes ***Overkilled***, your Leitmotif disintegrates and you become *Reeling and Panicked*. You may recharge this gift when the next ***Chapter*** starts.
- Unless otherwise specified, you may recharge this gift with a "***Guard***" action.
- If your Leitmotif suffers other weird effects, such as Vulnerable or Blinded, those effects must be removed using standard methods.

With a *control* action, you may order the Leitmotif to move 10m closer to a foe. If the Leitmotif gets within Close range, it may attack. The foe defends normally. Your Leitmotif attacks with Mind, Will, & Psyche, the target defends normally. If your Leitmotif hits, it causes Damage flat 0 #Finish, #Warp & Vulnerable. Your Leitmotif threatens any foe that it is Close to.

If you become helpless (Asleep, Unconscious, etc.) your Leitmotif returns to exo-space. (The gift of "Leitmotif Vengeance" changes that, see below.)

Leitmotif Hardiness .....(X: Guard)

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

Your Leitmotif is made of sterner stuff.

Did your Leitmotif just suffer damage? Exhaust this gift to negate 2 points of Damage.

You recharge this gift with a "guard" action.

Leitmotif Swiftness .....(X: Guard)

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

Your Leitmotif is capable of amazing speed

Declare you will exhaust this gift. Then declare a control action to order your Leitmotif to move up to 100m closer to a foe. If your Leitmotif gets to within close range, it may attack, as per the standard rules.

(Without this gift, you could only order your Leitmotif to move 10m closer.)

You recharge this gift with a "guard" action.

Leitmotif Riding

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

You can ride your Leitmotif!

You mount your Leitmotif! If you are already Close to your Leitmotif, then you may declare a *control* action to mount your Leitmotif.

While riding a Leitmotif, your Evasion, Fighting, and Shooting are limited by your highest *Transport* die. For example, if your highest Transport die is d6, then none of your attack, counter, dodge dice, etc. can be higher than d6.

By definition, while riding a Leitmotif, you are Close to it at all times.

Every round, you must declare a *control* action, or you will fall off. If for some reason you can't perform a control action, you are dismounted —

you are Knocked Down next to your Leitmotif. (If your Leitmotif is flying, you will fall!)

As part of the control action, you may move your Leitmotif 10m along the ground. You can also fly at normal speed, sideways, or down, but gaining altitude in gravity costs 2m for every 1m gained.

Leitmotif Vengeance

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

Your Leitmotif feels your pain and suffering and avenges it ten-fold.

Are you Hurt, Injured, or Sick? Then your Leitmotif's damage becomes standard instead of flat. (That is, the Damage is now +0 instead of flat 0.)

Are you Dying or Unconscious? Each round, your Leitmotif continues to fight as if you claim an attack action each round ... and its damage is now not just standard, it's also *Slaying*.

In case it matters, if you die, your Leitmotif continues fighting until the end of the scene (that is, until the end of the fight or for about five minutes), and then it says a few parting words before vanishing forever.

Leitmotif Tactics

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

Most Leitmotifs are only partially in existence, a quantum uncertainty that can't properly assist others. Yours is more real.

Your Leitmotif threatens all foes Near it (within 3m). Also, your Leitmotif provides a d12 Tactics bonus to anyone who attacks a foe that is Close (1m) to it.

Leitmotif Monstrosity (of choice) (Multiple) .....(X: Special)

To buy this gift, you must already have the gifts of Conductor Legacy, Personality and Leitmotif Legacy

Your Leitmotif gains a Monstrous gift of your choice. (When you buy this gift, choose one Monstrous gift to give to your Leitmotif.) However, there are special rules.

Firstly, ***your Leitmotif can only use this Monstrous gift when your Personality gift is exhausted.*** As long as your Personality gift is still charged, the Monstrous gift can't be used.

You may then exhaust this gift to invoke the power of the monstrosity.

If the Monstrous gift requires an attack action, you must use a control action to order the Leitmotif to use it. If the Monstrous gift requires a *recharge* action, then whenever you take a *guard* action, you may also recharge the Leitmotif's Monstrous gift.

For Body or Will, substitute *your* Will Trait.

For Speed or Mind, substitute *your* Mind Trait.

For Fighting, Psyche, or Shooting, substitute *your* Psyche dice.

You may buy this gift multiple times. Each time, choose a different Monstrous gift.

Mutant Gifts

These gifts represent some sort of corruption or damage in your system caused by pollution, genetic tampering, or other nefarious forces.

Mutation: (gift of Choice)

Was it something in the strange atmosphere of a forbidden planet? Did exposure to radiation alter you at a young age? Has xenharmonics somehow changed you? Mutations are becoming frightfully common throughout the Myriad. Most mutations are immediately fatal, but yours isn't.

The good news? You may claim a bonus d8 Soak. Your life is one of constant pain, and you've gotten used to your disfigurement.

The bad news? You suffer +1 Damage from any and all sources. Your ugly, disfigured appearance has made you vulnerable to all sorts of health problems.

The ugly news? Other people may shun you, especially out of fear that you mutations are contagious. (Contagious Mutant is a separate gift, but people have their prejudices.) May we suggest the gift of Low Profile, page 80?

The strange news? With the permission of the Game Host, you may choose one other gift and add that to your list of gifts. (That extra gift is part of taking *this* gift. Consider the physical and social problems to offset its cost.) This gift can be one that requires you to be of a different legacy, such as Elver, Lampyr, Rhax, Towser or Troödon, as long as you meet the requirements for that gift.

You may buy this gift multiple times

All modifiers are cumulative. For example, if you have three Mutant Legacy gifts, then you suffer +3 Damage, you may claim a bonus 3d8 Soak, and you have three extra gifts.

Contagious Mutant

You have open sores, nasty spikes, and other disfigurements that mark you as contagious. Unless you can disguise yourself, other non-Mutants may shun you.

All of your Brawling attacks gain the "Mutant" descriptor.

All of your Brawling attacks inflict Vulnerable. Anyone who touches you (such as a grapple or a search) suffers Vulnerable. If you are Overkilled, everyone Close to you (3m) suffers Vulnerable.

Anyone who suffered your Vulnerable effect must make a roll of Body & Endurance vs. 3 after five minutes, or they become Sick. Characters immune to the #Poison tag are immune to this effect. Characters treated by a Doctor within those five minutes may include the doctor's Mind & Academics with their dice.

Anyone who becomes Dying and Sick because of "Mutant" descriptor attacks has a chance of becoming a Mutant. The details are left up to the Game Host. Suggestions include retraining gifts and using experience points to buy Mutations.

Rondo Gifts

The Syndics modified many species to be able to move through time and space. Many of these changes were genetic, and they can be passed on through generations.

As time goes on, fewer people have the genes, and the secrets of **rondology** may one day become lost to the ages. The Remanence are well aware that their blood-line holds the key to their power, and they are quite zealous about keeping their hereditary dynasty intact. However, inbreeding weakens the blood in … other ways.

Rondo Jaunt ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy and Navigation

The most basic Rondo move is nothing short of miraculous – an extra-dimensional passage from one location to the next.

Whenever you have Focus, you are aware of the distance and direction of all xenharmonic broadcasters within your range. The song of this navigation signal helps you navigate through space.

Declare that you will exhaust this gift, and, as an action, you may *teleport* to another spot. You open a scintillating tear in space and leap through, with the sound of rushing air, the crackling of static electricity, and the smell of burnt ozone. *You may not use Rondo Jaunt if you are burdened* (but see below).

Pick a spot up to Short Range (10m) away from you. You must have line of effect to this spot. Physical barriers hinder you if they offer total cover. Strong magnetic fields and other energies may hinder your travel, as well.

If not stopped, you immediately teleport to that spot.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Reach ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

You can temporarily pass your hand or head through an extra-spatial gate, long enough to grab something or to punch someone.

In game terms, you may exhaust this gift to use your natural weapons or brawling weapons to strike at up to Long Range (100m). Your attack gains the *Indirect* descriptor – cover does not hinder your attack, but concealment does.

Your target defends normally. They may counter or dodge your attack. If the target dodges, your attack suffers the appropriate Range penalty.

Only your brawling attacks, off-hand, and good-hand weapons can fit through the gate. Larger weapons won't work. Strange effects, like Disjunction, won't work at all.

If you use a Grapple effect, the target is pulled towards you and winds up next to where you started. You can use this power to snatch people.

You must have a clear line of effect towards the target. Otherwise they may claim cover and concealment against your attack. (Yes, you can use Rondo Break to negate the barriers.)

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Break ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

Mere physical barriers are no obstacle to your teleportation.

Physical barriers blocking your Rondo power? Declare you will exhaust this gift. You may now use your Rondo power through walls, and your attack becomes *Indirect* – Cover no longer applies.

Force screens and xenharmonic barriers will harm you if you try to bridge them. If you use Rondo Break to pass through such a barrier, you suffer Penetrating Damage 2.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Bridge ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

You can extend the range of your teleportation.

Before using another Rondo power, declare you will exhaust this gift. Then, roll your Psyche dice vs. 3. For each success you score, you may raise the maximum range of the power by one Range band.

For example, Rondo Jaunt has a maximum range of Short (10m). With one success, you can extend that to Medium (30m). With two successes, you can extend that to Long (100m), etc.

You use this power before the second one, so don't choose your target until you've rolled your Rondo Bridge, since extra Range may affect your choice.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Escort ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

When you teleport, you can take more with you.

Before using another Rondo power, declare you will exhaust this gift. Then, roll your Psyche dice vs. 3. For each success you score, you may carry one *Burden*, or you may bring one person with you. You may bring willing combatants that are Near you (up to 3m), or any combatant that is Close to you *and* that you have successfully Grappled. (Confused, Reeling, Asleep, or Unconscious combatants don't count as "willing", so you'll need to Grapple them.)

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Castle..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

As an attack, you may teleport into an occupied spot.

Declare an *attack* action, and then exhaust this gift. Declare a target within Short Range (10m) of you. You roll your Speed, Mind, and Psyche vs. the foe's defense. (Your target may counter or dodge.)

If your attack is successful, you inflict Penetrating Damage +1.

- If the target is *Overkilled*, the target explodes in mid-transit, half of its pieces at its starting point and half at the ending point. You appear where the target was. The target's allies Near the original target *and* Near your starting point become Panicked. Any Grapples on you or the target are broken.
- If the target is *Injured, Dying, or Dead,* you swap places with the target. You and your target swap Grapples too. (For example, if the target was Grappled, now you're Grappled, instead.)
- If the target is *Hurt or Panicked,* you swap places with the target. If the target was Grappled, now you are, instead. The target is pushed 1m away from where they were.
- If you fail to inflict any of the above results on the target, you and the target stay in the same place.

If your attack is unsuccessful, then you don't move at all.

Yes, you can use the Rondo Castle to attack inanimate objects.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Return ..... (X: Special)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

You may memorize a place and then return to it.

As a stunt, exhaust this gift, and then make a note of the exact location you're standing in. You have memorized this location. (If the spot is in a vehicle, you have memorized the position in the vehicle.)

As a stunt, you may recharge this gift. When you refresh it, you may also choose to teleport to the location you noted when you exhausted your Rondo Return. It doesn't matter how far away it is – it could even be on another planet.

Rondo Clout ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

Your Rondo powers do not often fail you.

Did you just use a Rondo power where you rolled Psyche dice? You may exhaust this gift to claim a bonus 2d8 dice.

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

Rondo Vigor ..... (X: Focus)

To buy this gift, you must already have the gifts of Conductor Legacy, Navigation, and Rondo Jaunt

You can recharge several Rondo gifts at once.

At any time, declare you will exhaust this gift. Roll your Psyche dice vs. 3. For each success that you score, you may recharge one exhausted Rondo gift. Then, exhaust this gift. (No, you can't use Rondo Vigor to recharge itself.)

To recharge this gift, you must spend Focus. You can get Focus by taking a Focus turn.

COMBAT

Just like a novel, movie, or television show, time may pass in the Myriad Song game at different rates. For example, the Game Host may announce, "And then, three weeks went by, where nothing important happened. Today, however, was unlike any other day ...." Minutes, hours, or even weeks may be played out with little or no die rolling, just descriptions and free-style role play.

Other times, the game may slow down into a blow-by-blow description of each punch, each slash, each shot. During a combat, each Player will want to describe what their characters are doing, and everyone wants to get a turn. The Game Host may announce that a combat has started. Because lives are on the line, players will want to make sure everything is played out fair and square ... so we provide these comprehensive rules for moderating Combat.

Combat in a Nutshell

- Host declares that a combat has started.
- Combatants are divided into sides. (Usually two: the Player's side and the Host's side.)
- Each character rolls Initiative. Those that succeed can take a Ready action to get weapons out.
- The side that started the fight goes first. (Usually the Players go first.)
- The Host announces end-of-round maintenance for the Players.
- The other side(s) gets to act. For characters controlled by the Host, it's recommended to start with ones closest to the Player Characters, first.
- The Host announces end-of-round maintenance for the other side.
- Combat continues until one side surrenders, flees, or can no longer continue (because, say, they've all been incapacitated or killed.)

Combat continues until one side has lost. (They could all be killed, or Panicked, or they could flee, etc.)

Taking Sides

The Game Host will divide the combat into two or more *sides*. Usually, the Player Characters will be on one side, and the bad guys will be on the other side.

In some rare cases, there may be three or more sides, such as the Players, the bad guys, and the other bad guys. In any case, everyone picks a side.

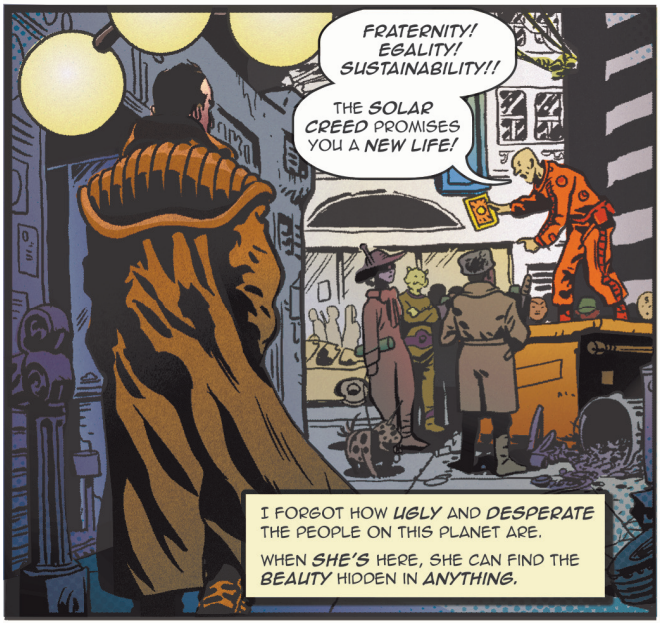
Are you ready? Initiative

Some characters will be ready when a fight starts, and some people will be caught with their guard down. To represent the chaos of battle, characters must roll *initiative*.

Your Initiative Dice are your ***Speed & Mind Dice***.

> If you have the gift of **Danger Sense**, you may roll a bonus d12 with your Initiative dice.

Roll your dice. Each die that rolls higher than the target is a success.



Initiative (Speed & Mind Dice)	Target
Ambushing someone else: You started the fight.	Automatically Ready **(no need to roll)**
Ready for a fight: You were on edge, you knew a fight was going to start, you just didn't know when.	3 **(4s or better are successes)**
Caught by surprise: You were distracted or you had no idea where your attackers were going to come from.	5 **(6s or better are successes)**
Completely off guard: You had no idea you were getting into a fight just now.	7 **(8s or better are successes)**

Initiative Successes	
Two successes or more: **Ready & Focus**	You may take one "equip" action to equip a weapon, and you start the fight with Focus. You may use your Focus to interrupt opponents.
One success: **Ready**	You may take one "equip" action to equip a weapon. At the discretion of the game host, you may begin with a different action, such as a Stand Up action.
No successes: **Unready**	You start with no weapons ready. (If you were ambushing someone else, you stumble trying to equip your own weapons. Why didn't you take your rote instead of rolling?)
Botch (roll of all 1s): **Reeling!**	Not only are none of your weapons ready, you also start the battle Reeling. Also, if you have any "X: Action" gifts, exhaust all of them immediately.

Sometimes, someone who ambushes will want to roll their initiative dice, instead of just being automatically ready, in hopes of starting with Focus … but this is risky!

The side that starts the fight is the side that starts the fight

So which side goes first? In some fights, it will be clear who wanted to attack first. In others, not so much. When in doubt, we recommend that the Game Host let the Player's side go first.

The Player's Side takes their Turns

When the Players' side is up, each player takes their turn, in the most logical order. What does that mean? It means you can let the Players choose what order that their characters will act in.

Start with characters closest to hostiles

As a rule, the Game Host should have Player–Characters who are the closest to hostile combatants perform their actions first. For example, a Player-Character who is in hand-to-hand combat with a monster should act before another Player-Character who is ten meters away.

Rallies First, Attackers Second

Another suggestion is that anyone who is going to Rally anyone else should take their turn first.

In a big fight, many characters may be suffering Reeling, Panicked, or Vulnerable effects. A successful Rally can remove one, two, or even all three of these effects.

In game terms, one character will take their turn … use one action to Rally a friend and the other to do something else … and, if the Rally works, then their friend will be able to act normally.

Don't know what to do? Try Focus

If a Player is unsure of what they want to do, the Game Host should skip that Player and move to another one.

If a Player is unsure what they want to do, the Game Host should suggest that the Player take a *Focus* turn. When you Focus, you get one action you can spend later.

Only characters who skip their turns can claim Focus. (For example, you can't take an action, and then try to Focus.)

Are you getting pounded? Try Recover from Reeling, then Guard

Sometimes, a combatant won't be getting any help any time soon. A popular choice for a Reeling Character's turn is to just Recover from Reeling and then Guard.

The "Recover" action allows the character to counter-attack again ... and the "Guard" action grants a bonus to all defenses, including counter-attacks.

Characters who both "Recover" and "Guard" are passive – they're not acting against anyone else, so you can just have them take their turns first and move on to other combatants on the same side.

Player's Maintenance

Only when all Players have been given a turn, begin the *maintenance* for the Players. Some tasks are only done during the maintenance phase.

Before doing maintenance, the Game Host should ask if all the Players took their turns. During the confusion of the combat, a Player may have forgotten to speak up. Make sure everyone gets a turn.

Is anyone *Panicked?* Are they out of line of sight? Any character who ends their round where they can't see any hostile combatants may remove the "Panicked" and "Vulnerable" statuses (if they have those).

Does anyone have a Status on them? Some of those expire at the end of the round, or they have a random chance of expiring. See page 128 for more details on Statuses.

Is anyone moving *Full-Tilt?* They move a d12 distance in their last direction. (See "Full Tilt" under Status, on page 128.)

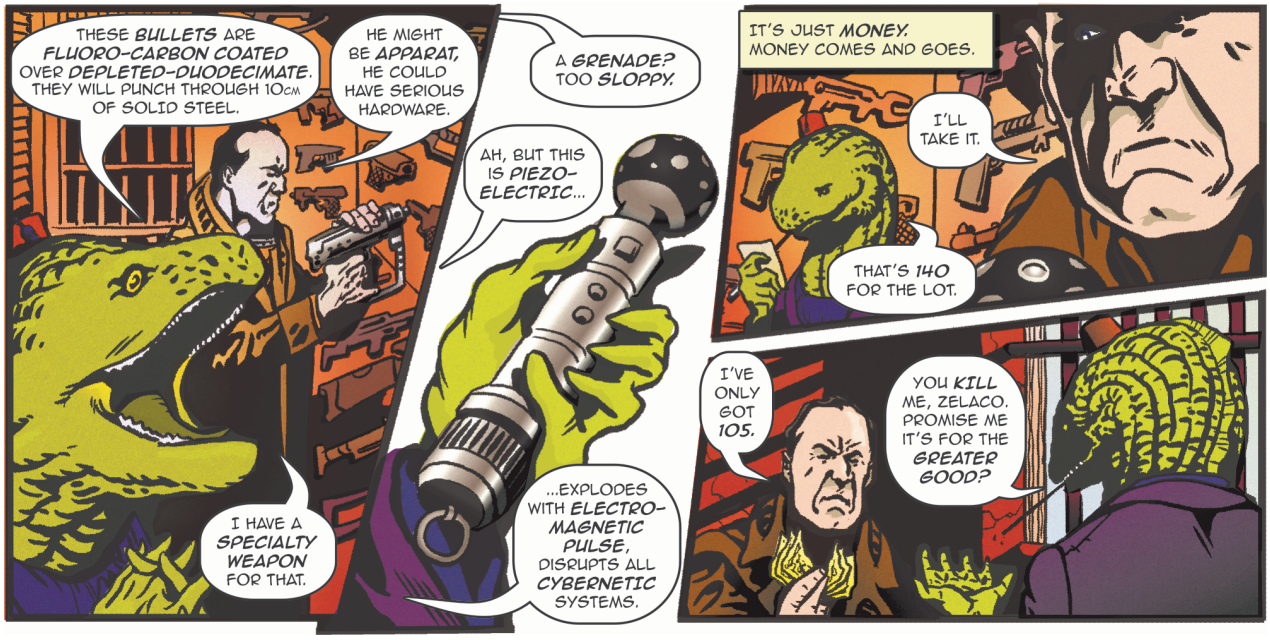
Did the fight end? Did everyone surrender, or did they flee the scene? If the fight is still going, then the Host takes their turns.

The Host's Side takes their Turns

When the Host's side is up, they must declare the turns of all the characters not controlled by players, one at a time. The bad guys also take their turns in the most logical order.

There can be a lot of characters on the table — bad guys can often outnumber our heroes two to one. The best way to approach the task is to break it down. Some advice:

- If you're using a tactical map, pick a point to start with, and then spiral outwards.
- Do the bad guys have a leader? If they do, use the leader's Rally ability to remove any "Reeling" or "Panicked"
- Is anyone Reeling *and* Panicked? Have them declare the Recover action (to remove Reeling), then take the Run stunt to get to safety. A Panicked character wants to end their turn out of line of sight of their opponents.
- Is anyone Panicked, but not Reeling? Have them Guard, then use the Run stunt to get away.
- Got a bad guy who wants to Fight in hand-to-hand combat? Have them Dash towards a Player-Character. If they move close enough to strike, then declare an Attack! If they can't get close enough this turn, have them Guard — there's always next turn.



- Got a bad guy who wants to Shoot a hero? Have them Aim, then Attack!
- Don't know what to do? Have them take a Focus turn. Move the unit one Stride (1m) closer to a foe, and then they have a held action to interrupt – to attack if they see a good target, or to guard if someone attacks them.

  If you can't take a Focus turn, for whatever reason, then declare a Guard action.

Host's Maintenance

After all the Host's characters have acted, begin the *maintenance* for the Host's Characters. This works just like Player's Maintenance, but for the host's characters.

The Fight Keeps Going

Did the fight end? Did everyone surrender? If the fight is still going, then the Players take their turns.

Keep going back and forth until one side wins the fight, or until everyone agrees on a compromise.

Your Turn: Focus, or Act?

When it's your turn, you have a choice — do you wait, or do you act?

Focus Turn: Gain Focus, Pass

If you choose to ***Focus,*** you pass on your turn, but you gain *Focus*. If you choose to Act, you will take an Action turn.

Look around – Mind and Observation

When you have ***Focus***, you're taking time to observe your surroundings. Make a roll of Mind & Observation vs. 3.

Among other things, you may spot hidden combatants and concealed items.

Using Focus to Interrupt

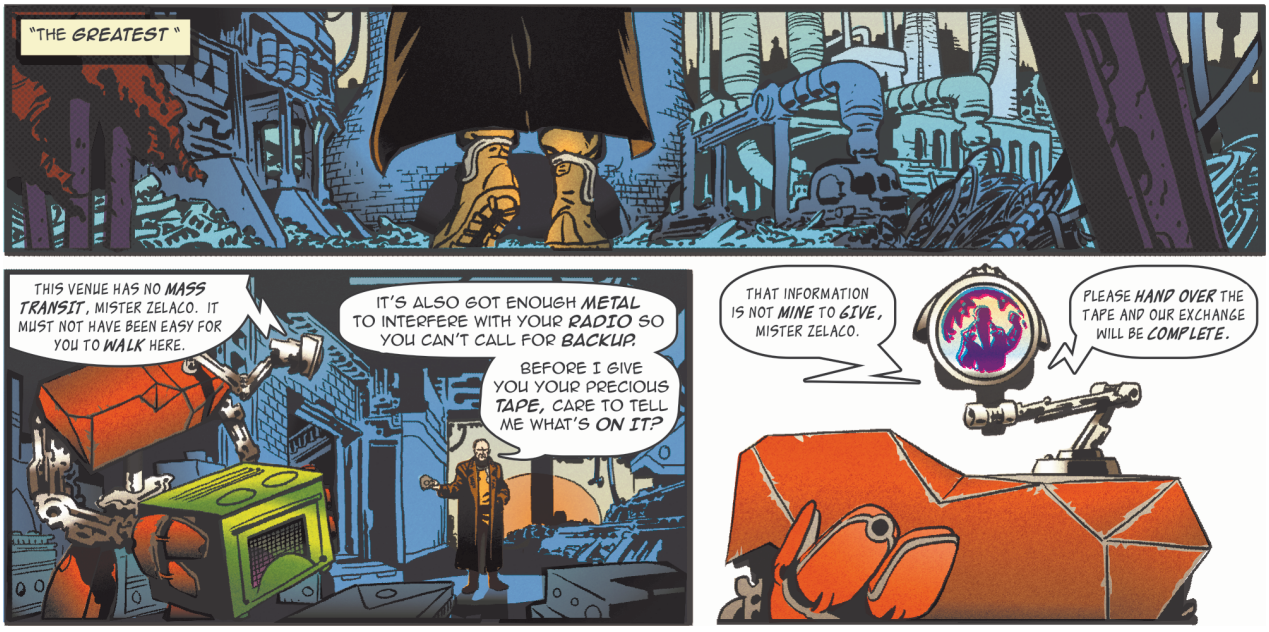
When you have ***Focus***, you are waiting for something to happen, so you can take a quick action to deal with it. You can get Focus by taking a Focus turn, or by being Rallied by a True Leader (see page 92).

At any time during the round — when your side is acting, or when the other side is acting — you may interrupt an opponent, to take your turn, where you may perform one action. You could Guard to be ready for their attack … you could suddenly Attack to shoot someone who is about to do something … you could perform a Run stunt and simply flee … or something else.

Yes, if you have one of those gifts which grant you extra actions, you can take those extra actions when you interrupt.

Can't think of what to do? Then take a Focus turn! You'll get one action to interrupt someone else… and if nothing happens to you by the time your next turn rolls around, you'll get *three* actions instead of two!

The only down side to a Focus turn is that you didn't take two Actions … you just got one action to use whenever you want.



Action Turn: Take Two Actions

On your turn, you may take two actions. First, you declare one action, and then you declare another action. Yes, you can declare one action, see it how it plays out, and then declare your second action. For example, you might declare an attack on a target, see if you win or lose... and *then* decide if you want to stay and guard, or to turn and run.

Other people will respond to your actions. If you declare, "I will attack the beast!", then the beast might declare, "I will counter with my poisonous fangs!" You've thrown your hat into the ring, and it's time to roll some dice and see who wins. The Host should watch out for players who want lots of take-backs. Remember, declaring means commitment.

Never the same action twice on the same turn

You may not take the same action twice on the same turn. For example, if your first action is the "attack" action, then your second action can be any other action that *is not* an "attack" action.

More than two actions?

Sometimes, you will be able to take more than two actions.

Focus: If you start your turn with Focus, you may take an extra action of your choice. That's right — start your turn with Focus, and you get *three* actions!

Gifts: Some gifts will let you take an extra action. For example, the gift of "Acrobat" lets you take an extra "stand up" action.

The standard rule of "never the same action twice" *always* applies! For example, if you use "Quick Draw" to take an extra "equip" action, then none of your other actions can be a "equip" action, too.

Reeling ends your turn

If you are sent Reeling, for any reason, your turn ends. You can be sent Reeling by performing a crazy stunt, or by being hit by an attack.

What Actions Can You Take?

We've broken up what things you can do into different *actions*. These actions are the common things we expect characters to do, on their turn. If you want to do something that's not on this list, ask your Game Host — they might recommend using an action that's similar to the one you want, or they might recommend a stunt.

Aim at a target of your choice

As an action, you may declare you will Aim at a target. Choose any one target.

If you attack that target in the same turn that you aim, you may claim a bonus d8 to hit the target.

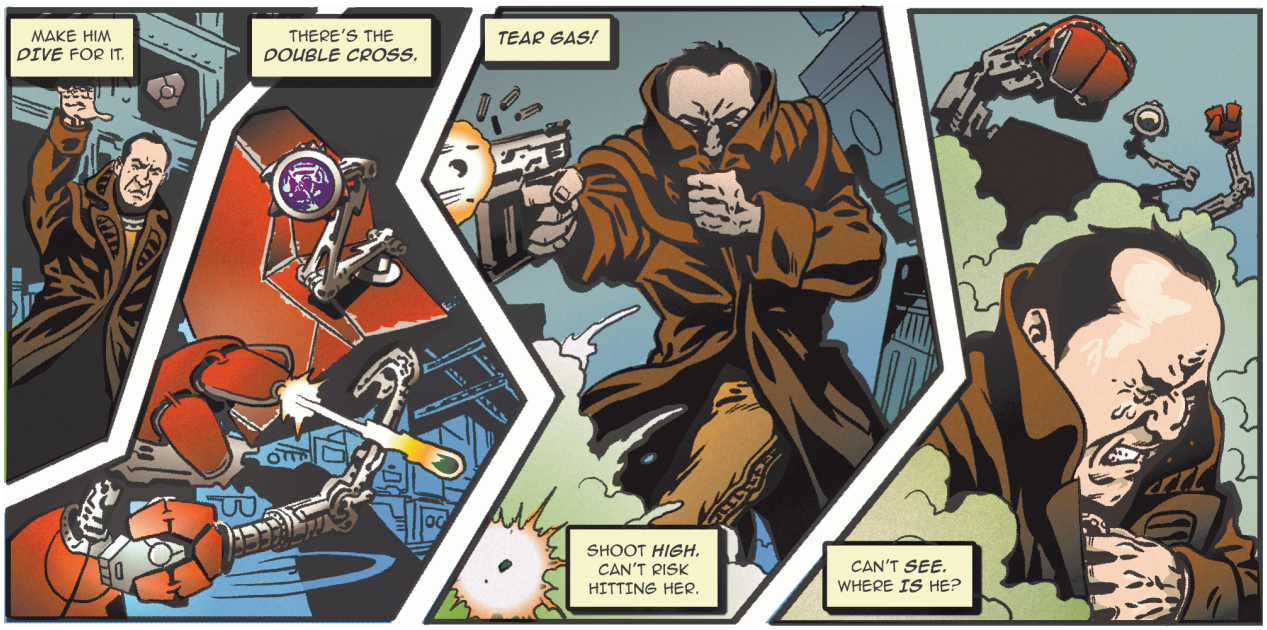
> The gift of **Veteran** raises your Aim bonus from d8 to d12.

You may only claim the Aiming bonus against one target. If you have an attack targets two or more targets, the Aiming bonus only applies to the single target that you aimed at.

> You may exhaust the gift of **Rapid Aim** to take an extra "Aim" action on your turn.

Attack a foe

You may attack a target. See the "Attack" section for more details, page 120.



You may not perform Attack actions if you are Panicked. You must somehow get rid of the Panicked condition, first.

The gift of **Charging Strike** lets you declare a foe up to 10m away from you, then roll your Speed die and move that many meters towards the foe, and then play out an attack against that foe. (The move from a charge is *not* the same as a "scramble" action.)

Control a vehicle, device, pet, etc.

The *Control* action is used to either give orders to an animal that you are riding, or to operate some kind of device. For example, to open a door, use a Control action.

Any device that requires some effort on the user's part to operate uses the "Control" action. For example, using a flashlight to illuminate a target requires a "Control" action.

If you are operating a vehicle, such as an automobile, you must use the *control* action at least once on your turn, or you will go out of control.

Use a "Control" action to control a vehicle or mount. If you don't spend a Control action on your turn, your vehicle becomes uncontrolled. See the Spot Rules for more details.

If you're riding a mount, the mount doesn't necessarily need a control action. It moves on its own, using whatever path the Game Host feels is appropriate. If *you* want to tell the animal how to move, you must use a Control action. For simplicity, we move mounts on the rider's turn.

You can use a "Control" action to operate a radio or other communication device. Outfits with a "Survey" bonus include a Horizon (10km) range radio.

Dash a fixed distance

You may Dash towards a target. Dashing is a common way of moving across a battlefield.

If your character has a heavy Burden, your character may not take "Dash" actions. Your Dash drops to zero. You will have to lighten your load somehow.

Dashing moves you from Short Range to Near Range, or from Near Range (up to 3m) to Close Range (1m).

You may also Dash away. You may move from Close to Near Range, or from Near Range to Short Range (up to 10m).

You may exhaust the gift of **Rapid Dash** to take an extra "Dash" action on your turn.

On a tactical map, move up to your Dash distance (and maybe a Stride)

If you are using a tactical map, the Dash moves you in any direction, but always in a straight line.

Your minimum Dash distance is 1m, and your maximum Dash distance is half the number of sides on your Speed die. If your Body die is greater than your Speed die, add 1 to your Dash. (For example, if your Body is d12 and your Speed is d6, then your dash is one-half of 6, plus 1… which is (3+1=) 4m.

You may Stride 1 meter before your Dash, or you may Stride 1 meter after your Dash. Your Stride may be in any direction.

A Dash is always in a straight line. You may Stride *before* you dash, in any direction. Or you may Stride *after* you dash, in any direction. But each Stride and each Dash movement is in a straight line.

The gift of **Acrobat** lets you take a stride in the *middle* of your Dash. For example, if your Dash was 4 and your Stride was 1, then without the gift of Acrobat, you could move 1, then 4 … or 4, and then 1. With the gift of Acrobat, you could also move 2, 1, 2 … or 3, 1, 1 … or any combination.

The gift of **Fast Mover** raises your stride to 2, so you may stride 1 or 2 meters before your dash, or you may stride 1 or 2 meters after your dash. (You may *not* stride before *and* after your dash.) The gift also raises your Dash distance by 2.

Equip a weapon

Use the *equip* action to change what equipment you currently have ready for use.

Equip to swap out weapons

As a single "equip" action, you may put one weapon away and make a different weapon ready.

As soon as you equip a weapon that *threatens*, you may use it defensively (to counter attacks) and to grant a Tactics bonus to your allies.

The gift of **Quick Draw** lets you take an extra "equip" action on your turn, but only to make a new weapon ready, not to put one away or to swap weapons.

Drawing a hidden weapon is a Stunt, not an Equip action

Drawing a weapon that you have hidden is a Stunt, so it ends your turn and sends you Reeling. A hidden weapon is any weapon that isn't in an obvious holster or sling that anyone could see without the need to make any rolls.

The gift of **Sleight of Hand** allows you to use an "equip" action to ready a hidden weapon.

Equip to reload a weapon

Reloading a weapon – that is, drawing out a new clip, magazine, cartridge, or what have you – and then inserting it into the weapon is an Equip action. Reloading a weapon requires a free hand to retrieve and insert the ammo. You can reload without a free hand by holding the gun between your knees or the like, but doing so is a Stunt – it ends your turn and sends you Reeling.

The gift of **Archery** lets you aim on the draw. Whenever you use an "equip" action to reload a bow, you may also take an "aim" action.

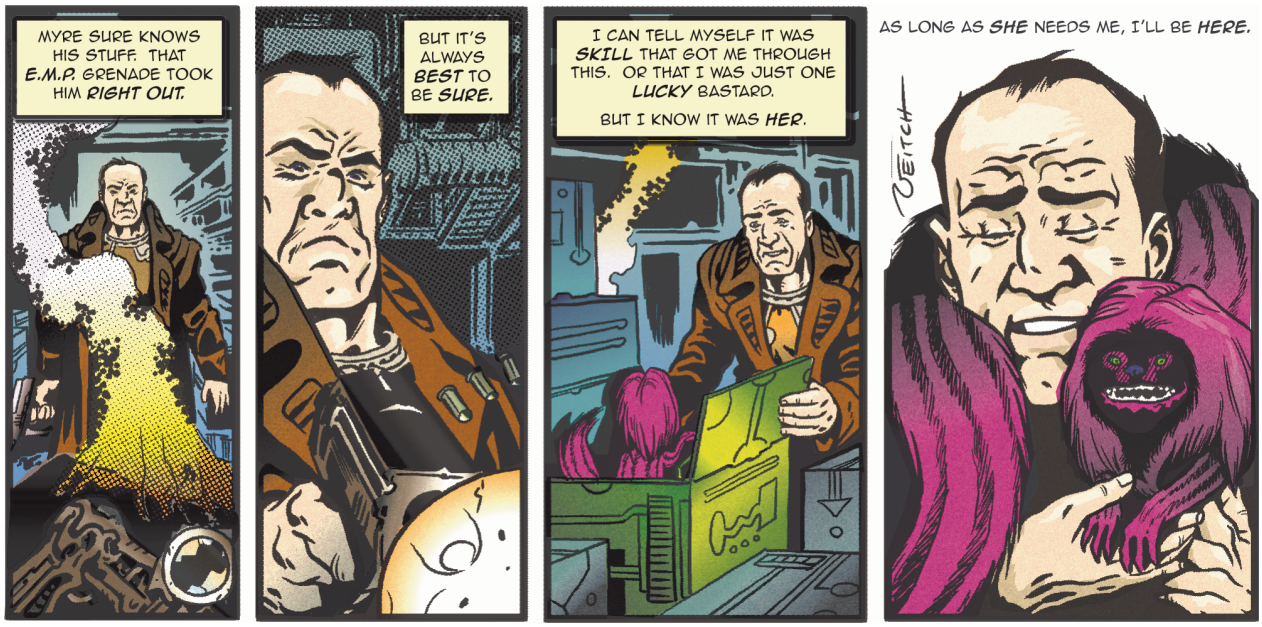
You can exhaust the gift of **Rapid Reload** to take a bonus equip action to reload a weapon.

The gift of **Scrounge Decap** lets you reload a Scrounged weapon without spending an action … but you must roll the weapon's Breakdown dice, and if any of those dice come up "1", the weapon suffers a breakdown!

Guard against attack

Sometimes you just want to hunker down and cover up. If you declare a *Guard* action, you may claim a bonus d8 to all your defenses, including counters, until the start of your next turn. You keep this bonus even if you're Confused, Reeling, Panicked, etc. You only lose the Guarding bonus if you are knocked unconscious before your next turn.

If you don't know what to do with your second action, choose to Guard. It never hurts to have more defenses. And yes, you can choose Guard as your first action, and then do something dangerous (like a stunt).



The gift of **Veteran** raises your Guard bonus from d8 to d12.

You may exhaust the gift of **Rapid Guard** to take an extra "Guard" action on your turn.

Rally an ally with Will & Tactics Dice

You can attempt to remove the Reeling or Panicked conditions from your allies by using a *rally* action.

To rally another combatant, you must be confident and competent. Your character *cannot* be Berserk, Confused, Enraged, Panicked, Terrified, or otherwise not in their right mind.

To rally, you roll your Will Dice and your Tactics dice (if any).

The gift of **Leadership** gives you a d12 bonus to rally.

The standard difficulty for rallying a target is 3, so you need to roll 4 or better. However, penalties for range will apply, if your ally isn't Near you. See the "Range" rules on page 123 for more details.

The difficulty you must roll against depends on the range. If your ally is Near you (within 3m), then you must roll vs. 3.

For each success that you score (that is, each die showing 4 or better), you may claim one boon. Choose one item from this list, per success:

- ***Remove*** the ***Reeling*** status from the target. ("Look out!")
- ***Remove*** the ***Panicked*** status from the target. ("You can do it! I believe in you!")
- ***Remove*** the ***Vulnerable*** status from the target. ("Watch out! Don't let them get you!")
- ***Remove*** the ***Asleep*** status from a target. ("Wake up!")
- ***Remove*** the ***Confused*** status from a target. ("Concentrate!")

The Rally action doesn't work on the Enraged, Berserk, or Terrified statuses — you must use a stunt called "Reason", instead.

At the discretion of the Game Host, a successful rally can remove other conditions.

Rally suffers Range penalties

A Rally suffers penalties for Range. For example, if you try to Rally someone who is at Short Range (more than 3m, up to 10m), you will suffer a d8 penalty. The Game Host may roll the d8 – if it comes up 4 or more, that's the number you need to beat. If it comes up 3 or less... then you're rolling against the usual 3.

If both you and your target have radios, you may attempt radio communication instead. (Any outfit with a "Survey" bonus includes a radio.) However, it takes a separate *Control* action to operate a radio, so it takes two actions – a Control action to use your radio, and a Rally action over the interface.

If you have the gift of **Cybernetic Brain**, you have a built-in radio as long as the gift isn't broken.

Rally suffers concealment penalties

If you can't see the target that you're Rallying, your advice is less meaningful. You will suffer concealment penalty dice if you can't see them.

Recover from Reeling

Did you turn just start? Are you Reeling? Your first action *must* be to Recover from Reeling.

You can still use your second action normally.

If you can get someone to use a "rally" action before your turn, you can get them to remove your Reeling. You might want to choose to go last in the sequence to give others a chance to Rally you.

The gift of **Rapid Recover** lets you take an extra "recover from reeling" action on your turn.

Recharge an exhausted "X: Action" gift

You may declare a *recharge* action, then you may choose one "X: Action" gift and un-exhaust it. You may immediately use the gift again.

The standard rule of "never the same action twice in the same turn" means that you can only recharge one gift per turn. While there's no limit to the number of gifts that you can exhaust, it can take several turns to recharge them all.

Scramble a random distance

A Scramble is a random distance of movement, but it can be faster than a dash.

Roll your Scramble Dice. (Your Scramble dice default to your Body and Speed.) If you score a 4 or better, you may move from Near range to Close Range. If you roll a 4 or better, you may move from Short Range to Near Range.

You can also move away from the fight. If you roll a 4 or better, you may move from Close to Near Range. If you roll a 4 or better, you may move from Near Range to Short Range. If you roll a 4 or better, you may move from Short to Medium Range.

If you roll a 10 or better, you may move from Short Range right up to Near or Close range.

You may exhaust the gift of **Rapid Scramble** to take an extra "Scramble" action on your turn.

On a tactical map, move a random number of meters

If you are using a *tactical map,* your Scramble distance can be a very specific line. Declare a straight line up to 12 meters long, and then roll your

Scramble Dice. *Choose one of the dice, and move that many meters.*

For example, if your Scramble Dice came up 3 and 6, then you may choose to move either 3m or 6m.

If you try to Scramble further than you can move, then you move as far as you can and are sent Reeling.

If you're worried about over-shooting your target, you can declare you will reduce one or more of your Scramble dice. For example, if your Scramble Dice are d10 and d8, you could choose to roll 2d8 instead, or 2d6, or d10 & d4, or even just a d4.

Burdened characters have a Dash of zero, and their Scramble dice are limited to d8 in size. (That is, if you have any Scramble dice that are d10 or d12, reduce them to only d8 in size.)

The gift of **Fast Mover** gives you a bonus d8 Scramble Die, so you now have three dice to pick from. The gift of **Coward** also gives you a bonus d8 Scramble Die, but *only* when you are *Panicked*.

The gift of **Charging Strike** is *not* a Scramble! It lets you roll your Speed die and move that distance in meters (and not Body & Speed), and you must declare a target within Short Range (10m) to be the target of your Fighting Attack.

Stand Up after you fall down

If you have fallen down, then standing up is an action.

When determining initiative, instead of an "equip" action, you may use a "stand up" action instead, if the Game Host determines that it's appropriate.

The gift of **Acrobat** lets you take an extra "stand up" action on your turn.

Stride a short way

If you simply have to move just a little bit, you can take a stride action to move your stride distance. For most characters, a Stride is one meter. You may choose to move less than your full Stride distance.

Since you can't take the same action twice in the same round, cautious characters who want to get somewhere may choose a "Dash" action (which lets them move Dash and Stride), followed by a "Stride" action (which lets the move a single stride.

Stride movement is always in a straight line.

The gift of **Fast Mover** increases your Stride from 1 meter to 2 meters. The gift of **Coward** increases your Stride by one, as well… but only when your character is panicked or terrified.

A crazy *Stunt* will send you Reeling

Some actions are just so dangerous that they'll end your turn. A ***stunt*** is a category of actions, each one that makes you vulnerable to attack.

A stunt sends you Reeling. Stunts are distracting, or they put you off balance. Either someone will have to rally you to get rid of the Reeling, or your first action on your *next* turn will be to Recover from Reeling. (In case you're interrupted during the stunt, you are considered Reeling during the *entire* stunt — so yes, someone would get a bonus if they attack you.)

A stunt ends your turn. If you want to take other actions, declare them to happen before your stunt. As soon as you perform a stunt, your turn ends.

Yes, if you have two actions to declare, you can first declare you will *guard* (for a defense bonus) and next declare a *stunt*. You're still Reeling, but at least you have that Guard bonus to defense.

Equip a hidden weapon, as a stunt

If you have a weapon hidden on your person, such as a holdout pistol in your hat or a knife in your boot, then drawing this weapon is a stunt.

The gift of **Sleight of Hand** makes drawing a concealed weapon a standard "equip" action, instead of a stunt.

Hide, as a stunt for cover and concealment

You may dive for cover. First, roll your Speed & Evasion dice, and note the score. Move up to that many meters.

Then, compare your Speed & Evasion vs. 3. If you scored one or more successes, you become *Hidden*. (Make a note of the number of successes you scored.)

A Hidden character improves their character's cover by one step and their concealment by one step. For example, if you had soft cover (d4 bonus) and partial concealment (d8 bonus), a Hide stunt would give you good cover (d8 bonus) and total concealment (d12 bonus). Also, a Hidden character loses any *Vulnerability* that they had.

The Hide stunt is popular with Panicked characters. Any Panicked characters who end their turn out of line of sight of all hostile combatants calm down and lose the Panicked status. Hiding is a good way to get out of sight, so it's a good way to lose the Panicked status.

Note that since Hiding is a stunt, it will send you *Reeling*. You won't be able to counter-attack and others may claim a bonus d8 concealment bonus to attack you.

Hidden characters cannot typically be detected by other combatants. Those other combatants will be aware that you were there, and then gone, but they won't know where you went. To detect Hidden characters, a combatant must have *Focus*. A combatant with Focus may roll their Mind & Observation (with a d12 bonus from Danger Sense) vs. 3. If they can score as many successes as the

hiding target, they will see the hiding character, and (as a free action) they may reveal the location of the Hiding character to all allies. (The Hiding character still gets the improved cover and concealment ... but they're also probably Reeling, too.) Yes, penalties for cover, concealment, range, etc. apply to this roll, and yes, a combatant may choose to rote this roll (scoring 1 success per two dice).

Exhaust the gift of **Skulking** to negate the Reeling from a "hide" stunt. The stunt still ends your turn, like all stunts, but at least you're not Reeling.

The gift of **Stealth** gives you a bonus d12 to Evasion rolls made to hide.

Provide First Aid to save a life, as a stunt

If someone is Dying on the field, you can try to save their life. Characters who are Dying must roll their Body every round for three rounds; if they roll a 1, they die. If you successfully perform first aid, they can stop rolling!

Declare a target you'll perform First Aid on. They must be at Close range so that you can apply bandages and other medical care. Roll Mind & Academics vs. 3; if you get one success, your target may stop rolling Body to see if they will die and may immediately roll their Body, Will, Legacy, & d12 (from your assistance) to see how effectively they recover. Compare their highest result to the table on pg. 127, under 'Healing'.

The gift of **First Aid** gives lets you claim a bonus d12 to provide First Aid, and it lets you do so without a stunt; instead, providing First Aid is just an action, which doesn't end your turn or send you reeling.

Any outfit with the Medicine trait will let you claim a bonus d8 to rolls to provide First Aid.

Run a long way, as a stunt

Sometimes, you just have to move. With a run move, you can move from Close, Near, Near, Short, or Medium distance with one action. It takes 3 consecutive Run stunts to move from Medium to Long, and it takes 9 consecutive Run stunts to move from Long to Very Long.

If you're using a tactical map, you can move your Run distance. Your run distance is the number of sides on your Body die, plus the number of sides on your Speed die, plus your Dash. (For example, if your Body is d12 and your Speed is d4, then your Dash is 3, and your Run is 12+4+3, or 19m.)

If you're Burdened, your Dash distance drops to zero ... and yes, since your Run is Body+Speed+Dash, that means your Run distance drops too. (Following the previous example, being Burdened would drop your Run to 12+4+0, or 16m.)

The gift of **Rushing Attack** lets you declare a target within Medium Range (30m), move your Run distance, and play out a Fighting attack ... but then you go Reeling.

Reason with your enemies, as a stunt

You may attempt to reason with your foes. In order for your attempt to be believable, you must make yourself vulnerable — hence the "stunt" part.

Declare a target that you will reason with. The target must be able to hear you and to understand your language. Standard range penalties apply. (They might not be able to hear you from Long range, anyway.)

You roll your Mind and Negotiation. Your target resists with their Mind, Will, and Negotiation.

The gift of **Fast-Talk** gives you a bonus d12 on any use of negotiation that takes less than five minutes ... which includes the Reason stunt.

If you fail, nothing happens. Repeated reasoning with the same target after a failed attempt either suffers a d12 penalty or is impossible, at the decision of the Game Host.

For each success that you score, you may claim one of the following rewards, in any order:

- ***Force your opponent to take a Focus turn.*** Your opponent's next turn must be to Focus, as they think about what you have to say. (Your foe must be able to have Focus — they can't be Panicked, etc.)
- ***Replace*** the ***Terrified*** status with *Panicked* status.
- ***Remove*** the ***Enraged*** status from the target.
- ***Replace*** the ***Berserk*** status with the *Enraged* status.

Scare your enemies, as a stunt

You may attempt to frighten your foes with your scary appearance. In order for your stunt to work, you have to make menacing gestures and otherwise put yourself off balance — hence the "stunt" part.

Declare a target that you will scare. The target must be able to hear you or to see you. The target need not understand anything that you say.

You roll your Body, Will, and Presence. Your target rolls their Body, Will, and Presence.

The gift of **Frightening** gives you a bonus of d12 to your "Scare" stunts.

If you fail, nothing happens. Repeated scaring against the same target, after a failure, is either unlikely (that is, suffers a d12 penalty) or impossible, depending on the decision of the Game Host.

For each success that you score, you may claim one of the following rewards, in any order:

- ***Add*** the ***Panicked*** status to the target.
- ***Increase*** a ***Panicked*** status on the target ***to Terrified*** status.
- ***Sweep*** to another target. That is, if you successfully scared a target and you have 1 or more successes left over, you can declare another target to scare. Roll a new contest against the new target. You can keep sweeping as long as you keep scoring 2 or more successes and as long as you have new targets to hit. (Sweeps never hit the same target twice on the same turn.)

Steal an item, as a stunt

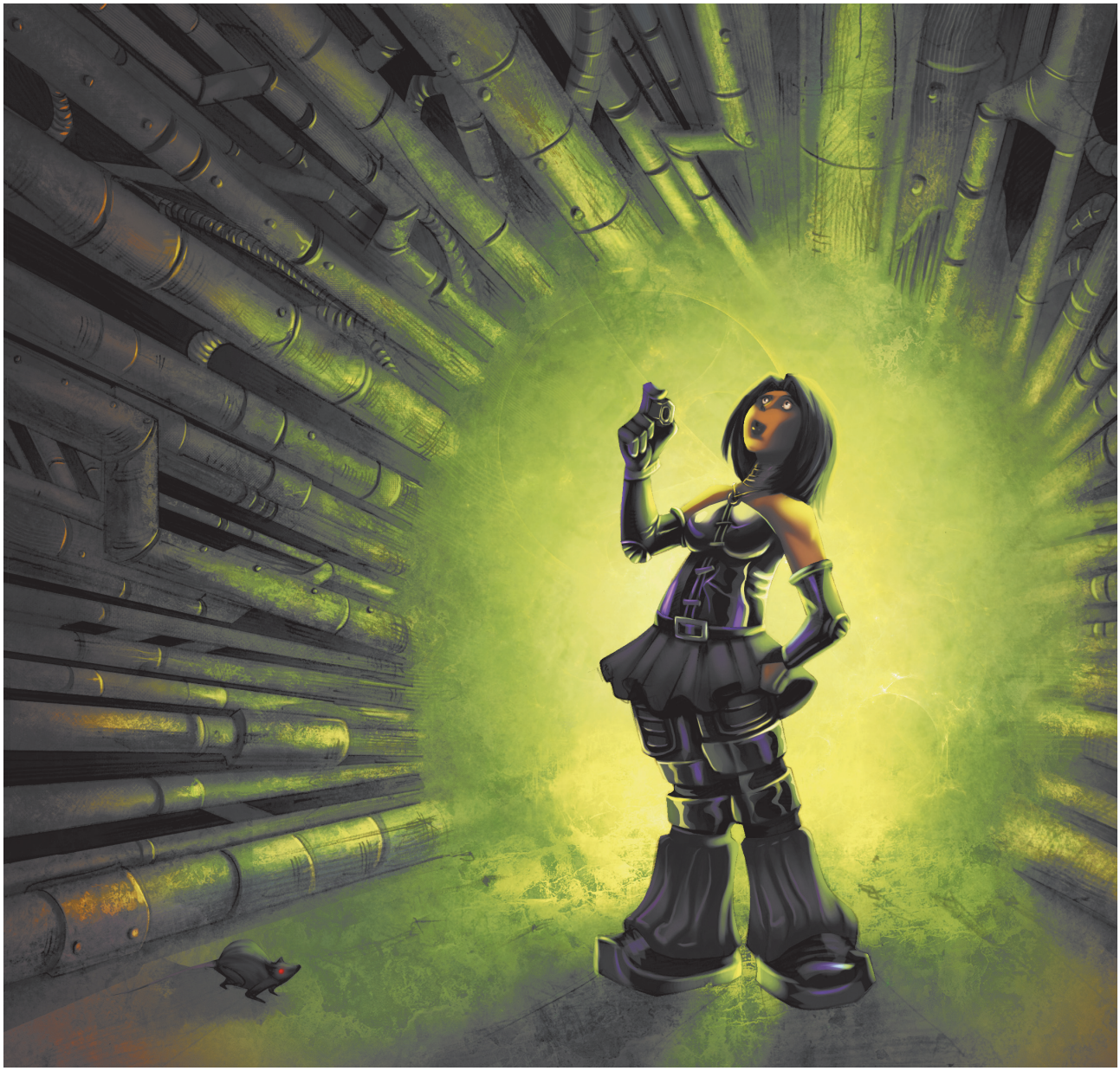
As a stunt, you may attempt to take an item without being seen. You must be Close to the item (within 1m), and you should have at least one hand free. The Game Host may rule that some items can't simply be stolen with a stunt, whether because they are too large, too awkward, or for some other reason.

If the item is unattended, roll your Speed & Deceit vs. 3. If you score at least one success, you have stolen the item. You may need two or more successes to steal in front of watchful onlookers … or from people who know that you're the type who steals stuff.

If the item belongs to someone else, you must roll your Speed & Deceit vs. the target's Speed, Mind, and Observation. If you lose the contest, leave your dice on the table – your target may counter-attack you, either with a ready weapon, or with a brawling move (such as a Shove or a Grab); you use the roll you just made as your dodge defense, and yes, you're now Reeling, so they get a bonus d8.

You can't use a Steal stunt to take an item someone is holding in their hand. The Host may allow you to use a stunt attack to disarm people – see page 254.

The gift of **Sleight of Hand** makes stealing an action, not a stunt.



Taunt your enemies, as a stunt

You may attempt to mock your foes. In order for your attempt to be believable, you must annoy your target with your obvious contempt for them — hence the "stunt" part.

Declare a target that you will taunt. The target must be able to either hear you or see you.

You roll your Mind, Will, and Questioning dice. Your opponent rolls their Mind, Will, and Questioning dice … *and* they roll *your* Body dice. (Taunts are less effective from large people — maybe you should try scaring them, instead?)

The gift of **Mockery** gives you a bonus d12 your "Taunt" stunts.

If you fail, nothing happens. Repeated taunting with the same target, after a failure, is either unlikely (that is, suffers a d12 penalty) or impossible, depending on the decision of the Game Host.

For each success that you score, you may claim one of the following rewards, in any order:

- ***Remove*** the ***Focus*** status from the target.
- ***Add*** the ***Enraged*** status to the target.

Trick your enemies, as a stunt

You may attempt to fool a target with subtle movements and convincing moves. For your trick to work, you must look humble and inconspicuous — hence the "stunt" part.

Declare a target that you will trick. The target must be able to hear you *and* see you. Standard range penalties apply. (They might not be able to hear you from Very Far away, anyway.)

You roll your Speed, Mind, and Deceit. Your target resists with their Speed, Mind, Observation, and Questioning.

The gift of **Fast-Talk** gives you a bonus d12 to use the Trick stunt. The gift of **Trickery** gives you a bonus d12 to use the Trick stunt *and* a bonus d12 to resist being tricked.

If you fail, nothing happens. Repeated trickery against the same target, after a failure, is either unlikely (that is, suffers a d12 penalty) or impossible, depending on the decision of the Game Host.

For each success that you score, you may claim one of the following rewards, in any order:

- ***Remove*** the ***Focus*** status from the target.
- ***Add*** the ***Confused*** status to the target. (Confused targets suffer a d8 concealment penalty.)
- ***Sweep*** to another target. That is, if you successfully scared a target and you have 1 or more successes left over, you can declare another target to trick. Roll a new contest against the new target. You can keep sweeping as long as you keep scoring 2 or more successes and as long as you have new targets to hit. (Sweeps never hit the same target twice on the same turn.)

Other Stunts

At the discretion of the game host, complicated actions such as shoving a heavy box, operating a complex machine, bolting a door shut, etc. could also be stunts. As a general rule, anything that requires a lot of attention and that would lower your defenses is a stunt that could get you killed in a combat situation.

"Free Actions"

There are some things that characters can do without spending an action or performing a stunt.

Talking

Characters can shout information to each other or direct orders.

During a combat sequence, most Game Hosts will allow the Players to talk to each other freely to decide who is going to take their turns first, who needs Rallying or other help, etc. The Player-Characters are a close-knit group who spend lots of hours travelling together. They would know each other's strengths and weaknesses and be able to complement each other.

Talking is free, but a conversation is not. Rounds are supposed to represent about six seconds of real time; so long speeches or detailed directions are inappropriate. Some Players will want to have long conversations with the Host's characters – their characters should either use the "Reason" stunt (page 117), or they should wait until the Host's character's turn comes up to hear their response. And as a general rule, if you're talking to your friends, you should be able to coordinate your actions – you know each other pretty well – but if you're talking to your enemies, you'll have to wait until *their* turn to hear their response.

Drop something

As a rule, dropping an item at your feet is a free action. You may decide to drop empty guns or broken weapons.

To take something from an ally, you must be at Close range (1m) to the ally, and then you declare an *"equip"* action to equip the item. Your ally must have equipped the item on their turn, somehow... probably by using an equip action on their own.

Dropping a weapon at your feet is free. Throwing something at someone is an attack action.

Attacks

You may declare an attack against a target. An attack is some sort of hostile effort to control the target or to damage the target. Attacks provoke a defense from the target.

Many gifts improve your attacks. See each gift's description for any bonus dice, bonus damage, or bonus effects that it might add.

Declare First, Claim Later

If an ability requires you to *declare* its effect, that means you must declare that you're going to use it ... which tips off the target that you're going to do it. For example, Mighty Strike requires you to declare you will use it before you attack, so it's clear to your target that something nasty is coming.

If an ability requires you to *claim* its effect, that means you can play out the whole attack – all movement, die rolls, etc. – and then when you're all done, you can call upon the gift's effects. (Yes, that means if you miss, you don't have to claim anything.) For example, you can claim cover after the roll, so you don't have to dive behind something if you don't need to.

Fighting Attack: Body, Fighting, etc. vs. target's defense

Fists, kicks, grabs, knives, clubs and other hand-to-hand weapons work best for large, healthy, strong characters. For a Fighting Attack, you will roll your Body & Fighting Dice.

Many weapons will include more attack dice. For example, a Spear lets you roll your Body, Fighting, *and* your Speed Dice. See the weapon's description for more details.

Throwing a weapon like a knife or spear at someone is a Fighting Attack, even though it's at range.

Some gifts will add more dice. For example, the gift of Strength adds a d8 to any Fighting Attack.

Shooting Attack: Speed, Shooting, etc. vs. target's defense

Bows, guns, and other ranged weapons work best for fast, coordinated characters. For a Shooting Attack, you will roll your Speed & Shooting Dice.

Many weapons will let you include more attack dice. For example, a high-caliber pistol lets you roll your Speed, Shooting, *and* your Body dice. See the weapon's description for more details.

Special Attacks: Read the attack's description

Some attacks, such as exotic alien abilities or xenharmonic powers, might use any kind of dice. Read the attack's description for more details.

Special attacks may be prevented by some strange defenses. Again, read the rules for more details.

Defenses

After you declare your attack, your opponent declares their *defense*. Just like there are many types of attacks, there are also many types of defense. The two most common types of defenses are the ***dodge*** and the ***counter***.

There are no limits to the number of times a target may use a defense… but there are often limits to the conditions they can use the defense. For example, you may not use a counter defense if you are Reeling or if your attacker has concealment.

Dodge Defense: Speed & Evasion Dice

A popular defense against an attack is to jump out of the way. All attacks can be dodged, unless the attack lists a specific defense.

Your Dodge Dice are your character's Speed Dice and their Evasion Dice, if they have any. Any character can dodge, just by using their Speed dice.

Dodge dice may combine with cover dice.

If your dodge succeeds, the attack misses you.

If your dodge fails, then you were hit by the attack. Your attacker will probably score damage based on how many successes they score.

If your dodge ties, you will need to find some cover to break the tie. If there's cover within your Stride distance (1m), then you can move behind the cover. If there's another combatant you can move behind, then you claim that combatant as cover, too. If you are carrying a shield, then you brought your own cover with you, and you can use it to break the tie! If you can't get any cover — say, because you're out in the open — then you're hit.

The gift of **Contortionist** lets you win ties when you dodge without finding cover.

The gift of **Coward** gives you a bonus d12 to dodge, but only when you are Panicked.

The gift of **Pacifist** gives you a bonus d12 to dodge… but if you ever attack or counter, the bonus goes away!

Counter Defense: Same as your weapon's Attack Dice

A good defense is a great offense.

You may only counter an attack if the attacker is *threatened* by you. Any weapon that has a Threat range – pistols, carbines, shotguns, and almost all Fighting weapons – threatens all targets within that range. For example, if you have a Pistol with Short (10m) Threat range, then it threatens all targets within 10meters and can counter-attack them. But if you had a rifle, which has no threat range, you wouldn't threaten anyone and couldn't use a counter defense.

Yes, you may counter when you are Panicked. Panicked combatants can't attack, but they can counter-attack just fine. (Since Panicked targets defend normally, but they *cannot* attack, some attackers will just ignore them since they're not an immediate threat.)

No, you can't counter an attacker that has concealment, because you can't see them clearly. You'll have to dodge.

No, you can't counter if you're Reeling. When you're Reeling, everyone has concealment until you come to your senses. You can't counter an attacker you can't see clearly, so you can't counter while you're Reeling. You'll have to use another defense.

Your counter dice are whatever dice you use to attack with. For example, if your attack dice with your axe are d10, d8… then your counter dice with the same axe are d10, d8.

The gift of **Strength** gives you a bonus d8 to your attack dice-- but you *can't* use the d8 bonus with your *counters!* You may claim a d8 bonus with your attack for each Strength gift that you have.

The gift of **Blind Fighting** lets you counter while you are Reeling, but only with Fighting weapons.

There is no limit to the number of times you may counter in one round… but you can't counter if you are *Reeling,* and a failed counter roll will usually send you Reeling. You also can't counter with a useless weapon — for example, you can't counter with a pistol that's out of ammo.

If your counter succeeds, then you just hit your attacker! And you will probably score damage with your weapon.

If your counter ties, then you and your attacker just hit each other! This could be a dramatic moment. An attack vs. counter is one of the few cases where the number of ties matter. For example, if you rolled 4, 4, 4, 3 and your foe scored 4, 4, 2, 1 ….you have three ties and your opponent has two ties, so in this case you've scored three successes and your opponent scored two successes.

The gift of **Vengeance** gives you a bonus d12 to all counters, but only when you are Hurt, Injured, or Sick.

Result	Counter	Dodge
Defender wins	**Attacker is hit!** Count the defender's successes for possible bonus damage. *Attacker is now Reeling.*	**Attack misses!**
Attacker and defender tie	**Both hit!** Each die that ties counts as a success. *Both attacker and defender are now Reeling.*	**Must find cover!** If the defender can claim cover, the attack misses. If they can't find cover, see below.
Attacker wins	**Defender is hit!** Count the attacker's successes for possible bonus damage. *Defender is now Reeling.*	**Defender is hit!** Count the attacker's successes for possible bonus damage. *Defender is now Reeling.*

Other Defenses: Read the special rules for more details

Exotic attacks may have strange defenses. Read the rules for the details on those defenses.

Modifiers to Attack & Defense Rolls

Sometimes, it's easier to hit a target. Sometimes it's harder. To simulate these changing circumstances, we use *bonus and penalty dice.*

Bonus dice are extra dice for you to roll, to make your odds better. *Penalty dice* are extra dice we give your opponent to roll, to make your odds worse — really, a penalty for you is just bonus dice for your opponent to roll.

Situation	Change to Attack vs. Defense
Attacker has **Aimed**	bonus d8 vs. aimed target *(gift of Veteran raises bonus to d12)*
Target is **Guarding**	bonus d8 to target's defense *(gift of Veteran raises bonus to d12)*
Target has **Soft Cover** (bushes, fence, other people, etc.)	Bonus d4 to target's dodge (no bonus to counter)
Target has **Fair Cover** (waist-high wall, etc.)	Bonus d8 to target's dodge (no bonus to counter)
Target has **Near-Total Cover** (peering around wall, etc.)	Bonus d12 to target's dodge (no bonus to counter)
Target has **Total Cover**	Attack is impossible
Combatant may claim **partial concealment** (target is *Reeling*, bad lighting, etc.)	Bonus d8 to attack Bonus d8 to dodge No Counter; No Threat
Combatant may claim **total concealment** (Blindness, pitch darkness, etc.)	Bonus d8 to attack Bonus d12 to dodge No Counter; No Threat
Target is at **Range** (more than 3m away)	**Short** (up to 10m): bonus d8 to target's dodge **Medium** (up to 30m): bonus d12 to target's dodge *See below for more range rules.*
Target is **threatened** by the attacker's ally	Attacker may claim their Tactics dice as bonus attack dice

Aim for bonus d8 to attack one target

If you have aimed at a target — that is, you used an Aim action and then declared a specific target to aim at — you may claim a bonus d8 to attack that target.

You may only Aim at one target at a time.

> The gift of **Veteran** raises your Aim bonus from d8 to d12.

Guard for bonus d8 to all defenses

If you are *Guarding* – that is, on your turn, you performed a "Guard" action – you may claim a d8 bonus to all defenses. You can be Grappled, Reeling, Confused, Panicked, what have you – you may claim the bonus d8. Only if you are totally helpless – Asleep, Unconscious, Dying, etc. – are you denied your Guard bonus.

> The gift of **Veteran** raises your Guard bonus from d8 to d12.

Cover gives bonus dodge dice

A target that's behind cover will be harder to hit. *Soft cover,* such as curtains, bushes, or other combatants, gives the target a bonus d4 to dodge — usually not worth bothering with, but it's nice to know that if you have any cover at all, even if the die doesn't help, at least having any cover at all lets you break a tie in your favor.

Good cover, such as a waist-high wall or the corners of a building, gives a d8 bonus Cover. *Near-total cover,* such as tiny port-holes where only the head can be seen, gives a bonus d12 Cover. *Total cover,* such as a solid wall, makes the attack impossible — the attack will always hit the cover first.

Cover does not apply to counters. If a target uses a counter-attack as their defense, they are exposing themselves to harm, hoping their superior skill will win the day. Cover dice only apply if the target dodges.

> If you claim any sort of cover with your dodge attempt, the gift of **Cover Buff** gives you Invulnerability 1. That is, if you included a Cover die with your dodge defense … but your defense failed anyway … you get 1 point of Invulnerability. (Cover Buff doesn't apply to defenses that don't use cover, such as a counter-attack.)

Concealment penalizes attacks & defense, prevents counters

Sometimes, you can't see. If your attacker has *partial concealment* — that is, they are in dim lighting or fog — then you have a d8 penalty to all your defenses.

A penalty for you is a bonus for them. In game terms, ***anyone who attacks you, who is also partially concealed, may claim a bonus d8 to hit you.***

When you're Reeling, you're off-balance or distracted and you can't clearly see what's around you. ***You may claim a d8 concealment bonus to hit a Reeling target.*** This partial-concealment bonus is the same for bad lighting, confusion, etc. and it doesn't stack with other concealment penalties.

You cannot counter targets with partial concealment; you may only dodge them. That's right — being dizzy from Reeling or being in bad lighting severely impairs your ability to provide covering fire or to slash with your sword.

Likewise, it's harder to hit a target you can't see. ***When you attack a target that has partial***

concealment, the target may claim a bonus d8 to dodge. If you can't see the target well, they will be harder to hit.

If both attacker and target are in partial concealment — say, a fight on the moors, in the gloaming fog of dawn — then the attacker has a bonus d8 to hit because they're concealed, and the target has a bonus d8 to block or to dodge, because *they're* concealed, and countering will be impossible.

Sometimes, you're totally blind — maybe your attackers are in a cave, or maybe it's dark and starless night, or maybe you've been blinded by some harmful effect. ***Targets that have total concealment may claim a bonus d12 to defense.***

Sometimes, one target is easier to see than others. For example, if you're the one carrying the lantern at night, you'll be well-lit while everyone else is in dim lighting. That makes you a target!

The gift of **Cybernetic Brain** negates concealment up to Short Range.... as long as the gift isn't broken.

The gift of **Blind-Fighting** lets you counter with Fighting weapons, even when your foes have concealment. They still get the bonus d8 to hit you, but hey, at least you're countering.

Range provides bonus dodge dice

The farther away your target is, the harder it is to hit them. As a rule, any target that is more than three meters away will have bonus dice.

Weapons have a maximum range they can strike targets. For example, if a carbine can hit targets up to Long Range, then targets that are further way than Long Range (more than 100m) can't be hit.

Range		Range Penalty
Close	(up to 1 meter)	*none*
Near	(up to 3m)	*none*
Short	(up to 10m)	d8
Medium	(up to 30m)	d12
Long	(up to 100m)	2d12
Very Long	(up to 300m)	3d12
Extreme	(up to 1,000m)	4d12
Far	(up to 3,000m)	5d12
Horizon	(up to 10,000m)	6d12

Range bonus dice are bonus dice to the targets dodge defense. For example, a target might normally have a dodge of d8 & d6. If that target is at Long Range, the target will now have a dodge of 2d12, d8, and d6. They will be much harder to hit.

Range penalty dice do not apply if the target counters. In very rare cases, a target can counter-attack at great distances. It's up to the target whether they want to dodge (and gain bonus dice because of the Range penalty) or if they want to counter (which includes *no* Range dice but has the chance to hurt the attacker).

The gift of **Sniper Shot** can be exhausted to negate all Range Penalty dice against a single target, for a single attack.

Claim Tactics dice when allies threaten

If at least one ally threatens the target, you may claim any Tactics dice you have as a bonus. It doesn't matter how many allies threaten – as long as one of them does, with any weapon, you may claim the bonus. If you have no Tactics dice, there's no bonus – you're obviously an uncoordinated lout who doesn't know how to fight in groups.

Any weapon threatens at Close Range (within 1m). Unarmed fighters don't normally threaten anyone.

The gift of **Counter-Tactics** lets you claim a bonus d12 to your defense ... but only when an attacker includes Tactics dice with their attack.

The gift of **Pack Tactics** gives you a d12 Tactics bonus to your attack dice whenever you have an ally Near the target (that is, within 3m), that ally is Guarding, and that ally is threatening the target (that is, they have a weapon with a threat range of at least Near range). And yes, that bonus is for each ally. For example, a common strategy is where the first combatant Dashes to be Near the target, then Guards ... then the second combatant Dashes to be Near, then Guards ... then the third combatant Dashes and Attacks – and their Pack Tactics gift gives the third combatant bonus 2d12 (one d12 for each Guarding ally), plus all of their own Tactics dice! Ouch.

Dishing Out Damage

The most common result from being hit by attack or counter is Damage. Most attacks and counter-attacks cause damage. If the weapon's effect lists "Damage", then if you win, you cause damage to the target.

Flat Damage is always the same...

If an attack lists "Damage flat", then the number is how many points of damage you scored against the target. For example, "flat 3" means you scored 3 points of damage. It doesn't matter how many successes you scored to hit your target; whether it's one success or five, you still score the same flat Damage.

... But "Damage +" lets you add your successes to Damage!

If your attack lists a damage plus, such as "Damage +2" or "Damage +0", then your attack rewards skill and good rolls. Your damage is *the*

number of successes you scored plus the attack's damage bonus.

For example, let's say you have a rifle that causes "Damage +3". You roll to attack a target. You roll 7, 5, and 3. Your target rolls 6, 4, and 2. Your highest-showing die is 7; their highest-showing die is 6. You have won the contest! You have one die higher than theirs, so you have scored one success. Add that one to the Damage bonus of three, and you've scored *4 points of damage.*

Later, you attack a different foe. You roll 7, 5, and 3. Your target rolls 4, 2, and 1. Not only did you win, you have scored *two* successes against the target. (You have two dice, the 7 and the 5, better than the target's best die, the 4.) Add those two successes to the Damage bonus of three, and you've scored *5 points of Damage.*

Only wins matter, not ties. For example, if you roll 7, 5, and 3, and your target rolls 5, 5, and 5… your 7 beat their 5, so you have one success. The ties don't count.

Resisting Damage

When a target suffers a Damage result, the target tries to reduce Damage.

Targets subtract Invulnerability from Damage

Tough targets, such as vehicles, buildings, and heavily-armored combatants, will have *Invulnerability,* a number that subtracts from all damage.

For example, if a target has Invulnerability 2, they subtract 2 points of damage from all sources.

> Some Outfits grant you Invulnerability, but you may have to roll Function Dice to get it to work. See "Outfits and Kits", page 161.

Invulnerability is less effective against Penetrating effects. **If the damage is *Penetrating,* Invulnerability adds extra Soak dice, instead.** For example, if you have Invulnerability 2, and you suffer Penetrating Damage, then you gain a bonus 2d6 Soak against that attack.

Targets reduce Damage by rolling Soak Dice (and Armor Dice)

If there's any Damage left, the target must reduce the damage by rolling *Soak Dice.*

Every combatant has at least one Soak die — their *Body Die.*

> The gift of **Resolve** lets you include your Will die as a bonus Soak die.
>
> The gift of **Cover Buff** gives you Invulnerability 1 whenever you fail to dodge an attack *and* when you claimed at least some sort of Cover.

Targets wearing protective clothing, or that have strange biology such as chitinous plating, will have *Armor.* Armor Dice is rolled with your Soak to resist damage. (Some attacks, such as *Penetrating* attacks, will negate any armor bonuses.)

> Almost every Outfit you can wear includes some kind of Armor Dice. See "Outfits and Kits", page 161.

If the damage is *Penetrating,* all your Armor Dice are negated and do not apply. For example, if you have 2d6 Armor, and you suffer Penetrating Damage, then you don't get to roll those two Armor Dice with your Soak. Armor has no effect against Penetrating effects!

Botching a Soak Roll causes +1 Damage

If you botch on your Soak roll … that is, if all your Soak Dice come up 1 … not only do you fail to reduce the damage, but *you also take one extra point of Damage.* Ouch!

Modifiers to Damage

Damage has all kinds of strange modifiers.

Botched defense roll adds +1 Damage

If a target botches their defense roll – that is, all their defense dice came up 1 – then they suffer an extra +1 Damage.

If an attacker botches their attack roll, and the target counter-attacked, then the attacker suffers +1 Damage from the counter-attack.

If both the attacker and the target botch their rolls, they both suffer +1 Damage from attacks and any counters, and the result should be a comedy of errors that onlookers will talk about for weeks to come.

Vulnerable targets suffer +1 Damage

Corrosive damage, armor-shredding mechanisms, or weakness-exposing combat moves can reduce your ability to avoid damage, and can make you *Vulnerable.*

A target that is Vulnerable suffers an extra +1 Damage on all future Damage. (The attack that caused the Vulnerable effect doesn't get the bonus, but later attacks will.)

The Vulnerable condition can be removed with a successful *Hide stunt*, or if a friend can successfully *Rally* you.

Hurt targets suffer +1 Damage

It's a dangerous world. People are bound to suffer minor scrapes, cuts, and bruises, and become *Hurt.*

A target that is Hurt suffers an extra +1 Damage on all future Damage. (The attack that caused the Hurt doesn't get the bonus, but later attacks will.)

The Hurt condition can be removed with five minutes of first aid. (Or, in the case of Synth characters, five minutes of repair.)

Injured targets take +1 Damage

Even worse than getting hurt is getting *Injured*, taking serious damage that will linger for days or weeks.

Just like Hurt targets, an Injured target suffers an extra +1 Damage on all future Damage tests. If the target is *both* Hurt and Injured, they suffer +2 Damage.

(The attack that caused the Injured doesn't get the bonus, but later attacks will.)

The Injured condition requires long-term care. It is possible to be Injured without being Hurt, usually because you recover from being Hurt before you recover from being Injured.

Slaying Damage is 2 points per success (not 1)

Slaying Damage is especially deadly when dished out by a skilled attacker. Your successes count as 2 points of damage instead of 1.

For example, your attack roll comes up 9, 8, 5, and 3. Your target rolls 4, 2, and 1. You have three successes, and Slaying Damage makes each of those worth two points, so you have scored (3×2=) 6 points of Damage. (A regular, non-Slaying attack would have scored only 3 points.)

Weak Damage doubles Invulnerability, rolls Soak twice

When damage is *Weak,* your hardiness counts extra. Subtract your Invulnerability *twice*. If there's still damage left after that, roll your Soak dice twice. (Armor dice are bonus Soak Dice, so yes, you get to roll the Armor twice, too.)

The gift of **Toughness** can be exhausted to convert any Damage, from any source, into Weak damage. And you can buy the gift of Toughness more than once … but since an attack only becomes Weak once, you can't use two Toughness gifts on one attack.

Subdual Damage can incapacitate a target

If Damage is listed as ***Subdual***, it has a chance to make the target lose consciousness.

If a target suffers a *Hurt* result from Subdual Damage, they feel faint. They are knocked Down and they become ***Asleep.*** Sleeping targets are temporarily helpless. They wake up if they are sent Reeling (such as from an attack that hits them and forces them to roll Soak), if a Loud noise happens within Long Range of them (such as gunfire within 100m), or if someone successfully Rallies them.

If a target suffers a *Panicked* result from Subdual Damage, they are out cold. They are knocked Down and they become ***Unconscious.*** Such characters won't wake up for at least an hour, unless they receive medical attention.

The gift of **Knockout Strike** lets you convert an attack into flat, Subdual damage.

A Conditional Tag adds +2 Damage if its conditions are met

Some Damage effects have *Conditional Tag* bonuses, such as "#Smother" or "#Scorch". For example, a weapon that uses toxic chemicals might be more effective vs. organic beings than vs. machines. Some gifts might give you Conditional bonuses, too.

Different Conditionals stack. For example, an attack that is both "#Nearby" and "#Smother" does +4 damage to nearby targets who aren't airtight. However, the same Conditional does not stack for more damage. (There is no "double #Finish", for example.)

You can read more about tags in the "Descriptors" section, starting on page 134.

Conditional Tag	Bonus
#Critical	+2 Damage if you score two or more successes to hit
#EMP	+2 Damage if the target has a charged Cybernetic gift
#Finish	+2 Damage if already Vulnerable, Hurt, or Injured
#Lowest	+2 Damage to the target with the lowest defense roll
#Nearby	+2 Damage to targets Near the attack source
#Poison	+2 Damage to targets that are susceptible to poison
#Scorch	+2 Damage to targets that are *not* Fireproof
#Smother	+2 Damage to targets that are *not* Airtight
#Warp	+2 Damage to targets *without* Conductor Legacy

Other effects may reduce damage

Many gifts reduce damage. For example, "Cybernetic Body" may be exhausted to remove 1 point of damage.

Other gifts apply new effects to damage. For example, the gift of Toughness makes a damage effect become Weak.

Some gifts simply remove bad effects, but not the damage. For example, the gift of Combat Save doesn't change the actual amount of damage points received... but it will negate specific effects such as "Dying" or "Dead".

Many other circumstances may reduce damage. For example, extremely large combatants, such as humongous monsters or vehicles, will reduce all damage received by 1 or more. As always, read any special rules about damage carefully; it's up the Game Host to determine what does damage when and how.

Summary of Damage Results

Situation	Change to Damage
Botched defense roll	+1 Damage
Damage is flat	Target suffers flat Damage points
Damage has a bonus (+0, +1, +2, etc.)	Each success = 1 point of Damage, then add Damage bonus
Target has Invulnerability	Each point of Invulnerability = −1 point of Damage
Target rolls Soak Dice & Armor Dice vs. 3	Each Soak success = −1 point of Damage Botch? +1 Damage
Damage is Slaying	Each success = *2 points of Damage,* then add Damage bonus
Target was already Vulnerable	+1 Damage
Target was already Hurt	+1 Damage
Target was already Injured	+1 Damage
Damage has #Tag	+2 Damage if conditions are met Check rules for the #Tag's conditions
Damage is Penetrating	Negate all Armor Dice; Invulnerability becomes d6 Soak Dice
Damage is Weak	Invulnerability counts twice; roll Soak Dice twice
Damage is Subdual	Score a Hurt result? Also Asleep! Target Panicked? Also Unconscious!

Results of Damage

If your Damage was reduced to zero points (say, from Invulnerability, from size, or from other reductions), then you suffer no ill effects. Otherwise, you become Reeling, and you roll soak to reduce damage.

If your Damage is 1 or greater after you roll to Soak, you suffer one or more bad statuses:

Pts. of Damage	Result for Damage
Zero or less	None
1	**Hurt**
2	**Panicked**, Hurt
3	**Injured**, Panicked, Hurt
4	**Dying**, Injured, Panicked, Hurt
5	**Dead**, Injured, Panicked, Hurt
6 or more	**Overkilled**, Injured, Panicked, Hurt

All of these conditions apply. For example, if you take 3 points of damage, then you are Injured, Panicked, and Hurt – all three of those.

Bad conditions don't stack. For example, there's no "double Hurt" or "double Panicked". If you get a condition you already have, there's no increased effect.

Many gifts that reduce the amount of damage that a character suffers will have to be recharged later. For example, any Cybernetic gift can be exhausted to negate 1 point of damage, which ruins the gift and makes its abilities unusable until it's repaired.

Each incidence of Damage is different from the last one. If you suffer 3 points of Damage in one attack, and then 2 points of Damage from another attack, that's not a total of five points! That's one incident that inflicts Hurt, Panicked, and Injured, and a second, separate incident that inflicts Hurt and Panicked. Damage points do not "stack" from hit to hit.

Hurt or Injured targets suffer extra Damage vs. future attacks

As mentioned above, a Hurt target takes +1 Damage, and an Injured target takes another +1 damage.

Panicked targets cannot Attack or Rally

Panicked targets are disoriented by pain and fear. They cannot take actions that require confidence or competence. They cannot take "attack" or "rally" actions.

Panicked targets may still defend themselves – they may still counter-attack!

The Panicked condition can be removed by being rallied, or by ending your round out of line of sight of all hostile combatants.

Dying targets are in mortal danger

A Dying target is in danger of expiring at any moment.

During the end-of-round maintenance, a Dying character must roll their Body die every round. If they roll a 1, they become Dead. If they can survive three of these rolls in a row, stop rolling for now ... but move ahead to the healing section.

The gift of **Combat Save** can be exhausted to negate a "Dying" result, but only for an attack, counter, or splash.

Dead characters are beyond help

Combat can be dangerous. A Dead character falls to the ground and is beyond help. Unless some miracle of science can save them, their story is over.

The gift of **Combat Save** can be exhausted to negate a "Dead" result, but only for damage received from an attack or counter. (And not from, say, falling damage.)

Overkilled Characters Panic Nearby Allies

Sometimes, someone suffers a violent end that is the stuff of nightmares. Players are encouraged to use their imaginations to describe what gruesome fates happen to Overkilled characters.

When a combatant is Overkilled, all allies Near that combatant (that is, within 3m) become Panicked.

The gift of **Combat Save** can be exhausted to reduce an "Overkilled" result to "Dying", but only for an attack, counter, or splash.

Healing

Hurt can be cured by five minutes and a successful first aid attempt, using Mind & Academics vs. 3.(Except if you have a Cybernetic Body – then it takes Mind & Craft vs. 3.)

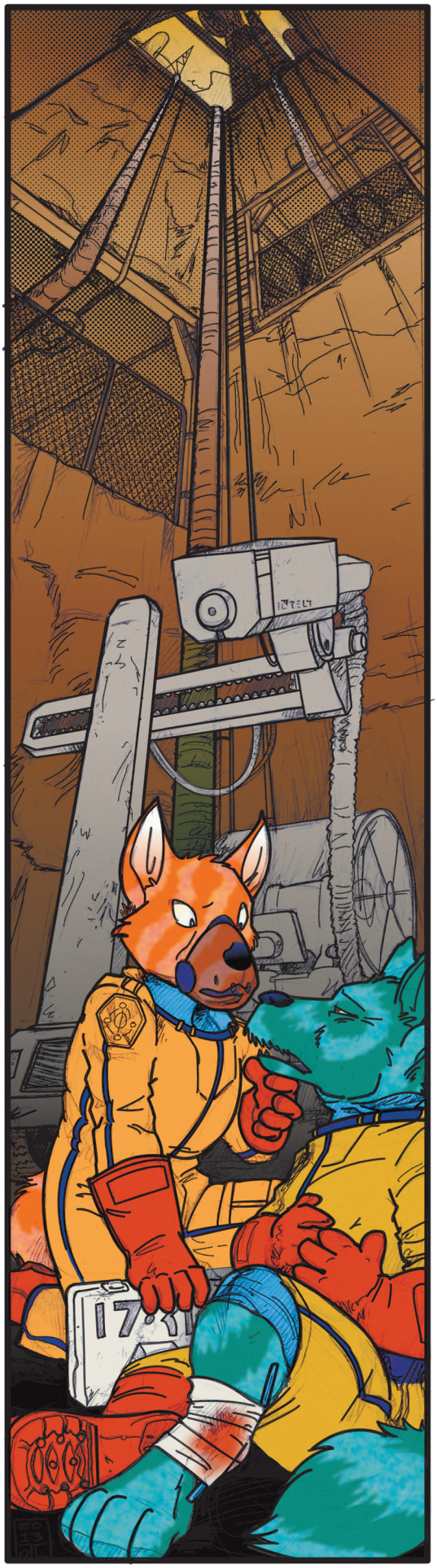
Panicked targets must get out of line of sight, or they must be Rallied by their allies. A "Rally" action requires a successful roll of Will & Tactics vs. 3. See page 115.

Removing the Injured status takes time. The character starts with 0% progress. Once per day, after each proper rest in a bed with good nutrition and otherwise fair health, the character gains 5% progress to being healed. Uncomfortable rest (such as roughing it outdoors, or eating scavenged food, or being exposed to the elements, etc.) may require the character to make a roll, such as Body vs. 3, or Will vs. 3, or both Body & Will vs. 3, scoring one success or more to even claim this 5%. Special gifts (such as Doctor) can speed this up.

A character that is Dying is in danger. During their side's end-of-round maintenance, they must roll their Body die. If the die comes up 1 (that is, if it Botches), the character dies. Roll this test every round until either the character dies, or until they survive three trials. If another character can successfully perform first aid on the character (a stunt, with Mind & Academics vs. 3), the Dying character can stop rolling Body and may immediately make their end-of-scene recovery roll.

Before the scene ends (that is, within the next five minutes), a Dying character must roll their Body, Will, and Legacy dice. If the character has gotten successful medical help (that is, someone successfully preformed a first aid stunt), they may roll immediately (instead of that the end of the round) *and* they may claim a bonus d12.

Body, Will, Legacy dice	Change Dying to...
10, 11, or 12	Panicked, Fatigued
8 or 9	Panicked, Confused, Sick
6 or 7	Panicked, Terrified, Confused, Sick
4 or 5	Unconscious, Sick
2 or 3	Character may make a last-minute speech or dying wish, and then becomes Dead
1	Dead



Status

Lots of things will happen to a combatant. When a character is something other than "normal", we say the character has a *status* on them. Most statuses are bad (like Injured), some are good (like Focused) and one or two are a mixed bag (like Enraged).

Some effects go away if the character can pass some test at the end of the round. After a fight has ended, a Game Host may just rule that the condition ends after a short rest. In some cases, the Game Host may rule that a combatant who *botched* their roll to resist an attack may suffer the status indefinitely, or until they are cured. For example, if you botch your attempt to resist a photic driver grenade, you might suffer permanent loss of vision!

Examples of Unusual Status

Status	Effect	Typical Cures
Addicted	Must get one dose of substance or can't rest	Get medical help, or detox the hard way
Asleep	Helpless — can't defend, others claim bonus d8	Hear a loud noise. Be sent Reeling. Be Rallied.
Berserk	Must Attack every turn. Can't tell friend from foe! Must always counter.	Panicked? Negate both Panicked and Berserk. Be Reasoned with.
Blinded	All targets have total concealment vs. you Cannot Dash	End of round: Body, Speed, Mind vs. 3, score 3 successes
Burdened	Limit of d8 on all Speed, Athletics, Endurance, and Evasion dice. Dash becomes zero	Drop the burden.
Burning	Suffer Damage flat 2 every round.	Fire goes out if it fails to score new damage
Confused	Concealment penalty d8 Dash drops to zero. (Reduce Run, too).	Be Rallied End of round: Speed, Mind vs. 3, score 2 successes
Dead	Out of play.	Beyond help.
Down	Lying down; can't move Doesn't Threaten Evasion dice limited to d8	Stand up
Dying	Roll Body for 3 more rounds. Botch? Die.	Get first aid. Survive 3 Body rolls, and then roll healing.
Enraged	Must Attack every turn. Must always counter.	Panicked? Negate both Panicked and Enraged. Be Reasoned with.
Entangled	Can't move or retreat	Use "Break Free" attack
Fatigued	Reeling causes Knockdown	Rest for an hour
Focused	Not your turn? Interrupt with a single action. Your turn? Take *three* actions, not two.	Ends when you take your turn
Grappled	Can't move or retreat	Use "Break Free" attack
Hurt	+1 Damage	Five minutes of first aid
Injured	+1 Damage (stacks with Hurt)	Rest, and get medical help
Over-burdened	Limit of d8 on all Speed, Athletics, Endurance, and Evasion dice. Dash becomes zero d8 defense penalty.	Drop the burden
Panicked	Can't Attack or Rally (But you can Counter!)	Be Rallied Get out of line of sight of foes
Reeling	All foes have partial concealment vs. you (d8 bonus, you can't counter them) Next action must be "Recover"	Be Rallied Take a Recover action
Sick	Reeling causes Knockdown	Rest, and get medical help
Terrified	Can't Attack or Rally (But you can Counter!)	Avoid anything scary for 5 minutes. Be Reasoned down to Panicked.
Uncon-scious	Helpless — can't defend, others claim bonus d8	Other character must roll Mind & Academics (Medicine) vs. 3 Wait 13 hours, minus one Body die roll.
Vulnerable	+1 Damage from all sources	Hide Be Rallied

Addicted characters are hooked on a hard drug. They can't Rest effectively without a dose of their favored vice, which makes it impossible to make progress on recovering from Injured or Sick, or to refresh X: Rest gifts. Whenever an Addicted character rests (as per pg. 59), they need to take a dose of whatever they're addicted to as part of the rest. (The drug still affects them normally, which could be bad for them.) If they don't (or can't) get their fix, then all they get out of the rest is a chance to roll Will vs. 3 to make progress on recovering from Addiction. Each success is worth 5% progress. (A botch ruins all your progress, so without help from a Doctor, or at least assistance dice from a friend, the odds are against you recovering.)

Asleep combatants may have fainted dead away, or they might just be sleeping. They will wake up if they hear any loud noises (such as gunfire), if someone can wake them up by shouting at them (a Rally action), or if something shakes or jostles them (that is, any effect that sends them Reeling.)

Blinded combatants have been temporarily deprived of sight. Most blindness is temporary, and you must roll your characters' Body, Speed, and Mind vs. 3 at the end of every round. If all three dice come up 4 or better, you may remove the blindness.

Burdened characters are carrying a heavy load. Their Dash distance drops to zero. (If they take a Dash action, they move zero paces, then a Stride.) Since your Run includes your Dash, being Burdened will reduce your Run distance, too. None of a Burdened character's Athletics, Endurance, or Evasion dice can be larger than a d8 in size. ***Overburdened*** characters are carrying way

too much – not only do they suffer as Burdened ones do, but others may claim a d8 bonus to attack them. (See "Carrying Capacity", page 130.) To remove a burden, you must remove the heavy load.

Burning characters are on fire! In the end-of-round maintenance part of their turn, they suffer Damage flat 2. (Don't forget that Hurt and Injured each add +1 Damage.) The combatant may use Soak, but not armor. (Combatants who stop, drop, and roll may include Speed with their Soak.)

A combatant continues to burn as long as they continue to receive new damage results; if any Burning result fails to cause a new result, the Burning goes out. For example, if a Burning combatant suffers "Hurt and Panicked" ... and they were *already* Hurt and Panicked... then the fire goes out and the burning stops.

Confused characters are disoriented or distracted. They suffer a d8 penalty on almost any activity, as a *concealment* penalty. (It's like they're Reeling all the time.) Most confusion is temporary, and you must roll your characters' Speed, and Mind vs. 3 at the end of every round. If *both* dice come up 4 or better, you may remove the confusion.

Down characters are lying down. They cannot Dash, Scramble, or Run until they take a "Stand up" action. (They may still Stride, in a crawling fashion.) All their Evasion dice are limited to d8, and they no longer threaten. (That is, they can no longer counter-attack, and they can no longer flank for others to gain Tactics bonuses.)

Enraged characters are so angry, they lash out every round at their foes, inanimate objects, or even the empty air. An Enraged combatant *must* take the "Attack" action every round; if they're not in range of a target, the action is wasted as they just thrash about. Also, when defending, an Enraged combatant *must* counter, if countering is an option. ***Berserk*** combatants have been driven into a rage — not only do they attack every round, as if Enraged, but if they can't attack a foe, they must attack *someone,* even if it's a friend! The Game Host should play Berserk characters as dangerous to everyone.

Fatigued characters can barely stand on their feet. If a Fatigued character becomes Reeling, for *any* reason, they also fall down. Fatigue can be fixed with an hour of rest – no fighting or walking around.

Focused characters are looking around carefully. Focused characters may make rolls of Mind & Observation vs. 3 to spot hidden characters. A Focused character may spend their Focus to take a single action to interrupt another character, when it's not their turn. A character that begins their turn with Focus may take three actions instead of two. For some characters, Focus may be spent to recharge certain gifts.

Grappled characters are held in place, by some weapon or even by bare hands. Grappled characters do not threaten (and thus can't counter-attack or provide Tactics bonuses), and they can't move or Retreat. A grappler can use their Grappled target as soft cover, which is a d4 bonus to dodges – on ties, the attack hits the Grappled target! When you use a Fighting weapon to grapple – say, your bare hands or a whip – then the weapon can't be used again, and neither the attacker nor defender can move. A grappling attacker can release the target on their turn as a free action. The most common way to break free from a Grapple is to use the "Break Free" attack ... but since you can't attack when Panicked, then a Grappled, Panicked target is stuck unless they get some help!

Panicked combatants have lost their nerve — they can still defend themselves, but they can't attack or rally others until they can get their courage back. They cannot gain Focus, so they can't even take Focus turns. ***Terrified*** is one step beyond panic — these poor souls must either be talked down (using the Reason stunt) or they must flee the fight. At the option of the Game Host, panic and terror can be removed if you can get out of line of sight of all hostiles, either by moving behind concealment, or with a Hide stunt (page 116).

Sick characters are nauseous, fevered, or diseased. Like characters who are Fatigued, they fall down if they become Reeling. However, getting rid of ***Sick*** takes long term care! The rules for recovering from being ***Sick*** are the same as recovering from being Injured (page 127).

Vulnerable combatants are suffering from some kind of lingering, debilitating effect that puts them at risk for more damage, such as corrosive acid, enervating poison, repeated damage to a small area, or temporary exposure.

There may be even stranger statuses than described here. Game hosts should invent their own.

EQUIPMENT & SERVICES

Listing every possible item and service available in the ten thousand worlds would be impossible. Instead, here are some sample items of things that characters might pick up ... or replace ... or steal. Items can get more expensive without limit, simply by adding gold, jewels, rare materials, and other fancy appointments.

Currency

Derelict or primitive worlds don't use money. People make what they need, or they trade with others for what they've got. Sometimes, the strong take what they want from the weak, even enslaving them to do their labor for them.

In the civilized parts of the Myriad, money still rules the day.

Monetary Notes (♪)

The standard currency of the Myriad Syndicate was the Imperial Monetary Note, often simply called the *note*. **The note represents one day's unskilled labor.** It's quite a bit of money.

In the early days of the Syndicate, notes were made on holographic, xenharmonic alloy coins, round with a triangular hole in the center, where they could be laced on to string. Later, fiber-optic papers with encoded patterns were made to prevent counterfeiting, in denominations of 1 note and up. Electronic banking is limited to "wired money transfers" – basically, a check sent by telegram. Automated teller machines are rare, found only in big cities.

The Remanence can still print new notes, and they do when they need to increase the money supply. They're careful to avoid causing serious inflation for fear that competing currencies will take their place. This might change in the future, if they become desperate for cash… but wrecking the value of the note would be bad for everyone.

Smaller transactions use the quaver, which is worth $1/100^{th}$ of a note.

The note is accepted almost everywhere, including among the anti-authoritarian Levelers, so for simplicity prices will be listed in notes, and abbreviated as ♪.

Scrip

Many Independent worlds have attempted to establish their own currency, usually called *scrip*. This currency is usually only good on that world ... but most people never leave their home planet, so this isn't a big problem.

A private enterprise may set up an off-world company and ship workers there with the promise of good money ... but when the workers arrive, they discover they'll only be paid in scrip, not notes, and that it's only good for buying goods at the company store, where prices are often inflated beyond reason. Workers become *indentured* – unable to leave their work contracts as debt spirals out of control.

The exchange rate of scrip is highly variable, usually starting at 5 scrip to 1 note at the local level, and then dropping to near-worthlessness outside the domain of the Independent world and its allies.

Masey (Mega-calorie)

The Concord have attempted to replace the standard currency with the mega-calorie, often called the "*masey*", the amount of energy it takes to boil ten liters of ice-cold water. The Concord hopes that they can keep the value of their money constant by establishing their money on an energy standard, rather than some arbitrary market standard. The accounting for this currency has proved complicated, but the Concord remains optimistic that history will prove them right.

The exchange rate is usually 100 maseys to 1 note.

Sol

With a policy similar to the Concord, the Solar Creed's standard unit is the *sol,* a currency that represents the cost of collecting one mega-calorie of solar energy. However, the Solar Creed economy is a totalitarian collectivism, controlled to meet the ten-year, hundred-year, and thousand-year plans of the Plenipotentiary. As such, the economic issues with energy currencies are less pressing to the Creed.

The exchange rate is usually 100 sols to 1 note.

Counterfeiting

Making fake money is hard, but people do it. Counterfeiting requires special equipment, which is bulky, rare, and proscribed. It also takes a lot of time – days, or hours. Recognizing fake money is a challenge (see pg. 23) between the counterfeiter and the cashier checking the money, with both rolling appropriate traits and skills.

The cashier usually has the upper hand. Counterfeiting the Syndicate note is extremely difficult. The two main competing currencies, maseys and sols, have anti-counterfeiting measures that grant two automatic successes to the cashier.

If you get caught making counterfeit money, you'll be executed. If you get caught using it, you'll probably just be fined… but you better use real money to pay the fine or you'll be in much deeper trouble.

Carrying Capacity

Characters can carry twice their Body level in kilograms. For example, if you have a body of d8, you may carry 16 kg with no issues. If you carry more than that, you suffer one Burden. If you carry twice that, you suffer two Burdens, etc.

Generally, an off-hand item weighs 1 kg, a good-hand item weighs 2 kg, and a two-handed item or an outfit weighs 4 kg. An item with the *Concealable* descriptor weighs half as much.

An item that has the ***Burden*** descriptor automatically counts as one burden – not necessarily because it's heavy, but because it's cumbersome, fragile, or otherwise limits movement. If it really matters, assume a Burden item weighs 20kg.

A character who carries one Burden suffers from being ***Burdened.*** They suffer a limit of d8 to their Speed die (which might reduce Scramble and Run distance). They also suffer a limit of d8 on their Athletics, Endurance, and Evasion dice. In addition, Burdened characters cannot Dash. They cannot take the Dash action, and their Dash distance drops to zero (which reduces Run.)

A character who carries *two* Burdens becomes ***Overburdened*** and can barely move. They suffer all the problems of being Burdened, as above. In addition, they suffer a d8 penalty on all defenses.

A character with three or more Burdens cannot even move, let alone dodge.

Each gift of Strength lets the character negates one Burden. You can buy **Strength** multiple times – for example, a character with Strength ×3 could carry three Burdens with no penalty, four burdens and be Burdened, or five Burdens and be Over-Burdened. The gift of **Giant** also negates one Burden, too.

Ability	No Burden	Burdened	Over-burdened
Body of d4	8kg	16kg	24kg
Body of d6	12kg	24kg	36kg
Body of d8	16kg	32kg	48kg
Body of d10	20kg	40kg	60kg
Body of d12	24kg	48kg	72kg
Strength	+16kg	+32kg	+48kg
Giant	+16kg	+32kg	+48kg

Cost of Equipment

To keep things simple, we've put equipment into general categories of cost.

Cost doesn't just apply to the price of the item, but also its availability. Some items can be found almost anywhere... others will only be found in high-end specialty shops, when they're available at all.

- ***Cheap*** items, which can be scavenged or improvised. They're so disposable, people are often just giving them away.
- ***Affordable*** items, that can be bought almost anywhere civilized. They don't cost enough to be worth haggling over.
- ***Expensive*** items, which are hard to find and often require special shopping trips, (using Mind & Questioning vs. 3 or more).
- ***Extravagant*** items, which must be made to order. You don't *buy* Extravagant items, you *commission* them for ridiculous sums.

There are two other descriptors that characters need to worry about:

- ***Rare*** items are unusual for some reason – maybe they don't last long, or maybe they're in no great demand. Rare items cost twice as much as similar items. Items that are common in one context can be Rare in another. For example, if you're shopping on a low-tech planet, a Semi-Auto Shotgun might be Rare.
- ***Proscribed*** items are controlled by law, such as dangerous poisons, powerful explosives, personal weapons that are too outrageous to be recognized as "for the common defense", or outfits that only licensed officials are supposed to be wearing. Proscribed items cost three times as much, or more, as similar items. Finding them for sale may require two or more successes on Mind & Questioning rolls. Since it's usually illegal to buy these things, knowing criminals helps – so Streetwise provides a d12 bonus.

Player-Characters can start the game with all the Cheap and Affordable equipment that they can carry. (Wise adventurers will stop before they're Burdened.) Rare items are okay, but Proscribed items are not – unless you begin play with the gift of Black Marketer.

If you can find Proscribed items for sale, the gift of **Black Marketer** lets you buy them at 50% of their standard value.

Selling and Buying

Players may want to sell old things. To find a merchant who will buy your stuff, you must pass a test of Mind & Questioning vs. 3. With one success, you'll find a merchant or two who will consider trade or barter with you. With two successes, you could find someone who will have Rare items, and with three or more, someone who is willing to sell Proscribed items.

The gifts of **Insider** will give you a d12 bonus to find merchants among your fellow Insiders.

The gift of **Streetwise** also gives you a d12 bonus, but if you claim this bonus, you will wind up mixing with some rather shady people. Any failures on this roll could get you into serious trouble.

Sell typical used items for 20%

Once you find a merchant, selling off your stuff requires you to pass a test of Mind & Negotiation vs. 3. On a success, you can sell off your Cheap and Affordable stuff. With two successes, you can sell off Rare and Expensive items. With three successes, you might be able to convince the merchant to buy an Extravagant item or two, of yours.

If you're successful, you can sell your merchandise for 20% of its value. If you are unsuccessful, but desperate, you can convince the merchant to take your used goods for 10% of its value.

The gift of **Haggling** gives you a d12 bonus to deal with a merchant. (You could take your rote and get one success, easily, and thus sell off all typical Cheap and Affordable items.) In addition, you sell all your typical used items for 30% of their value, instead of 20%.

Proscribed Items sell for 5%

Proscribed items *cannot* legally be sold off to just anyone. Because of the risks involved, you must find a merchant who will deal with such things (which requires Mind & Questioning vs. 3 to score *three* successes, as above) … and even then, you will only get 5% of its value.

If you have the gift of **Black Marketer**, you only need two successes to find seller of Proscribed merchandise, and you can sell off your Proscribed items for 10% of their value.

Barter can be done for 50% of value

On derelict, abandoned, or undiscovered worlds, people are less likely to use money and more likely to use *barter*, trading this good for that.

Since merchants have to carry a lot of heavy merchandise that they will sell later, they will only give you items worth 50% of your trade's value.

The gift of **Haggling** lets you get 60% of your value for barter, not 50%.

Primitive and Scrounge equipment are all almost exclusively traded by barter. People on lost or savage worlds usually don't have any money, because there's no government strong enough nor market big enough to enforce its use. On the rest of the Myriad worlds, people will usually prefer to use money.

Strange Items and Load-Out Items

Most merchants won't want to trade in items that have been tampered with too much. This includes items tampered with by inventors, weapons with too many accessories, or anything else that threatens to explode before they can resell it.

The Load-Out gifts can be exhausted to find replacement items when some are lost. For the sake of story, the game assumes the character is constantly stashing weapons, or saving bits and pieces aside to make new ones, or they know the right people get replacements. A character desperate for cash may sell off items they get from their load-outs, then immediately exhaust their Load-Out gifts to get another one. If the Game Host permits the character to do this, then the gift *cannot be recharged* until the character buys or acquires replacement items during play. (In other words, the Host is under no obligation to let a Player-Character constantly recharge Load-Out gifts to sell infinite items for cash.)

Crafting

Characters may make their own items, or they may repair ones that break. For simplicity sake, use the item's price as the base line for how long it takes to craft the item.

You will need 20% of the item's price in raw materials to start with. Once you have the materials ready, the item is 20% of the way there. For example, if you need a nice pair of ♪3 boots made, then you'll need (♪3 × 20% =) ♪0.60 in raw materials.

Crafting progress is measured in the value of the work being completed in notes (♪), rather than as a percentage. When you've completed the remaining 80% of the item's note value, it's ready to go. Better, workers that are more skilled will be able to get an item built faster.

It might be easier to list broken items by how good they are. For example, boots that are only "60% quality" will need 40% more progress before they're standard 100% quality.

When you get the item 100% done or more, it's ready for use.

An item that's less than 20% done is missing parts.

At the discretion of the game host, multiple people might work on a crafting job. Dressing in the right outfit (which includes proper tools) will give a Craft bonus of d8. A proper workshop, devoted to a single type of crafting, will also grant a bonus d8.

You may roll to make progress on a crafting task once per hour. Most crafting rolls use Mind & Craft vs. 3. Physically strenuous tasks might use Body & Craft. Delicate handiwork might be Speed & Craft. Nasty, unpleasant work might be Will & Craft.

The more costly the item is, the more successes you need per roll.

Cost of Item	Minimum Successes per roll	Progress
Cheap	1	♪1×successes
Affordable	2	♪3×successes
Expensive	3	♪10×successes
Extravagant	4	♪30×successes
Rare	No change	×2 progress
Proscribed	No change	×3 progress

For example, if you are working on crafting an Expensive item, any rolls that you make that score 2 or less successes don't count. If you roll 3 successes, then you score ♪30 worth of progress. If you roll 4 successes, then you score ♪40 worth of progress, etc.

You make greater progress working on Rare or Proscribed items, because the increase in the item's price is because of either the difficulty in acquiring the materials (which already raised the 20% you needed to start with) or concerning the laws that restrict the item's use (which doesn't affect your DIY workmanship). Those modifiers stack, so yes, you get ×6 progress on a Rare, Proscribed item.

Gifts that affect pricing, such as Haggling or Black Marketer, do not affect crafting.

These crafting rules don't affect gifts such as Primitive Loot or Scrounge Loot. You're assumed to be working on items made by those gifts in your spare time.

Function Dice

Some equipment has *Function Dice* – extra dice you include in rolls. They have increased effectiveness… but whenever any of the Function Dice come up 1, they fail completely!

There are four kinds of function dice: Misfire Dice, Decay Dice, Breakdown Dice, and Backfire Dice. Misfire Dice only cause failure, but Decay and Breakdown Dice will wreck the item, slowly or quickly. Backfire Dice will blow the item up and light you on fire … so be careful with those.

Whenever you use an item with Function Dice, include the Function Dice in your roll; they can help you succeed. However, you must track them separately, because **if any of the Function Dice come up 1, then the item *Glitches*.** Whatever purpose the item was supposed to fulfill does not work, and there may be other side effects, as well.

Weapons that Glitch do not fire. No ammo is expended, but the attack or counter is a failure. If the weapon's user is being attacked or countered, they may hastily replace the Glitched roll with a dodge defense.

Outfits that provide Invulnerability often attach a Function Die to that Invulnerability; if the Function Die comes up a 1, then the Invulnerability has Glitched and provides no bonus to resist damage. You can read more about Outfits and Invulnerability on page 161.

Tools that Glitch completely ruin the jobs that they're involved in. If you were in a contest of skills, your opponent only needs to roll higher than a 1 to score successes against you.

If a roll has Function Dice, then you can't take your rote – you have to roll.

Favor does not prevent a Glitch. Sorry – if you roll a 1 on a Function Dice, you're stuck with the Glitch. You can still re-roll the 1 … maybe it will help you when your attack or counter turns into a dodge.

Misfire dice can fail to work

When an item with Misfire Dice suffers a Glitch, it fails to function, but there are no other effects. Just shoot 'em again!

Decay dice get smaller and smaller

When an item with Decay Dice suffers a Glitch, it fails to function as per Misfire. However, **the Decay Dice also shrink one size** – from d12 to d10, or from 2d8 to 2d6, for example.

If an item with Decay Dice of d4 suffers a Glitch, the Decay Dice shrink to nothing, and it breaks down! The item is now broken and must be repaired before it can be used again, starting with a progress of 50%.

When an item with Decay Dice is repaired, the Decay Dice return to their original size.

The gift of **Hypergolic Fail-Safe** prevents a glitch when using Hypergolic weapons. Your Decay die still shrinks, but the weapon is still useable. It's one of the few gifts that prevents a Glitch! See page 96 for more details.

Breakdown dice can fail completely

When an item with Breakdown Dice suffers a Glitch, it fails to function as per Misfire and breaks. ***The item is now broken and must be repaired before it can be used again,*** starting with a progress of 50%. Scrounged items are often much easier to repair than other items, if you have the right gifts.

There are many Scrounge Gifts that modify Breakdown dice… including many gifts that add more Breakdown dice, increasing risk for greater reward. See page 98 for more details.

Backfire dice can explode!

Backfire is a worse version of Breakdown - the item not only breaks, it explodes! ***The user becomes Reeling and Burning.*** The Backfiring item is ***destroyed*** and cannot be repaired!

The Gift of **Demolitions** allows you to re-roll one 1 on a Backfire die. It's one of the few gifts that can prevent a Glitch! See page 95 for more details.

Defective Equipment

Equipment with Function dice is powerful, but unreliable. *Defective* Equipment with Defective dice is just worse – it represents damaged goods or unfinished work.

Defective equipment always adds a d6 Penalty when in use, and you can never use your rote with Defective gear. This d6 Penalty die is called the Defective die.

Defective weapons apply the d6 penalty to attack — basically, a bonus for your foe. Defective Armor applies the d6 penalty to your Soak target — yes, you might have to roll your Soak dice vs. 4, 5, or 6, which could be worse than no armor at all!

Roll the d6 Defective die separate from other dice. If the Defective die comes up 6, then the equipment breaks after this use (reduced to 40% completion) and must be repaired. Roll the d6 Defective penalty die against the repair tests, too. If the Defective die comes up 6 again, the Defective gear is broken beyond repair. It is reduced to 10% completion. That's less than the value of the raw materials, so you'll need to get some new parts that haven't been wrecked.

Any equipment can be downgraded to *Defective,* by adding the Defective descriptor. If it's appropriate to the item, the Host can rule that a crafting project that is only 60% to 99% complete is still usable as a Defective item.

Defective gear usually costs 50% as much as regular gear. You can try to pass off Defective gear as regular gear in a haggling contest; you include your Deceit, your target includes their Questioning… and the Defective gear penalizes you with a d6. And yes, if the Defective penalty die rolls a 6 during your haggling, the gear breaks down during your sales pitch.

Defective items aren't the same as items with Function dice. An item can have Function dice *and* be Defective.

Descriptors

Affordable

This equipment is reasonably priced. Many people could afford to purchase an item like this.

Airtight

Airtight outfits are sealed against the atmosphere. A character in an Airtight outfit does not suffocate.

Generally, an Airtight outfit has enough air for eight hours of general activity.

Ammo

This weapon is ammunition. Using the weapon destroys it.

Armor

This outfit grants Armor dice. Armor dice are extra Soak dice against almost any attack. (A Penetrating attack ignores Armor.)

Backfire

A type of *Function die,* Backfire dice are bonus dice to use the item, but if any of them roll a 1, the item explodes, sending the user Reeling and Burning. See "Function Dice", page 133.

Blast

A Blast weapon threatens multiple targets. The attacker declares a central point, and then all targets within range of that point are attacked.

For example, a "Blast: Near" weapon attacks all targets within Near range (that is, 3m) of the central point.

When using a Blast attack, determine cover from the Blast point to the target, not from the attacker to the target.

Targets can always dodge a Blast. To counter a Blast, the target must have the *attacker* in their threat range (and not neccesarily the Blast center). In the incredibly rare circumstance that a Blast weapon is used to counter-attack, any targets may defend normally, by dodging or by possibly counter-attacking the counter-attacker.

Brawling

While not really a weapon, Brawling attacks are made with the hands, the feet, or otherwise being unarmed. Equipping a brawling weapon essentially takes no time. You can drop a weapon in your hands as a free action, and then you can simply declare which Brawling attack you will use.

Breakdown

A type of *Function die,* Breakdown dice are bonus dice to use the item, but if any of them roll a 1, the item becomes broken and must be repaired. See “Function Dice”, page 133.

Burden

This equipment is awkward and heavy; see pg. 131. Characters who are Burdened have a limit of d8 to Athletics and Evasion dice (which includes dodge dice), and their Dash distance drops to zero (which affects their Run).

Burning

If this weapon hits a target, they catch on fire and become *Burning*. They are now a light source.

At the end-of-round maintenance for the Burning character’s side, they suffer flat Damage 2. Damage from this attack is environmental, so it does not cause Reeling. Don’t forget any modifiers to damage, such as +1 for being Hurt or Injured.

If a Burning result fails to inflict a new effect on the target, the Burning ends. For example, if the Burning’s Damage result inflicts Hurt & Panicked on a target that is already Hurt & Panicked, that’s no new result, so the Burning ends.

Targets that are *Fireproof* are immune to Burning. They can still take damage from heat and flames; they just don’t catch on fire.

Capacity

This weapon has a magazine of ammunition. Each time the weapon is used, ammunition is expended and the Cap level drops by one size

A “Cap: High” weapon drops to “Cap: Low” after use. A “Cap: Low” weapon drops to “Cap: None” after use. A “Cap: None” weapon must be re-loaded before it can be used again.

The gift of **Bullet Conservation** lets you use a firearm without any Capacity loss… but your damage is lowered to “flat”.

Cheap

This equipment is inexpensive, possibly even disposable. While anyone could own this, people who have money will prefer better things.

Close

Close Range is 1m, the most common range for Fighting weapons. If you're using tokens or miniatures, close range means the bases are touching.

Concealable

This weapon can easily be hidden under clothing or inside a bag or pocket. The weapon is also made out of special plastics, resins, or ceramics that will evade casual detectors.

The gift of **Sneaky Attack** gives you a bonus 2d8 attack and the #Critical tag when you attack with a Concealable weapon.

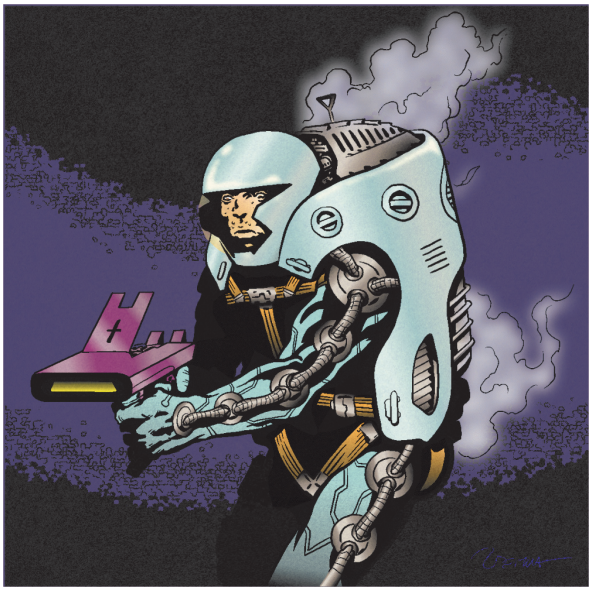
Confused

If this effect hits a target, they become Confused. A Confused character cannot clearly see what’s going on.

A Confused character suffers a d8 concealment penalty vs. all other combatants, just as if they were Reeling. Among other things, this concealment will make attacking more difficult, it will prevent the Confused character from countering or threatening, and it makes it possible for others to exploit the concealment from confusion to sneak or to hide.

Confused characters may not Rally others, nor may they do things that require a competent state of mind.

During end-of-round maintenance, a Confused character rolls their Speed & Mind vs. 3. If they score *two* successes, the Confusion ends.



Cool-down

This equipment gets hotter when it is used. The first time the equipment is used, change its status from "Cool" to "Hot." If a "Hot" item is used, change its status from "Hot" to "Over-Heated" – and while over-heated, the equipment cannot be used. During end-of-round maintenance, roll all your Cool-down dice vs. 3 – if you score at least one success, reduce the heat by one level.

Cover

This equipment grants a *cover bonus*. Cover dice can be included with dodge rolls.

#Critical

Effects with the #Critical tag cause an extra +2 Damage to targets if you roll two successes or more on your attack or counter roll.

If you only scored one success, or if you only tied on the roll, you don't get the +2 Damage.

You still get the +2 Damage even if the damage is listed as flat, as long as you scored at least two successes to hit the target.

The #Critical tag only adds two points of damage. It doesn't matter whether you scored two successes, or three, or four, or twenty ... the #Critical effect is only a single +2 bonus.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Damage

On a successful hit, this weapon causes damage to the target. See page 123 for more details.

Decay

A type of *Function dice,* Decay dice are bonus dice to use the item, but if any of them roll a 1, the item fails to work, and the Decay dice are reduced by one size. If all of the Decay dice are reduced below d4, the item becomes broken and unusable. See "Function Dice", page 133.

Drag

A Drag effect lets you immediately move and take the target with you. For example, a "Drag 2" effect would you let you move 2 meters in a straight line, and the target moves with you. A "Drag (stride)" effect lets you move up to your Stride (which is 1 for most characters).

Electric

This equipment uses electricity, and when it's equipped, it can be detected by electro-sensitivity.

#EMP

Effects with the #EMP tag cause an extra +2 Damage to targets that have at least one charged Cybernetic gift. That is, if the target has a Cybernetic gift that can be exhausted (with an "X:" note), and that gift *isn't* currently exhausted, your attack does +2 Damage.

If the target doesn't have any Cybernetic gifts, there's no Damage bonus. If *all* of the target's Cybernetic gifts are exhausted, then there's no bonus.

Some Cybernetic gifts can be exhausted to reduce damage, and those still work to reduce this damage ... but the +2 Damage bonus already kicked in when the target was hit and the gift was still charged, so this is still going to hurt.

It doesn't matter how many charged Cybernetic gifts the target has – the maximum damage bonus from #EMP is +2.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Entangle

A weapon with an *Entangle* effect holds the target in position. The target may not move or retreat while they are grappled.

An Entangled target remains that way until they can escape, usually by using an attack that has the "Escape" effect. (An Entangled target that is Panicked may not use attacks, so they will remain Entangled until they are no longer Panicked.) To break free, the Entangled target must attack the entangling substance, which is a roll vs. 3.

Unlike a Grapple effect, an Entangle weapon is now free to do other things.

Escape

An attack or counter that has the "Escape" effect, if successful, will break all grapples, entangles, and holds on the user.

Exciter

This item is made of exotic materials that change their properties when energy is added. Exciter weapons include ray-guns and force-screens.

Exoskeleton

This outfit is a powered exoskeleton that augments your strength with built in servomotors powered by a duodec cell or piezo battery.

Expensive

This equipment costs a lot of money. Most people would have to save up for weeks or months to afford it.

Explosive

This weapon causes damage by unleashing large amounts of energy suddenly and with great force. Explosive weapons include rockets and grenades.

Extravagant

Not only does this item cost a lot of money, it's not something you can just buy off the rack. Extravagant items often have to be made to order.

Extreme

Extreme Range is 1,000 meters. The range penalty is 4d12.

Far

Far Range is 3,000 meters. The range penalty is 5d12.

#Finish

Effects with the #Finish tag cause an extra +2 Damage to targets that were already Vulnerable, Hurt, or Injured before they were hit with this effect.

It doesn't matter how many of those statuses the target has – whether the target has one, two, or all three, it takes +2 Damage. (No, it's not +2 per status; it's just a single +2 bonus.)

The target had to have had the status before your #Finish effect was applied. For example, if you hit a target that's not wounded at all, and your Damage causes it to be Hurt, the #Finish tag doesn't just "kick in" – it had to be Hurt *before* you applied this effect.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Fire

This effect exposes the target to extreme heat.

Firearm

This weapon uses ammunition filled with oxidizing chemicals that, when sparked, causes a rapid expansion of gas inside a chamber. The expanding gas pushes a bullet through a barrel and towards a target with great force. Some firearms are semi-automatic, discharging a bullet once per pull of the trigger. Military-grade firearms are fully-automatic and will continue to fire bullets as long as the trigger is held down.

Some gifts enhance attacks with Firearms.

Fireproof

Fireproof outfits are resistant to combustion and to high temperatures. A character with a Fireproof outfit is immune to the Burning condition.

Good hand

This equipment should be equipped in your good hand. If you equip the item in your off-hand, you will suffer a d12 penalty with your attacks and you will not be able to counter with it.

Grapple

A weapon with a *Grapple* effect holds the target in position. The target may not move or retreat while they are grappled.

A grappled target remains grappled until they can escape, usually by using an attack that has the "Escape" effect. (A grappled target that is Panicked may not use attacks, so they will remain grappled until they are no longer Panicked.) When your Grappled target attempts an escape, you may either dodge (which automatically lets the target go), or you may counter with the weapon that you used to grapple them with, in the first place. If you are Reeling, and thus you can't counter, then any escape attempt automatically works.

You can't use the weapon again unless you release the target (which is a free action on your turn) – and you must stay within the weapon's Strike range of the target at all times, or the grapple ends.

Horizon

Horizon Range is 10,000 meters, which is about the greatest range of visibility when standing on the surface of a very-flat, Earth-sized planet. The range penalty is 6d12.

Hypergolic

Weapons with the Hypergolic descriptor spit a violently-burning combination of fuel and accelerant capable of incinerating all but the most fireproof of materials. Certain gifts can enhance attacks with Hypergolic weapons.

Ishato

Outfits with the Ishato descriptor are traditional garb of the Ishato people. Finding an Ishato outfit sized for other species isn't easy!

Improvised

An Improvised weapon is another tool or item used for a purpose that it shouldn't be. For example, if you want to 'pistol-whip" someone, use the rules for an "Improvised 1-handed".

Before you can use a gun or something as an Improvised weapon, you must use an "Equip" action to make it ready, first. Using a precision instrument like a gun as an Improvised weapon is never good for it – at the discretion of the Game Host, any object that dishes out damage with an Improvised attack gains "Misfired d4" Function Dice.

Knockdown

A target hit with this weapon falls Down. They will have to stand up, as an action, if they want to dash, scramble, or run.

Lobbed

This weapon is thrown in a high arc and then lands. You don't need line of sight between yourself and the target to attack with it, but you will suffer a concealment penalty if you can't see where your Lobbed attack is landing.

If you use a Lobbed weapon to attack from behind total cover, you cannot be counter-attacked. (The counter would hit the cover.) Of course, if you can't see through the barrier, you also suffer concealment, but at least you're not exposed.

Long

Long Range is 100 meters. The range penalty is 2d12.

Loud

When used, this item makes an ear-splitting noise that can be heard for kilometers.

#Lowest

Effects with the #Lowest tag cause an extra +2 Damage to a single target... the target that rolls the lowest on its defense. If multiple targets tie for rolling lowest, the attacker picks which one takes the extra damage.

If you only hit one target with a #Lowest tag effect, then that target is the lowest roller, because they're the only roller. They take the extra +2 Damage.

This +2 Damage an increase to the damage of the effect. Damage flat 0 becomes Damage flat 2, Damage +3 becomes Damage +5, and so on.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Medium

Medium Range is 30m, the most common strike range for pistols and carbines. The range penalty is d12.

Misfire

A type of *Function die,* Misfire dice are bonus dice to use the item, but if any of them roll a 1, the item fails to operate, this one time. See "Function Dice", page 133.

Modification ("Mod")

This equipment is actually a modification to another piece of equipment.

Near

Near Range is 3 meters. There is no range penalty at Near range.

#Nearby

Effects with the #Nearby tag cause an extra +2 Damage to targets that are Near the source of the attack.

For most attacks, the #Nearby tag gives an extra +2 Damage if the target was simply Near the attacker – that is, if they within 3m.

For Splash or Burst effects, the target must be within 3m of the origin of the Splash or Burst.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Off hand

This equipment may be equipped in any hand, including your off-hand.

Penetrating

This weapon's Damage ignores armor. When the target soaks the damage, they may *not* include any Armor dice, and any Invulnerable points they have become d6s of Soak dice.

For example, a target might have d10 Soak, d8 Armor, and Invulnerable 2. If they are hit by a Penetrating attack, they now have a d10 Soak, no Armor dice, and a bonus 2d6 Soak (instead of Invulnerability).

Persistent

Blast effects with the *Persistent* descriptor linger on the battlefield. After the combatant using their weapon rolls their attack, leave the dice on the table.

When you deploy a Persistent Blast, *make a note of the highest attack die.* Anyone who enters the area of effect while the effect persists immediately becomes a target of the original attack – they must dodge the attack at the original die roll. (Sorry, no counters.)

In normal circumstances, a Persistent Blast effect lasts either until the end of the scene (about five minutes) or until three combatants enter the area and successfully dodge its effect (where the Game host can rule that it's no longer a threat). In unusual circumstances, the Host may use their best judgment. For example, in high wind and pouring rain, a cloud of tear gas will disperse quickly.

#Poison

Effects with the #Poison tag cause an extra +2 Damage to living targets susceptible to poison. Some Legacies, like Synths and Towsers, are immune to typical poisons.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Powertools

This equipment is a tool for industrial use, such as a cutter or a torch. They're certainly dangerous enough to use as a weapon. Some gifts enhance attacks with Powertools.

Primitive

This item is made from natural or from found items, using the most basic of technology. Primitive equipment includes clothing made from animal hides, knives made from bone or rock, and bows made from vines and wood. Some gifts enhance Primitive equipment.

Proscribed

This item is controlled by law – even more so than most weapons. While permissive societies may "recognize the need for a common defense", Proscribed weapons have a destructive capacity far beyond that. Proscribed items may be controlled substances, military gear, or other items that only licensed people are supposed to use.

You cannot start the game with Proscribed items unless you have a gift that makes one or more of them available, such as Black Marketer (pg. 82).

Push

A target hit by a weapon with a *Push* effect is moved away from the attacker. For example, a Push 2 effect moves the target 2 meters away. An effect that says "Push 1 per success" pushes the target 1 meter for each success scored by the attack.

A Push is exactly like an involuntary retreat. If the Pushed character was already Reeling, or if they are pushed onto bad footing, they are also Knocked Down. Any alert combatants will automatically retreat to clear the path for a Pushed combatant.

If a Pushed target cannot be pushed the full distance, such as into a wall, the target suffers +1 Damage for each meter they couldn't be moved. Add this Damage onto any Damage effect from the attack that caused the Push. If the attack didn't cause any Damage, there is no bonus.

Rapid Fire

This firearm has a very high rate of fire.

Rare

This item isn't found everywhere. Maybe there's not a lot of demand for it, maybe it's just too weird for most people. Rare items cost twice as much as other items in their price category.

It's okay to start the game with Rare items.

Ray

This weapon uses exciplex compounds as a lasing medium to fire lethal beams of charged particles.

Rocket

This weapon fires self-propelled missiles. Some gifts enhance attacks with Rocket weapons.

#Scorch

Effects with the #Scorch tag cause an extra +2 Damage to targets that are *not* Fireproof. Some Outfits provide a Fireproof effect.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Scrounge

This equipment is made of re-purposed and recycled parts. Scrounged weapons aren't sold in stores, but you may be able to barter or to trade for them.

Short

Short Range is 10m, the most common threat range for pistols and for carbines. The range penalty is d8.

Shots

This weapon has a fixed number of shots, such as "1 shot" or "2 shots". Once those shots are spent, the weapon must be re-loaded. Reloading a weapon is an equip action.

Slaying

Slaying weapons cause +2 points of Damage per success, instead of just +1, See page 123 for more details.

#Smother

Effects with the #Smother tag cause an extra +2 Damage to targets that are not Airtight. (That is, targets who have to breathe and who aren't in sealed, protective suits.)

Some Outfits are Airtight, and thus they will prevent this tag's bonus. The "Cybernetic Body" is Airtight... but only when it's not exhausted and broken. Elvers and Morphirs are not Airtight, but their body absorbs airborne chemicals differently than others, so they are immune to the #Smother tag.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Splash

After rolling an attack with a Splash weapon, leave your dice on the table. The target defends normally; they may counter or dodge. If the target is hit, the Splash effect occurs.

All other combatants – friend or foe -- within the Splash radius may dodge (but *not* counter) the original attack roll to avoid the Splash effect. For example, a "Splash Near flat 2" inflicts Damage flat 2 on all combatants Near (within 3m) of the original target who do not successfully Dodge. (Yes, a Splash effect used

on a counter can effect many more targets than just the original attacker.)

The original target doesn't take the Splash Damage – they already suffered the main effect's Damage.

Subdual

Weapons with this descriptor inflict Subdual Damage. Subdual Damage has a chance of incapacitating the target. See page 123 for more details.

Sweep

Weapons with the *Sweep* effect can attack multiple targets. If you hit with your first attack roll, and you're not sent Reeling or otherwise unable to continue, you may sweep to a second target.

Each Sweep effect lists a range. The second target must be within the Sweep range of the original target. For example, if you hit with a "Sweep Short", you may attack another target that is within 10m of the primary target. The second target must also be within your Attack range – if your weapon has Strike Medium and Sweep Short, you can't Sweep to a second target at Long range, even if they're within Short range of the first target. The second target defends normally.

If you hit the second target, you may sweep to a third target. You may keep sweeping to new targets as long as you keep hitting or until you run out of targets. Since targets defend normally, a Sweep may expose you to multiple counter-attacks, so choose your targets carefully.

A Sweep effect never hits the same target twice. You can't hit the first target, sweep to a second target, and then sweep back to the first target.

Follow-up attacks from Sweep don't consume any extra ammunition, nor do they cause overheating, etc. It's assumed that the first attack is using multiple bullets or sprayed chemicals or sweeping rays or what have you. However, *Function Dice are included in Sweep attacks*, and they can cause Glitches, as described on page 133.

Thrown

This weapon can be thrown up to Short Range. Standard range penalties apply.

Once thrown, you don't have the weapon any more. If you miss, the weapon may be lost; if you hit, the weapon may have broken on impact.

Players may ask the Game Host if they can scavenge their thrown weapons after a fight. As a rule, they can. If things are strange (bad lighting, nearby cliffs, other reasons to lose things), the Host can force a roll of Speed & Observation vs. 3 to find even half of all Thrown weapons.

Two hands

This equipment requires two hands to use. If you have three or more hands, at least one of the hands must be your good hand, or you will suffer penalties.

You can still carry a two-handed weapon in one hand, you just can't use it. For example, you could carry a grenade launcher in your off hand while still using a pistol in your good hand. To switch from carrying a weapon to using it, you will have to use an "equip" action.

Unipolar

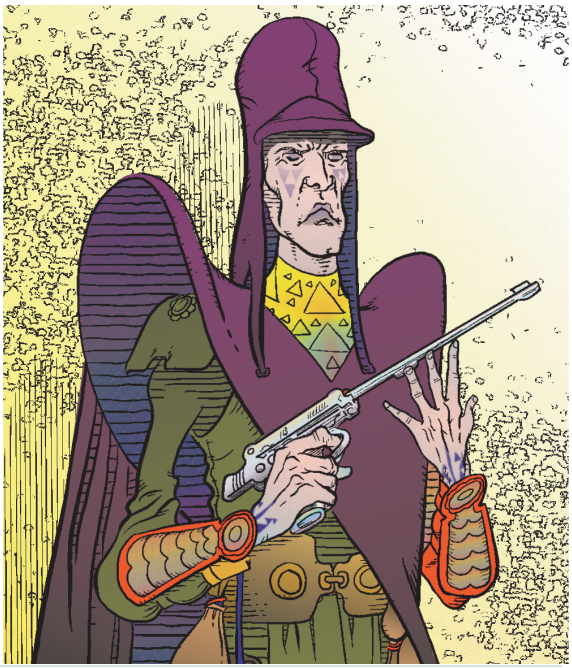
A Unipolar weapon uses magnetic force to accelerate a heavy projectile at super-sonic speed, to strike the target with great kinetic force.

Very Long

Very Long Range is 300 meters. The range penalty is 3d12.

Vulnerable

If this weapon hits a target, it impairs their armor or defenses and gives them the Vulnerable status. A *Vulnerable* effect makes the target suffer +1 Damage on all future damage effects. See page 123 for more details.



#Warp

Effects with the #Warp tag cause an extra +2 Damage to targets that are *not* xenharmonic, themselves. (Xenharmonic equipment, characters in outfits with the xenharmonic descriptor, and characters with the Conductor Legacy, are immune to warping and thus will not suffer the extra +2 damage.

For more information, see "A Conditional Tag adds +2 Damage if its conditions are met", page 125.

Weak

This weapon's Damage is particularly ineffective against tough targets. The target rolls double their usual Soak dice, and any Invulnerability they have counts double. See page 123 for more details.

Wrestling

This unarmed attack uses grabs, twists, arm-locks, and the like. Some gifts enhance Wrestling attacks.

Xenharmonic

In the days of the Syndicate, the Syndics used the science of *Xenharmonics* to make bizarre weapons that alter space and time. Some gifts only work with Xenharmonic equipment.

Weapons

In the untamed wilderness, where there is no rule of law, characters may take any equipment they can get their hands upon. On derelict worlds, or ones where criminals and anarchy hold sway, characters will probably be able to get away with carrying Proscribed weapons. When booking passage on other ships, or when travelling on reasonably-secure worlds, Proscribed weapons will require permits or authorization, or they will have to be disarmed using the Peace-Binding mod. In rigidly controlled places, such as Solar Creed stations, Averlini cities, and Concord space-craft, characters might not even be permitted to carry weapons at all.

How to Read Weapon Descriptions

Each table lists the weapons of a specific category, and each row is a single weapon.

The Equip column lists what hands are required to wield the weapon effectively.

The Threat and Strike columns list the range at which the weapon can Counter and Attack, respectively.

The Attack Dice column lists which Traits and Skills are used to attack with this weapon. If there are any unusual rules that apply when attacking, such as Function Dice or side effects to the attacker, they're listed here.

The Effect column lists the effects the target of the attack suffers on a successful hit. If anything will happen to the attacker because of a successful hit, it'll be listed here, but the text will explicitly say it happens to the attacker.

The Descriptors column lists the cost of the weapon (if any), ammo capacity (if any), and any other descriptive tags. Not all of these have effects. Some, like Primitive or Scrounge, are only meaningful for how they relate to certain gifts.

Brawling and Improvised Weapons

Anyone with a free hand can grab, punch, kick, grab, or shove other characters around. Characters that are grabbed or entangled must use a special kind of attack: the ***Break Free*** move ... and a Break Free is always threatened by any other Brawling attack, so your grappler may either dodge or counter with any other move that has the Brawling descriptor. (However, since one or more of their hands are busy grappling you, they'll have to choose wisely.)

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Break Free	None (Free)	--	Close	Body, Speed, Fighting vs. defense *(Threatened by Brawling!)*	Weak Damage +1 Attacker Escapes	Brawling, Wrestling
Brutalize	2 hands (Free)	--	Close	Body, Speed, Will, Fighting	Weak Damage +2	Brawling
Choke Hold	2 hands (Free)	--	Grappled Target	Body, Will, Fighting	Weak Subdual Damage +0 #Smother, Grapple	Brawling, Wrestling
Grab	Off hand (Free)	--	Close	Body, Speed, Fighting	Weak Damage +0 Grapple	Brawling, Wrestling
Head Butt	None (Free)	--	Close	Body, Will, Fighting	Weak Subdual Damage +0	Brawling
Heave	2 hands (Free)	--	Close	Body, Speed, Will, Fighting	Weak Damage +0 Move target 1m	Brawling
Improvised 1-handed	Good hand	Close	Close	Body, Fighting	Weak Damage +2	Improvised
Improvised 2-handed	2 hands	Close	Close	Body, Fighting	Weak Damage +3	Improvised
Improvised Thrown	Off hand	Close	Close	Body, Speed, Fighting	Weak Damage +1	Improvised, Thrown
Kick	None (Free)	--	Close	Body, Speed, Fighting	Weak Damage +2	Brawling
Knuckleduster	Off hand	Close	Close	Body, Speed, Will, Fighting	Damage +0	Expensive (♪12), Modification, Brawling
Knockout	Good hand (free)	--	Close	Body, Speed, Will, Fighting	Weak Subdual Damage +0	Brawling
Pull	Off hand (Free)	--	Close	Body, Fighting	Weak Damage +1 Drag (stride), Grapple	Brawling
Punch	Off hand (Free)	--	Close	Body, Speed, Will, Fighting	Weak Damage +1	Brawling
Rush	None (Free)	--	Close	Body, Speed, Fighting	Damage flat 1 Push 1 per success	Brawling, Wrestling

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Shove	Off hand (Free)	--	Close	Body, Speed, Fighting	Weak Damage +1 Push 1	Brawling, Wrestling
Squeeze	2 hands (Free)	--	Grappled Target	Body, Will, Fighting	Penetrating Weak Damage +2, Grapple	Brawling, Wrestling
Suplex	2 hands (Free)	--	Grappled Target	Body, Speed, Fighting	Weak Damage +3, Push 1, Knockdown	Brawling, Wrestling
Tackle	2 hands (Free)	--	Close	Body, Speed, Will, Fighting ***Attacker is Knocked Down***	Damage flat 1 Push 1, Knock Down	Brawling, Wrestling
Wrestle	2 hands (Free)	--	Close	Body, Speed, Will, Fighting	Weak Damage +1 Drag (Stride), Grapple	Brawling, Wrestling

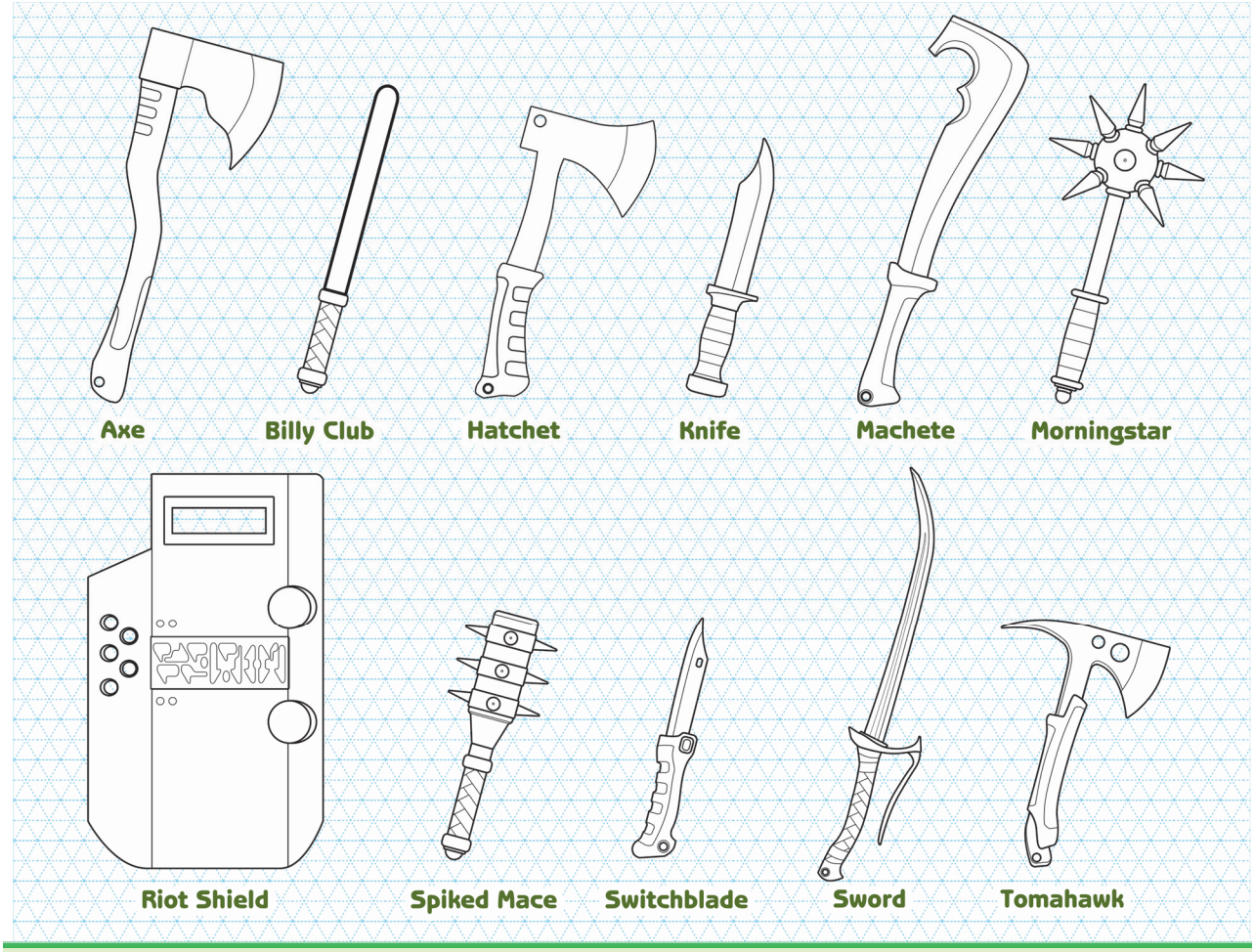
Standard moves that most people of the Myriad can accomplish are the no-hands **kick**, the one-handed **punch**, and the two-handed **brutalize**. Use these attacks to simulate knee strikes, elbow strikes, shoulder slams, and what have you. Just pick the attack that matches the appropriate "equip" cost. A **knockout** is any move against the jaw, back of the head, kidneys, nerve center, thoracic arch, etc. to incapacitate a target with minimal risk. if you really want to show off, the **head butt** attack can knock someone unconscious in a single hit. The **break free** maneuver is any attempt to break a Grapple that's holding you in place. Since "Break Free" is an *attack*, you won't be able to break free if you're Panicked – so if you become Panicked, then you're caught! The **grab** is a simple one-handed clutch, while the **wrestle** uses two hands to hold the target, or to pull them along. Once you already have the target grappled, you can **squeeze** them for more damage or **suplex** them to throw them to the ground – you can also use the squeeze as a counter to their "break free" attempt. If you want to take guards out without them crying for help, the suffocating **choke hold** prevents your target from crying for help. If you just want to move someone out of the way, or to hurl them off a great precipice or something, the **heave**, **pull**, **rush**, or **shove** attacks can work nicely for that. If you absolutely need to knock someone down, the **tackle** attack can be a successful if desperate gambit.

Objects not intended to be used as hand-to-hand weapons are **improvised** weapon. The **knuckleduster** is forged metal that wraps around the fingers on the hand, sometimes as a stand-alone device or as a basket-hilt on a sword ... and yes, it's a weapon that has the Brawling descriptor, so it can be used with abilities that require the "Brawling" descriptor.

Legacy Gifts as Attacks

Many of the Myriad People have claws, teeth, glands, toxins, and other natural abilities that can be used as attacks. For more details, read the description of the appropriate gift.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors	Page
Adhilian Blades	None (Free)	--	Near	Body, Speed, Will, Legacy, Fighting	Damage +0 #Critical **Sweep Close**	--	68
Elver Constrict	None (Free)	--	Near	Body, Legacy, Athletics, Fighting	Damage flat 1 #Finish #Smother, Grapple	X: Action	71
Elver Electric	None (Free)	--	Close	Speed, Legacy, Fighting	Penetrating Damage +1, Confused	X: Action	72
Ishato Sting	None (Free)	--	Short	Body, Speed, Legacy, Fighting	Weak Damage flat 4 #Finish #Poison	X: Action, Loud	72
Morphir Absorption	None (Free)	--	Close	Body, Legacy, Deceit, Fighting Only targets carbon-based life forms with brains	Weak Damage flat 6 Replace Dying with Dead On a kill, eat target's brain.	X: Hide	74
Morphir Sundew	None (Free)	--	Short	Body, Speed, Legacy, Deceit	Weak Damage flat 4, Entangled	X: Hide	74
Morphir Spore	None (Free)	--	--	Body, Legacy, Endurance, Presence	**Blast: Short** Reeling, Confused, Vulnerable No effect vs. Airtight targets	X: Hide	75
Morphir Thorns	None (Free)	--	Medium	Body, Legacy, Deceit, Shooting	Damage flat 4, Vulnerable **Sweep Short**	X: Hide	75
Rhax Bite	None (Free)	--	Close	Body, Legacy, Fighting	Weak Subdual Damage +2 #Poison	--	75
Rhax Webbing	None (Free)	--	Short	Body, Legacy, Athletics, Shooting	Weak Damage flat 2 #Smother, Entangled Sweep Near	X: Action	76
Towser Bite	None (Free)	Close	Close	Body, Legacy, Fighting	Damage +0, #Poison, Grapple	--	76
Towser Claw	None (Free)	Close	Close	Body, Speed, Legacy, Fighting	Penetrating Damage +1, Vulnerable	--	76

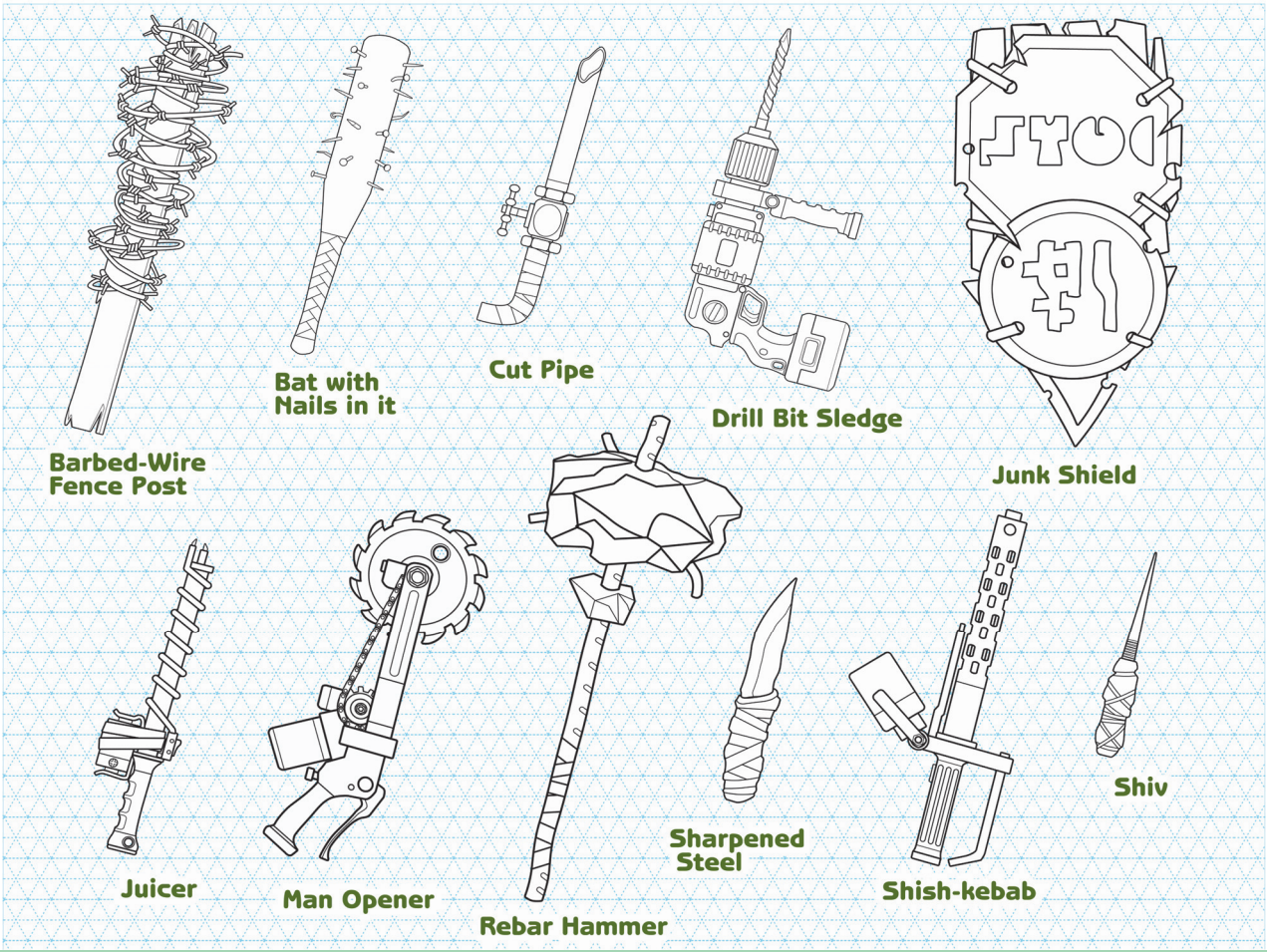


Common Fighting Weapons

These weapons can be found almost anywhere.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Axe	2 hands	Close	Close	Body, Fighting	Damage +2, #Critical	Affordable (♪2.4)
Billy club	Good hand	Close	Close	Body, Speed, Will, Fighting	Damage +0	Affordable (♪1.2)
Hatchet	Good hand	Close	Close	Body, Fighting	Damage +1, #Critical	Affordable (♪1.2)
Knife	Off hand	Close	Close	Body, Speed, Fighting	Damage +0	Affordable (♪0.8), Thrown, Concealable
Machete	Good hand	Close	Close	Body, Speed, Fighting	Damage +1	Affordable (♪1.2)
Morningstar	Good hand	Close	Close	Body, Will, Fighting	Damage +1	Affordable (♪1.2)
Riot Shield	Off hand	Close	Close	Body, Fighting	Damage +0, Push 1	**Burden, Cover d12,** Affordable (♪2.4)
Spiked Mace	2 hands	Close	Close	Body, Will, Fighting	Damage +2	Affordable (♪2.4)
Switchblade	Off hand	Close	Close	Body, Will, Fighting	Damage +0	Affordable (♪0.8), Thrown, Concealable
Sword	2 hands	Close	Close	Body, Speed, Fighting	Damage +2	Affordable (♪2.4)
Tomahawk	Off hand	Close	Close	Body, Fighting	Damage +1	Affordable (♪0.8), Thrown

The **axe** is often found in buildings, and even large vehicles and space-craft, as a fire-fighting tool for breaking down doors and walls; its cousin, the balanced **tomahawk**, can be thrown at small game. The **hatchet** is a woodsman's tool for chopping down branches or small trees. The **knife** is a very common survival tool, but in thicker jungles, you might want to carry a **machete**, instead. In urban settings, some people will carry the spring-loaded **switchblade**, instead. Popular with police, armed guards, and militia, the **billy club** is a polycarbonate or wooden stick that is light, handy, and effective. The **morningstar** and **spiked mace** are tools of intimidation, nothing more to them than simple brutality. On some worlds, the **sword** is still used for dueling. The **riot shield** is a heavy slab of metal and plastic carried by police officers.



Scrounge Fighting Weapons

Too much junk in the yard, too much time on your hands, and too much thoughts of violence against your fellow people ... combine all three, and you wind up with a lot of Scrounged Fighting Weapons. Even if you survive the encounter, you might want to get a tetanus booster shot after being cut by all those rusty blades.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Barbed-Wire Fence Post	2 hands	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 3	Scrounge, Cheap (♪0.64)
Bat with Nails in it	Good hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 2	Scrounge, Cheap (♪0.32)
Cut Pipe	Good hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 3	Scrounge, Affordable (♪0.96)
Drill Bit Sledge	2 hands	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 4	Scrounge, Affordable (♪1.92)
Juicer	Good hand	Close	Close	Body, Speed, Fighting, **Breakdown d8**	Subdual Damage flat 1, #Finish, #EMP	Scrounge, Electric, Expensive (♪4.8)
Junk Shield	Off hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 1, Push 1	**Cover d8,** Scrounge, Affordable (♪1.9)
Man Opener	Good hand	Close	Close	Body, Speed, Fighting, **Breakdown d8**	Damage flat 2 #Finish	Scrounge, Loud, Expensive. Powertools (♪4.8)
Rebar Hammer	2 hands	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 3 #Critical, Push 1	Scrounge, Expensive (♪9.6)
Sharpened Steel	Off hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 2	Scrounge, Affordable (♪0.64), Thrown
Shish-kebab	Off hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 1, #Scorch, Burning	Scrounge, Rare, Expensive (♪5.1)
Shiv	Off hand	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 1	Scrounge, Cheap (♪0.48), Thrown, Concealable

For classic intimidation value, why not spend some time with a hammer and make a **bat with nails in it**? Old plumbing is found in all kinds of ruins – break a pipe at a nasty angle, and you have a handy **cut pipe** for stabbing or for bashing. And as long as you're cutting down the chain-link fence that keeps you out, why not uproot the **barbed-wire fence post** and bring it with you if any guards come along? It's heavy and it's awkward, but if you can put a long enough handle on it, a **drill-bit sledge** makes an excellent recycled tool for impaling your enemies.

An insulated stick, a live battery, and some exposed wires make an improvised cattle prod, colloquially called a **juicer**. A popular weapon with kidnappers and with slavers, the juicer might knock the target unconscious.

Often made from a road sign or a piece of sheet metal, the **junk shield** can be used for closer-quarters defense. Yes, you may still claim the Cover bonus from the junk shield even after it breaks down and can't be used for fighting any more.

While a rotary blade on the end of a stick is handy for sawing off the tops of barrels and crates, the **man opener** also has a devastating effect upon people, as well. When old structures fall apart, their supporting beams are often found inside slabs of concrete; find one with some good balance and heft, and you have the **rebar hammer**, an excellent tool for clearing rooms. With enough patience and a little skill, you can scrape a piece of scrap metal against stone and sharpen it up nicely; make an improvised grip of duct tape and rags, and the **sharpened steel** will make anyone think twice about stopping you. Of course, you can always go smaller scale and make the popular, and concealable, **shiv** instead. With some canned heat, a firm grip, and a long fire-proof steel rod, the **shish-kebab** doubles as both a source of light and as a weapon to use in close quarters.

Scrounge Shooting Weapons

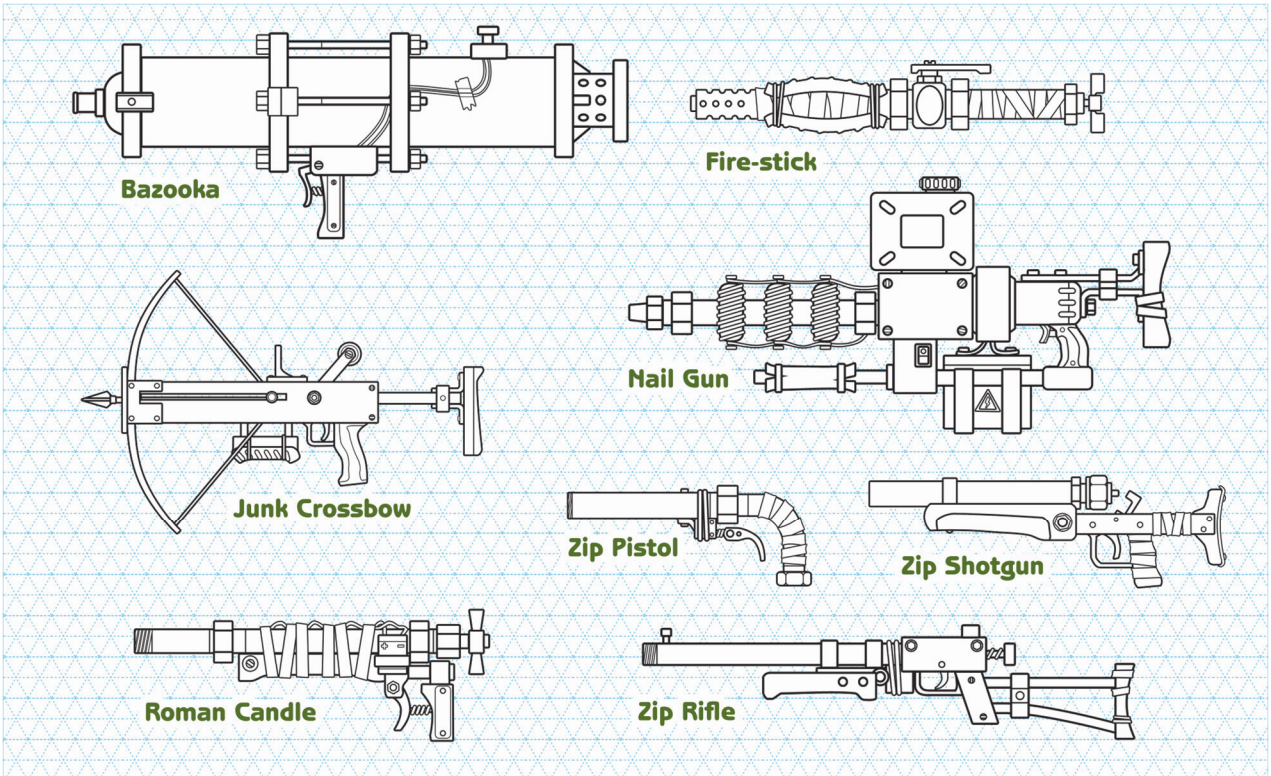
Dangerous and unreliable, these weapons are used by the criminal, the desperate, and the insane. The triggers on these weapons are awkward at best, and hits are more often the result of luck than of skill.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Bazooka	2 hands	--	Long	Speed, Shooting, **Breakdown d8**	Damage flat 3 Splash Near flat 2	Loud, Scrounge, Explosive, Rocket, Loud, Affordable (♪2.4), **1 shot**
Fire-stick	2 hands	Short	Medium	Body, Shooting, **Backfire d12**	Damage flat 3, Burning, Vulnerable	Scrounge, Proscribed, Fire, Expensive (♪15), **1 shot**
Junk Crossbow	2 hands	--	Long	Speed, Shooting, **Breakdown d8**	Damage flat 3	Scrounge, Rare, Affordable (♪4.8), **1 shot**
Nail Gun	2 hands	Short	Medium	Speed, Shooting, **Breakdown d8**	Damage flat 3 Sweep Short	Scrounge, Unipolar, Expensive (♪12), **Cap: High**
Roman Candle	2 hands	--	Medium	Speed, Shooting, **Breakdown d8**	Damage flat 4 **Sweep Short**	Loud, Scrounge, Expensive (♪12), **1 shot**
Zip Pistol	Good hand	Short	Medium	Speed, Shooting, **Breakdown d8**	Damage flat 3	Loud, Scrounge, Affordable (♪1.2), **1 shot**
Zip Rifle	2 hands	--	Long	Speed, Shooting, **Breakdown d8**	Damage flat 3 #Critical	Loud, Scrounge, Affordable (♪2.6), **1 shot**
Zip Shotgun	2 hands	Near	Medium	Body, Speed, Shooting, **Breakdown d8**	Damage flat 2, #Nearby	Loud, Scrounge, Affordable (♪2.4), **1 shot**

Zip guns are found all throughout the scrap-yards and derelict ruins of the Myriad. Most are little more than metal pipes with an elastic band for a firing pin; a few don't have triggers but have a cap that is shoved like a piston or twisted like a key. For a higher rate of fire, a **roman candle** stacks bullets in one barrel, each one fired in turn.

The **junk crossbow** uses a steel cable wound over a metal frame, and a small crank winds back the arrow. Some of them are made from salvaged gun parts. They are very popular with hunters and bandits on derelict worlds, as their ammunition can be retrieved from victims and re-used without the need for gunpowder.

A hollow tube with one welded cap, the **bazooka** holds a re-purposed or home-made rocket. The gas it vents can give the user a nasty burn. Bad-lands raiders will often employ one or more bazookas to disable a vehicle, so that they can enslave the occupants and loot the cargo.



A long pipe with a lot of wire wrapped around the end, with a tube filled with sharp bits of metal, the **nail gun** uses a powerful electro-magnet to accelerate nails and other bits towards a target. Like a fully-automatic weapon, it keeps shooting nails as long as the trigger is held down.

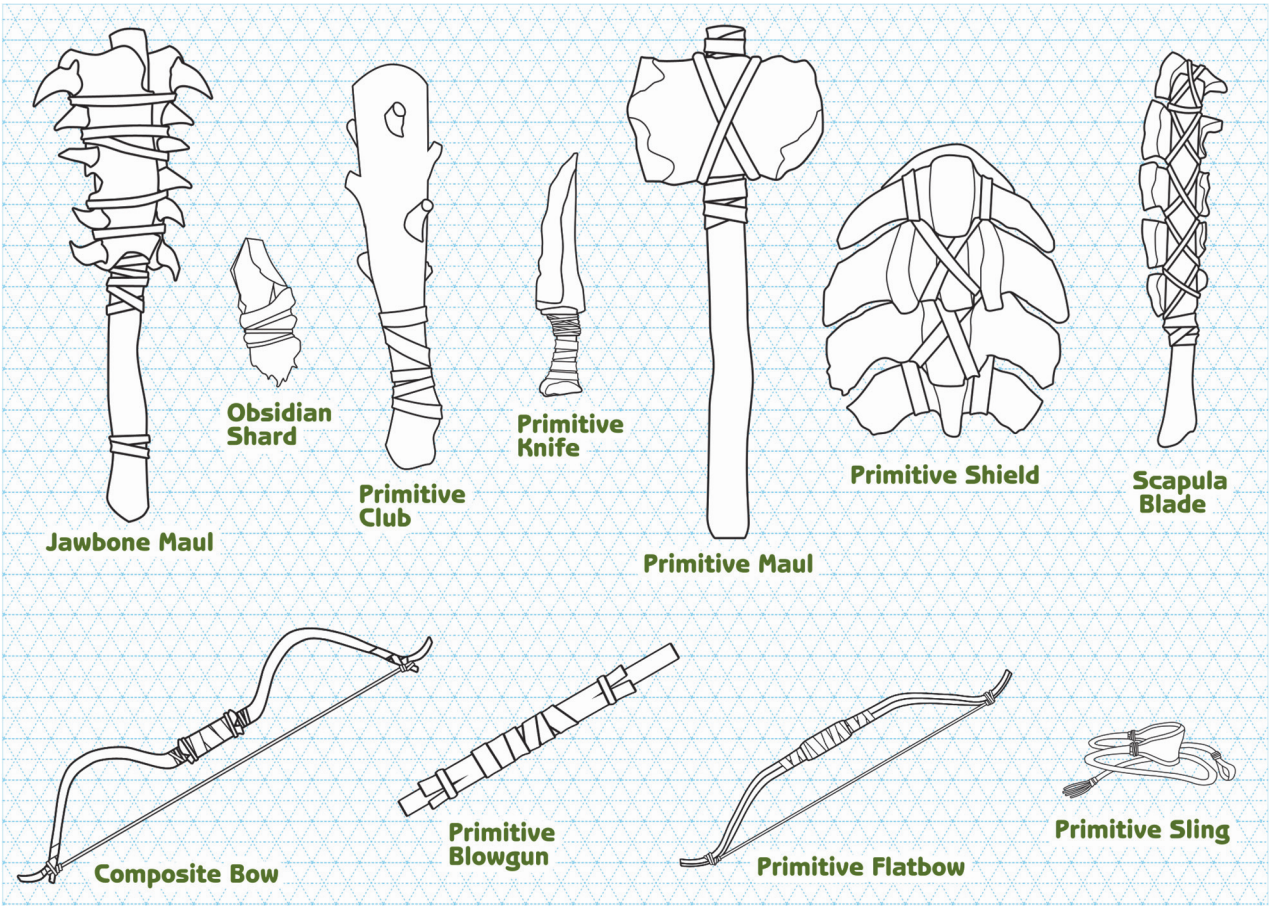
Essentially a road flare in a tube, the **fire-stick** spews flaming chemicals such as gasoline, white phosphorous, or thermite out of the business end … and yes, it's a very dangerous weapon to use, with a chance that the chemicals inside will super-heat and explode.

Primitive Fighting Weapons

These weapons are crafted from natural materials.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Jawbone Maul	2 hands	Close	Close	Body, Fighting	Weak Damage +5	Primitive, Rare, Expensive (♪14)
Obsidian Shard	Off hand	Close	Close	Body, Speed, Fighting	Weak Damage +2 #Critical	Primitive, Rare, Expensive (♪3.6), Thrown
Primitive Club	Good hand	Close	Close	Body, Will, Fighting	Weak Damage +2	Primitive, Rare, Cheap (♪0.48)
Primitive Knife	Off hand	Close	Close	Body, Speed, Will, Fighting	Weak Damage +2	Primitive, Rare, Cheap (♪0.24), Thrown
Primitive Maul	2 hands	Close	Close	Body, Fighting	Weak Damage +4	Primitive, Rare, Affordable (♪2.9)
Primitive Shield	Off-Hand	Close	Close	Body, Fighting	Weak Damage +1, Push 1	**Burden, Cover d12,** Primitive, Affordable (♪1.4)
Scapula Blade	Good hand	Close	Close	Body, Will, Fighting	Weak Damage +3 #Critical	Primitive, Rare, Expensive (♪7.2)

While killing a dinosaur or other large creature can feed your tribe for days, there's no better trophy than the great **jawbone maul** that you make from its teeth and mandible. A runner-up is the **scapula blade** that you craft from its great shoulder bones. Volcanic rock is very brittle, but it can also be knapped to be extremely sharp – the **obsidian shard** with a hide grip will slice open a belly as quick as you can flick your wrist.

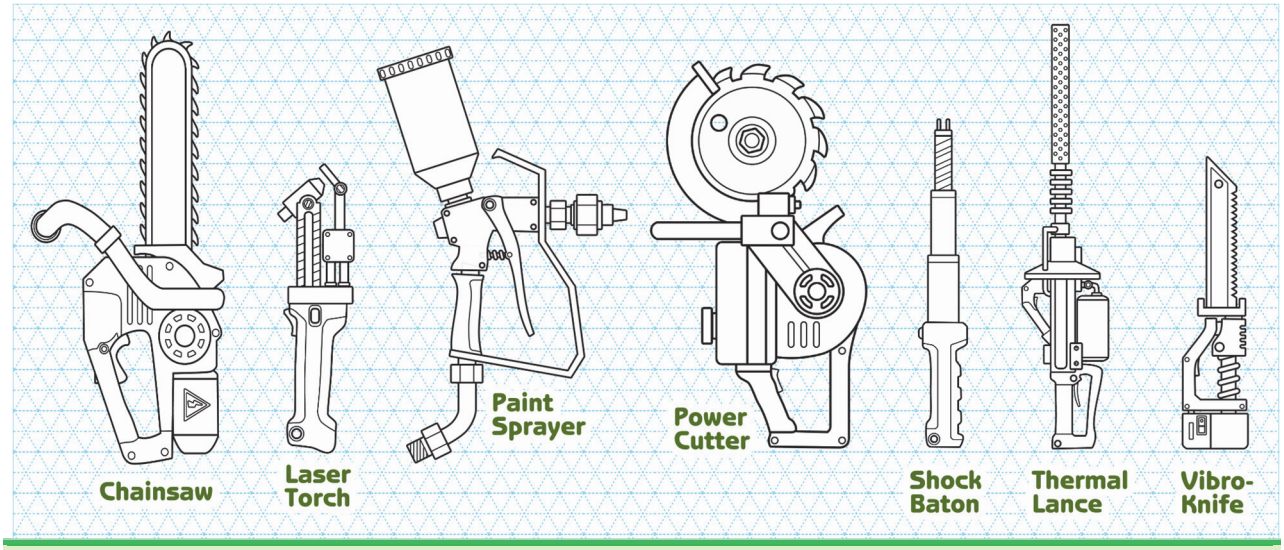


Primitive Shooting Weapons

It's always better to take them out from further away.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Composite Bow	2 hands	--	Long	Body, Speed, Will, Shooting	Weak Damage +3 #Critical	Primitive, Expensive (♪9), Archery, **1 shot**
Primitive Blowgun	2 hands	--	Short	Body, Speed, Shooting	Weak Subdual Damage +0 #Poison	Primitive, Expensive, Rare, Proscribed (♪45), **1 shot**
Primitive Flatbow	2 hands	--	Medium	Body, Speed, Shooting	Weak Damage +3	Primitive, Affordable (♪1.8), Archery, **1 shot**
Primitive Sling	Good hand		Short	Body, Will, Shooting	Weak Damage +2	Primitive, Cheap (♪0.3), **1 shot**

A **flatbow** is the most primitive type of bow – a slab of wood with a taut string. For better results, a **composite bow** is made when a hard, strong wood and a supple, bending wood are glued together. The **blowgun** is a long tube, held to the mouth and then blown through to project a poisoned dart at a target. For simplicity and for opportunity, the **sling** is always popular – a string of cloth or leather for hurling a rock.



Powertools as Fighting Weapons

If you're attacked by criminals during a routine maintenance, or if there's a union uprising against your capitalist oppressors, the tools of your trade can be employed in self-defense.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Chainsaw	2 hands	Close	Close	Body, Speed, Will, Fighting	Damage +1 #Finish	Loud, Powertools, Expensive (♪12)
Laser Torch	Off hand	Close	Close	Body, Speed, Mind, Fighting	Damage +0 #Critical #Finish #Scorch	Powertools, Fire, Expensive (♪16), Thrown, **Cool-down d6**
Paint Sprayer	2 hands	Close	Close	Body, Speed, Fighting	Damage flat 0, #Smother, Blinded	Powertools, Expensive (♪12)
Power Cutter	Good hand	Close	Close	Body, Speed, Will, Fighting	Damage +0 #Finish	Loud, Powertools, Expensive (♪30)
Shock Baton	Good hand	Close	Close	Body, Speed, Will, Fighting	Damage +0, Confused	Loud, Powertools, Electric, Expensive (♪30)
Thermal Lance	2 hands	Close	Close	Body, Speed, Mind, Fighting	Damage +1 #Critical #Finish, Burning	Powertools, Fire, Expensive (♪13), **Cool-down d6**
Vibro-Knife	Off hand	Close	Close	Body, Speed, Will, Fighting	Damage +0 #Finish	Loud, Powertools, Expensive (♪16), Thrown

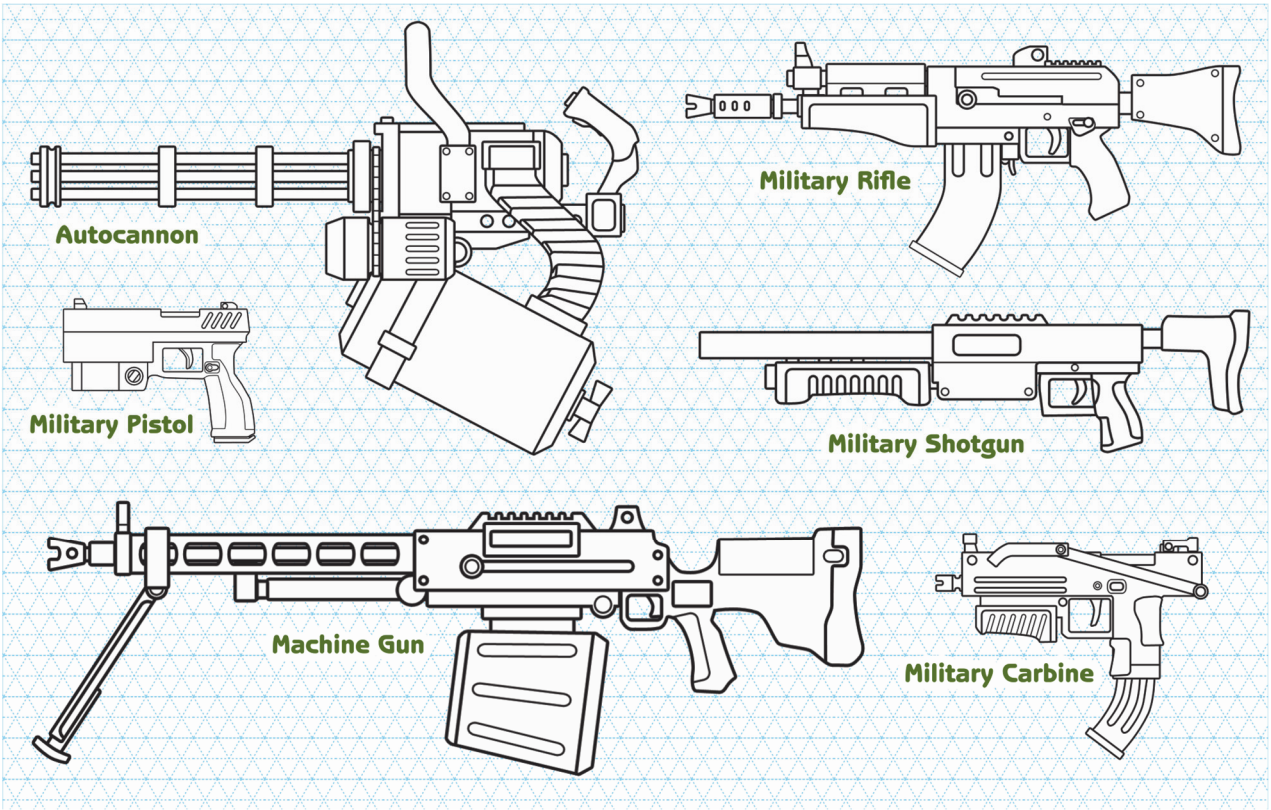
A spinning rotary blade held in the hand, the **power cutter** is used to slice wood, steel, cable, and other things. For big jobs, a larger **chainsaw** is better. For precision cutting, few tools can beat the **laser torch**. For thick materials, a **thermal lance** can work better – when turned off, they are long cylinders with an exhaust port, but when turned on, the duodec power supply vents a thin column of air super-heated to thousands of degrees, capable of melting almost anything. The **shock baton** is usually used for animal control, but some peace-keeping forces use it on ordinary citizens, delivering painful electric shocks. The **vibro-knife**'s handle contains a high-speed motor that makes a high-pitched frequency; this resonance shakes the knife's blade at just the right frequency where it can cut smoothly and cleanly.

Firearm Shooting Weapons

Even though technology has advanced far, few weapons can rival the efficiency of the bullet. The standard bullet found in the Myriad Worlds is a metal-jacketed round with a chemical propellant. When a hammer strikes the end of the bullet, it breaks the seal and sets off a spark. An explosion triggered in the barrel pushes gas outwards, and this expansion propels the bullet forward at supersonic speed.

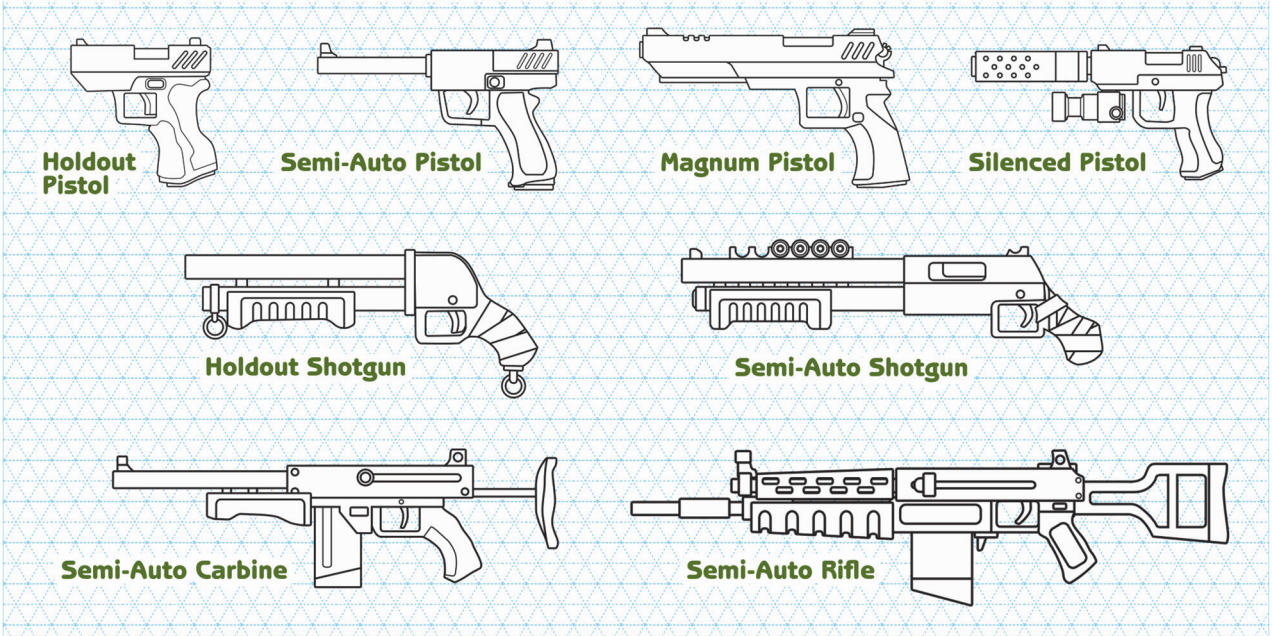
Bullets are usually stored in cartridge *magazines*. An empty magazine is ejected, usually from a thumb release, and then a new magazine is inserted. Some weapons are fed by a revolving *cylinder*, which is either re-loaded or replaced, or sometimes by a *clip* of bullets that are pushed into the weapon. Exotic firearms may have very exotic loading methods.

All firearms listed here have a semi-automatic or fully-automatic action – that is, when one bullet is fired, another bullet is automatically loaded in the chamber.



Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Autocannon	2 hands	Medium	Long	Body, Speed, Shooting	Damage +2, Vulnerable **Sweep Medium**	**Burden,** Rapid-Fire, Proscribed, Rare, Loud, Expensive (♪110), Firearm, **Cap: High**
Holdout Pistol	Good hand	Short	Medium	Speed, Mind, Will, Shooting	Damage +0	Concealable, Loud, Affordable (♪1.5), Firearm, **Cap: High**
Holdout Shotgun	Good hand	Near	Medium	Body, Speed, Will, Shooting	Damage +0 #Nearby	Concealable, Loud, Affordable (♪1.5), Firearm, **Cap: Low**
Machine Gun	2 hands	--	Long	Body, Speed, Shooting	Damage +4, Push 1 **Sweep Medium**	**Burden,** Rapid-Fire, Proscribed, Loud, Expensive (♪45), Firearm, **Cap: High**
Magnum Pistol	Good hand	Short	Medium	Body, Speed, Shooting	Damage +2 #Critical	Loud, Affordable (♪1.5), Firearm, **Cap: Low**
Military Carbine	2 hands	Medium	Long	Speed, Mind, Shooting	Damage +2 **Sweep Short**	Rapid-Fire, Proscribed, Loud, Expensive (♪50), Firearm, **Cap: High**
Military Pistol	Good hand	Short	Medium	Speed, Mind, Shooting	Damage +2 **Sweep Short**	Rapid-Fire, Proscribed, Loud, Expensive (♪25), Firearm, **Cap: High**
Military Rifle	2 hands	--	Very Long	Speed, Mind, Shooting	Damage +2 #Critical **Sweep Medium**	Rapid-Fire, Proscribed, Loud, Expensive (♪55), Firearm, **Cap: High**
Military Shotgun	2 hands	Near	Medium	Body, Speed, Shooting	Damage +1 #Nearby **Sweep Short**	Rapid-Fire, Proscribed, Loud, Expensive (♪50), Firearm, **Cap: High**
Semi-Auto Carbine	2 hands	Medium	Long	Speed, Mind, Shooting	Damage +2	Loud, Affordable (♪3), Firearm, **Cap: High**
Semi-Auto Pistol	Good hand	Short	Medium	Speed, Mind, Shooting	Damage +2	Loud, Affordable (♪1.5), Firearm, **Cap: High**
Semi-Auto Rifle	2 hands	--	Very Long	Speed, Mind, Shooting	Damage +2 #Critical	Loud, Affordable (♪3.3), Firearm, **Cap: High**
Semi-Auto Shotgun	2 hands	Near	Medium	Body, Speed, Shooting	Damage +1 #Nearby	Loud, Affordable (♪3), Firearm, **Cap: High**
Silenced Pistol	Good hand	Short	Short	Speed, Mind, Will, Shooting	Damage +0 #Critical	Affordable (♪4.5), Firearm, Concealable, Proscribed, **Cap: High**

Weapon styles vary quite a bit, so some simplified terminology is used. A **pistol** is a gun that is fired in one hand; it is light, portable, and sometimes used in tandem (two at a time.) A **carbine** requires two hands, has a short barrel, and is good for close-quarters fighting in tight spaces; it is sometimes called a "sub-machine gun". A **rifle** has a long barrel, which gives the bullet more acceleration and thus more damage; however, the awkward size of the rifle makes it the worst when fighting at short ranges, as it's too slow to properly threaten or counter. The **shotgun** is a smooth-bore weapon that fires shot instead of solid slugs – more of these pellets will strike a target at near range, which makes it the deadliest



weapon for narrow spaces. The pellets are also less likely to hurt non-combatants at longer range or to penetrate walls or vehicle hulls, which makes the shotgun very popular with police, marines, and spaceship crew.

For the common defense, the more permissive jurisdictions throughout the Myriad permit the carrying of **semi-auto** weapons. These firearms load a new bullet into the chamber each time the previous one is fired, allowing for sophisticated self-defense. **Military** grade weapons are fully-automatic – as long as the trigger is held down, bullets keep firing. This high rate of fire allows them to sweep an area to hit multiple targets in a matter of seconds.

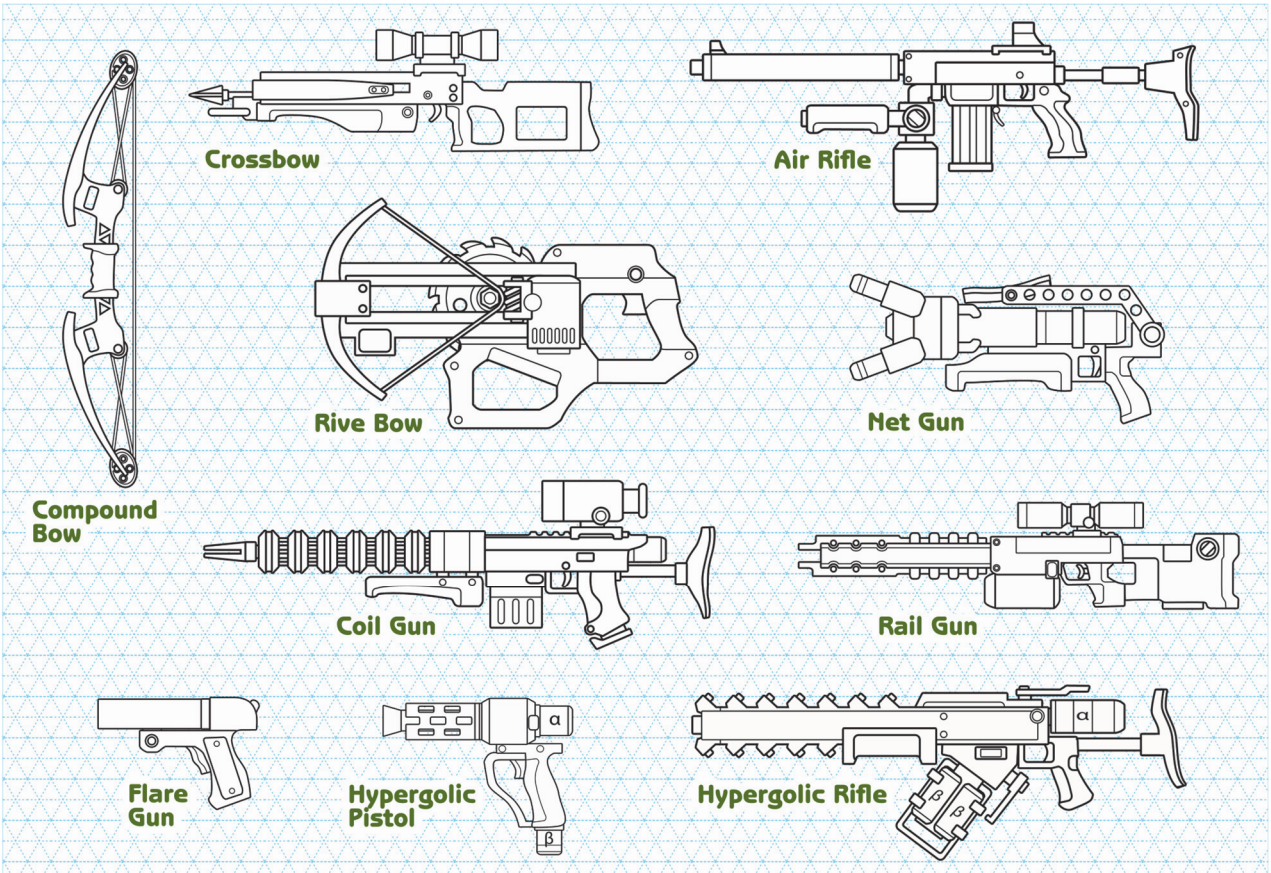
Sacrificing power and ammunition for a smaller size, **holdout** weapons are popular among criminals and among the discreet. The holdout pistol easily fits within a handbag or pocket. The holdout shotgun has a shorter barrel, so it can be concealed inside a coat, or kept in a vehicle and pushed through a window. Both weapons use more plastics and ceramics in their construction so they can defeat casual metal-detectors, but they will be found by chemical scanners and by x-ray devices. Unlike a typical gun, where the gas expelled by the bullet fires the action to load the next round, the **autocannon** has an extra motor to drive the action, which allows for an extremely high rate of fire. The **machine gun** fires heavier slugs than a rifle, usually for use on vehicles or armored targets.

Popular with assassins is the **silenced pistol**, a low-caliber gun that fires rounds at semi-sonic speeds, still noticeable but not the resounding, echoing boom of its brutal cousins; its low power requires getting up close and personal. For those who prefer intimidation and noise, the **magnum pistol** fires much larger rounds than a typical pistol.

Exotic Shooting Weapons

These weapons are high-tech, but also rare.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Air Rifle	2 hands	--	Long	Body, Speed, Shooting	Damage +2	Rare, Expensive (♪26), **Cap: High**
Coil Gun	2 hands	Short	Long	Speed, Mind, Shooting	Weak Damage +3 #Nearby **Sweep Medium**	Unipolar, Proscribed, Loud, Rare, Expensive (♪99), **Cap: High**
Compound Bow	2 hands	--	Long	Body, Speed, Shooting	Damage +2	Rare, Affordable (♪6), Archery, **1 shot**
Crossbow	2 hands	--	Long	Speed, Shooting	Damage +3	Rare, Affordable (♪6), **1 shot**
Flare Gun	Good hand	Short	Long	Speed, Mind, Shooting	Damage +1, Blinded, Burning	Loud, Affordable (♪1.5),**1 shot**
Incapacitating Spray	Off hand	--	Near	Speed, Will, Shooting, **Decay d8**	Subdual Damage flat 0 #Poison, #Smother	Rare, Affordable, (♪3)
Net Gun	2 hands	Short	Medium	Body, Speed, Shooting	Weak Damage +3, Entangle	**Burden,** Rare, Expensive (♪30), **1 shot**
Rail Gun	2 hands	--	Extreme	Body, Speed, Shooting	Damage +2 #Critical	**Burden**, Unipolar, Loud, Proscribed, Rare, Expensive (♪90), **Cap: Low**
Rive Bow	2 hands	--	Long	Body, Speed, Shooting	Damage +1 #Critical #Finish	**Burden,** Proscribed, Rare, Expensive (♪90), **1 shot**



Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Hypergolic Pistol	Good hand	Short	Medium	Speed, Shooting, **Decay d8**	Damage +1 #Scorch, **Sweep Short**	Proscribed, Loud, Extravagant (♪125), Fire
Hypergolic Rifle	2 hands	--	Long	Speed, Shooting, **Decay d8**	Damage +2 #Scorch, **Sweep Medium**	Proscribed, Loud, Expensive (♪55), Fire

Popular for personal defense, the **incapacitating spray** is an aerosol chemical designed to irritate the target's eyes, throat, and/or respiratory systems.

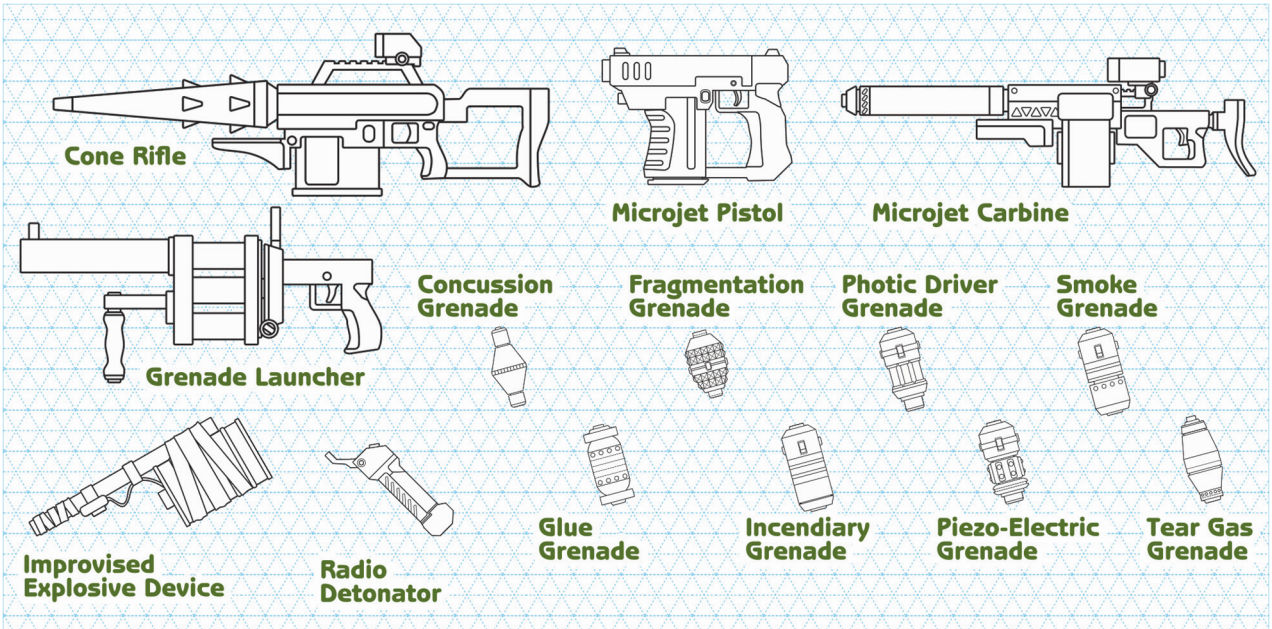
The **air rifle** uses compressed gas to project its bullets. It is popular with space-farers (because the compressed air canisters will still work in a vacuum) and with survivalists (because the air can be pumped back in using a manually-operated compressor, which can be cheaper and easier than trying to get more explosive bullets, if you're on a far frontier.) The **net gun** uses compressed air to fire a vinyl mesh, which spreads out as it flies, then entangles the target.

An advancement over the primitive bow, the **compound bow** has pulleys built into the draw-string, which both improves the strength of the shot and makes it easier to relax with the bow drawn; many hunters will have custom models with sophisticated sighting mechanisms. The **crossbow** is a metal and plastic contraption, reloaded through muscle-power; bolts can be retrieved from targets and re-loaded. The **rive bow** is a frightening affair – a crossbow that launches buzz-saw blades! The weapon was specifically developed for use against monsters where dismemberment is the only effective way to take them down.

Commonly found in a ship's emergency kit, a **flare gun** fires a shining ball that burns for several rounds, to aid visibility at night and to signal passing craft.

The **coil gun** uses an electromagnetic coil to accelerate small slugs to super-sonic velocity; it fires at a rate faster than any other personal gun, but its projectiles are collectively much smaller. The **rail gun** uses long metal rails to accelerate a projectile to terrific speeds; it's a small, man-portable version of the mass drivers that send packages into orbit.

The **hypergolic guns** mix a few drops of rocket fuel into the firing chamber, then combine it with accelerant to ignite it, and a fraction of a second later, the resulting jet of fire is vented towards the targets. These guns are extremely expensive because of the material involved, and even then, use of the weapon slowly burns out the lining and the mechanism. (In game terms, these weapons have a decay die that slowly decreases each time it rolls a "1". When the Decay die drops below d4, the weapon can longer be used and must be repaired, which requires a repair test and a chemical spare.)



Explosive Shooting Weapons

These weapons have projectiles that explode upon arrival at their destination. For details on the different grenade types, see the "Ammunition" section.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Microjet Pistol	Good hand	Short	Medium	Speed, Mind, Shooting	Damage +1 Splash Close flat 2	Explosive, Rocket, Loud, Expensive (♪7.5), **Cap: High**
Cone Rifle	2 hands	--	Long	Speed, Mind, Shooting	Damage +2 Splash Near flat 2	Explosive, Rocket, Loud, Expensive (♪17), **Cap: High**
Microjet Carbine	2 hands	Medium	Medium	Speed, Mind, Shooting	Damage +1 Splash Close flat 2	Explosive, Rocket, Loud, Expensive (♪15), **Cap: High**
Grenade Launcher	2 hands	--	Very-Long	Body, Speed, Shooting	As per grenade	Loud, Lobbed, Explosive, Rare, Expensive, (♪31), **3 shots**

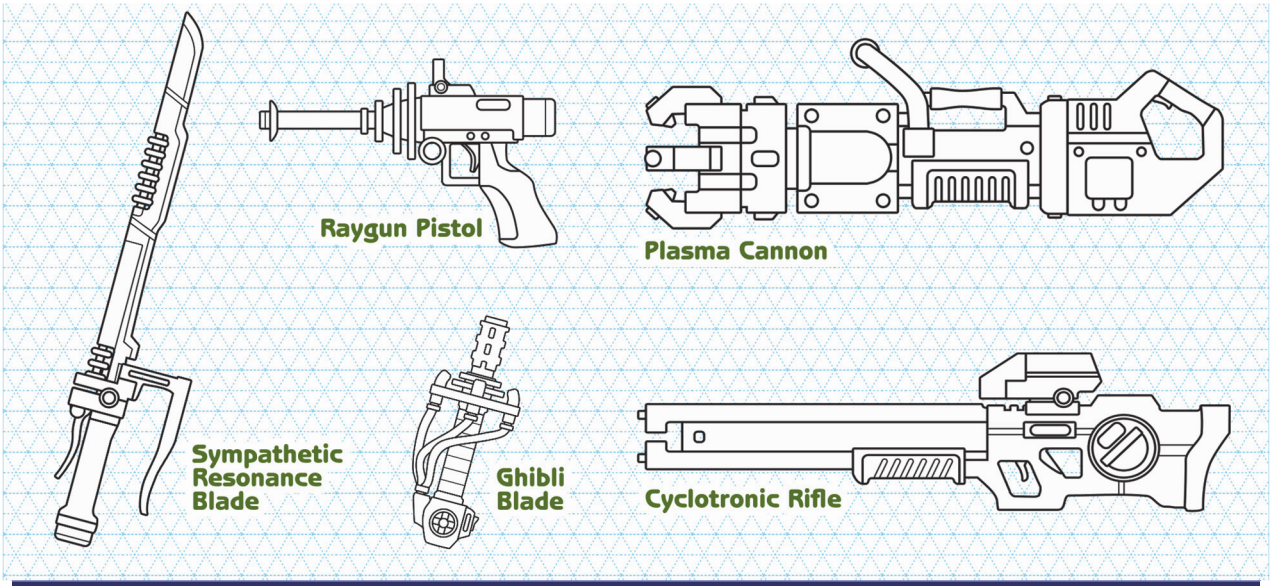
Microjets are tiny, stabilized rockets fired from a triggering mechanism – unlike a firearm, the microjet already has the rocket-fuel inside of it, and it just needs the electric charge. The **cone rifle** fires larger rockets; the weapon is very popular for its simplicity and its reliability.

The **grenade launcher** encases each grenade inside an ablating, chemical jacket; when fired, the grenade is projected at high velocity. (When grenades are loaded into a launcher, use the Body, Speed, and Shooting dice listed here, not the Athletics dice.)

Exciter Weapons

These weapons use exciter technology. For a projectile weapon, the barrel is actually a lasing chamber with a mix of inert gasses and radioactive elements. When a high-powered electrical charge is applied, the chamber's energy rises to a quantum state of excitation; this energy is then directed in a coherent beam that is projected at a target. Invisible in a vacuum, these rays burn up dust particles in their path and ionize the air, occasionally leaving a trail of luminous plasma. Other exciter items, such as defensive armor and blades, are made of special alloys whose properties change when energy is applied – they become much more resilient than before. Powered by duodec isotopes, an Exciter weapon won't run out of power for hundreds of years ... but the operation produces so much heat that the weapon may need to cool down before it can be operated again.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Cyclotronic Rifle	2 hands	--	Long	Speed, Mind, Shooting	Slaying Damage +2	Expensive, Rare (♪36), Ray, **Cool-down d6**
Ghibli Blade	Good hand	Close	Near	Body, Speed, Mind, Fighting	Slaying Damage +0, Burning, Vulnerable	Fire, Rare, Expensive (♪13), **Cool-down d6**



Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Plasma Cannon	2 hands	Short	Medium	Speed, Mind, Shooting	Slaying Damage +0, Burning, Vulnerable Sweep Short	Expensive, Rare (♪33), **Cool-down d6**
Raygun Pistol	Good hand	Short	Medium	Speed, Mind, Shooting	Slaying Damage +1	Expensive (♪8.3), Ray, **Cool-down d6**
Sympathetic Resonance Blade	Good hand	Close	Near	Body, Speed, Fighting	Penetrating Damage +1, #Finish, Vulnerable Sweep Near	Rare, Expensive (♪13), **Cool-down d6**

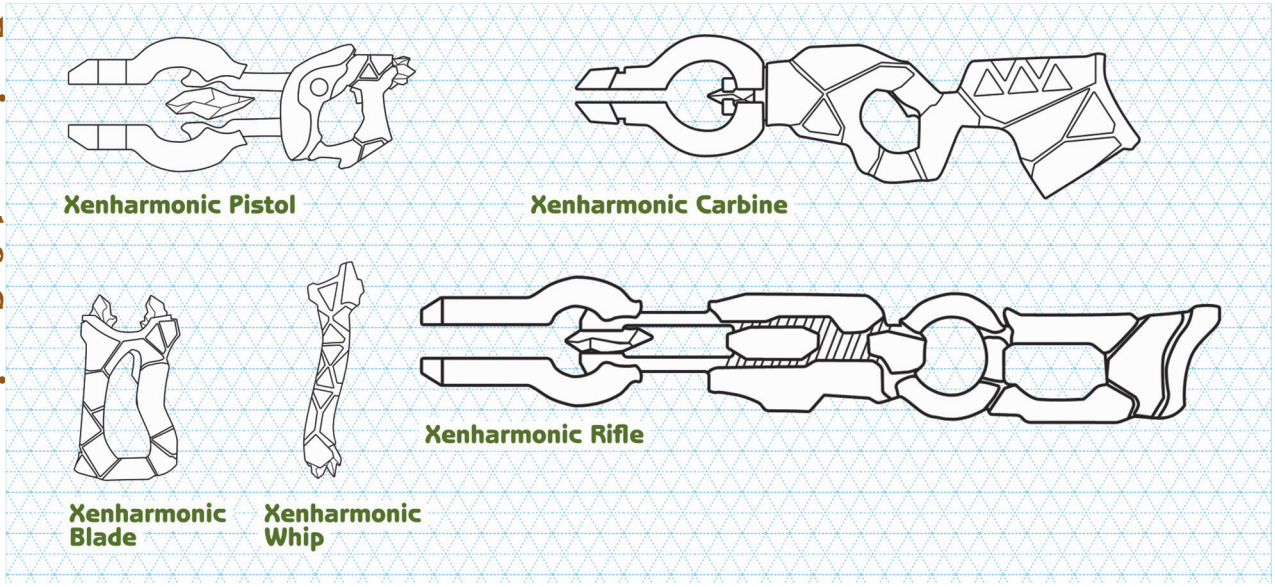
The signature weapon of the Concord, the **raygun pistol** is a heavy, steel pistol with numerous flanges for dissipating heat. The **cyclotronic rifle** has a circular particle-acceleration chamber in a bull-pup configuration that feeds the exciter reaction when the trigger is pulled. The **plasma cannon** has an open-faced chamber that is briefly charged as a magnetic bottle, then super-heated to near-fusion temperatures; then the containment field is pinched and vented towards the target, as an eruption of super-heated air.

Resembling a small hand-held jet turbine, the **ghibli blade** sucks air through the pommel's cap and projects it out the hilt at super-heated temperatures, thinner and longer than a thermal lance. The **sympathetic resonance blade** vibrates at the harmonic frequency of whatever it cuts so it slashes through armor and bone like butter. It *can* be used as an Improvised Weapon without activating the resonator; this doesn't heat up the weapon, and you can do it even while the weapon is Overheated.

Xenharmonic Weapons

The technology for making these weapons was known only to the Syndics, so these items could be considered priceless. These devices defy conventional analysis. During its use, the weapon alters the proportionality between the energy of photons and the frequency of such a wave – something impossible by conventional science. Then by drawing power from some external source, the weapon projects a *xenharmonic wave* at the target. The effect has been compared to opening a tiny hyper-space warp. The results are highly unpredictable – high-temperature burns, flash freezing, rapid decay, microwave excitation, radiation poisonings, etc. Scientists of the Concord and the Solar Creed fear that xenharmonic weapons are slowly destroying our universe, and that the continued use of this technology can pollute the environment, altering space and time to a point that could lead to total collapse of the universe. Xenharmonic weapons are prized family heirlooms among the Remanence.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Xenharmonic Blade	Good hand	Close	Near	Body, Mind, Fighting	Damage flat 2 #Warp, Vulnerable	Loud, Rare, Extravagant (♪60)
Xenharmonic Carbine	2 hands	Medium	Medium	Speed, Mind, Shooting	Damage flat 2 #Warp, Vulnerable	Loud, Rare, Extravagant (♪150)
Xenharmonic Pistol	Good hand	Short	Medium	Speed, Mind, Shooting	Damage flat 1 #Warp, Vulnerable	Loud, Rare, Extravagant (♪75),
Xenharmonic Rifle	2 hands	--	Long	Speed, Mind, Shooting	Damage flat 2 #Warp, Vulnerable	Loud, Rare, Extravagant (♪165)
Xenharmonic Whip	Off hand	Near	Near	Body, Mind, Fighting	Damage flat 1 #Warp, Vulnerable	Loud, Rare, Extravagant (♪30)



In dull light, the **xenharmonic guns** look like some silvery metal … but in stronger light, a holographic pattern of interlocking triangles is freely observable. So light that at first touch, someone might confuse the gun to be a mere toy, it takes only a pull of the trigger to see that nothing could be further from the truth. By varying trigger-pull strength and speed, a skilled operator can get very unusual results from the weapon.

The **xenharmonic whip** is a long tendril on the end of a 20cm stick. While cracking the whip can blister the skin, the disrupting wave that surrounds it causes the most damage.

When dropped or not in use, the **xenharmonic blade** is just a hilt with a finger-guard and a wide trigger. When activated, a column of other-worldliness projects about one meter from the pommel, bending slightly when the blade is swung too fast.

Grenades & Explosives

Grenades and explosives can only explode once – once they're used, they're gone forever. Grenades can also be purchased as ammunition for a grenade launcher, but you can't use the same grenade as ammunition for a grenade launcher *and* a hand grenade – they have different casings and firing pins.

The grenade launcher has a rotary magazine. You can load different types of grenades and then declare which type you will fire just before you roll your attack dice.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Concussion Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher)	**Blast: Near** Damage flat 1 #Smother, Confused, Vulnerable	Loud, Affordable (♪0.75),Ammo, Lobbed
Fragmentation Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher)	**Blast: Near** Damage flat 3	Loud, Proscribed, Affordable (♪2.25), Ammo, Lobbed
Glue Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher) **Persistent**	**Blast: Near** Damage flat 1 #Smother, Entangled, Vulnerable **Persistent**	Loud, Rare, Expensive (♪7.5), Ammo, Lobbed
Improvised Explosive Device	Off hand	--	Medium	Body, Speed, Athletics, **Backfire d8**	**Blast: Near** Weak Damage flat 4 #Smother	Loud, Proscribed, Affordable (♪1.8), Ammo, Lobbed, Scrounge
Incendiary Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher) **Persistent**	**Blast: Near** Damage flat 0 #Scorch #Smother, Burning **Persistent**	Proscribed, Expensive (♪11.25), Ammo, Lobbed
Photic Driver Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher)	**Blast: Near** Damage flat 1, Blinded, Vulnerable	Loud, Rare, Affordable (♪1.5), Ammo, Lobbed
Piezo-Electric Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher)	**Blast: Near** Damage flat 2, #EMP	Loud, Expensive (♪3.75), Ammo, Lobbed

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Smoke Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher) **Persistent**	**Blast: Near** Damage flat 0 #Smother, d12 Concealment **Persistent**	Loud, Affordable (♪0.75), Ammo, Lobbed
Tear Gas Grenade	Off hand or in launcher	--	Medium	Body, Speed, Athletics (or as launcher) **Persistent**	**Blast: Near** Damage flat 0 #Poison #Smother, Vulnerable **Persistent**	Loud, Rare, Affordable (♪1.5), Ammo, Lobbed

A grenade is a hand-held device, no more than half a kilogram, held in the hand and then thrown at a target. Most people first think of a **fragmentation grenade**, or "frag", an explosive which spreads metal bits and other debris in an enclosed space. A **concussion grenade** makes a loud noise and a shock-wave of air designed to confuse the targets instead of killing them. Made from the same chemicals as a Rhax's silk, a **glue grenade** fills the area with sticky globules; targets in the initial blast must escape (rolling vs. 3), while combatants who enter the zone later suffer bad footing. An **incendiary grenade** deploys flammable chemicals in its area of effect. A **photic driver** grenade explodes in a flash so bright, it blinds and disorients targets. A **piezo-electric** grenade spreads static-charged crystals in an electrical discharge that plays havoc with synthetic systems. A **tear gas grenade** fills the area with irritating smoke – airtight combatants are not affected, but in an enclosed space, the effect may persist. A **smoke grenade** is relatively harmless, as it's sometimes used to provide concealment for an escape, or maybe to mark a zone for easier spotting from above; they are available in a variety of colors.

Less than military grade, but still effective, is an **improvised explosive device**, or IED. The simplest IED is a metal container filled with chemicals and sharp bits of metal, with a slow-match fuse, which is then physically thrown at a target.

Ammunition

Ammunition is consumable. Once used, it's gone forever. The sheer diversity of materials available through the Myriad worlds is too numerous to list here. If you really want to load a High-Explosive arrow into your Primitive Flatbow, you will eventually find someone crazy enough to make it for you.

For simplicity, ammunition can't be mixed – different bullets have different loading mechanisms, sizes, ejectors, etc. that prevent two of them from mixing in the same load.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Armor-Piercing	Cap or shot	--	--	--	Damage -1, becomes Penetrating	Proscribed, Expensive (♪15), Ammo
Ammunition Case	**Stunt**	--	--	--	--	**Burden**, 100% of weapon cost
Baton Rounds	Cap or shot	--	--	Add **Misfire d8**	Damage becomes Weak & Subdual	Expensive (♪5), Ammo
Blank Rounds	Cap or shot	Reduce to Close	Reduce to Close	--	Damage becomes Weak	Affordable (♪1), Ammo
Guided Rocket	Rocket	--	+1 Band	Only works if you Aim first, and only vs. Aimed target	#Finish, Vulnerable	Rare, Expensive (♪10), Ammo
High Explosive	Cap or shot	--	--	--	#Finish, Vulnerable Add Splash: Close 2	Proscribed, Expensive (♪15), Ammo
Hollow Point	Cap or shot	--	--	--	Damage +2, becomes Weak	Expensive (♪5), Ammo
Incendiary	Cap or shot	--	--	--	Damage -1, Burning	Expensive (♪5), Ammo
Over-pressure Ammunition	Cap or shot	--	--	Add **Breakdown d8**	#Critical	Expensive, Proscribed, (♪45), Ammo
Poison	Cap or shot	--	--	--	Damage -1, #Poison	Expensive, Proscribed (♪45), Ammo
Reload for Semi-Auto Weapon	Semi-Auto	--	--	--	--	Cheap (♪0.1)
Reload for Military Weapon	Military	--	--	--	--	Affordable, Proscribed (♪1)

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Reload for other Weapon	Any Cap *not* Semi-Auto or Military	--	--	--	--	5% of weapon cost
Reload for 1 shot	Shot	--	--	--	--	1% of weapon cost
Subsonic	Bullet	--	--	--	Damage -1	Remove Loud
Tranquilizer	Cap or shot	--	--	--	Damage becomes Weak, Subdual	Expensive, Proscribed (♪45), Ammo, **Remove Loud**

When someone runs out of shots, they're going to want to get more. For semi-automatic and military-grade firearms, a **reload** is either a clip or a magazine of bullets that are manually inserted to the weapon. Other weapons will have exotic cartridges, reservoirs, chambers, or what have you. Each reload is specific to exactly one weapon – you can't put a military carbine reload into a military rifle, for example. Weapons without a capacity will have to reload with **single shots**. (As a rule, a character can carry about 3 reloads or 20 single shots without suffering a Burden penalty.)

For long-term missions, an **ammunition case** can be brought, filled with 60 reloads or 400 single shots. Each reload and each ammunition case is specific to one weapon... though with some finagling, you could mix 50% of one ammo-case with 50% of another ammo-case. Such inventory book-keeping is left as an exercise to the players.

Projectiles can be made out of a variety of materials for different effects. **Armor-Piercing** bullets are a smaller, heavier projectile which makes a smaller wound but is more likely to penetrate heavy armor**. Baton rounds**, sometimes called "bean bag rounds", "riot control rounds", or "rubber bullets", deform upon impact; while they're less likely to kill a target, they're much more likely to cause jams. **Blank rounds** still carry a powder load, but they have no bullet; they are used in starter pistols, gun salutes, re-enactments, or to fool someone that your gun is firing real bullets. **Incendiary** bullets have a binary-chemical core that mash together on impact, bursting into a sizzling display of high temperature. **High-Explosive** projectiles explode on impact with the target, sometimes with gruesome results. **Hollow-Point** ammunition deforms upon impact, less likely to penetrate armor, but more likely to cause internal damage. **Over-pressure ammunition** uses a stronger load of chemicals, resulting in faster bullets at the risk of damaging the gun. **Poison** projectiles are coated in a chemical that is toxic to most mammals. **Subsonic** bullets have a slick coat and less powder; they lose much of their impact, but they are much quieter.**Tranquilizer** rounds contain a reservoir of some sort of injection drug; if they can penetrate the bloodstream, they can drug the target.

When money is no object, one can load a rocket weapon with smart warheads of **guided rockets**; they are much more difficult to use, as they will only fire once you have successfully locked on to the target (with an Aim action), but the improvement in damage and range can be worth it.

Modifications

Sometimes called "mods", *modifications* change the way a weapon works. Many modifications are illegal. Installing and properly calibrating a modification requires one hour and a successful roll of Mind & Craft vs. 3. A botch ruins the weapon and could result in a dangerous explosion!

All modifications can be stacked, but some might have to be applied in a certain order. For example, if you modify a weapon to Large Bore (reducing it to 1 shot), then you can't add a second modification that requires the "Cap: High" descriptor – the weapon is only "1 shot" now ... but you could add the modification "Double-Barrel Conversion", since that requires the weapon to have the "1 shot" descriptor. And once a weapon becomes double-barreled, you can't add any more modifications that require "1 shot", because the weapon is now "2 shots".

No matter how expensive, how impractical, or how silly your weapon modifiers get ... you will probably find someone willing to build it for you. Better to take your money than to let someone else get it.

Name	Requires...	Threat	Strike	Attack Dice	Effect	Descriptors
Armor Spikes	Outfit	Close	Close	Body, Armor Dice from Outfit, Fighting	Damage +1, Escape	Add one **Burden,** Affordable (♪7.2), Proscribed, Mod
Attachment: Grenade Launcher	2-handed	--	Medium	Body, Speed, Shooting	As per grenade	Rare, Expensive (♪30), Proscribed, Mod, Explosive, **1 shot**
Attachment: Raygun	2-handed	--	Short	Body, Mind, Shooting	Slaying Damage +0	Rare, Expensive (♪50), Proscribed, Mod, Exciter,Ray, **Cool-down d6**
Attachment: Shotgun	2-handed	--	Short	Body, Speed, Shooting	Damage +0 #Nearby	Rare, Expensive (♪18), Proscribed, Loud, Mod, Firearm, **1 shot**

Name	Requires...	Threat	Strike	Attack Dice	Effect	Descriptors
Attachment: Zip Gun	2-handed	--	Short	Body, Shooting, **Breakdown d8**	Damage flat 2	Rare, Expensive (♪15), Proscribed, Mod, Scrounge, Firearm, **1 shot**
Baffler	Firearm	--	–1 Band	--	Damage –1	*Remove Loud*, Expensive (♪45),Proscribed, Mod
Bayonet	2-handed weapon	Close	Near	Body, Will, Fighting	Damage +0 #Critical	Rare, Expensive (♪4), Mod
Belt-Feed to Ammunition Case	Cap or 1-shot weapon	--	--	--	Weapon auto-reloads during your end-of-round maintenance	Expensive (♪15+cost of Ammunition Case), Proscribed, Mod
Disguised	Any Weapon	--	--	***Requires stunt to equip***	Damage -1	Expensive (♪15), Proscribed, Mod, Concealable
Double-Barrel Conversion	1 shot	--	--	--	Damage -1	Affordable (♪15), Proscribed, Mod, **2 shots**
Full-Auto Conversion	Semi-Auto	--	--	Add **Decay d8**	Damage -1 **Add Sweep Short**	Affordable (♪9), Proscribed, Mod
Gatling Conversion	Cap: High	--	--	**Requires control action** Bonus 2d8	**Increase Sweep by 1 band (or add Sweep Near)**	Loud, Proscribed, Expensive (♪45), Mod
Heat Pump	Cool-down	--	--	Bonus d6 Cool-down die to one equipment	--	Add one **Burden,** Rare, Expensive (♪30), Mod
Heavy Weapon	Any	--	--	**Attacker sent Reeling**	Damage +1	Add one **Burden,** Rare, Proscribed, Affordable (♪18), Mod
Hopper	1 shot	--	--	Add **Breakdown d8**	Damage -2	Expensive (♪45), Proscribed, Mod, **Cap: High**
Impact Fuse	Grenade		--	Only works in launcher!	Damage +1 vs. Aimed target	Expensive (♪15), Mod
Ionizer Conversion	Raygun	–1 Band	–1 Band	--	Remove Slaying, add Subdual, #EMP	Expensive (♪10), Rare, Mod
Knuckleduster	Any 1-handed or on fist	--	--	Body, Speed, Will, Fighting	Damage +0	Expensive (♪12), Brawling, Mod
Large-Bore Conversion	Cap: High or Cap: Low	--	--	--	Damage -1, becomes Slaying *Remove any Sweep effect*	**Reduce "Cap" to 1 shot,** Mod, Affordable, Proscribed (♪9)
Paraelectric Polarizer	Cool-down weapon	--	--	If you Aim, bonus d6 Cool-down	--	Rare, Expensive (♪30), Mod
Peace-Binding Conversion	Any	None	None	Weapon no longer works	Weapon no longer works	Rare, Cheap (♪1), Mod
Radio Detonator	Explosive	--	--	1st attack vs. 3 to deploy 2nd attack Speed, Shooting	2nd attack's Damage becomes bonus, not flat	Proscribed, Expensive (♪5), Mod
Recoil Damper	Any Sweep	--	--	d8 bonus to Sweep (no bonus to 1st attack)	--	Proscribed, Expensive (♪45), Mod
Shield Gun	2-handed Shooting	--	-1 Band	--	--	Add one **Burden, Cover d12,** Rare, Affordable (♪6), Mod
Smart Sighting	Shooting	--	If you Aim, +1 Band	If you Aim, claim flanking (Tactics bonus)	--	Proscribed, Expensive (♪45), Mod
Spring-Loaded	Fighting	Short (1 shot)	Medium (1 shot)	When used at range, add **Breakdown d8**	After ranged attack, must be reloaded before next use	Scrounge, Expensive (♪36), Proscribed, Mod, **1 shot**
Telescopic Sighting	Shooting	--	If you Aim, +1 Band	If you Aim, reduce all range dice to d8s		Rare, Expensive (♪30), Mod
Waldo Armature	Exoskeleton	Close	Close	Speed, Mind, Transport or as per good-hand weapon	Damage +0 or as per good-hand weapon	Extravagant (♪60), Mod, Waldo
Waldo Turret	Exoskeleton + 1-handed weapon	As per weapon	As per weapon	As per weapon	As per weapon	Rare, Expensive (♪24+cost of weapon), Mod, Waldo

Larger weapons can be fitted with an **attachment** modification – a one-shot device containing a grenade or shotgun shell, or maybe even a tiny lasing chamber, for an extra shot, when needed. Most of these add-ons are "under-barrel" on a rifle. In rare cases, a crazed fighter will put one of these weapons on their two-handed axe! Unlike other conversions, you can only have a single attachment on a weapon. No, modifications on the base weapon do not apply to the attachments. Yes, you can apply modifications to the attachment, separately.

On derelict worlds, or among the criminal element, some people like to put **armor spikes** on their outfits; this adds a weapon that is always equipped when the outfit is on, and you don't just roll your Body & Fighting dice, you also roll the outfit's Armor Dice, too! Almost any fighting weapon can become **spring-loaded** – the weapon's business end is fired at the target … and you had better make it count, because the weapon becomes useless until you can re-load it! (While you can retrieve the spring-loaded part, reloads for the weapon can be custom-made; they cost and weigh 50% as much as the unmodified original.)

When regular size just won't do it, you can super-size it – a **heavy weapon** has been re-tooled past the point of practical use. When a heavy weapon is used for any reason (attack, counter, etc.) the user is sent Reeling, regardless of whether they won or lost the outcome. If a place has any laws at all, you can count on heavy weapons being banned.

Because you can never have enough hands, you can always modify your exo-skeleton to have a small robotic arm to hold an extra weapon for you. The **waldo turret** holds any one good-hand weapon, and it sits on your shoulder, forearm, hip, etc. The weapon is always ready as long as your exo-skeleton still works. (You still have to re-load the waldo-mounted weapon yourself, though.) The **waldo armature** is simply an extra arm and hand, which can do anything a good-hand can do! As a rule, you can mount up to six waldos on one exoskeleton.

Any ranged weapon will benefit greatly from better sights, but only if you aim. (That is, with sighting accessories, you can only claim the benefits if you use an "Aim" action, and only against the one target that you aim at.) **Smart sighting** uses electronic and radio-ranging assists; not only does it increase your strike range, but the sighting lets you flank the target – you may claim your Tactics dice (if any) as bonus dice to hit, just as if an ally were threatening the target. **Telescopic sighting** reduces all your range dice to d8s in size – for example, shots at Medium Range will only have a d8 penalty, shots at Long Range will have a 2d8 penalty, etc. … and it also increases your strike range.

A **baffler** fits over the muzzle of a firearm to reduce muzzle noise and flash; it's not perfect, but it's certainly less of a signature. Many experienced soldiers will have a utility **bayonet**, for use as its own hand-to-hand weapon or affixed to the end of a rifle for point-defense. The **knuckleduster** is forged metal that wraps around the fingers on the hand, making any brawling attacks made using that hand more powerful; some pistols have it built into the grip, but some knives and even swords have a version called a "basket hilt". Bodyguards and police may use a **shield gun**, a weapon mounted directly into a protective screen that provides cover.

For auto-fire weapons, one solution to the problem of running out of ammunition is to install a **belt-feed**, a series of cartridges held together by disintegrating links, with a supply of bullets from an ammunition case. During end-of-round maintenance, the weapon is automatically reloaded back to full status. (The belt-feed doesn't weigh much, but carrying an ammunition case on your back is a Burden.) A **recoil damper** will provide a d8 bonus to your Sweep attacks; that is, you get the bonus die on the second and later attacks with the weapon, but not with the first strike.

If you really want to raise the stakes, consider performing a conversion on your firearm. A **Gatling conversion** adds an electric motor and a spinning set of barrels, which makes using the weapon awkward – the weapon requires an extra "Control" action every round to enable its use, but you may claim a bonus 2d8 to all attack and counters due to sheer volume of fire, as well as an increase in Sweep range. A **large-bore conversion** replaces the chamber and magazine for bullets of a larger size and grain. Popular with some scrounged weapons, a **double-barrel conversion** replaces a single-shot weapon's large barrel with two smaller ones, allowing for another shot before reloading. For people who put madness over sense, a **hopper** can be installed on almost any weapon, allowing for the gravity feed of more ammunition. Illegal in most places, a **full-automatic conversion** can be applied to any semi-auto weapon, converting it to rapid fire … and putting far more stress on the gun's parts, which were cheaper than military-grade.

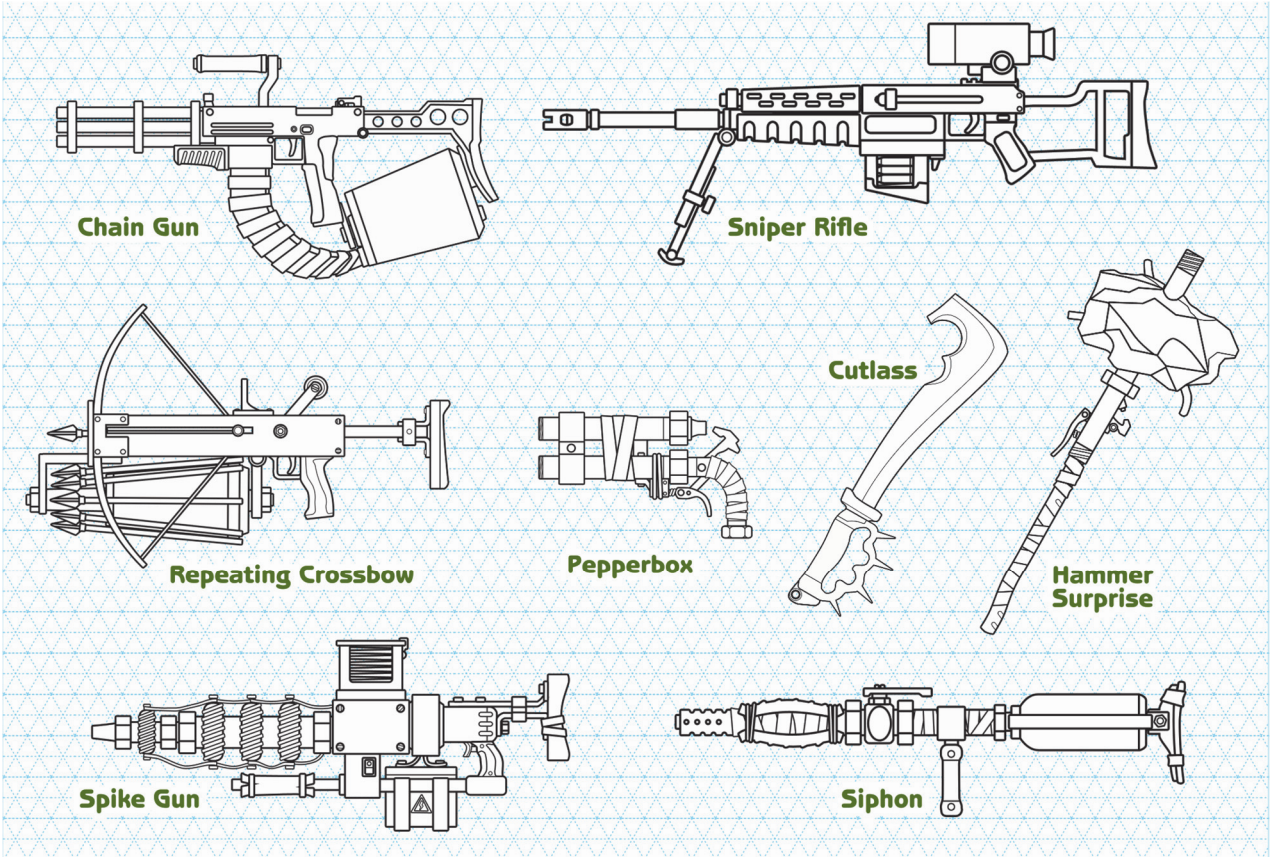
If you need to transport proscribed weapons through a lawful society, you may be able to obtain licenses and **peace-binding conversions** to disable the weapons temporarily. With enough ingenuity, resourcefulness, and craft, any weapon can be **disguised** to look like something else; the weapon now requires a stunt to become ready, as covers have to be removed, grips have to be installed, etc.

Explosive devices can be modified. An **impact fuse** is armed by a grenade launcher (and not by hand), allowing for localized damage against a single target. A **radio detonator** on an explosive requires two attack actions – one to send the explosive where it needs to go (vs. 3), and then a second attack action to detonate the explosion, using a radio device (which rolls Speed & Shooting vs. the target's defenses, but increases the Damage from flat to bonus – that is, the second roll's successes add to the damage, due to the precision timing). Since you can't take two of the same action on the same turn, it will take at least two turns to set off a radio detonator by yourself … but the detonation attack action doesn't have to be yours – it could be made by an ally who has their own radio!

If your devices are over-heating too fast, you can try applying accessories to them. A **paraelectric polarizer** puts a field over the exciter chamber when the trigger is only half-pulled; you aim and then fire at your target. The exact timing allows for much faster heat dumping (on your very next Cool-down check). If you don't mind wearing the cumbersome backpack and coils, a **heat pump** can be hooked into your exciter device for better Cool-down (all the time). For rayguns, the laser can be converted to ionize the air before discharging a spark of lightning, which then hopefully travels along the path – the **ionizer conversion** is used by some peace-keeping forces to subdue a subject, rather than kill them.

Examples of Customized Weapons

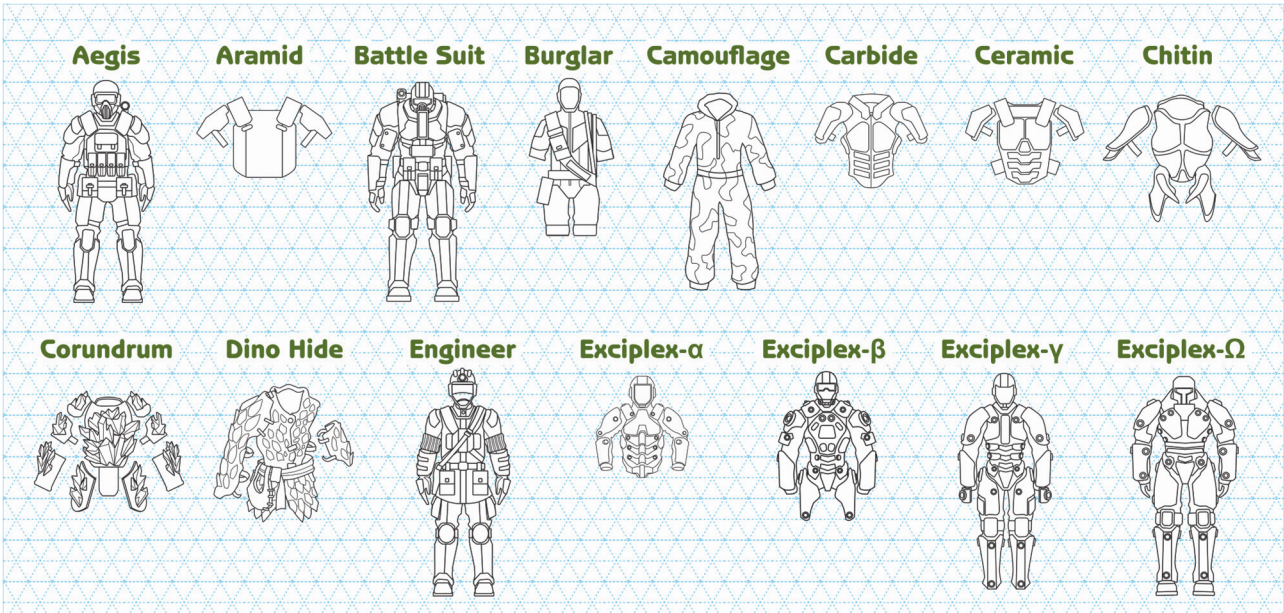
Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Chain Gun (Military Carbine with Gatling conversion, Belt-Feed, Recoil Damper)	2 hands	Medium	Medium	**Requires control action** Speed, Mind, Shooting, 2d8 Sweep Medium (with bonus d8)	Damage +2 Weapon auto-reloads at end of round	**Burden** (from Ammo Case), Rapid-Fire, Proscribed, Loud, Expensive (♪109.5), Firearm, **Cap: High**
Cutlass (Machete with Knuckleduster)	Good hand	Close	Close	Body, Speed, Fighting	Damage +1	Expensive (♪12.45) *Note: Knuckleduster is a Brawling attack.
				Body, Speed, Will, Fighting*	Damage +0	
Hammer Surprise (Rebar Hammer with Attached Zip Gun w/ Heavy Weapon mod)	2 hands	Close	Close	Body, Fighting, **Breakdown d8**	Damage flat 3 #Critical Push 1	**Burden,** Scrounge, Rare, Expensive (♪42.6), Proscribed, Firearm, **Zip Gun has 1 shot**
			Short	Body, Shooting, **Breakdown d8** **User sent Reeling**	Damage flat 3	
Pepperbox (Zip Pistol with double-barrel conversion)	Good hand	Short	Medium	Speed, Shooting, **Breakdown d8**	Damage flat 2	Loud, Scrounge, Affordable, Proscribed (♪16.2), **2 shots**
Repeating Crossbow (Junk Crossbow with Hopper)	2 hands	--	Long	Speed, Shooting, **Breakdown 2d8**	Damage flat 1	Rare, Affordable (♪6), **Cap: High**
Siphon (Fire-stick with Belt Feed, Recoil Damper)	2 hands	Short	Medium	Body, Shooting, **Backfire d12** Sweep Short (with bonus d8)	Damage flat 3, Burning, Vulnerable Weapon auto-reloads at end of round	Scrounge, **Burden** (from Ammo Case), Proscribed, Fire, Expensive (♪75), **1 shot**
Sniper Rifle (Semi-Auto Rifle w/ Large-Bore Conversion, Smart & Telescopic sights)	2 hands	--	Very Long (If you Aim, Horizon)	Speed, Mind, Shooting (If you Aim: reduce all range dice to d8, claim Tactics dice as flanking bonus)	Slaying Damage +1 #Critical	Loud, Rare, Proscribed, Expensive (♪87.3), Firearm, **1 shot**
Spike Gun (Nail Gun with Large Bore conversion)	2 hands	Short	Medium	Speed, Shooting, **Breakdown d8**	Slaying Damage flat 2 (Note: Slaying requires Scrounge Overload!)	Scrounge, Unipolar, Rare, Expensive (♪18), 1 **shot**



The **chain gun** is a man-portable Gatling barrel weapon with a large backpack and a lot of extra ammunition, excellent for controlling an area. For precision marksmanship, big-game hunting, or the occasional assassination, the **sniper rifle** is the weapon of choice.

A weapon of fancy dress and of stereotypical pirates, the **cutlass** is a long blade with a hilt that covers the fingers. Popular with wreckers who assault vehicles and then scrap them for parts, the **hammer surprise** isn't just a large sledge-hammer – the shaft has been hollowed out and a high-caliber bullet has been placed inside, fired by a corkscrew trigger.

For the derelict who needs a little extra ammo, the **pepperbox** is a pistol with an over-and-under barrel configuration – after firing one shot, the user then spins the barrel, so they may take a second shot. The **repeating crossbow** is often made from a converted pistol, but it uses a cam-shaft that pulls back a wire draw-string; it fires smaller projectiles, but it can fire a lot more of them. The **siphon** is a hand-pumped trigger that spews a flammable jelly onto the target, passing it over an open flame just outside the muzzle … making for a weapon with extreme risk, as the flame can creep back into the feeding hose, detonating the fuel reservoir. In the hands of an unskilled shooter, the **spike gun** uses a powerful electro-magnet to fling giant metal rods at targets … but for someone who knows how to over-charge the magnet (with the gift of "Scrounge Overload"), the spikes can be accelerated to strike the target point first, for much deadlier effect.



Outfits and Kits

Characters will want to dress the part. Protective clothing, such as body armor, will give you *Armor dice* or Invulnerability, which can protect your character from harm. An outfit can be Fireproof, meaning it can't catch fire, and even Airtight, to protect you from toxic gas or vacuum.

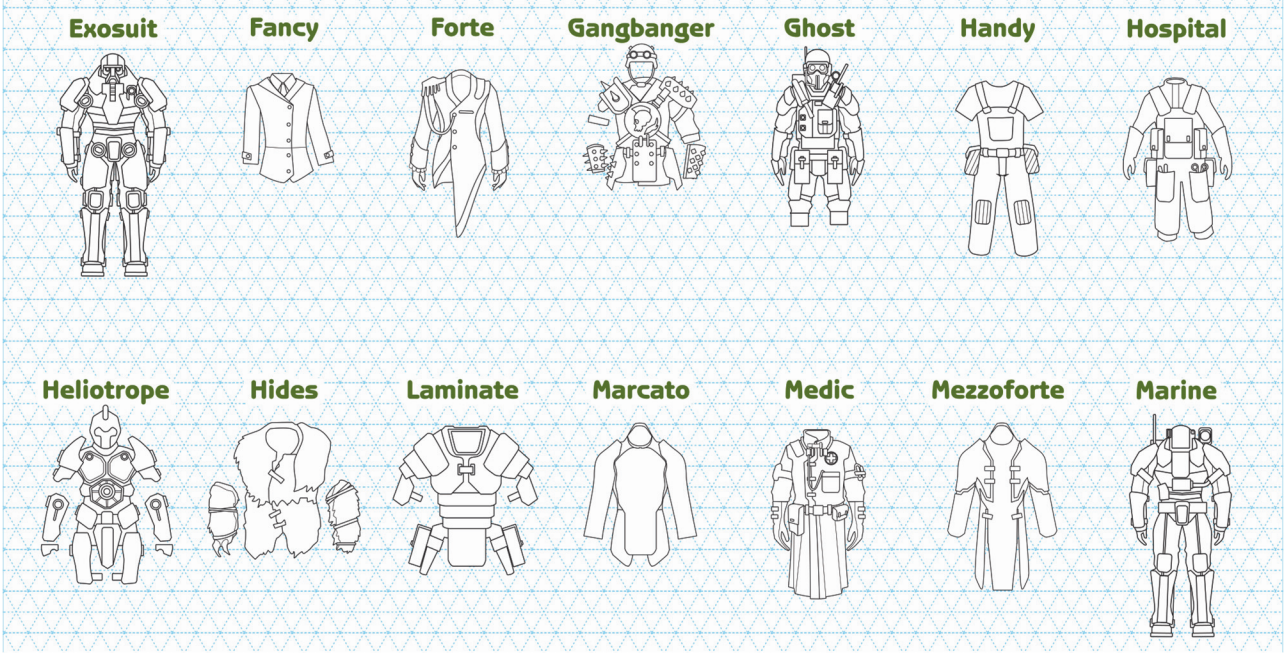
An *outfit* includes pouches, holsters, and pockets ... and those pockets are often filled with various tools and accessories to give your character bonus dice to certain actions. These are called *implicit equipment* – if you need some tool or device that falls under the purview of your Outfit bonus, and it isn't so heavy or clunky that having it would be a Burden, you can pull it out of your pocket. You don't have to declare ahead of time that you had it.

Outfit and Kit bonuses are described in detail after this table. These descriptions will clarify when the bonuses apply, and what sort of implicit equipment they might have.

You may only wear *one* outfit, no matter how strong you are.

Common Outfits

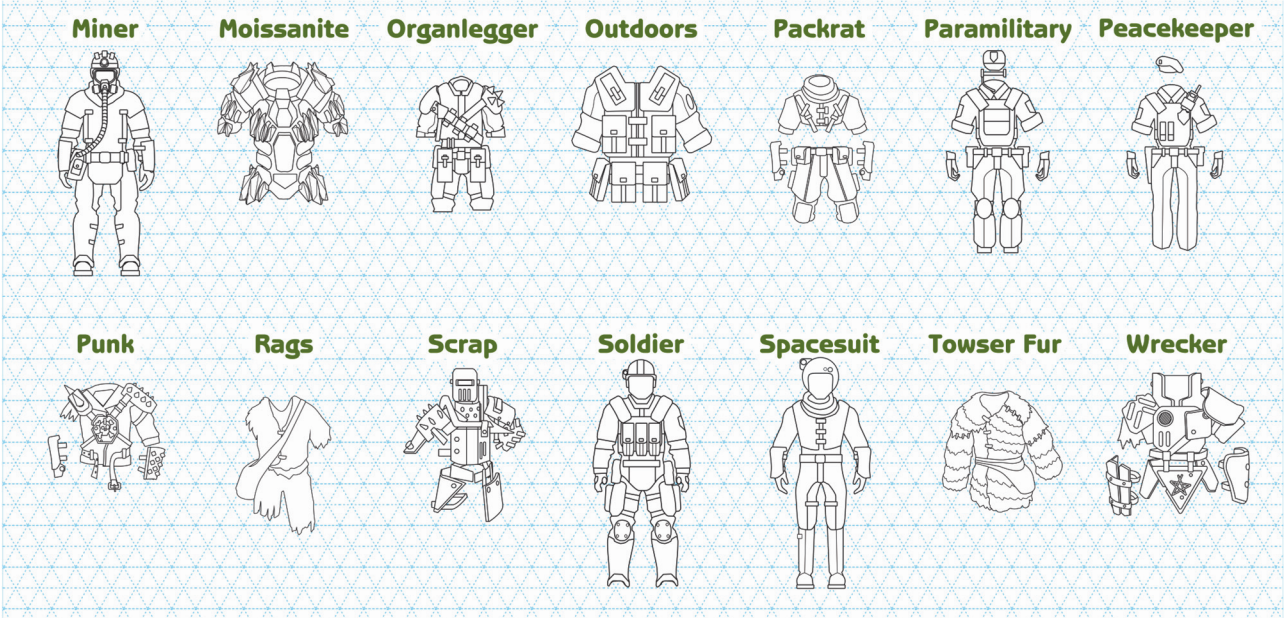
Outfit	Effect	Descriptors
Aramid	**Armor d6**	Affordable (♪3)
Burglar	Climb d8, Hide d8, Sabotage d8	Affordable, Proscribed (♪9)
Camouflage	Hide d8	Affordable, Rare (♪6)
Fancy	Reason d8	Affordable, Rare (♪6)
Handy	Repair d8, Sabotage d8	Affordable, Rare (♪8)
Hazmat	**Burden** **Invulnerability 1 @ Decay d4** Airtight, Fireproof	Affordable, Rare (♪6)
Hides	**Burden** **Armor d6**	Cheap, Rare, Primitive (♪0.5)
Hospital	Medicine d8	Affordable, Rare (♪8)
Investigator	Survey d8	Affordable, Rare (♪6)
Marcato	Psyche d8	Affordable, Rare, Xenharmonic (♪8)
Outdoors	Survival d8	Affordable, Rare (♪8)
Peacekeeper	**Armor d6**, Policing d8	Affordable, Proscribed (♪9)
Punk	Holdout d8, Scare d8	Cheap, Proscribed (♪3)
Rags	None	Cheap, Primitive (♪0)
Scientist	Science d8	Affordable, Rare (♪9)
Scrap	Burden Invulnerability 1@ Break down d8	Affordable, Proscribed (♪9), Scrounge



Unusual Outfits

Outfit	Effect	Descriptors
Ablative	**Burden** **Invulnerability 2 @ Decay d6**	Expensive (♪14)
Amplifier	**Burden** **Armor d6**, Repair d8, Sabotage d8, Survey d8	Exoskeleton, Expensive, Rare (♪42)
Carbide	**Invulnerability 1**	Expensive, Rare (♪22)
Celebrity	**Armor d6**, Reason d8	Expensive, Rare (♪22)
Chitin	**Burden** **Invulnerability 1 @ Decay d6**	Affordable, Rare, Primitive (♪8)
Corundum	**Burden** **Invulnerability 1 @ Misfire d6** Fireproof	Primitive, Expensive, Rare (♪20)
Dino-Hide	**Burden** **Armor 2d6,** Scare d8	Primitive, Expensive, Rare (♪25)
Engineer	**Armor d6**, Repair d8, Sabotage d8 Fireproof	Expensive (♪16)
Exciplex-α	**Invulnerable 1 @ Cool-down d6** Survey d8 Fireproof	Exciter, Expensive (♪30)
Exciplex-β	**Burden** **Invulnerable 1 @ Cool-down 2d6** Survey d8 Fireproof	Exciter, Expensive (♪45)
Gangbanger	**Armor d6**, Holdout d8, Scare d8	Expensive, Proscribed (♪18)
Marine	**Burden** **Armor 2d6,** Free Fall d8, Policing d8, Survey d8 Airtight, Fireproof	Expensive, Rare, (♪80) Proscribed

Outfit	Effect	Descriptors
Medic	**Armor d6**, Medicine d8	Expensive (♪15)
Mezzoforte	**Armor d6**, Psyche d8	Expensive, Rare (♪18), Xenharmonic
Miner	**Burden** **Armor d6**, Mining d8, Survey d8 Airtight, Fireproof	Expensive (♪20)
Organlegger	**Burden** **Armor 2d6**, Medicine d8, Scare d8	Expensive, Proscribed (♪30)
Packrat	**Invulnerability 1 @ Breakdown d6** Repair d8, Sabotage d8	Affordable, Rare (♪8), Scrounge
Paramilitary	**Armor d6**, Climb d8, Survival d8, Survey d8	Expensive, Rare (♪24)
Reinforced	**Armor 2d6**	Expensive (♪14)
Security	**Armor d6**, Policing d8, Survey d8	Expensive, Proscribed (♪18)
Soldier	**Armor d6**, Climb d8, Policing d8, Survival d8, Survey d8	Expensive, Proscribed (♪36)
Spacesuit	**Armor d6,** Free Fall d8, Survey d8 Airtight, Fireproof	Expensive (♪15)
Stealth	**Armor d6**, Climb d8, Sabotage d8, Hide d8, Survey d8	Expensive, Proscribed (♪35)
Tergite	**Armor d6**, Holdout d8, Hide d8	Ishato, Expensive, Rare (♪25)
Wrecker	**Burden** **Invulnerability 2 @ Breakdown d6,** Repair d8, Sabotage d8	Expensive, Proscribed (♪35), Scrounge



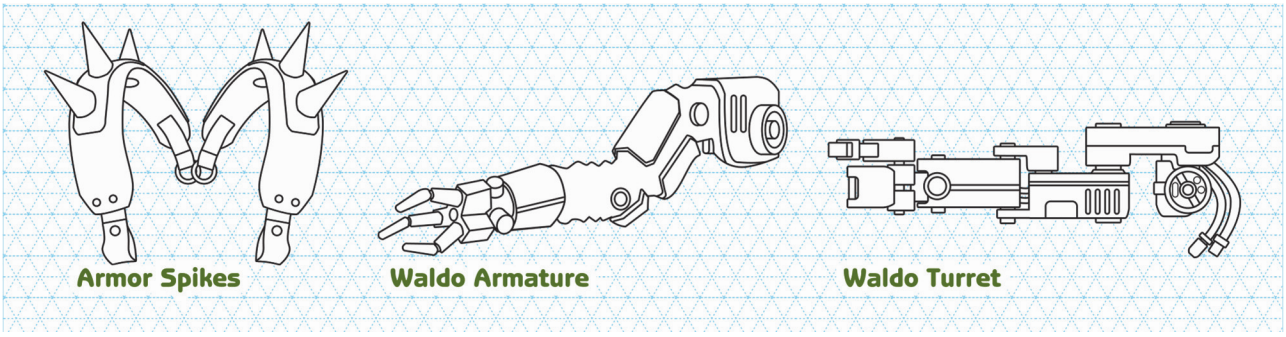
Exotic Outfits

Outfit	Effect	Descriptors
Aegis	**Armor** d6, **Invulnerability 1** Survey d8 Airtight, Fireproof	Extravagant (♪70)
Battle Suit	**Burden** **Armor 2d6**, Fighting d8, Repair d8, Sabotage d8, Survey d8 Airtight, Fireproof	Exoskeleton, Extravagant, Proscribed (♪60)
Exciplex-Y	**Invulnerability 2 @ Cool-down d6** Survey d8 Fireproof	Exciter, Extravagant (♪60)
Exciplex-ρ	**Burden** **Armor d6** **Invulnerability 2 @ Cool-down d6** Survey d8, Airtight, Fireproof	Exciter, Extravagant, Rare (♪90)
Exciplex-Ω	**Burden** **Armor d6** **Invulnerable 1 @ Cool-down d6** Repair d8, Sabotage d8, Survey d8 Airtight, Fireproof	Exoskeleton, Extravagant, Rare (♪200)
Forte	**Invulnerability 1**, Psyche d8 Fireproof	Extravagant, Rare (♪60), Xenharmonic,
Fortissimo	**Burden** **Armor d6, Invulnerability 1**, Psyche d8 Airtight, Fireproof	Extravagant, Rare (♪90), Xenharmonic,
Ghost	**Armor 2d6**, Climb d8, Sabotage d8, Hide d8, Survey d8 Airtight, Fireproof	Extravagant, Proscribed (♪150)
Heliotrope	**Burden** **Armor 2d6**, Policing d8, Scare d8, Survey d8 Fireproof	Extravagant (♪70)
Laminate	**Armor 3d6** Fireproof	Extravagant (♪60)
Moissanite	**Burden** **Invulnerability 2** Airtight, Fireproof	Extravagant, Rare (♪90)
Sclerite	**Armor 2d6**, Holdout d8, Hide d8 Fireproof	Ishato, Extravagant, Rare (♪90)
Towser Fur	**Burden** **Armor 3d6** Scare d8 Fireproof	Extravagant, Rare (♪190), Proscribed

Skill Kits

Kits are large, heavy boxes that contain a variety of tools to help with many activities. Their bonuses stack with Outfits.

Kit	Effect	Descriptors
Climbing Kit	Climb d8	Expensive (♪13), Burden
Medical Kit	Medicine d8	Expensive (♪12), Burden
Mining Kit	Mining d8	Expensive (♪14), Burden
Repair Kit	Repair d8	Expensive (♪14), Burden
Sabotage Kit	Sabotage d8	Expensive (♪13), Burden
Science Kit	Science d8	Expensive (♪19), Burden
Spacer Kit	Free Fall d8	Expensive (♪20), Burden
Survey Kit	Survey d8	Expensive (♪13), Burden
Survival Kit	Survival d8	Expensive (♪16), Burden



An ***Airtight*** outfit seals the wearer against vacuum or a toxic atmosphere, and provides them with air. Airtight outfits have an eight-hour air supply, but you can stretch that out a bit by controlling your breathing with Endurance dice, or by carrying spare air-tanks around.

Armor dice are bonus dice. When you take damage in combat, roll your Armor dice as extra Soak dice. Armor dice do not apply when you suffer Penetrating damage (such as from falling, collisions, armor-piercing bullets, etc.)

Some heavy outfits are a **Burden**. Unless you can negate that Burden with Strength or something similar, wearing them will make you Burdened (see pg. 128).

A ***Fireproof*** outfit prevents you from suffering the *Burning* condition – it won't make you immune to flames, but it won't catch on fire.

A ***Free Fall*** bonus applies to all rolls to orient and navigate in zero-gravity environment. Outfits with this bonus will have implicit equipment like attitude jets, grapple lines, glue, caulk strong enough to seal hull leaks, and distress beacons. All of it will work in vacuum.

Invulnerability points reduce all incoming damage by a set amount, just *before* you roll Soak. For example, if you suffer Damage 3 ... and your outfit provides Invulnerability 2, then you reduce the damage to only 1 point. If your Invulnerability reduces the Damage to zero, you can ignore the attack... but if you have to use your Soak, you're sent Reeling.

- If your Invulnerability has a ***Breakdown Die***, each time you use it, roll the die – if it comes up 1, your Invulnerability doesn't work this time, and it won't work again until it's fixed.
- If your Invulnerability has a ***Misfire Die***, each time you use it, roll the die – if it comes up 1, your Invulnerability doesn't work this time.
- If your Invulnerability has a ***Decay Die,*** each time you use it, roll the die – if it comes up 1, the Invulnerability doesn't work this time, and you reduce the Decay Die one size, to d6, d4, etc. (Yes, when the die disappears, the Invulnerability is gone, and won't work again until you repair the armor.)
- If your Invulnerability has a ***Cool-down die,*** each time you use it, your Invulnerability heats up. It starts "Cool", then one use heats it up to "Hot", then the next use heats it up to "Overheated" – and when Overheated, the Invulnerability doesn't work anymore! During your end-of-turn maintenance, roll the Cool-down die. If it scores 4 or better, the Invulnerability cools down one level.

You can learn more about Function Die on page 133.

A ***Medicine*** bonus applies to all first aid rolls, and to rolls for medical care. Medicine outfits include bandages, splints, glue suitable for closing wounds, a hypo-spray, and a host of drugs and chemicals, such as painkillers, stimulants, depressants, clotting agents, and blood thinners.

A ***Mining*** bonus applies to rolls for digging, drilling and excavation operations that pull resources from deep underground. Mining outfits include tools to test air for fumes and particulates, or to test ore for precious metals, along with appropriate protective clothing.

A ***Policing*** bonus applies to rolls to question law-abiding citizens, to intimidate criminals, to gain access to restricted areas, etc. Impersonating a police officer (that is, dressing like one when you don't have the proper credentials) is a serious crime. Policing outfits can have implicit equipment like badges and handcuffs, as well as tools to take evidence, like cameras and audio recorders.

A ***Psyche*** bonus increases all uses of the Psyche skill. The outfit's fringes, ruffles, and other pompous fashion accessories are actually xenharmonic transceiver-amplifiers, which augment psyche activity.

A ***Reason*** bonus applies to any roll to Reason. See page 117.

A ***Repair*** bonus helps you fix things. Yes, if your outfit's Invulnerability needs to be fixed and it has a Repair bonus, you can use the Repair bonus while you fix the outfit. Outfits with this bonus will have implicit equipment like soldering irons, machine oil, tape, glue, multi-tools, spray-on sealant, and electrical diagnostic kits.

A ***Sabotage*** bonus applies to Craft actions to discreetly break or subvert devices. Outfits with this bonus will have implicit equipment like lock picks,

wire cutters, tungsten grit, syringes with acid, equipment for spoofing RFID keys, black spray-paint, and a sturdy chisel.

A ***Science*** bonus applies to any attempt to analyze something in depth, whether it's a crime scene or a strange alien species. A Science outfit includes all sorts of fancy equipment, like spectrographic analyzers, microscope optics, calipers, and other tools for gathering data from experiments, as well as electromechanical scientific calculators.

A ***Scare*** bonus applies to any roll to Scare. See page 117.

A ***Survival*** bonus applies to Endurance rolls made to forage for food or shelter in the wilderness, to endure long journeys, or to handle wild animals. Survival outfits include extremely comfortable shoes and well-ventilated clothing, water purifiers, small fire-starting kits or emergency blankets, tools for skinning and preparing game, and repellant sprays to scare off critters.

A ***Survey*** bonus applies to rolls to looking around and keeping track of your surroundings. All Survey outfits include a flashlight, binoculars, and a Horizon (10km) range personal radio for voice communication. In a combat situation, you take a *Focus* turn to look around (see "Look around – Mind and Observation", page 111) and claim a Survey bonus; you must use a *Control* action to turn the radio on or off, or to change the broadcast frequency, but once it's on, you can talk freely. Because there are so many different kinds of senses that the Myriad people have, Survey outfits can have a very broad selection of sensors, such as laser rangefinders, night-vision goggles, ultraviolet goggles, parabolic microphones, paramagnetic scanners, and radiation-counters.

The most common armor found in the Myriad is **aramid** fibers, a polymer weave that is light-weight and tear resistant. A bolstered version, the para-aramid **reinforced** armor has special plating over vulnerable parts. **Carbide** armor and **laminate** armor layers metal and plastic into rigid, inflexible plates. **Ablative** armor shatters into dust when it is heated or struck, slowly wearing away. If you can afford it, **aegis** is some of the most sophisticated armor money can buy. If you can find it, **moissanite** armor is made of rare metals that can protect against many attacks.

Several outfits are designed to be worn specifically by industry professionals. A **business** outfit makes you look the part of the successful manager or entrepreneur. An **engineer** outfit is specifically designed to deal with hazards encountered out on a construction site or during dangerous operations. An **explorer** outfit has pockets for the many survival tools needed in the wilderness, and it has good insulation against the elements. A **farmer** outfit is designed to be comfortable for long days working with animals and in the fields. A **medic** outfit includes a lab coat, disposable gloves, and tools for examining patients. A **miner** outfit has thick gloves and boots, and an emergency oxygen supply in case of toxic, underground gasses. Mercenaries, hired guns, and other types who find themselves in armed combat will wear **paramilitary** outfits – no specific uniform, just lots of pockets, supplies, and armor. Many factory workers and mechanics will wear a **repair** outfit, with their pocket tools always handy. On some rural worlds, animal transportation is the only way to get around; a **rider** outfit can come in handy. Entertainers and celebrities who keep up with fashion over practicality will wear **fancy** outfits. Astronauts and other high-flying types will use a **spacesuit** to operate in vacuum. Soldiers who board spaceships in flight use a **marine** outfit for combat in zero gravity.

On lawful planets, impersonating a **military**, **peacekeeper** or **security** officer by wearing their outfit without the proper license or authority is punishable by law.

People living on derelict worlds must take what they can get. **Scraps** can be stitched together to serve as some protection. Tougher bits of **junk** will be better protection – it doesn't have to hold together all day, just long enough to survive! **Packrat** outfits are popular with the crafty sorts, their many pockets filled with improvised tools and useful bits. Most feared are **wreckers**, armed looters who specialize in stripping vehicles of their valuable parts in record time.

Primitive armor can be made of **hides** or **rags** sewn together, or of the treated pelts of large animals. **Dinosaur hide** is highly valued … if you can somehow convince the dinosaur to part with it! After a giant insect dies, it can leave behind its **chitin** exoskeleton, which can be crafted into armor. Rare **towser fur** can be fused, though it takes two, three, or more hides to make one coat; working with towser anatomy is highly toxic to carbon-based mammals, and then there's the gruesome issue of how to obtain healthy, intact pelts. If you can find the rare crystals of **corundum**, it's wonderfully protective and fireproof.

Made of strange fabrics synthesized by unknown processes, **marcato, mezzoforte, forte** and **fortissimo** outfits have a holographic quality on light, changing colors when you look at them from different angles. Their otherworldly quality helps conduct xenharmonic waves. These outfits are also resistant to catastrophic-wave collapse. (In game terms, the wearers are immune to the bonus damage from the #Warp tag.)

Punk outfits are heavy leather, vinyl, or polymers that are not only protect vital organs in a street-fight, they also intimidate the lay-people. **Metal** outfits show a greater commitment, with riveted plates and

metal studs. These outfits are often covered in gang signs, which make the wearer a target for the police -- so if you dress up this way, you had better be tough. Burglars and assassins will prefer the **sneaky** outfit's dark colors, noise bafflers, and other materials designed to fool the sophisticated sensors of the future. Some muggers are out for more than money – the **organleggers** don't just murder people, they harvest their hearts, lungs, and other body parts to sell on the black market!

Traditional Ishato armor has dozens of tiny camouflaged hiding places. **Tergite** outfits use layers of silk and sturdy fiber mesh, with an armored carapace for the body. **Sclerite** outfits conceal the entire body behind interlocking armor plates with dark, matte color.

Exciter armor has a power-supply that charges metal-alloy studs with a crackling, ionized field that changes their physical properties, making them highly resistant to damage. Too much kinetic energy applied to the exciter substances will overwhelm the power supply. The Concord has standard designs of **exciplex armor**, such as the alpha, beta, and gamma versions. The Solar Creed has their own **heliotrope** armor worn exclusively by their warrior class. The **amplifier** outfit is a series of servo-motors worn over the body, with electric generators that can provide precision control. For hostile environments, the **battle suit**, or "powered battle armor", is the outfit of choice for those who can afford it.

Consumables

Load-Out gifts and Loot gifts

As part of the game's story experience, some characters may have gifts that allow them to replace missing items. The cost of these gifts represents the time and effort the character makes in caching weapons, maintaining backups, socializing with other users, etc. These gifts are not supposed to be used to generate money – for example, you're not supposed to sell off your military rifle, exhaust the gift to suddenly get a new rifle, and then repeat for more money. These gifts have the "Plot" descriptor because they depend on story concerns – if they're being abused for "gamery" reasons, the Game Host should suspend their use. (For that matter, the Game Host has full discretion over all rules ... but Plot gifts are extra special.)

Spare Parts

Rather than talk about specific ingredients that characters will need, Myriad Song assumes that crafters are constantly accumulating little bits they can use to fix things. Spare parts – or *spares*, for short -- are fuses, gears, pipes, patches, and other replacements.

Item	Wt.	Descriptors
Electrical Spare Parts	2kg	Expensive (♪1)
Mechanical Spare Parts	2kg	Expensive (♪1)
Chemical Spare Parts	1kg	Extravagant (♪5)
Xenharmonic Spare Parts	1kg	Extravagant, Rare (♪25)

Services & Infrastructure

All personal equipment that isn't a weapon, expensive, or a Burden is *implicit equipment* from Outfit bonuses. Everything else is listed here, along with medical care, housing, food, security, and transport services.

Medical Services

Medical care in the Myriad is excellent, but not free.

Health Care

Service	Effect	Descriptors
Free Clinic	1 success Rote	Free, Rare
Hospital Visit (1 hour)	1 success Rote	Affordable, Rare (♪0.2)
Nurse, House Call (per hour)	1 success Rote	Affordable (♪2)
Ambulance Call	2 success Rote First Aid gift	Affordable (♪3)
Doctor Consult (per hour)	2 success Rote Doctor gift	Affordable (♪3)
Intensive Care (per day)	3 success Rote Doctor gift	Expensive (♪10)
Dark Clinic Consult (1 hour)	2 success Rote Bad Medicine	Expensive (♪10)

A **free clinic** can give you basic care, but they're busy places. Sick children and elderly take priority over wounded adventurers. A hospital visit is easier to find. Some cities even have **nurse house call** services. Caregivers at clinics or hospitals, as well as nurses, all take their Rote for 1 success on a Mind & Academics test to provide medical care.

Civilized places will have **ambulances** on hand to respond to emergencies. The EMTs will take their Rote for 2 successes with the First Aid gift.

You can get a **doctor consultation** if you make an appointment. The consultation lasts an hour, long enough for them to use the Doctor gift once. They take their Rote for 2 successes.

If you're seriously injured and you have money to burn, you can go into **intensive care**. Specialized equipment and 24/7 nurse care will allow your doctor to take their Rote for 3 successes.

When you're desperate, you can go to a **Dark Clinic** for some Bad Medicine. These back-alley clinics use powerful, dangerous drugs. The 'doctor' will take their Rote for 2 successes with the Bad Medicine gift.

Elective Surgery

Surgery	Descriptors
Cosmetic Surgery (Beautifying)	Expensive (♪15)
Cosmetic Surgery (Identity Concealing)	Expensive, Proscribed (♪45)
Cybernetic Graft	Expensive (♪10 + cost of implant)
Cybernetic Brain Upload	Extravagant, Rare (♪1000 or more)

Cosmetic surgery is easy when you can heal in a few days. On most planets, if a doctor changes your appearance so much that you can pass as someone else, they can lose their license, or go to prison… so they won't do that cheaply.

In order to install cybernetics, you have to be a surgeon *and* a mechanic, so getting a **cybernetic graft** installed isn't cheap. A **cybernetic brain upload** requires the surgeon to remove your brain, cut it in to tiny pieces, analyze them, and reassemble a polaritonic copy of your mind. Only a few planets in the Myriad have the equipment and doctors to perform the surgery reliably, and their services are in great demand by the dying or the deranged.

Controlled Substances

The Myriad has thousands of different drugs – stimulants, depressants, hallucinogens, and narcotics for dozens of different species. A drug that gives humans an addictive high might kill Rhagia stone dead. Their legality changes as you travel.

Drug	Descriptors
Charas	Expensive, Proscribed (♪3/dose)
Royal Oil	Affordable, Proscribed (♪0.3/dose)
Snowblind	Affordable, Proscribed (♪0.5/dose)
Stairway	Affordable, Proscribed (♪1/dose)
Watchtower	Expensive, Proscribed (♪1/dose)

Charas is produced by inchoate morphir and smoked by anything with lungs, and a carbon-based brain. It causes hallucinations of the memories that were consumed by the morphir that produced it. Sometimes, charas-smokers come off a trip with new skills from the memories they've smoked.

Snowblind is an addictive tincture of heavy metal oxides smoked by towser for a euphoric high. It's a lethal neurotoxin to most other species. **Stairway** is an alkaloid injected by lampyr and some other insectoids as a stimulant and aphrodisiac. Sapient plants are easily addicted to **Watchtower**, a depressant applied topically to roots or other feeding membranes. The addictive Rhax narcotic, **Royal Oil**, is snorted for a lasting euphoric high. It's banned throughout the Malmignatti Cluster, but nonetheless common.

Communications and Security

The Myriad doesn't have digital signals, but with polaritonic circuits, they can do more with analog than we would ever imagine.

Device	Descriptors
Public Telephone Booth	Cheap (♪0.001/minute)
Cellular Telephone	Expensive (♪9)
Portable Radio	Affordable (♪2)
Radio Amplifier	Expensive (♪10), Burden
RFID Tag	Cheap (♪0.05)
RFID Reader	Affordable (♪0.6)
Signet Ring	Extravagant, Proscribed (♪20)
Ansible	Extravagant, Rare (♪400), 100kg (5 Burdens)
Mechanical Lock	Affordable (♪1)
RFID Lock	Affordable (♪3)
Security Camera	Affordable (♪1)
Tripwire	Cheap (♪0.01)
Laser Tripwire	Affordable (♪1)
Theremin Gate	Extravagant (♪60)
Pressure Floor	Extravagant (♪20/room)

Any city or planet with intact wiring will have **public telephone booths**. For a small fee, you can dial in to a home telephone while out and about.

Cellular telephones can not only send but receive calls anywhere in their cellular network… but they don't work outside the network they were built for, so they're worthless on other planets.

If you're tech-savvy, you can use a **portable radio** to broadcast and receive out to Horizon range (10 km). However, anyone else with a portable radio who knows your broadcast frequency can dial in to intercept your signal, or jam it. (All outfits with a Survey bonus include a personal radio.)

With a back-pack sized **radio amplifier** powered by a duodec cell, you can put out enough signal to reach anyone on the same planet, if it has a magnetosphere to bounce radio waves. You can even reach other planets in the same solar system! Radio amp-packs are a Burden, however.

RFID tags are small polaritonic circuits which emit a radio signal when stimulated by an **RFID reader**. This signal has enormous data density, enough to hold several seconds of video or several minutes of speech. The RFID reader transforms the signal into something the owner can understand. Different readers for different species might display the same information as a sound, a smell, or a picture. A royal **signet ring** is jewelry that is worn on the hand, exclusive to aristocrats – and it contains an RFID tag that will allow the wearer into exclusive places.

An **ansible** transmits and receives xenharmonic signals, which go faster than light. Their signal is not strong enough to reach more than two stars away. Despite the name, they are the size of a

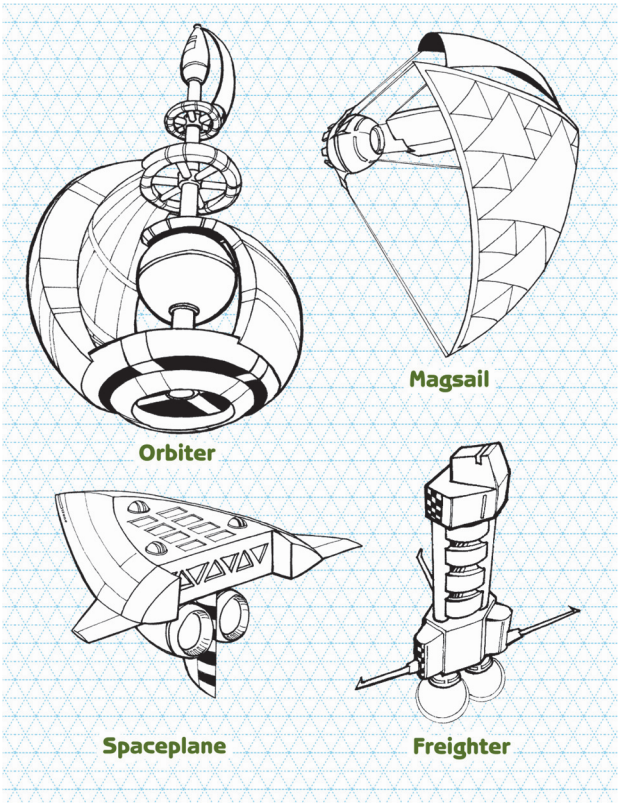
freezer and about a hundred kilograms. You need a wagon to carry one around. They also don't work without power.

A decent lock will limit access to people with the key, but they can be picked. **Mechanical locks** rely on specifically shaped keys, but they can be picked by proper tools. **RFID locks** only open when exposed to the proper RFID signal, which can be spoofed by a radio signal generator. However, RFID locks can be invisible, hidden inside an otherwise featureless wall. One success on a Craft check will pick a typical lock. Each additional success required to pick a lock raises the cost of that lock by x3.

Security cameras are the basis of most surveillance systems. Myriad technology allows good, cheap cameras which see everything from infrared to ultraviolet. They can transmit their signal via radio (usually encrypted) or over wire in a CCTV network. However, they rely on security guards to monitor them. It doesn't matter if a security camera sees an infiltrator if no one is looks at the feed or the tape.

Tripwires are a simple, cheap way to trigger alarms, but they're easily detected. **Laser tripwires** use invisible infrared beams instead of wire. Anything that interrupts the laser triggers an alarm, or perhaps a lethal trap.

Theremin gates are security systems built in to doorways. A wire loop detects when someone passes through. There is no effective way to fool one, but a skilled hand can disable it without setting off an alarm. **Pressure floors** are equally difficult to fool. It's simpler to fly over them or disable them.



Travel

Getting around *without* a vehicle of your own takes money. Getting around *with* a vehicle of your own takes spare parts, fuel, and upkeep, which cost money.

Transportation and Vehicles

The variety of riding beasts and vehicles in the Myriad is staggering. Prices and quality are highly variable. Rules for piloting these vehicles are on page 188.

Vehicle	Crew	Cost
Jetpack	1 pilot	Extravagant (♪250)
Horse	1 pilot	Expensive (♪40)
Motorcycle	1 pilot, 1 passenger	Expensive (♪50)
Air Cushion Vehicle	1 pilot, 1 passenger	Expensive (♪250)
Junker	1 pilot, 1 passenger	Expensive (♪100)
Economy Car	1 pilot, 1 passenger	Expensive (♪200)
Cargo Van	1 pilot, 1 passenger	Expensive (♪300)
Aerodyne	1 pilot, 1 co-pilot, 8 passengers	Extravagant (♪1,200,000)
Tank	1 pilot, 2 gunners	Extravagant, Proscribed (♪3,000,000)
Prop Plane	1 pilot, 1 co-pilot, 12 passengers	Expensive (♪200,000)
Jet Plane	1 pilot, 1 co-pilot, 12 passengers	Extravagant (♪1,000,000)
Spaceship, 1-point	1 pilot, 1 co-pilot, 2 passengers	Extravagant, Rare (♪6,000,000)
Spaceship, 3-point	1 pilot, 1 co-pilot, 8 passengers	Extravagant, Rare (♪20,000,000)
Spaceship, 5-point	1 pilot, 1 co-pilot, 30 passengers	Extravagant, Rare (♪36,000,000)
Spaceship, 7-point	1 pilot, 1 co-pilot, 100 passengers	Extravagant, Rare (♪50,000,000)

Public Transit

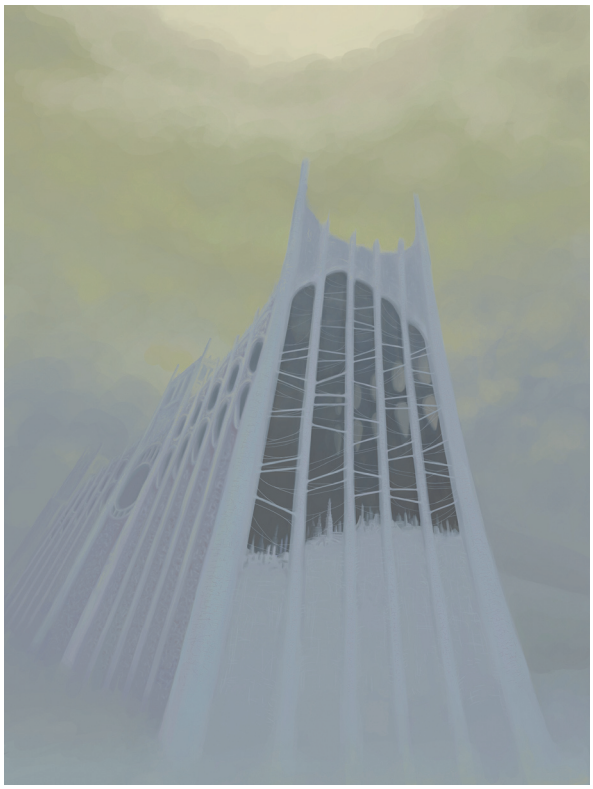
Service	Descriptors
Public Transit Pass	Affordable (♪3/month)
Taxi	Affordable (♪0.2/hour)
VTOL Taxi	Expensive (♪2/hour)
Passenger Train	Cheap (♪0.7/city)
Orbit (Rocket)	Expensive (♪10/trip)
Orbit (Mass Driver)	Affordable (♪3/trip)

You can buy a **public transit pass** to the subways and trams of Myriad cities. The Syndics only allowed aristocrats and janissaries to own private vehicles, but ensured their cities had public transit. This let them limit the movement of their subjects without making it impossible to do business.

Most cities license **taxis**, which will happily drive you about for a small hourly fee. (Or, in some cases, you might be renting a rickshaw, a howdah, a horse-drawn buggy, or something even stranger.) On some planets, **VTOL taxis** will shuttle you

through multi-tiered skyscraper cities. All taxis charge extra if you ask them to do anything shifty or dangerous. The **passenger train** is the most common way to travel between cities.

A comfortable seat into orbit on a nuclear-thermal passenger **rocket** will cost you, but some planets will offer you a cheap seat on an electromagnetic mass driver. On the other hand, **mass drivers** put you through over 12 G's. You have to take special drugs to and lie down on a crash couch to survive. Even then, you'll be Sick for a few days.



Chartered Travel

Only the wealthiest can afford to hire a starship to carry them around. On the other hand, anyone with a starship of their own is in a good position to make a lot of money in a hurry.

Charter Fee	Cost
Per 1-success Segue	Expensive (♪10)
Per 2-success Segue	Extravagant (♪30)
Per 3-success Segue	Extravagant, Rare (♪60)
Per 4-success Segue	Extravagant, Rare (♪100)
Fuel & Hospitality Expenses	Passenger is responsible for all expenses

Any starship captain can manage a **rondo segue** to a strong campanile beacon. The price goes up as the calculations become more difficult and uncertain – meaning, as the number of successes required to navigate successfully increases, so does the cost.

If the captain can make the segue reliably, you're paying for their expertise. If they can't, you're paying them to take the risk of a failed segue.

All **fuel** and **hospitality** expenses are the responsibility of the passenger.

Cavalcade Tickets

Cavalcades are starships the size of small cities. Far too massive to hold together in intense gravity, they are built in space and never enter atmosphere. Every few days, they segue to the next planet on their schedule. You can ride the Cavalcade network almost anywhere in the Myriad, as if you were riding a city bus.

Many Cavalcades will have long times in orbit waiting for the next segue, so they will be mini-cities unto themselves. While in orbit, a Cavalcade loads and unloads passengers and cargo. They also boast enormous hangar bays, used to carry spaceships that lack their own rondo drives.

Wealthy planets that are important to the Myriad get cavalcades weekly. Poor planets might see one every few years.

Almost a third of the people on a cavalcade will be workers – engineers, navigators, dockworkers, pilots, security officers, and executives. It has been known for someone to be born and die on the cavalcade without ever leaving.

The Averlini Mercantile Group owns most of these ships, and uses their control over shipping to manage an interplanetary manufacturing and delivery chain. The Averlini are attempting to take control over the entire cavalcade network, but are opposed by nearly everyone. A monopoly on the cavalcade network is a monopoly on the stars.

Cavalcade Ride	Cost per Segue
Steerage	Expensive (♪12)
Cabin	Expensive (♪40)
Stateroom	Extravagant (♪120)
Hull Hitch-point	Expensive (♪15)

Steerage offers breathable air, usually. Steerage passengers are packed in repurposed cargo containers, as many as three dozen per. They are confined by force to the steerage deck. There's no gravity aboard a cavalcade, so passengers must hook to a wall to avoid floating away while they sleep. They rely on large semipublic toilets and soup dispensers shared among all steerage passengers for hygiene and food. If these break, it might be many hours – or days - before they're fixed.

A second-class **cabin** is a private room with over ten cubic meters of space, two comfortable zero-g sleep bags, and a zero-g toilet suitable for all hygiene needs. Second class passengers are entitled to dine in the mess halls and may summon a steward with the press of a button. A first class **stateroom** is as large as a typical hotel

room and includes a zero-g kitchen, an entertainment center, and a personal steward. First class passengers are welcome on the cavalcade's centrifugal recreation deck, where they may enjoy simulated gravity.

Cavalcades transport starships as well as people. Many spacecraft, especially small yachts, lack Rondo drives and rely on Cavalcade **hull hitchpoints** to get from star to star. Ships attach to these sockets on the outside of the Cavalcade for a lift, like remora riding a whale.

The Syndics enforced standard designs for hitch-point interfaces for so long that when people talk about how large their ship is, they talk about how many hitchpoints it takes up. A one-man scout vessel might be a one-point ship, while a forty-man survey ship might be a seven-pointer.

Liquid H_2 Rocket Fuel

The spaceports of the Myriad are so adept at extracting hydrogen from water that fuel is almost free.

The prices below represent the cost of enough fuel to lift a ship into orbit and up to escape velocity, and still have enough fuel left over to land safely at the next planet.

H_2 Rocket Fuel	Cost	Payload
1-point ship	Expensive (♪15)	2 crew, 2 passengers, 50kg
3-point ship	Expensive (♪30)	2 crew, 8 passengers, 500kg
5-point ship	Expensive (♪45)	2 crew, 30 passengers, 5Mg
7-point ship	Expensive (♪60)	2 crew, 100 passengers, 50Mg

As mentioned in the Cavalcade passage descriptions, the ships of the Myriad are grouped by how many hitch-points they require to connect to a Cavalcade hull. Ships with the same number of hitch-points are similar enough that they require more or less the same amount of fuel.

1-point ships are pods, built to carry one or two crew and some instruments. 3-point ships are yachts large enough for ten people and their possessions. 5-point ships can hold thirty people and plenty of cargo. A 7-point ship is a great cruiser, as large as any private vessel has ever been – sturdy enough to hold a hundred people and everything they need to get into trouble on a distant planet.

Rondo Device Capacitors

Although power is rarely in short supply aboard a starship, rondo drives demand more electricity than any reactor can supply. Enormous capacitor-arrays are filled and then discharged to trigger the rondo segue.

Rondo capacitor arrays weigh several hundred kilograms and require multiple works and special tools to install or replace.

Capacitor	Cost	Fail Rate
Disposable	Affordable (♪3)	100%
Commercial	Extravagant (♪30)	10%
Cavalcade	Extravagant (♪300)	1%

Disposable capacitors are the cheapest variety, and never survive a segue. **Commercial** capacitors are manufactured under stricter conditions. They have a 1 in 10 chance of bursting.

The best are **cavalcade** capacitors. They are assembled in zero gravity aboard the cavalcades that use them; they weigh multiple tons and collapse under their own weight in standard gravity. They only burst 1 in every 100 segues!

Hospitality

Adventurers rarely get to sleep in their own bed.

Service	Cost Per Day
Hostel	Cheap (♪0.5 / bunk)
Hotel Room	Affordable (♪1.5 / room)
Luxury Suite	Extravagant (♪10 / suite)
Restaurant Meals	Affordable (♪0.6) or more
Groceries	Cheap (♪0.3) or more

Migrant labor or travelers between jobs can take shelter in a **hostel**. They'll get a clean bunk and cheap breakfast, but they'll share their room with ten to twenty other people. If you're trying to relax, **hotel rooms** offer more privacy and more comforts, but the size and quality of rooms can change a lot between hotels. High-end hotels usually keep a few **luxury suites**, which are more like apartments with room for a half-dozen people to relax in style.

When you're traveling, you'll eat a lot of **restaurant meals**. If you have access to a place to buy **groceries** and a kitchen to cook in, you can make your own food. On some planets, though, it might be hard to find food you can eat. Towsers often have trouble buying polysiloxanes, for example.

Labor

Never underestimate the value of hired hands. You can only buy so many guns, but help is always useful.

Labor	Die Pool	Cost
Fix	Rote 1 success	Affordable (♪0.1/hour)
Hospital Visit	Rote 1 success	Affordable, Rare (♪0.2/hour)
Unskilled	d6	Affordable (♪1/day)
Skilled	2d6	Affordable (♪3/day)
Criminal	2d6	Affordable, Proscribed (♪9/day)
Expert	d12 & 2d8	Expensive (♪10/day)
Specialist	2d12 & 2d10	Extravagant (♪30/day)
Master	5d12	Extravagant, Rare (♪60/day)
Indenture for 1 year	As per skill	Proscribed (180×day wage)
Indenture for life	As per skill	Proscribed (900×day wage)

If you need a quick **fix** or a **hospital visit**, any large settlement should have someone who can perform quick labor. (You will have to pay for any mechanical or electrical spares separately.)

Unskilled laborers can expect to earn one imperial monetary note per day. Indeed, 'one day of unskilled labor' is exactly what Remanence economists want a note to be worth. Jobs that require **skilled** labor, or seasoned **experts**, are much more lucrative. Hiring thugs or mercenaries to do something obviously against the law will require **criminal** wages. (Note: paid criminals do *not* expect a share of the loot, but you could negotiate something.) **Specialists** aren't just extremely well paid – they're hard to find. More people want to hire specialists than there are specialists to hire. Some jobs can only be filled by true **masters**. They can name their price.

Slavery is illegal, but the law can't reach everywhere. Some nations keep criminals in for-profit prisons who purchase the right to hold criminals and force them to labor; others lease convicts to registered businesses. This is especially common on 'company planets' that are ruled and owned by a single business.

Precious Minerals & Loot

These commodities have value throughout the Myriad.

Material	Cost Per Kilogram
Tantalum	Expensive (♪10)
Lutetium	Expensive (♪150)
Osmium	Extravagant (♪250)
Scandium	Expensive (♪400)
Rhodium	Extravagant (♪900)
Duodecimates	Extravagant (♪1000)
Platinum	Extravagant (♪1200)
Hypermatter	Extravagant (♪2000)

Tantalum is a metal useful for making powerful capacitors. **Lutetium** is a dull metal vital for many exciplex alloys. **Osmium** is a dense metal necessary for piezo batteries. **Scandium** is a critical component of several high-temperature exciplex alloys. You can't make a rondo drive without plenty of **rhodium** metal. One gram of black **duodecimate** sand can fuel heavy machinery and ray weapons. **Platinum** is valuable for both jewelry and as a chemical catalyst.

Hypermatter is a four+ dimensional substance protruding in to our three-dimensional world. It can be found in trace quantities in some extra-dimensional alien beasts such as poltergeists. It's impossible to produce campaniles or carillons without hypermatter, so both the Remanence and the Concord will pay out the nose for it.

Vehicles

Precise rules for vehicles are described in the "Spot Rules" section, starting on page 188.

Vehicle	Crew	Mode	Cruise	Max	Accessory
Jetpack (Size 0)	1 pilot	Jets, Stall	*None*	Flight @ no bonus	
Horse (Size 0)	1 pilot	Legs, Mount	Alley @ bonus d8	City @ no bonus	Seatbelt
Motorcycle (Size 0)	1 pilot, 1 passenger	Off-Road	Alley @ bonus d8	Highway @ decay d8	
Air Cushion Vehicle (Size 1)	1 pilot, 3 passengers	Ducts	Alley @ bonus d8	Highway @ bonus d8	Cover d8
Junker (Size 1)	1 pilot, 3 passengers	Off-Road	Alley @ bonus d8	Highway @ Breakdown d8	Cover d4
Economy Car (Size 1)	1 pilot, 5 passengers	Wheels	City @ bonus 2d8	Highway @ bonus d8	Cover d8, Seatbelt
Cargo Van (Size 1)	1 pilot, 7 passengers	Wheels	City @ bonus d8	Highway @ bonus d8	Cover d12, Seatbelt
Tank (Size 2)	1 pilot, 2 gunners	Off-Road	City @ bonus d8	Highway @ decay d8	Total Cover, Armor 2d6
Aerodyne (Size 2)	1 pilot, 1 co-pilot, 8 passengers	Ducts, Hover	Flight @ bonus 3d8	Supersonic @ bonus 3d8	Total Cover, Seatbelt
Prop Plane (Size 3)	1 pilot, 1 co-pilot, 12 passengers	Ducts, Stall	Highway @ bonus 2d8	Flight @ bonus 2d8	Cover d12, Seatbelt
Jet Plane (Size 3)	1 pilot, 1 co-pilot, 12 passengers	Jets, Stall	Highway @ bonus 2d8	Supersonic @ bonus 2d8	Cover d12, Seatbelt
Shuttle (Size 3)	1 pilot, 1 co-pilot, 12 passengers	Jets, Stall	High-hypersonic @ bonus 2d8	Escape Velocity @ bonus 3d8	Total Cover, Seatbelt

A **jetpack** is a personal unit, where the user stands in a column with hand and foot support, and they operate the vehicle using the hand grips. A built-in cybernetic gyroscope helps keep the unit stable. The model presented here is for use in an atmosphere. A duodecimate fission plant provides power to fire ducts of super-heated air.

A **horse** is a quadrapedal beast of burden. Embryos can be transported from planet to planet, then incubated and brought to term. Horses are self-reproducing and can be bred for speed, stamina, aggression, etc. Many worlds will have similar beasts for riding. The horse presented here is a tamed one with a proper saddle.

Popular with wastelanders and explorers of the plains, the **motorcycle** is a light, easy-to-fix, economical two-wheeled vehicle. Some are powered with methane, ethanol, or fossil fuels, and thus are very noisy and spew clouds of toxic exhaust fumes. Other models use batteries or duodec-fission plants.

Able to travel over both water and land, an **air-cushion vehicle** is low and flat, with a skirt made of metal, plastic, or even inflated vinyl. Powerful fans constantly blow air downwards, keeping the vehicle off the ground.

If you have enough parts lying around, you may be able to build a **junker**. Other people will be impressed that you got this thing moving. Some junkers have none of their original parts, and they resemble the four or six different vehicles that they scavenged the parts from. Designed for hauling, not for high-speed chases, a junker is quite likely to break something important if its engine is pushed too hard.

While civilized planets will have a lot of mass transportation, personal wheeled vehicles are still very popular. The **economy car** is a simple personal vehicle, while the **cargo van** is much larger. These vehicles aren't designed for anything but proper roads -- their cheap suspensions and pneumatic tires will quickly break if they drive on bad terrain.

Sometimes, you need a standing army to put down insurrections. Nothing puts the fear into the peasantry like a proper **tank**. Police tanks will be used as battering rams or as road blockades. Military tanks will have weapon mounts.

The Myriad is full of a variety of aircraft. Aeroplanes are still very popular, being fast and relatively simple to maintain. The **prop plane** uses propellers to generate speed, and therefore lift. The **jet plane** uses a self-contained turbine, and it requires a lot more power than a prop plane. The word **aerodyne** is a catch-all for any vehicle capable of hovering, such as helicopters, VTOLs, and other advanced aircraft.

Since cavalcades and other interstellar vehicles are usually too big and too clumsy to land on planets, getting into space often involves using a **shuttle**. This large craft has a wing-body and uses either a fission or a fusion plant to super-heat air as a jet turbine; once the atmosphere gets too thin, it will switch to reaction mass to then coast to the destination.

CHARACTER GROWTH

As you play the *Myriad Song* game, Player Characters will survive adventures, accomplish goals, and reap great rewards. Here are some rules for how characters will change over time.

Looting

After a violent battle, the player-characters may have incapacitated several monsters, people, or robots. The players may then search the bodies for valuable *loot*.

What Loot is On the Bodies?

Overkilled bodies can't be looted – they're barely even recognizable. Dead characters can be looted. At the discretion of the Game Host, Dying characters can either have perished, or the Host can give them the same "three strikes" rule to see if any are still alive – see "Dying targets are in mortal danger", page 126.

Monsters with no Mind trait won't have any personal items. Large monsters might be edible and can be stripped for food. Unusual creatures may have pelts, organs, glands, bones, or other bits of their anatomy that can be sold for larger value. As a rule, extracting valuables from a monster corpse requires two successes on a roll of Mind & Craft vs. 3 (Survival helps with a d12).

As a rule, a common person has a random amount of notes on them – roll the person's Career die. For example, if the players are looting three Typical Thugs, roll three d6s and add the results. For variety, you could rule that, on a 1, the combatant has some unusual item (loaded dice, tobacco pouch, hip flask, lucky charm, pornographic image, shot of adrenaline, religions icon, etc.) Combatants that were "paid to do a job" will have extra money on them – maybe ×2, ×3, ×5 this amount of money, or more. Desperate people, such as waste-landers, derelicts, and cave-dwellers won't have anything resembling money.

The Outfits of Dead people are broken (only 50% quality and in need of repair). The Outfits of Unconscious people are slightly damaged (only 80% quality, still in need of repair). It takes about five minutes to strip a body… and given the low resale value, only the greedy and the desperate will take the time to loot outfits.

Liquidating the Loot

Loot has to be carried to somewhere that it can be sold. If it's to be carried on foot, which means someone is going to have to shoulder a Burden or two. If there's a pack animal or a vehicle, Burdens are less of an issue.

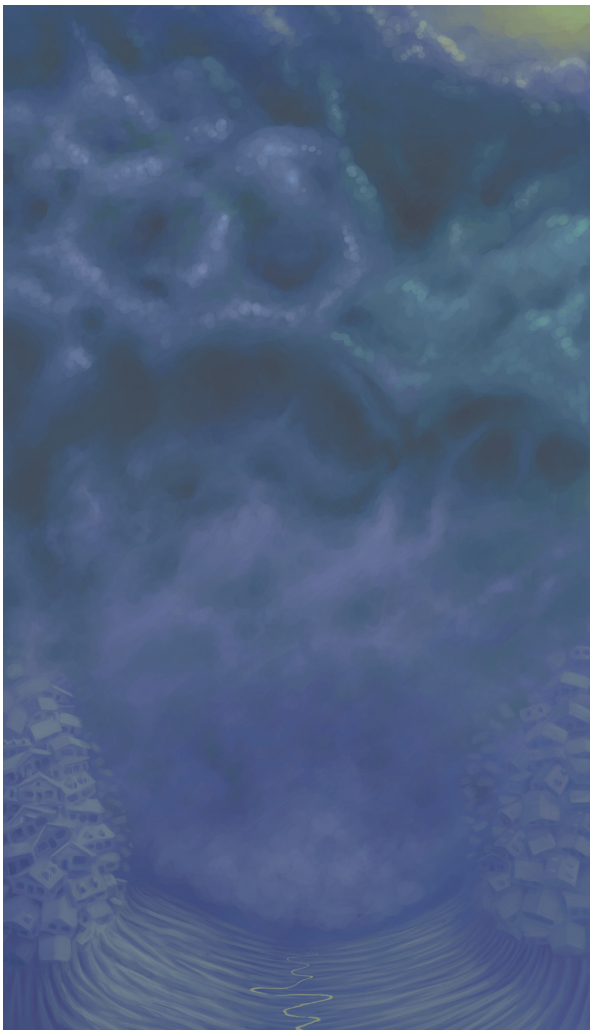
Prisoners can be bound in rope, in tape, in bags, or in other kinds of restraints. In some places, known criminals have a bounty for their live capture. You can use a fixed number (like 4 notes apiece), or you can randomly roll the Career Dice, possibly with a multiplier. If the Players are sinister enough, and if they can find the right kind of market, they can sell prisoners into slavery.

The details of selling and buying goods are covered under "Selling and Buying", page 132. As Game Host, you might have to make some decisions about can be bought or sold at many merchants.

Retrieving Weapons and Ammo

Bullets, grenades, and other explosive-fueled ammunitions are used up, but sometimes characters want to retrieve arrows, bolts, and other projectiles.

As a rule, it takes about five minutes to retrieve weapons and ammo. Ask a character who used the weapon to roll their Mind, Craft, and Observation vs. 3. Each success returns 1 shot, 1 thrown weapon, or 1 use of some kind of ranged weapon. (Again, chemicals and explosives are gone forever.) Items lost can be assumed to have been tossed away or to have broken upon impact with their targets.



Leveling Up

Characters will be changed by their experiences, and usually what doesn't kill them makes them stronger.

Accomplishing a Goal earns a Gift, chosen by the Game Host

Each Player Character starts with one Goal that they chose for their character. Other Goals are offered by the Game Host. A Player Character can only pursue up to three Goals at one time – if they are offered a fourth Goal, they must replace one of the three they already have.

Not all Player Characters need receive the same gift. For example, the Game Host may award Veteran to all the players … except for the one who already has Veteran, who might get a different gift instead, such as Rapid Aim, or Rapid Guard, or another gift that requires Veteran.

After accomplishing their starting Goal, the Player Character should earn a new gift

This gift should fix some weakness in the character:

- Did the character get into a lot of combat? Consider Resolve (to increase Soak dice), Veteran (to increase Aim and Guard bonuses), Bravery (to overcome fear and panic) or Toughness (to weaken Damage).
- Did the character fail a skill at a critical time? Consider Knack (which allows a re-roll on one specific skill, chosen when the gift is awarded) or Luck (which allows one die to be rolled twice more).
- Did the player find out about some gift that they would've taken at character creation … but they just didn't know what it was? Consider giving that gift as a reward.

The reward for the starting Goal is how the Host and the Player can work together to better realize what the Character is supposed to be.

At the discretion of the Game Host, the more difficult the starting Goal is, the better the reward should be. For example, a starting Goal of "Survive an adventure" is simple, earning a typical reward like Resolve. But a starting Goal of "restore my noble bloodline to its former glory" could take several game sessions and is deserving of far greater rewards. The more memorable the goal, the more momentous the reward should be.

After accomplishing a minor Goal, the Player Character should earn a minor gift

Minor Goals are ones that were met over one or two play-sessions, which put the players at some risk, but there wasn't much doubt that the players were up to the challenge.

Minor Goal rewards include:

- Insider with the people you just helped (because you're friendly with them now!)
- Local Knowledge of the place you were just in (because you saw more of this place in a few days than most people see in a lifetime)

Most Player Characters won't keep these gifts, opting to re-train them at the first opportunity… and that's fine! Memories can be short and fleeting.

Some gifts require that a character have the gift of Insider, first. See "Secrets of Space", page 235.

After accomplishing a major Goal, the Player Character should earn a major gift

Epic Goals are milestones in a character's life, the ending of a few game sessions or one chapter, where the players almost suffered a tragic loss because the risks were great.

Major Goal rewards include:

- A gift that gives a d12 bonus to some specialty that was an appropriate learning experience. Examples include Free Fall (for a deep space adventure), Gossip (for interviewing lots of people), Research (for poring over volumes of ancient lore), Shadowing (after having been followed by people of sinister intent), Stealth (for sneaking into a guarded place), or Survival (for a harrowing struggle against nature).
- A basic combat gift, such as Bravery, Resolve, Toughness, or Veteran.
- A gift with a requirement that the Player-Character already has. For example, a character with Strength might be rewarded with Mighty Strike. A character with an Ally might be rewarded with Improved Ally. An alien character might be rewarded with an advanced alien power gift, etc.

A major reward should be one that the Player will think twice about re-training.

After accomplishing an epic Goal, the Player Character should earn a major gift

Epic Goals are the accomplishments of legend, the conclusion of many game sessions, where the players overcame great adversity, and where failure was all too likely.

Epic Goal rewards include:

- Increased Trait… sometimes with Career, sometimes with a Trait of each Player's choice.
- Luck
- Wealth
- Something else relevant to the Goal they just accomplished

Epic goals should be really nice – the kinds of gifts that Players really want.

Characters earn Experience through Play

By surviving adventures, characters will learn from their mistakes and rise to new challenges.

Each Player that participates in the de-briefing earns 1 Experience

When each session of play ends, the Game Host should ask the Players what they thought of the game. Did they have fun? Did the rules make sense? Some players might be very vocal about what they thought of your game. Others might be very quiet. But it's important to listen to the concerns of players. All of the players and the host should work together make an okay game into something that's great.

If a Player wants to change their Character's Motto, the debriefing is a good time to discuss changing it. It doesn't cost any points to change a character's Motto, but the new one should better fit the role the character is expected to fill.

For participating in the de-briefing, each Player earns 1 Experience point for their character. Even if the Player has nothing to say, they still earn 1 Experience for telling the Host that they have nothing to say.

Each Character earns 1 Experience for living up to the spirit of their Motto

Just before the end of the session of play, the Host should ask each Player in turn to announce their character's Motto. Did the Player stay true to the spirit of the character? Did the Player ever have their character act in a way that violated their personal Motto?

For staying true to the Motto, the character earns 1 Experience.

The purpose of the Motto is so that everyone, Host and Players alike, can understand the concept behind the character, so everyone can better appreciate what the Player is hoping to achieve with the role.

Retrain a Skill Mark for +2 Experience; Retrain a gift for +5 Experience

A Player may choose to "sell back" their character's Skill Marks and gifts, which is called *retraining*. The Player must get permission from the Game Host to retrain a Mark or gift.

A Character *can* sell back their starting Upbringing gifts. (They've been away from home so long, they can't go home again.)

A Character *cannot* sell back their starting Legacy gifts. That's too much of a part of who they are.

A Character *can* sell back their starting Career gifts ... if they switch to another Career. To switch Careers, you must already have the two gifts that the new Career starts with.

Spend 4 Experience to buy a Skill Mark
Spend 10 Experience to buy a new gift

You can spend 4 Experience to buy a new Mark in a skill. There is no practical limit to the number of skill Marks you can buy this way ... but you will reach a point of diminishing returns around 10 Marks or so.

You can spend 10 Experience to buy a new gift. You may only buy a gift that you meet all the requirements for.

Setting your first Favorite Use is free ... but changing a Favorite Use costs 1 Experience

If you have at least one die in a Skill, you can set a Favorite Use for that Skill. It doesn't matter if the die comes from Marks, from Legacy, or from Career – if you have a die in the Skill, you can choose a Favorite Use.

Once you've already picked a Favorite Use, to *change* that use, you must spend 1 Experience point.

SPOT RULES

The Basic Rules cover the standard mechanics used in the game. The Combat Rules will come up quite a bit, when dire action is the order of the day. But what about the special cases? This chapter has many *Spot Rules,* mechanics for dealing with some of the weirder things that might come up during play.

This chapter can't deal with *everything* that might happen –if even it came close, it would be hundreds of pages. The Game Host should look to the ideas presented in here as guidelines for dealing with the many strange things that can happen during the game. As with all the rules in the game, the Game Host's final decision is the most important. Be fair, be consistent, and be fun!

Chasing

Sometimes, characters will flee over long distances. Panicked, Injured combatants are far more likely to flee a battle than to hang around and get killed.

To handle a foot chase, use a success challenge. The runner rolls Body, Speed, Endurance, and Evasion vs. 3. The chaser rolls Body, Speed, Endurance, and Observation vs. 3. Gifts like Local Knowledge, Fast Mover, Shadowing, and Low Profile will provide bonuses. The Game Host may give the runners a bonus success or two if they had a good head start, or if it's dark and there's lots of concealment.

If the chaser's successes are greater, they win the challenge and they catch up. Try setting up another fight sequence, at about Near Range. If the runner's successes are greater, they get away. If there's a tie, consider if the runners have anywhere to hide or not – otherwise, the chasers will find them again, possibly at Short or Medium Range.

You may have multiple chasers and multiple runners – just keep track of success totals separately. Some may get away while others get caught. If the runners split up, the chasers will have to make some hard decisions about who they follow.

For a mounted chase, use the mount's Body & Speed, but use the rider's skills and abilities for the other dice. (Also, limit all dice to either d4 or the rider's single-highest Athletics die, whichever is better. The gift of Riding removes these limits.)

For a vehicle chase, replace the Body & Speed with the vehicle operator's Speed & Transport dice. (Also, limit all dice to either d4 or the driver's single-highest Transport die, whichever is better.)

Climbing

Walking down a 30-degree incline or less is fair footing. Walking up a 30-degree incline is bad footing. Walking up or down stairs, or up or down a 45-degree incline, is bad footing.

The gift of Sure-Footed negates the movement penalty for walking up a 30-degree incline, and for walking down a 45-degree incline or down stairs. Not even Sure-Footing negates that it costs double to walk up stairs or up a 45-degree incline, but Sure-Footed characters don't treat that ground as "bad footing" for Retreating.

Greater inclines must be climbed. As a stunt, roll Body, Speed, and Athletics dice vs. 3. (The gift of Climbing gives a bonus d12.) Each success moves the character 1 meter vertically. All climbing dice are limited to d8 when carrying a Burden.

Climbing tools (like a grappling hook) may give a bonus d8, while a proper ladder will give a bonus d12. Difficult climbs, such as sheer walls, may require 2 or more successes to make any progress at all.

A character can cling to a wall with one hand and attack, counter-attack or block with a weapon in the other hand. The game host may call for rolls of Body & Athletics vs. 3 to prevent falling from the wall. (Gifts like Strength will help!) A climbing character that Retreats also falls. A climbing character who becomes Injured or Dying automatically falls.

Concealment

A target that has 50% or more concealment has *partial concealment*. Partial concealment includes poor lighting (such as a moonlit night, or obscured by smoke).

When you are Reeling or Confused, everything in the world is partially concealed from you. You're distracted!

When looking for or attacking partially-concealed combatant, you suffer a penalty of d8 (that is, the target includes a bonus d8 with their defense). Against a combatant that has fair concealment, you do not threaten (so you don't counter and you don't flank for Tactics), and you suffer a d8 penalty on any defenses.

A target that has 100% concealment is *totally concealed*. Total concealment is when the character cannot be seen at all — they may be in complete darkness, or because the attacker cannot see. When attacking a totally-concealed combatant, you suffer a penalty of d12 — that is, the target includes an extra d12 with their defense.

(If neither attacker nor defender can see each other, then the attacker rolls a bonus d8 to hit, and

the defender rolls an extra d12 to defend and cannot counter-attack.)

The gift of Blind Fighting can negate partial and total concealment in certain situations.

Cover

A combatant behind a low barrier, thick bushes, or another combatant, where 75% of their body is exposed, has *soft cover*. A combatant with soft cover who dodges may claim an extra d4 with a dodge defense (not a counter defense). That extra d4 probably won't be worth rolling, but it's nice to know you can claim it.

A combatant behind a waist-high barrier, a hedgerow, or a castle's crenellations, where only about 50% of their body is exposed, has *fair cover*. A combatant with fair cover who dodges claims an extra d8 with their dodge defense (not their counter defense).

A combatant behind a tall barrier, in a narrow window, or has 25% or less of their body exposed has *hard cover*. A combatant with hard cover who dodges (not counters) claims an extra d12 with their defense. Most shields provide hard cover.

A combatant completely behind a wall or window has *total cover*. Attacks against the combatant always strike the cover first.

Cover does not stack. Simply use the best cover die available to the target.

If you're using miniatures, as a rule, a combatant can claim any cover within their Stride distance as their cover.

Cover breaks ties on dodges

Did you try to dodge? Did your attacker *tie?* If you tie on a dodge and you can claim a cover bonus at all – even soft cover – then ties break in your favor. The cover takes the hit instead of you. (Shields are great for this.) In most cases, it won't be worthwhile to play out damage against cover.

In cluttered landscapes, such as thick forests, garages with support beams and fuel hoses, and bars with furniture, a Game Host can permit a combatant who dodges to break a tie, by ruling that the attack strikes some of the environment.

Cover can be damaged in combat

If cover is used to break a dodge's tie, or if the cover die comes up as the highest die on a defense, then it was the cover that stopped the target.

Powerful attacks that hit cover may destroy a load-bearing support. Burning attacks may set the cover on fire. Explosive attacks could collapse an entire building. If it's relevant to the story, the Game Host may use the Property Damage rules. (See "Property Damage", page 183.)

Shooting into a fray and hitting the wrong target

Since other combatants can be claimed as soft cover, a target who ties on their dodge may claim another combatant as cover!

If you tie on a dodge defense, you may choose any other combatant within your Stride distance as soft cover. Having soft cover breaks the tie… and means that the cover is hit instead… so now the combatant they ducked behind is now being attacked!

The combatant being used as soft cover must Dodge *the original attack roll* or be hit! If the new target ties, they might declare a combatant as cover, too. There's no double jeopardy here – if someone claims another combatant as cover who was already missed by this attack, stop seeking new targets.

A target hiding behind a grappled hostage claims the hostage as fair cover (for a d8 bonus to Dodge), and they will definitely want to use the hostage to break ties on cover. Roll that d8 bonus die separately – a miss because of the cover bonus *automatically* hits the grappled hostage.

Distance and Scale

To keep the game simple, distance is listed in different Range bands. Distance in the game is measured by the meter. (If you're using miniatures or tokens, distance between tokens is measured from their centers.)

***Close*: 1 meter** or less. Can be touched with bare hands. (If you're using miniatures or tokens, they're only Close if they're touching bases.)

***Near*: up to 3 meters away**. Maximum range that does not have a Range Dice bonus to defense.

***Short*: up to 10 meters away.** Targets have a bonus d8 Range Dice with their defense. This is the typical maximum range for thrown weapons.

***Medium*: up to 30 meters away.** Targets have a bonus d12 Range Dice on their defense. This is the typical maximum range for pistols.

***Long*: up to 100 meters away.** Targets have a bonus 2d12 Ranged Dice on their defense.

***Very Long*: up to 300 meters away.** Targets have a bonus 3d12 on their defense. This is the typical maximum range for rifles.

***Extreme*: up to 1,000 meters away.** Targets have a bonus 4d12 on their defense. Most combatants can't even be seen this far away except on the most barren of landscapes.

***Far*: up to 3,000 meters away.** Targets have a bonus 5d12 on their defense.

***Horizon*: up to 10,000 meters away.** This is the furthest away any target could even be seen at ground level, before the earth curves away. Targets have a bonus 6d12 to dodge attacks.

Combat Maps and Miniatures

Many players will like to use a combat map – a miniature representation of the battle scene, using figurines or figures to represent the combatants. You can use store-bought figures, or plastic "army men", or action figures, or what have you.

You may find it convenient to use a map with a pre-printed grid. This can make it faster and easier to estimate distance. However, the grid should be treated as a guideline, not as a constraint on movement.

Range	Person (zero)	Vehicle (+1)	Town (+2)	City (+3)
Size	1m	3m	10m	30m
Close		Bonus d8	Bonus d12	Bonus 2d12
Near	--		Bonus d8	Bonus d12
Short	Penalty d8			Bonus d8
Medium	Penalty d12	Penalty d8		
Long	Penalty 2d12	Penalty d12	Penalty d8	
Very Long	Penalty 3d12	Penalty 2d12	Penalty d12	Penalty d8
Extreme	Penalty 4d12	Penalty 3d12	Penalty 2d12	Penalty d12
Far	Penalty 5d12	Penalty 4d12	Penalty 3d12	Penalty 2d12
Horizon	Penalty 6d12	Penalty 5d12	Penalty 4d12	Penalty 3d12

Metric Scale

Most miniatures for tabletop gaming are 1:72 scale, often called 25mm scale, 28mm, or 30mm scale. At 1:72 scale, 1 cm can be used to represent 1 pace.

Range	Real World	53mm	25mm-28mm	15mm	10mm	6mm
Scale	1:1	1:34	1:72	1:120	1:180	1:285
1m	1m	3cm	1cm	2/3cm	½cm	1/3cm
Close	1m	3cm	1cm	1cm	1cm	0cm
Near	3m	12cm	4cm	3cm	2cm	1cm
Short	10m	36cm	12cm	10cm	7cm	4cm
Medium	30m	100cm	36cm	30cm	20cm	13cm
Long	100m	300cm	100cm	80cm	50cm	40cm
Very Long	300m	900cm	300cm	250cm	160cm	110cm
Extreme	1km	3,000cm	1,000cm	800cm	500cm	400cm
Far	3km	9,000cm	3,000cm	2,500cm	1,600cm	1,100cm
Horizon	10km	300m	150m	90m	60m	39n

Imperial Scale

For simplicity, the Game Host may declare that, when using 1:72 scale miniatures, that 1 pace = ½ inch. Gamers desiring greater accuracy may consult the following table.

Range	Real World	53mm	25mm-28mm	15mm	10mm	6mm
Scale	1:1	1:34	1:72	1:120	1:180	1:285
1 pace	3 feet	1"	½"	1/3"	1/5"	1/7"
Close	3 feet	1"	½"	0"	0"	0"
Near	7 feet	2"	1"	½"	½"	0"
Near	13 feet	5"	2"	1"	1"	1"
Short	39 feet	14"	6"	4"	3"	2"
Medium	118'	42"	20"	12"	8"	5"
Long	330'	120"	50"	30"	20"	10"
Very Long	980'	350"	160"	100"	60"	40"
Extreme	3,300'	1,200"	500"	300"	200"	100"
Far	9,800'	3,500"	1,600"	1,000"	600"	400"
Horizon	36,100'	12,800"	5,900"	3,600"	2,400"	1,500"

Drunkenness and Intoxication

Wine, beer, and other alcohol beverages are common throughout the Myriad. Almost every species can get drunk off alcohol, although their tolerance for it differs. In bars and taverns, many folks will be "buzzed", and a few boorish types may be completely soused. Some folks regularly drink to excess.

In game terms, after a few drinks, most folks will become lightly drunk. (Towsers can't get drunk off alcohol, but they have other intoxicants. Synth have to mess around with their own electrical systems to get drunk.) Drunken characters lose on any ties vs. sober characters or versus the environment.

Completely soused characters become *Confused,* and they can't remove the confusion until they are no longer intoxicated.

In a social environment, you may attempt to get another character drunk, possibly to take advantage of them. Take one hour, and roll Body, Deceit, and Questioning vs. the target's Body, Observation, and Questioning. (The gift of Carousing grants a d12 bonus for either side.) If you score 1 success or more, the target becomes intoxicated. If you botch, or if the target scores two successes against you, *you* become intoxicated.

Alcohol is an excellent truth drug ... and many folks will even ingest it willingly! Intoxicated folks suffer a d12 penalty on all rolls involving Mind dice ... which includes many contests of Deceit, Negotiation, and Questioning. They may also have trouble remembering all that went on during their intoxication.

Characters may drink to excess — perhaps as the result of overwhelmingly-failed Questioning rolls and the resulting awkwardness, or perhaps because they can't help themselves, or for many other reasons. In game terms, excessively-drunk characters may become Confused or Fatigued. Those who can't hold their liquor may become Unconscious, Sick, or even Dying.

Drunkenness must be slept off, requiring eight hours. In extreme cases, someone may suffer alcohol poisoning and risk death— the details are left up to the Game Host.

Electricity and Radiation

The effects of being electrocuted depend on whether the victim is exposed to alternating current (AC) or direct current (DC).

A DC system locks the muscles. A character stuck on a DC grid will take Penetrating Damage 2 #EMP at the end of every round, and their muscles will lock up, making them unable to move. They will continue to take Penetrating Damage 2 #EMP every turn until the power is shut off or until someone can get them free. And anyone who *touches* someone stuck on a DC grid takes Penetrating Damage 2 #EMP, unless they are insulated.

A typical AC system causes Penetrating Damage flat 2 #EMP and leaves the target Confused. A lightning bolt would be Penetrating Damage 3 #EMP, Confused.

"Radiation" is a scientific term that refers to energetic particles in a medium. Radio waves, visible light, and heat are all examples of radiation. In terms of a hostile environment, radiation usually refers to *ionizing radiation,* such as gamma rays, neutrons, and other hazards of deep space and of nuclear reactions. Ionizing radiation is a constant health hazard among the Myriad Worlds. In deep space, without a protective atmosphere, travelers are constantly bombarded with cosmic radiation. Space-craft use stellarators and fission-reaction engines to propel themselves into space, polluting the environment behind them. Duodecimates and other fissionable materials are used in many industrial and commercial applications – improper shielding or disposal could pose a serious health risk. And atomic weapons of mass destruction still exist… not to mention the fallout of past wars.

Ionized radiation can linger as *fallout* – radioactive dust that, once inhaled or ingested, can contaminate the body.

The detonation of an atomic bomb will cause an electromagnetic pulse (EMP). The EMP effect will damage all electrical and cybernetic systems in a radius far bigger than the blast itself. While the electricals can simply be replaced, the spare parts will have to come from somewhere outside the blast radius.

The fissionables used in vehicles and power-plants are not *weaponized* – that is, they can't be made to explode like an atom bomb. However, fissionables can still be destroyed and spread throughout the environment.

Large-scale nuclear power-plants, if poorly-designed, can cause a *meltdown,* becoming super-heated to the point where they either collapse into the earth (polluting the ground-water) or even super-heating the air inside their buildings and exploding (sending a toxic cloud over the entire world.)

Fusion reactors, such as the stellarators of modern space-ships, only produce neutron radiation when they are active. Once they are destroyed, the fusion reaction fails, and the radiation stops.

By the time a typical character can sense radiation – such as a metallic taste in the mouth – it's too late, they've already received a lethal dose. Any being that is electromagnetically sensitive (such as those who have the gift of Elver Electrics, Cybernetic Brain, or Towser Magnetics) will be able to sense radiation even in trace amounts. Any outfit, kit, or vehicle with a *Survey* bonus also includes a radiation detector. Appropriate characters can study the environment (that is, if in combat, by taking a Focus turn) and attempt a roll of Mind & Academics vs. 3. The more successes, the more they learn about the radiation, but even one success will tell if the radiation is a health risk or not.

Radiation can lead to cancer, lymphoma, and other diseases and disabilities; the gruesome details are up to the game master. The space colonists of the Myriad Worlds are generally more resistant to radiation than their earth-bound ancestors. As a rule, characters suffering from radiation poisoning will suffer being Sick, or Confused, or even Unconscious. Curing radiation sickness is a long and expensive process, requiring a lot of high-tech medicine.

Zones with radioactive fallout can apply a Damage effect every day, hour, or even minute, starting at Damage flat 0 #Poison #Smother and increasing the closer one gets to the source. (Synths, who are made of inorganic metal, and Towsers, with their silicate-based biology, are far more resistant to radiation than other legacies… but they can still be harmed by it.)

Falling & Gravity

As a stunt, a combatant may jump down from a height, and thus they may include their Athletics dice with their Soak (And yes, a bonus d12 if they have Jumping.)

Falling distance	Damage vs. Soak
Knocked Down	**None**
Close (1m) (off a table)	**Penetrating Damage flat 2***
Near (3m) (off a horse)	**Penetrating Damage flat 3***
Short (10m) (three stories)	**Penetrating Damage flat 4***
Medium (30m) (high cliff)	**Penetrating Damage flat 5***
Long (100m) (tall building)	**Penetrating Damage flat 6***
Very Long or more (300m) (sky-scraper, flying vehicle)	**Penetrating Damage flat 7***
You have the gift of Acrobatics	Bonus d12 Soak
You have the gift of Jumping	Bonus d12 Soak
You fall into water	As above, but **Weak,** and bonus d12 soak from **Swimming**

If your Soak roll doesn't reduce the falling damage down to zero, you are also Knocked Down from the fall. Falling damage is environmental damage, so it doesn't cause Reeling.

If you fall into someone's arms, both you and the catcher suffer damage. However, both you and the

catcher include the *catcher's* Body dice, Athletics dice (if any), and bonus Strength dice (if any) with your Soak rolls.

A flying combatant may have to make declare a Stride or a Run action every round to stay in the air. If they don't perform an action that would keep them airborne, they will fall.

In a few seconds of falling, on a typical world with a typical atmosphere, a character will reach terminal velocity after only a few seconds. To keep it simple, assume that a character falls 300m in one round (about ten stories).

Higher gravity will increase both the speed of falling and the terminal velocity. Raise falling damage by +1 or +2 on higher-gravity worlds.

Lower gravity will decrease both falling speed and terminal velocity. Reduce falling damage by -1 or more. Larger objects and creatures could a higher or lower terminal velocity, based on their density and air resistance.

Last Ditch Grab

When a character retreats, is pushed, miscalculates their Scramble, moves Full-Tilt off a cliff, or otherwise stumbles over an edge, they do not automatically fall. They may attempt a last-ditch grab.

Characters attempting a last-ditch grab roll their Speed & Athletics vs. 3. (Climbing and Jumping each add d12 to this roll. Add any Strength dice, too!) Characters who succeed grab on with both hands. (Anything that was in their hands is dropped.) They are now clinging to the edge and are Reeling. Next round, they must recover from reeling, and then try a "Climb" stunt to pull themselves up.

Bailouts

Characters may jump from a mount or a vehicle, if they think it's going to crash. Abandoning a ride like this is a stunt, called a *bailout.*

Bailing out from a moving mount or vehicle causes Penetrating Damage flat 1, plus the speed modifier. A character may include their Transport dice with their Soak.

A character with the gift of Acrobat treats bailout damage as Weak.

After a bailout, a character is Reeling, just like any stunt. A character who takes any damage from the bailout is also knocked Down, just like a fall.

Naturally, these rules are a bit simple, covering everything from a car coasting at 1 mph to a locomotive barreling along at 100 mph. The Game Host should modify difficulty, damage, and dice as appropriate.

Changes in Gravity

Normal people won't be able to function on heavier gravity worlds.

The gravity of a world is measured in G's. A 1-G world has typical gravity. On a 2-G world, everything weighs twice as much. On a 0.5 G world, everything weighs 50% as much. (You can use the encumbrance chart to determine how much weight a character can carry.)

Also, your own *body* weighs more, which will impose greater strain. On a 1.5 G world or greater, all characters suffer one Burden. On a 2 G World, all characters suffer two Burdens. On a 2.5 G world, all characters suffer three Burdens, etc. These Burdens stack with any equipment the target carries!

While a lighter world decreases the weight a character carries, it doesn't change the mass, or the awkwardness. For simplicity, any Burdens from outfits or equipment stay the same.

Divide the character's jump distance by the local gravity. For example, on a 1.5 G world, a 6m jump would become (6 ÷ 1.5 =) 4 meters. Treat any gravity less than 0.1G as 0.1G.

Micro-gravity and Free-Fall

Anything with mass has gravity, but the force of that gravity can be very weak. In addition, space-craft and stations in orbit around some star or planet are constantly "falling", but their lateral speed keeps them from ever getting closer. Characters may experience a weightlessness called *free fall.*

In free fall, characters cannot walk normally unless they have special shoes that stick to surfaces. (Or unless they have a natural ability such as Rhax Clinging or Towser Magnetics.) They will have to climb along surfaces, or jump into the air.

Characters who are sent Reeling by an outside source – such as being damaged -- will lose their grip on any surface and be pushed 1m in a random direction. (This direction will probably be away from the source of the attack, but characters could also be spent spinning from an impact.)

Defenses will be reduced. Characters who are climbing have all their dodge scores limited to the size of their largest Athletics die.

Free-falling objects in motion will stay in motion. A character who jumped 60m last turn, but who didn't grab on to anything, will continue moving 60m in that direction. A character Pushed 1m will continue to move 1m away.

Every action has an equal and opposite reaction. A character who successfully connects with a Fighting attack will usually be Pushed 1m away from the target they just hit! (The exceptions are attacks that Grapple the target, naturally.)

The gift of Free Fall not only gives a d12 bonus to all Athletics rolls made in microgravity, it also eliminates any limits on dice due to microgravity.

In space stations with an atmosphere, the gift of Winged Flight works exactly as written – and it's a huge advantage. In a vacuum, Winged Flight doesn't work at all, because there's no air to push against.

Food & Water

A character that hunts for an hour rolls their Mind and Observation vs. 3 plus a penalty die appropriate to how fertile or hostile the land is. (Lush forests and fair-game prairies will roll d4. Inhospitable deserts and wastelands might be d8, or d12.) Each Success is one square meal and one drink of water. The gift of Survival grants a bonus d12.

Towsers, and other characters whose metabolisms are so exotic that they are immune to poison, have special diets. They'll have very different penalty dice from most folk. They might struggle to find enough to eat in a rich forest, but eat well and often while hiding in a toxic garbage dump.

Characters who are denied food and water cannot rest, and thus they will not be able to recharge "X: Rest" gifts or to heal Injuries.

Fresh water is vital to survival. A character who goes without water for two days becomes Sick. Every eight hours that a Sick character goes without a liter of water, they must roll Body & Will vs. the environment's penalty die (d4 for cool shade, d8 for exposure to the elements, d12 for Death Valley, etc.). On a Failure, they become Dying.

A character without food will starve. A character who starves for one week becomes Sick. Every day that a Sick character goes without a proper meal, they must roll Body & Will vs. the environment, as above. On a Failure, they become Dying.

Hiding, Sneaking, and Shadowing

Characters may try to sneak up on one another. Outside of combat, you can handle this as success challenge.

Those on watch roll Mind & Observation vs. 3. (If they have the gift of Local Knowledge, then they know where all the good hiding spots are, so they get a bonus d12.) Watchers with two dice or more can take their rotes, which will be good enough for one success. (See Rotes, page 23.)

The sneaky characters roll their Speed & Evasion vs. 3, and note the successes. The characters get a bonus from concealment – d8 for poor lighting, d12 for near darkness. (Note – if you're carrying your own flashlight, you are a light source!)

If a sneaky character botches, then they make a hilariously loud noise that would cause laughter in disinterested onlookers, and they will definitely raise any alarms.

Characters will often be creative about sneaky assists. For example, one character might walk up to guards and tell a long and distracting story, using Mind & Deceit vs. the watcher's Mind & Questioning dice – if the distracter wins, that's an assist bonus. Or a character might shout insults at long range, using Will & Presence vs. Mind & Questioning. Encourage your players to be creative.

How close can you get before you're seen?

If a sneaky character scores no successes, they will be spotted if they try to get within Long Range (100m) of any guards, if not greater.

If a sneaky character scores at least 1 success, but they don't roll *more* successes than the watchers, then they won't be able to get any closer than Medium range (30m). As the Host, tell the Player Characters that the closest they can get is Medium range.

A sneaky character that wins the challenge by 1 or more can get within Short Range (10m). Optionally, the sneaky character can hang back and give an assist bonus to another character that's rolling poorly.

Ambushes and Close-Range Sneaking

Sneaking to distances closer than Short Range (that is, less than 10m from a hostile), in all but the darkest and most favorable conditions, will automatically start a fight. However, the odds favor the sneaky character, who will roll initiative vs. 3. Guards, being suspicious but unaware, would roll vs. 5. To get past a character *without* starting a fight, you definitely have to succeed on your Hide test… and that other character would have to either fail to get Focus (that is, they would have to score one or fewer successes on their initiative test) or you'd have to roll *more* successes on your Hide test than they can score on Mind and Observation. (Effectively, a fight would "start", and your foe might reach for their weapon, but you'd be gone before they saw you.) Otherwise, a fight starts at Near range (or whatever is appropriate).

Attacking from concealment grants a d8 bonus, and your attacker doesn't threaten you, so they can't counter-attack, they may only dodge. Yes, you get the same bonus when your opponent is Reeling.

Hiding in combat is a stunt

During combat, a character may sneak using the Hide stunt. Roll your Speed & Evasion dice. You may move that many meters, in whatever path that you need to, and then send yourself Reeling. For example, if you roll a 3 and a 5, you may move up to 5 meters. You must end your turn with at least some cover or concealment.

Others must roll their Mind & Observation to notice where you went — that is, unless you end your sneak with no cover and no concealment. Then they can see you clearly.

Exhaust the gift of **Skulking** to negate the Reeling from a Hide stunt. The stunt still ends your turn, like all stunts, but at least you're not Reeling.

The gift of **Stealth** gives you a bonus d12 to Evasion rolls made to sneak around.

Note: Confused and Reeling combatants have a concealment penalty of d8, so it might be possible to sneak past them.

If your sneak was successful, you may remove any Panicked status. (Sorry, sneaking is not good enough to remove Terrified.)

Shadowing

Sometimes, one character will want to follow another one back to their hideout. Following someone is called *shadowing,* and it's another success challenge.

Anyone being followed rolls their Mind, Evasion, & Observation vs. 3. gifts like Danger Sense, Low Profile, Shadowing and Local Knowledge give a d12 bonus each. Most people will take their rote; for example, a local resident could use Mind and Local Knowledge to take a rote of one success. (See "Rotes", page 23).

Anyone following rolls their Mind, Evasion & Observation vs. 3. gifts like Disguise, Shadowing and Local Knowledge give a d12 bonus each.

At the discretion of the game host, other dice might apply. For example, for following someone on foot over long distances, Endurance and Tracking might apply. Following someone in an automobile would use Transport, etc. Use your imagination as a guide.

If the success challenge is a tie, then the follower finds the followed target's destination, but the followed knows they were followed. If the follower wins the challenge, they find the destination and get off scot free. If the follower loses the challenge, the followed may choose to ditch them, or to lead them on a wild goose chase, or to engage them in combat at Near range, or something else up to the Game Host's imagination.

Naturally, botching on a Shadowing challenge will lead to some incident that's dangerous ... or at least funny to everyone who *didn't* botch.

The Hostile Environment

Factories with giant mechanical gears ... avalanches with collapsing tunnels ... the twisting metal of a space-ship as it breaks apart ... the ten-thousand worlds of the Myriad must have over a million ways to die. We can't think of all of them, so here are some suggestions.

Circumstance	Effect
Fall from skyscraper	Penetrating Damage flat 7
Trapped in machinery	Damage flat 2 #Finish, Vulnerable, Grappled
Spike pit (3m deep)	Weak Damage flat 7
Explosive decompression	Penetrating Damage flat 2 #Smother, Knockdown, Push 3 towards hole
Lava pit	Damage flat 2 #Finish #Scorch #Smother, Burning
Acid rain	Damage flat 1 #Finish #Poison
Debris from collapsing roof	Damage flat 4, include Speed & Evasion with Soak

Generally, any incident that does Damage flat 2 is a nuisance... anything that does Damage flat 4 is potentially fatal... and anything that does Damage flat 6 or more is almost certainly fatal.

Jumping

Leaping: As part of any Dash, Scramble, or Run, a character can leap over one gap no greater than their own Stride, or over any one low barrier (no greater than 30 cm in height), no roll required. If a move requires two or more leaps, the character *must* take the Run stunt, and the leaps must have at least one meter between them. A character forced to make two leaps during a Dash or Scramble, for whatever reason, falls Down. (Exception: the gift of Acrobat lets you take unlimited leaps, as long as you land on good footing in between each one.)

Distance Jumping: as a stunt, a character can jump a distance greater than a leap. First, the character moves at least 2 meters but no more than their Dash. At the end, the character leaps into the air. Roll Body &Athletics Dice, and note the score (the highest die). (The gift of Jumping grants a bonus d12, but all dice are limited to d8 if Burdened.) The character clears that many meters of distance. For example, if you rolled 6 and 3, then you cleared six meters. (In case it matters, the minimum height for a long jump is 1/10 the distance.) If the character lands on bad footing, they fall down at the end of the jump. Distance-jumping is a stunt, so the character is Reeling.

Vaulting: as a stunt, a character can leap for height. Use the rules for distance jumping, above, only halve the distance and double the height (to 1/5 the score instead of 1/10). To grab onto a railing or ledge, follow the vault with a roll of Body &Athletics vs. 3 — with 1 success, grab on and climb up next turn; with 2 or more successes, climb up immediately and stand at the top. Vaulting is a stunt, so the character is Reeling.

Mounts use their own Body & Athletics dice and their own Jumping gift if they have it. Their dice will be limited by the riders' own Athletics dice, or d4, whichever is better. (The gift of Riding removes these limits.)

Lighting & Visibility

How much can you see? Here are some guidelines for concealment.

Operating a directional light, like a spotlight or even a simple flashlight, requires a "Control" action.

Visibility?	None	Fair (d8)	Total (d12)
Biolumi-nescence	all within Near Range	all within Short Range	Everything else
Blizzard	all within Close Range	all within Near Range	Everything else
Candlelight	all within Close Range of the candle	all within Near Range of the candle	Everything else
Daylight	all	none	none
Directional light (flashlight, etc.)	Single target up to Short Range	All within Near Range of the target and within Short Range of the light's holder	Everything else
Firelight	all within Near Range of the fire	all within Short Range of the fire	Everything else
Fog	all within Short Range	all within Medium Range	Everything else
Full Moon	none	all within Medium Range	Everything else
Half Moon	none	all within Short Range	Everything else
Moonless night	none	all within Near Range	Everything else
Smoke	None	None	Everything
Storm	all within Near Range	all within Short Range	Everything else
Twilight	all within Medium Range	all within Long Range	Everything else
Underground	none	none	Everything

Remote Viewing = d8 concealment

Sometimes you won't be using your own eyes to view a target. You might be using a camera, periscope, or other substitute. Any time you're not using your own eyes directly, you are *remote viewing*.

When measuring range, use the range from the remote device, not the character.

All attacks made using a remote viewer instead of your own eyeballs suffer a concealment penalty of d8.

Property Damage

Naturally, inanimate objects don't bleed or show fear. To destroy an object, you must use ***property damage,*** instead.

Damage	Property Damage
Zero	**None**
1	**Hurt**
2	**Shaken**, Hurt
3	**Broken**, Shaken, Hurt
4	**Wrecked**
5	**Destroyed**
6 or more	**Demolished**

Hurt objects are just like Hurt people: they suffer +1 damage on later attacks. Hurt items are only 90% quality – they can be repaired using the crafting rules.

A **Shaken** object is one that is violently disturbed. China cabinets will spill out their plates… delicate mechanisms will slip gears… nitroglycerin will explode, etc. Simple objects, like walls or doors, will rattle noisily but probably not be affected by being Shaken.

Broken objects lose basic functions. A Broken door no longer latches shut. A Broken gun no longer shoots. A Broken engine no longer moves a motorcar. A Broken wall has a head-sized hole in it, reducing its Cover by one step. Broken objects also suffer +1 Damage on later attacks (stacking with Hurt). Broken items are only 80% quality – they can be repaired using the crafting rules.

Wrecked objects are useless. A Wrecked door isn't even hinged any more. A Wrecked wall no longer provides cover. A Wrecked item provides, at most, bad footing. Wrecked items are only 50% quality – they can be repaired using the crafting rules.

Destroyed items are useless. A Destroyed wall is now a breach big enough for one combatant to fit through. Destroyed items are only 10% quality – they need at least 10% in raw materials before crafting can even begin.

A **Demolished** item has been blown to smithereens. Nothing useable remains. It would take an expert to tell you what it used to be! Disintegrated items are beyond repair.

Destroying Objects

Inanimate objects may have Invulnerability. Fragile things like glass and paper have no invulnerability. Wood subtracts 1. Stone subtracts 2. Iron subtracts 3. Steel and other hard substances subtract 4 or more. Yes, Penetrating Damage can convert this Invulnerability into Soak Dice.

An unattended object defends itself with only a d4 Cover bonus. (Attended objects – that is, items in people's hands – have to be disarmed, with a Stunt Attack – see page 254.) Small objects – that is, less than 50cm in every dimension – may claim a d8 Cover bonus. Tiny objects – less than 10cm in every dimension – may claim a d12 Cover bonus.

Large objects – ones with a dimension 4m wide or more – might still be hit on ties, or even misses by margins of only 1 or 2. For example, you might still hit the broad side of a barn, just nowhere near the same spot. The Host will have to rule in special cases, based on the degree of the miss.

Size

Most of the game uses *personal scale,* where combatants are assumed about 2m or less in each dimension. Larger combatants can use special rules.

Any combatant larger than a person has a "size modifier", or *size mod.* Every +2 in size is a ten-fold increase in dimensions. For example, a humanoid with a +2 size mod could be 20m tall and 10m wide. (Combatants with the gift of "Giant" are unusually large for their type, but they're not nearly big enough to jump to the next size mod.)

The following rules apply:

- The combatant gains its size mod as bonus Invulnerability. For example, a Block-sized combatant, with a size mod of+4, has "Invulnerability 4" vs. Damage results.
- Larger-sized combatants have a multiplier to their movement. Every full +2 points of size mod gives a ×10 increase in all movement. Each +1 remainder is a ×3 increase in movement. These multipliers stack. See the table below.
- All larger-size weapons add the size modifier to damage. For example, a personal autocannon normally causes "Damage +4" to its targets. A Ship-sized autocannon has a +2 size mod, so it causes "Damage +6". Larger-size weapons also increase their threat ranges, their strike ranges, and their Sweep, Blast, and Splash ranges by one band per +1 of size mod.
- Larger combatants are easier to hit at range. For each +1 in size mod, reduce the range penalty dice by one band. For example, shooting at a Car-sized combatant, with a size mod of +1, has no range penalties at Short (10m) or less, has only a d8 penalty at Medium range (30m), and has only a d12 penalty at Long range (100m).
- A larger combatant cannot claim cover from smaller-size combatants or terrain. For example, a combatant the size of a City Block (size mod +4) cannot claim cover by hiding behind buildings, ships, Cars, or people.
- In case it matters, each +2 size mod increases carrying capacity by ×100. These modifiers stack. (So yes, a Supercarrier-sized combatant, with a size mod of +5, could carry ×300,000 as much as a person. In case it matters, each +2 of size mod increases the combatant's weight, and the weight of their appropriate gear, by ×100.)

			Range Penalty						
Size Mod	Movement	Carry	Short (10m)	Medium (30m)	Long (100m)	Very Long (300m)	Far (1km)	Extreme (3km)	Horizon (10km)
None (Personal)	×1	×1	d8	d12	2d12	3d12	4d12	5d12	6d12
+1 (Car)	×3	×30		d8	d12	2d12	3d12	4d12	5d12
+2 (Ship)	×10	×100			d8	d12	2d12	3d12	4d12
+3 (Building)	×30	×3,000				d8	d12	2d12	3d12
+4 (City Block)	×100	×10,000					d8	d12	2d12
+5 (Supercarrier)	×300	×300,000						d8	d12
+6 (Kilometer)	×1,000	×1,000,000							d8
+7 (Arcology)	x3,000	×30,000,000							

Space Travel

Most spacecraft will use *reaction mass* – that is, fuel will be pushed away from the craft, and an opposing reaction moves the craft away from the fuel. Once an object starts moving in space, it won't stop moving unless some other force acts on it. Thus, most spacecraft will work up some speed, then drift. Reaction mass is a limited resource, so spacecraft don't want to use too much of it.

Space travel would be extremely slow if it wasn't for the *rondo,* a device that alters the space the craft travels through. Normally, objects travel through *linear space*, with the typical dimensions of up-down, left-right, and forward-backward. The rondo briefly allows the craft to travel through *hyper-space,* using new paths that can be much shorter.

The rondo is sometimes called a *folding-space drive,* because rather than propel the ship through long distances, it folds up space like a piece of paper so that points that were far apart become close to each other. The rondo might also be called a *hyper-drive*, because of how it opens up the possibility of travel in hyper-space dimensions. The

phrase "drive" isn't correct, though, because the rondo doesn't actually move the ship – it alters the space around the ship.

A rondo device is first programmed with a specific n-dimensional matrix. Then, capacitors discharge a large amount of electrical power into the rondo, which alters the space and time around the space-craft. From our perspective in linear space, it appears that the craft disappears from one point and re-appears in another; from the craft's perspective, they move through a distorted space. Travel using a rondo device is sometimes called a ***segue*** (because of how it appears that a ship blinks from one spot to another).

Because a rondo device actively bridges space from one point to another, there will often be strange effects. If the potential energy is higher on one end of the rondo-bridge than the other, there can be strange lights, violent discharges, or even catastrophes like intense radiation or nuclear explosions.

In the linear space that we live in, nothing travels faster than light speed. Places that are far away aren't just hard to get to, but hard to locate, because all the information you see is out of date. When you look at the stars in the sky, you are looking at light they shed hundreds of years ago – that's not where they *are,* that's where they *were.*

To make interstellar travel easier, the Syndics of the old empire engineered the *magh signals,* a vast array of hyper-spatial broadcasts. A magh broadcaster, such as a *campanile,* sends out signals that can be received by either a device (such as a space-craft's *carillon*) or by genetically modified organisms.

Just like radio waves can become faint over distance, magh-signals will also "sound" differently over distances. The further away a broadcaster is, the longer the delay between signals and responses.

Making the rondo bridge from to your destination requires knowing (1) where the rondo starts, (2) where the rondo ends, and (3) what extra-dimensional space will be travelled in between. By studying several magh signals and the delays between them, a navigator can make calculations to find all three requirements and feed them into a rondo device.

The mix of signals from all the magh-broadcasters is sometimes called the "music of the spheres" or "the song of the myriad worlds."

To navigate in three-dimensional space, a navigator needs to pick up on at least three magh-signals. A navigator may refer to a specific hyperbolic navigation signature by the slang term "chord".

Preparation for Hyper-Space Travel

Before a spacecraft attempts a rondo bridge through hyper-space, there are three steps to follow.

Step 1: Leave the gravity well

The greater the difference in potential energies, the more hazardous the rondo bridge will be, so ships must move far from a planet's gravity well before they segue. That way, both the origin and the destination will have similar potential energy.

Naturally, the safe distance from a planet varies based on the local gravity, the gravity of any satellites, the gravity of the local sun, etc. ... but a general rule is to travel one hundred planetary diameters out. For example, if the planet has a diameter of 12 megameters, then a spacecraft will typically travel to 1,200 megameters away from the planet surface.

(The jurisdiction of most local planetary governments doesn't extend this far, so there is the possibility of pirate attack.)

Many rondo-device space-craft never even enter a gravity well. The *cavalcade* trade fleets never approach planets closely enough – instead, other, smaller ships fly into space to conduct trade.

Step 2: Charge the capacitors

Activating a rondo device takes a lot of electrical power. Many ships are fitted with either duodec-fission or stellarator-fusion reactors, which give out steady amounts of power, but not nearly enough at once. Rondo devices require a lot of electricity in a very short period, so they have to be paired up with a lot of *capacitors.*

Capacitors take an hour or two to charge. Surface-to-space-craft will often start the charging process while still escaping from the planet's gravity. High-orbit ships will only charge shortly before the bridge. While the capacitors *can* hold a charge almost indefinitely, having a ship full of juiced-up electronics that can catastrophically discharge at any moment is a hazard.

Step 3: Perform the navigation

Once out in space, it's time for the navigator to calibrate the rondo device to create the bridge to the destination.

Some people are lucky enough to be natural-born *conductors* – genetically disposed to be able to hear the magh-signal. (In other words, they have the Conductor Legacy gift.) Other people will have to rely on a *carillon,* a portable device that can tune in to the signals.

The rondo-device must be programmed with a hyper-spatial matrix. The shape of this matrix can be determined by *hyperbolic navigation* — by listening to at least three other towers, interpolating their signals, and then encoding a matrix into the rondo-device. Programming the analog machines is more of an art than an exact science.

In theory, one could just put random patterns into a rondo-device and see where that takes them. In practice, most of the universe is empty, boring space, so a random bridge would just go nowhere.

Many more destinations would put the ship too close to a star or other dangerous stellar object... or even worse, *inside* such an object. In practice, most ships stick to the planets with the strongest signals.

Programming a rondo device for a destination takes one hour and requires a roll of Mind & Academics vs. 3. If you're a conductor, you may also include your Psyche dice. You may also include the d12 bonuses from Astronomy, Mathematics, and Navigation. Rondo programming can be done by two people, so the assist rules may come in to play.

- Successfully programming a rondo device requires more than one success. With two successes, you can try again in five minutes. With only one success, you can try again in an hour. With zero successes, you have mis-programmed the rondo device – it breaks and it has to be repaired. If you somehow botch the roll, you catastrophically mis-program the rondo drive to take you way off course.
- Three successes will be enough to create a bridge to a *strong-signal* world. That is, a world that has several magh-broadcasters, with great strength. Such worlds are said to be part of the *grand line* of navigation travel.
- Four successes will be enough to create a bridge to a *weak signal* world. These worlds might have weak signal towers, or they might be many, many more parsecs away (and thus have a harder-to-decipher signal).
- Five successes or more can be used to create a bridge to a *lost signal* world. These worlds don't have a magh-broadcasting unit, but their location can be guessed at by trilaterating other signals, or by research. There are legends of "golden chords", rondo-matrix programming that will take space-craft to worlds long forgotten after the fall of the Myriad Empire, full of mysteries.

Step 4: Jumping through the Rondo Bridge

Now comes the true test – using the rondo bridge to jump. The pilot rolls their Mind & Transport dice vs. 3. (Naturally, there's a d12 bonus for Spacecraft. Also, it's a good idea to have the co-pilot assist.)

- With no successes, there is a mishap, *and* the bridge fails, meaning the spaceship stays where it started. With a *botch,* there are *three* mishaps.
- With one success, there is a mishap, but the bridge is successful, meaning the ship arrives at the destination.
- With two successes, the bridge is successful with *no* mishaps.

After the jump, a typical ship loses 10% of its capacitors due to wear and tear. (Only Empire-era technology can go through a jump without losing capacitors.) Cavalcade-quality capacitors are far more robust – only about 1% failure rate. Replacing these capacitors can take hours.

Mishaps

The Game Host may rule that one or more of the following mishaps has occurred, based on bad rolls or on unnecessary risk:

- ***Capacitor loss.*** No less than 50% of the capacitors have to be replaced. (The good news is that the disposable ones are lost first .... so yes, if half your capacitors were disposable, this is no big deal.)
- ***Rondo failure.*** The rondo device is broken, and must be repaired. This is a long task, requiring 40 successes, and each trial of Mind & Craft (Electronics) vs. 3 takes one hour and requires a *minimum* of four successes.
- ***Misjump.*** The bridge takes the ship to a random location in the universe. There is at least one known "starship sargasso", a point in space where failed rondo-bridges often go.
- ***Fire.*** The ship is on fire! A fire aboard a spaceship can use up all the oxygen even if it doesn't damage anything important.
- ***Proximity alert.*** The ship is much too close to something. If the player characters don't act fast, they might crash into it.
- ***Potential energy discharge.*** The bridge has caused a huge static discharge throughout the ship, which inflicts Penetrating Damage flat 0 #EMP #Warp to characters and ship components.

Post-Segue Landing

A successful rondo segue isn't the end of the journey! After the conductor teleports the ship to a new planet, the pilot has to maneuver into orbit around the target. The pilot rolls Mind and Transport vs. 3. If they get a success, they arrive in orbit in about a day. If they don't get a success, they arrive in orbit in about a week. If they botch, they arrive in orbit in about a month. Normally pilots take their Rote, but under unusual circumstances, such as solar flares or a serious fuel shortage, the pilot may have a penalty that prevents them.

Suffocation and Vacuum

Characters that are denied air can hold their breath for two minutes, provided they don't exert themselves, such as attack, defend, swim, or move more than their Stride. A character that is taken by

surprise, or that is sent Reeling, will not be holding their breath. (Yes, this means that if you are underwater, and you try a swim stunt, you are exerting yourself and must roll, as described below.)

Characters that cannot breathe also cannot speak. They cannot Rally others unless they can communicate through innate radio thanks to a gift like Cybernetic Brain or Elver Electric.

After two minutes of inactivity, or immediately after taking any action, roll the character's Body & Endurance dice. On a score of 1, the character is sent Reeling and must immediately gasp for air.

When a Reeling character's turn comes up in the sequence and they cannot breathe, roll that character's Body; on a 1, the character falls Unconscious.

An Unconscious character that is denied oxygen for four full minutes (40 combat rounds) becomes Dead.

On a typical planet, the air pressure above 19,000 meters drops to a level not safe for characters who are not *Airtight*. A character exposed to the "hard vacuum" of space suffers Penetrating Damage flat 0 #Smother at the end of every round.

Realistically, a crew doesn't just go from one pressure to another. Rather, they acclimate themselves to different pressures by spending time in different rooms of a larger space-craft, and by breathing a different mix of oxygen. The details of decompression sickness can be as simple or as involved as the Players and the Host want them to be.

Sleep

A character that, in the last twenty-four hours, has had less than four full hours of sleep becomes sleep-deprived. Such characters cannot Focus, and they may have penalties to do other things at the discretion of the Game Host.

A sleep-deprived character who attempts to stay awake must roll Will every hour. On a Botch, they fall Asleep.

A sleep-deprived character cannot recharge "X: Rest" gifts, and time spent deprived does not count towards any long-term healing.

Each hour of sleep a sleep-deprived character gets will temporarily negate the incompetent status and the need for the Will roll for an hour of waking time. A full eight-hour period of sleep will remove the deprivation entirely.

A character that has been awake for twenty-four hours straight becomes Confused.

Longer periods of sleep-deprivation can lead to long-term mental disorders, permanent physical damage, or even death. The details are left up to the Game Host.

An *Addicted* character can still sleep (to prevent sleep-deprivation and to heal), but they cannot rest to recharge "X: Rest" gifts. Some terrible drugs, diseases, or other maladies may prevent both sleep and rest, which can be very dangerous!

Characters with Cybernetic Brains do not suffer sleep deprivation, but they must still rest for eight hours to prevent metal fatigue, to eliminate false-memory chains in their memory-lattice crystals, and to generally have some down-time to recharge their "X: Rest" gifts.

Night watches and being caught unawares

When resting in a strange or hostile area, characters may want to set up a *night watch* schedule, to keep anyone from sneaking up on them.

A character needs a full eight hours of rest to recharge "X: Rest" gifts, so those characters should probably be excused from the watch.

As the Game Host, you can ask for rolls of Mind, Observation, & Danger Sense's d12 vs. 3. (Don't forget Survey bonuses from Outfits and Kits!) Each watcher rolls solo. Two or more watchers can decide to assist, etc. The Host may allow characters in familiar territory to use their rotes.

Note the successes – this is how many successes a sneaking character would have to roll to get the drop on them. Cover from terrain and concealment from darkness will aid ambushers with bonus dice.

Characters who were ambushed while awake, but who were unaware of the attack, roll their initiative dice vs. 5 – if they can't score a single success, they will be caught without weapons ready. (They must have been doing something else at the time.) Aware, awake characters will roll initiative vs. 3. Asleep characters are suffering the "Asleep" status, and they must be woken with a successful Rally or a Loud noise. Once they wake up, they roll initiative vs. 7.

Surrender

With overwhelming force, it may be possible to make reasonable foes surrender without a fight, using a *surrender challenge*. The Game Host should decide if a challenge is appropriate or not.

Before a fight starts, the leader of the intimidating side makes a speech and issues the challenge. The leader's allies may assist, as usual. If anyone botches, the challenge is ruined! Each participant rolls Body, Will, and Presence dice vs. 3. (Frightening can give a d12 bonus.) Remember that successful assist just give a d8 bonus to the leader! Count the successes.

The challenged side may roll, or they may take their rotes. Since each person has at least two dice – Body & Will – then taking their rotes means one success for the leader, plus 1 for every two assistants. For example, in a crew of one leader and six assistants, that's 1+½+½+½+½+½+½ = 4 successes. (Of course, they could choose to roll instead, but rotes are easier on the Game Host.)

If the intimidators have *more* successes in the challenge, then their targets become *Panicked*. They could still start a fight, but they will have to find some way to remove Panic, such as by ending their turn out of line of sight out of enemy.

The Game Host can use a surrender challenge when our heroes surprise a bunch of bad people, or when they show up with overwhelming force. As with all Spot Rules, only use a surrender challenge where you feel it's appropriate.

Swimming

Moving in ankle-deep or waist-deep water is bad footing. While standing in water, limit a character's combat skills to their highest Athletics die. (Characters with the gift of Swimming don't have these limits.)

Moving through water that's over your head is swimming, which is a stunt. Roll Body, Speed, & Athletics vs. 3. Each success moves the character one meter horizontally, or 2 meters upwards. (People are naturally buoyant). The gift of Swimming adds a bonus d12.

Burdened characters have their Speed and Athletics dice limited to d8. Over-burdened characters can't swim – they immediately sink to the bottom.

A character who falls into water, or who is knocked Down, sinks 4 meters.

A character who is under-water *and* is sent Reeling (such as with a Stunt) is at risk of drowning – see "Suffocation", above.

Terrain

In the game, characters may get into fights in all sorts of strange places.

City streets, combat arenas, level plains, palace interiors, and any other smooth and flat terrain are *fair footing*. Characters may stride, dash, scramble, and run normally over fair footing.

Thick plant growth, soggy mud, ankle-deep water, lying corpses, and staircases are *bad footing*. The distance of a dash, sprint, or run is halved over uneven ground. A character that retreats onto bad footing automatically falls down. (The gift of Sure-Footed negates all bad-footing penalties.)

Waist-high walls, collapsed buildings, dense trees, cliff fences, castle walls, inclines more than 45 degrees, and other barriers are *impassible* ground. This terrain is unsuitable for regular movement – characters must climb over it, instead. (See "Climbing", page 176.

Terrain will limit visibility. Indoors, in all but the biggest barns and factories, people won't be seen further than Near range. In forests or other overgrowth, combatants won't be visible at closer than Medium Range. Out on the plains, people can be seen up to ranges up to and including the Horizon.

Tracking

In the wilderness, you can attempt to follow another target's tracks. Any *quarry* that you track may leave *signs* such as footprints, broken branches, or discarded litter.

Tracking is a challenge: the quarry's Speed, Mind, & Evasion vs. your Speed, Mind, and Observation. Either of you can get a bonus d12 from the Tracking gift.

Particularly long tracking – say, over an hour – might have both parties including their Endurance dice. Mounted parties could roll Riding; driving parties could roll Vehicles. A clever ruse to throw off pursuit might let the quarry claim their Deceit dice, but let the tracker claim their Questioning dice.

The tracked target can get a bonus d8 or more for environments with very little sign (such as salt flats) or for too much sign (such as a heavily-travelled road). Some environments, like boating or flying, will be impossible to track. Others might give the tracker automatic success, such as following a bullet train.

How many successes you need to win the challenge depends on the travel speed. If both parties are moving at the same speed, then a tie has them meet up somewhere around the half-way point. If the quarry is faster, or has an hour lead or so, then the tracker will need to win by one success, two successes or more.

A quarry might be able to see their trackers from a ways off – such as over a desert plain – or they may be ambushed – such as in a forest or town. The Game Host should use the die rolls as a guide – as a rule, the side who won more successes in the challenge should get more benefits.

Vehicles

Crew Role

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Pilot

The pilot of the vehicle controls its movement. A vehicle has one pilot seat. (Other seats are copilot seats.)

Driving a vehicle is, at a minimum, a *Control* action, which means that the pilot may be able to do something else with his or her attack action. There can be only one pilot in a vehicle at one time … but see "Copilot", below.

Copilot

A copilot is sitting in a copilot seat. A copilot can help the pilot by taking a "Control (assist the pilot)" action. The copilot must be seated in a location where he or she can see the road and advise the pilot.

Normally, a vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the pilot cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

Gunner

Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can work that position

and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger

All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

A passenger next to a disabled pilot can attempt to control the vehicle, but then their control action becomes a *stunt*. That is, using a "Control" action when you're not in the pilot seat ends your turn and sends you Reeling. There may be other penalties as well, and some things may be impossible, at the discretion of the game host.

Controlling a vehicle

The driver, pilot or operator of the vehicle is the *controller*.

Each round, the controller must declare a Control action to operate the vehicle. If the controller doesn't declare a Control action, the vehicle becomes out of control.

Action	Requires
Control a vehicle	Speed, Transport vs. 3
Attack to Ram a target	Speed, Transport vs. target's defense
Dodge an attack	Speed, Transport vs. attack
Maneuver	Speed, Transport vs. 3

Cruise Speed and Max Speed

A vehicle has two speeds: a *cruise* speed and a *max* speed. At cruising speed, the ride is comfortable, and fuel efficiency is very high. At maximum speed, the ride is shaky and fuel consumption is very rapid. Many vehicles have a different bonus at cruising speed than they offer at max speed.

Unreliable vehicles may have Function Dice. A vehicle that *Glitches* while moving at Max Speed immediately goes out of Control until it drops to Cruise Speed. A vehicle that Glitches at Cruise Speed goes out of control. It must either accelerate to Max Speed or stop completely, or it will go out of control again. A vehicle that's Glitched at *both* Cruise and Max speed must stop moving, or it goes out of control every turn.

After at least one successful attempt to control a vehicle at Cruise speed, the Game Host may rule that the controller may use their *rote*. The controller may also rote if they can take the vehicle up to Max Speed. (Note that vehicles with Glitch dice at certain speeds will prevent rotes.)

Skill Limits

While in a moving vehicle, all skill dice are limited to your largest Vehicles die. For example, if Transport dice are d6, d4… then when you're shooting out of the back of a car, your attack dice can't be larger than d6 in size. If you have *no* Transport dice, your skills are limited to d4 in size.

If a vehicle gives bonus dice, all your dice are limited to your highest Transport dice. For example, if an Aerodyne would normally grant a 2d8 bonus, but your limit is only d4, then you gain a 2d4 bonus.

Many gifts give you a bonus d12 for a specific vehicle, and any limits are removed. For example, the gift of Driver gives you a bonus d12 to Transport when using a wheeled vehicle, so if you have that gift, you have no limits to skills when Driving.

Controllers can assist other crew

If the vehicle is in control, *and* it's operating at Cruise speed or slower, the controller can *automatically* grant a d8 bonus to the Transport skill of all other crew. Among other things, this d8 bonus will raise the limit of skills to at least d8.

If the vehicle is in control, and it's operating at more than Cruise speed, the controller must declare a *maneuver* for *each* crew-person they will assist.

Control a Vehicle

Each round that a vehicle moves, someone must take a *control* action to control it. This person must be in a control seat. For example, a truck will have one control seat – the driver's seat. But an aeroplane might have both a pilot and a co-pilot seat, and either one can be used to control the plane.

When the vehicle operator's turn comes up, their first action should be a *control* action to operate the vehicle. If they want to ram someone with the vehicle, they should then declare an *attack* action. Otherwise, they should declare the second action – if they can't think of anything, the *guard* is always the popular choice.

Yes, if two people are both in control seats, one of them can be the assistant ("co-pilot") and use a control action to give an assist bonus to the main roller ("pilot").

Declaring a Maneuver

After declaring a control action, the transport owner may declare one or more maneuvers.

Maneuver to Increase Speed one bracket

With a successful control action, the transport operator may increase speed by one bracket. This maneuver may be done by rote. The difficulty is at the new, desired speed.

Maneuver to Decrease Speed one or two brackets

With a successful control action, the controller may decrease speed by one bracket. The difficulty is against the current, faster speed. This maneuver may be done by rote.

The controller may try to decrease by two brackets, but that will require a roll. The difficulty is against the current, faster speed.

Attempts to decrease speed more than two brackets in a single round are either impossible or will cause a crash.

Maneuver to Turn

During any part of the movement, as a simple maneuver, you may turn the transport up to 45 degrees. The first such turn may be made by rote, but later turns require rolls. Each turn must be separated by the maneuver distance.

A transport may attempt a 90 degree turn, which forces a penalty of d12.

A transport may attempt a 135 degree turn, which forces a penalty of 2d12.

Maneuver to Sideslip

During any part of the movement, you may sideslip, drifting at a 45 degree angle but without changing facing. This maneuver always requires a roll.

Maneuver to avoid something

If there is an obstacle in your transport's path, *and* the controller is currently *Panicked,* then they *must* maneuver to avoid it.

Avoiding a small obstacle – one that's 1/3 your Maneuver distance or less in size – requires a simple roll.

Avoiding a large obstacle – one that is your Maneuver distance in size – requires a roll with a d12 penalty.

Avoiding an immense obstacle – one that's up to 150% of your Maneuver distance in size – requires a roll with a 2d12 penalty.

A precise maneuver through a hole that's smaller than your Maneuver distance *but* is still big enough for your vehicle to fit through requires a Maneuver with a d12 penalty.

Maneuver to jump

Vehicles that can't fly can make jumps.

Jumping a ditch the same size as your Maneuver distance requires a roll with a 2d12 penalty.

Jumping a ditch that's 1/3rd the size of your Maneuver distance requires a roll with a d12 penalty.

Jumping a ditch that's 1/10th the size of your Maneuver distance requires a roll at no penalty.

Vehicles with legs may claim a d12 bonus on any jump.

Out of Control Vehicles

A vehicle becomes out of control if no one successfully controls the vehicle. This means that a vehicle becomes out of control if the controller fails a test. The vehicle also goes out of control if no one uses a control action to control the vehicle. (For example, if the driver was knocked out.)

When a vehicle is out of control, the controller must successfully pass a test to control the vehicle again. If the controller is incapacitated, the vehicle automatically goes out of control.

If the controller is incapacitated, another passenger who isn't in the seat, but who can reach the controls, can "assist" by declaring a stunt, and roll their Speed & Transport vs. 3. If the stunt is successful, the incapacitated controller gains a single d8 to roll. (Better than nothing!)

A vehicle also becomes out of control if the operator is sent ***Reeling,*** for any reason.

Move the vehicle during the controller's turn. Uncontrolled vehicles move during end-of-round maintenance.

For simplicity, vehicle movement is broken down into *speed brackets.* Here are the brackets for normal, terrestrial vehicles. (Outer-space vehicles will move much faster than this.)

Speed Bracket	Speed	Move /round	Maneuver distance	Successes needed	Collision Damage Bonus
Running	6 kph	10m	Close 1m	1	0
Alley	18 kph	30m	Near 3m	2	+1
City	60 kph	100m	Short 10m	2	+2
Highway	180 kph	300m	Medium 30m	3	+3
Flight	600 kph	1km	Long 100m	3	+4
Supersonic	1800 kph	3km	Very Long 300m	4	+5
Hypersonic	6000 kph	10km	Far 1km	4	+6
High-hypersonic	18000 kph	30km	Extreme 3km	5	+7
Escape Velocity	60000 kph	100km	Horizon 10km	5	+8

To operate a vehicle at a given speed, roll your Speed & Transport dice vs. the target number. Each success allows you to perform one maneuver. You can save your successes or you can immediately spend them.

A vehicle has two speeds: a *cruise* speed and a *max* speed. At cruising speed, the ride is comfortable, and fuel efficiency is very high. At maximum speed, the ride is shaky and fuel consumption is very rapid. ***When a vehicle is moving faster than its cruise speed, or when a vehicle is out of control, all your dice are limited to your highest Transport dice.*** Many vehicles have a different bonus at cruising speed than they offer at max speed.

Armor

This transport has an Armor bonus that protects it against attack. If the transport provides cover, the Armor bonus applies only if the Cover saves the target.

Jets

A jet-propelled transport shoots a gout of super-heated gas out the back.

Cover

This vehicle provides cover for the occupants. "Total Cover" means the occupants cannot be attacked without the vehicle's Invulnerability reducing the damage. Otherwise, the vehicle only provides its Invulnerability bonus if the Cover die defends the target.

Cover dice are *not* limited by Transport Skill dice, so even unskilled combatants will be able to claim the cover.

Ducts

This transport uses high-powered fans to expel air to provide lift.

Legs

This transport uses legs to walk along the terrain.

Mount

This transport is an animal or some kind. When the controller isn't mounted, the creature is an independent combatant. This transport is a living being and takes damage accordingly.

Wheels

This transport travels by using wheels. The transport can only drive on the most level terrain. On uneven ground, the transport requires 1 extra success on all rolls to control *and* it gains a Breakdown d8 die.

Off-Road

This transport has wheels or treads for an off-road suspension.

Stall

If this transport is moving at Flight speed or better, it can fly. If the transport is moving slower than Flight speed, but it is still in the air, then all control rolls require 1 extra success *and* they include a bonus d8 Decay die. If the Decay die comes up 1, not only does the transport go out of control, it also loses 300m of altitude, which may cause a crash.

Hover

This transport can fly at any speed. It can ascend up to its Maneuver distance, or it can descend up to its current speed. If the transport is within Short range (10m) of the ground, its propulsion systems will kick up a cloud of dust as large as the transport, which provides concealment.

Seatbelts

Crew and passengers may, as a stunt, fasten their seatbelts. It's also a stunt to unfasten a seat belt. Seatbelts reduce all collision damage to the occupants to *Weak* damage and they prevent being thrown out of the transport.

Using an Attack action to cause a Collision

If a vehicle is in control, the controller may use an Attack action to attempt to *collide* with another person or vehicle. If the controller is Panicked, they may not declare attack actions, and thus they may not voluntarily attempt a collision. If the controller used an attack action to use a weapon, they may not declare a second "attack" action to collide.

To collide, the target must be within your vehicle's *maneuver distance*. For example, if your vehicle is moving at City speed (100m/round), you may attempt to collide with any targets in Short range (10m).

A collision attack is a roll of Speed & Transport vs. the target's defense. A target may counter-attack *if their weapon has a threat range equal or greater than your maneuver distance*. For example, if you're moving at City Speed (Maneuver@Short), a collision target can't counter-attack with a Knife (Threat@Close) … but they could counter-attack with a Carbine (Threat@Medium, which is greater than Short).

If you successfully collide with the target, you cause Damage +2, plus the collision damage bonus, plus your vehicle's size modifier, plus the number of successes needed to control the vehicle. For example, a Car (Size 1) that collides at Highway Speed (Damage +3) causes Damage +6 (=2+1+3) to any target it collides with. The target is also Pushed away from your vehicle 1m for each damage point.

Your vehicle then suffers Damage flat 2, plus the *target's* size modifier, plus the collision speed.

Example: Zann hits a pedestrian with his car, scoring 2 successes. Base Damage for a collision starts at +2. Zann scored 2 successes, so we're up to 4 points. His car has a Size +1, so we're up to 5 points. He was driving at Highway speed, so that's another 3 points, up to 8. The pedestrian must soak 8 points of damage, and they are pushed 8m away.

Zann's car suffers Damage. The target was a pedestrian (Size zero), but they still hit them at Highway speed (+3). The damage is flat 2, plus zero from target size, plus 3 from speed, for 5 points of damage. His car has a Size Mod of 1 – according to the size rules, all damage is reduced by one point, so we're down to 4 points. His car has 2 points of Invulnerability, so we lose another 2 points of damage – we are down to 2 points of damage. Two points of Damage does light damage to the car.

MENAGERIE

The Myriad Worlds are filled with untold billions of people and even more flora and fauna. To try and describe every kind of person, monster, or thing that might threaten our heroes is impossible. Instead, here we present some rules for how the Host can build your own supporting cast to use in the game.

Different Classes of Minor Characters

Making minor characters can be simple or complex. Our recommendation is to use these standard templates to populate your world. These setups will let you build supporting characters.

Typical Minor Character

- d6s in all Traits
- Legacy gifts
- Career gifts

A Typical Minor Character has d6s in their Body, Speed, Mind, Will, Legacy, and Career Traits, and they only have the basic gifts they would start the game with.

A Typical character rolls 2d6 for the stuff they're supposed to do. They may have a d8 bonus from an appropriate outfit. (For example, a Typical police officer, in a Police Outfit, will have a bonus d8 for standard police duties.) With two dice, a Typical character will usually take their Rote, and thus they can score one success for any activity they need to do.

As enemies, Typicals are the lowest kind of thug. If they have some kind of combat career, they may be rolling 2d6 or even 3d6 for their attacks, which presents a serious threat only to non-combatants. With an unarmored Soak roll of only d6, a Typical character will often botch their resistance, which adds +1 Damage and can result in a graphic and grisly demise! Typicals expecting danger should wear an armored outfit.

As a Game Host, use Typicals for the rank-and-file, lowest level of opposition. Even a starting Player-Character has much, much more ability than a Typical. In a combat situation, a Typical barely provides any resistance – they might have to out-number the heroes by 2×, 3×, or even more to stand a chance.

Elite Minor Character

- d8s in all Traits
- Legacy gifts
- Career gifts
- Improved Armor

An Elite Minor Character has d8s in their Body, Speed, Mind, Will, Legacy, and Career Traits. They have the basic gifts they would start the game with, plus the gift of Improved Armor (which raises the size of all their armor dice).

An Elite rolls 2d8 for the stuff they're supposed to do. They will also take their rotes whenever possible, to get one success on their humdrum activities.

As enemies, Elites are a bit more threatening that Typicals, as they will roll 2d8 or 3d8 with their attacks. The gift of Improved Armor will change the common d6 armor into d8s – by keeping almost all their dice at the size of d8, you can reduce some overhead. Again, the general rule applies: 2d8 for stuff they're good at, 1d8 for stuff they're not.

As a Game Host, use Elites for people who should be better than average at their jobs. Elite combatants are a bigger threat, but they will still have to outnumber combat-worthy Player-Characters by 50% or more to be worthy adversaries.

Enforcer Minor Character

- d10s in all Traits
- Legacy gifts
- Career gifts
- Improved Armor ×2
- Toughness ×1

An Enforcer Minor Character has d10s in their Body, Speed, Mind, Will, Legacy, and Career Traits. They have their basic starting gifts, plus three extras. The two gifts of Improved Armor raise their Armor Dice by *two* sizes. The gift of Toughness can be exhausted to make a single Damage effect become Weak.

Enforcers are serious business. With d10s in every Trait, they often win contests, even ones they have no training in. They have 2d10 or more in their main abilities. Enforcers will take their rotes on most tasks, unless they have some need to exert themselves.

As a combatant, they will have attack or defense dice of 2d10 or even 3d10. Their Soak starts at d10, and common armor will be improved to d10 or 2d10, as well. Their Toughness will usually keep them from going down from a single hit.

As Game Host, use an Enforcer as a "mini-boss" encounter. One Enforcer is a serious threat to two or three Player-Characters, especially if they're not very strong in combat. An Enforcer with Typical or Elite allies can be especially formidable. An Enforcer with modifiers will be even more dangerous.

Supernaut Minor Character

- All d12s
- Legacy gifts
- Career gifts
- Improved Armor ×3
- Toughness ×2

With d12s in every Trait, the Supernaut can win any contest against anyone. (And with three gifts of Improved Armor, their Armor dice are probably maxed out at d12s, too.) They will have 2d12 for anything they are good at. Their attacks and dodges may be 2d12, 3d12, or worse.

They have formidable defenses, too. With *two* Toughness gifts, they will be able to make any two separate Damages Weak ... and their amazing Soak will easily absorb Weak damage.

As a Game Host, you should only use Supernauts for rare, dramatic encounters. A lone Supernaut makes for a nasty opponent, but if you enhance them with the Veteran and Leader upgrades listed below, you will have an epic villain for a very memorable fight.

Upgrades to Minor Characters

The four types presented above are designed to be *very* basic. Those Minor Characters have dice all the same size (d6s for Typicals, d8s for Elites, d10s for Enforcers and d12s for Supernauts), which should make it easier for you, as the Game Host, to keep track of who is capable of what.

Veteran Upgrade

- Resolve
- Veteran

Use this upgrade to make any character worthy of combat. The gift of *Resolve* adds another Soak die. The gift of *Veteran* raises the Aim and Guard bonuses to d12. These upgrades make a big difference – without a d12, a character can get "locked out" by Player-Characters with higher-rolling dice.

Upgrading a minor character to Veteran status makes them a lot more dangerous! Consider trimming their numbers to 3/4, or even 1/2, before upgrading them to Veterans.

Horde Upgrade

- Pack Tactics
- Unshakeable

Use this upgrade to make characters much more dangerous in large groups. With *Pack Tactics,* when a Horde member is Guarding, their ally gains a d12 bonus to their Tactics dice to attack any targets that the guarder is threatening. (These d12s stack – two guarders grant a 2d12 threatening Tactics bonus, etc.) As a Game Host, you can make combats go quickly by making fewer attack rolls. Have every Horde member but the last one Guard and move up to threat range … and then have the last member move up and attack, claiming a bonus d12 Tactics from each guarder.

With *Unshakeable,* an Overkill no longer causes panic, so it's much harder to break a Horde.

A Horde is much more dangerous in close-quarters. Use the Horde upgrade for monsters that hunt in packs, for gang-bangers who box their targets into alleys or dark corners, or for shock-troopers on boarding missions. Hordes get a lot more dangerous the more members they have in their ranks.

Leader Upgrade

- True Leader
- Troop Leader

Use this upgrade to promote one combatant into a *leader*. The leader can change fights in two key ways. The gift of *Troop Leader* lets them rally multiple combatants out of Panic. The gift of *True Leader* lets them add Focus to an ally, as one of their Rally effects.

Use the Leader upgrade to make the confrontation more personal. The "Rally" action can be used in-character to hurl insults at the Player-Characters or to offer insight into the enemy's motivation. When the Leader keeps removing the Vulnerable and Panicked statuses, the Players will single out the Leader.

Corps Upgrade

- Insider with an organization of choice
- Esprit de Corps

Use this upgrade to represent specialty organizations or highly-trained combatants. The gift of *Insider* allows you to create a tightly-knit organization ... and the gift of *Esprit de Corps* gives each combatant an automatic d6 rally at the start of their turn, if they're within 10m of another fellow Insider.

Corps members work well for an honor guard of a corrupt mayor, for the warrior-monks of some strange monastery, or the loyal minions of some criminal organization. A Corps works better when they have a base of operations or something to defend.

Local Upgrade

- Local Knowledge of where they are found

Use this upgrade for any character who is native to the area. Local Knowledge gives a character a d12 bonus to rolls related to the place they hang out, such as to know who does what, where the danger-spots are, and most importantly, the best route for getting places. When a Local breaks ranks and flees a fight (perhaps because they are Panicked and Injured), they may claim a bonus d12 to any rolls to flee into the landscape.

The Local upgrade works great for enemies who look for opportunity – local gangs, desperate outlaws, or angry natives. Locals attack, and when they take a loss or two, they melt into the landscape.

Non-Combatant Upgrade

- Comic Relief
- Coward
- Pacifism

Use this upgrade for a character who isn't going to fight, but who can still survive in dangerous situations. The gift of Coward grants the character the ability to become Panicked, and while Panicked they have a bonus to movement and a d12 bonus to Dodge. The gift of Pacifism grants *another* d12 bonus to Dodge... but both Coward and Pacifism will discourage the Non-Combatant from attacking.

The Non-Combatant upgrade works great for the enemy who can't fight worth a damn, but who can still be present on the battlefield because they're unlikely to get taken out in a single hit.

This upgrade is ideal for a character to use in an *escort quest*, where the Player-Characters have to protect a character as they take them from one place to another. The 2d12 dodge bonus will keep the Non-Combatant from getting killed too easily, and the Comic Relief will allow them to rally other Player-Characters – these two abilities should make the Players feel that the Non-Combatant is somewhat useful in combat, but still a liability, because they are all defense and no offense.

Minder Upgrade

- Bodyguard
- Counter-Tactics
- Prudence

Use this upgrade for a character who will protect another character. The gift of Bodyguard will let them swap places with another character and take the attack in their place. The gift of Counter-Tactics gives a d12 bonus when an attacker uses Tactics dice against them (useful when flanked), and the gift of Prudence means they start any fight Guarding.

Minders work best when they're a bit better than the rank-and-file combatants they're lumped with. For example, if you have a squad of Typical enemies, then have one or two Elite Minders to guard the Leader.

The Minder upgrade works great as an attendant to a Leader or other important Minor Character. The Players will have to use strategy to get through the Minders if they want to hurt the "big boss". The Minders will keep the fight from ending too quickly without you, as the Host, having to resort to using Saving gifts, which should only be for epic villains.

Solo Upgrade

- Resolve
- Veteran
- Culling Attack
- Bravery
- Relentlessness
- Diehard
- Mob Crusher
- No Time to Bleed
- Vengeance

Sometimes, you want to impose some serious danger. The Solo upgrade turns a Minor Character into a "boss", able to take a stand against multiple opponents.

First, the upgrade includes Resolve and Veteran from the "Veteran Upgrade."

Culling Attack means the character can take an extra action per turn, if that action is to attack a Reeling target. (The standard rule of "never the same action twice on the same turn" still applies, but that just means the Solo enemy can Aim, Guard, and Culling Attack in the same turn.)

From the gift of Mob Crusher, whenever the Solo character deals out a "Dying", "Dead", or "Overkilled" result, they may immediately Sweep to attack another target.

Relentlessness allows the target to ignore Reeling from hits ... if those hits inflict no Damage at all, or if those hits don't inflict any new Damage statuses.

Diehard adds an extra d6 Soak when Hurt, and another extra d6 Soak when Injured. These bonus soak dice will make it much more difficult to deliver a killing blow. Also, when Hurt or Injured, the gift of Vengeance grants a d12 bonus to counters.

Bravery can be exhausted to negate Panicked status, and it can be recharged with a "recharge" action. The gift of No Time to Bleed can be exhausted once a day to remove the Hurt status.

The Solo upgrade is a lot of gifts, and it makes any character able to survive at least a few rounds when outnumbered three-to-one or more. Use the Solo upgrade sparingly – big "boss fights" should be rare events.

Custom Upgrade

You can customize a character as much as you like. Consider adding Major gifts, such as *Luck, Disarming Save,* or *Dramatic Disheveling.*

Remember, each time you add more gifts, you are making the character more powerful and more complex, which means the Players will have a harder time dealing with them. Each Player has only one character to deal with ... but as the Game Host, you have the whole universe! We've specifically designed the characters under your control to be simple, by using the same constructions repeatedly. Use what works for you, and always remember – the Players-Characters are the stars of this story, your Minor and Major Characters are the supporting cast.

Monstrous Gifts

These are gifts that monsters have. A Mutant character might be able to take one of these. (See "Mutant Gifts", page 105.) A Leitmotif might have one or more of these, if their master takes the gift of "Leitmotif Monstrosity" (page 105).

All Fours

To take this gift, you must be some kind of alien monster

If you have no items in your hands, or you just don't have hands, you may move on all fours. When you do, add +2 to your Stride, +2 to your Dash, include an extra d8 in your Scramble dice, and add another +6 to your Run. (Yes, these increases stack, so, because Run is based on Dash, you'll be getting a total +8 bonus to Run.) You also gain a d8 bonus to your dodge.

You lose these bonuses if you equip any weapons in your hands, or if you are otherwise unable to move on all fours.

Aquatic

To take this gift, you must be some kind of alien monster

You can breathe water but not air. You do not suffocate when under water.

Your attacks, movement, etc. are completely unhampered while under water. When out of the water, however, all your dice are limited by your highest Athletics dice (or d4).

You have Invulnerability 1 vs. damage from cold, due to your adaptation to the chill of deep water. The Host has discretion as to what causes damage by cold.

Beak & Talon Attacks

To take this gift, you must be some kind of alien monster

You have two natural attacks, Beak and Talon.

Your Beak Attack strikes and threatens at Close Range (1m), rolling Body & Fighting. It causes Damage +2 #Finish, Push 1.

Your Talon Attack strikes and threatens at Close Range (1m), rolling Body, Speed, & Fighting. It causes Damage +1, Grapple, Vulnerable.

Bite & Claw Attacks

To take this gift, you must be some kind of alien monster

You have two natural attacks, Claw and Bite.

Your Bite Attack strikes and threatens at Close Range (1m), rolling Body & Fighting. It causes Damage +1 #Finish, Grapple.

Your Claw Attack strikes and threatens at Close Range (1m), rolling Body, Speed, & Fighting. It causes Damage +2, Vulnerable.

Echolocation

To take this gift, you must be some kind of alien monster

You can navigate by sound, not by sight. When echo-locating, you may ignore concealment penalties due to lack of light ... however, any *Hide* bonuses from gear, and the d12 bonus from the gift of *Stealth,* become bonuses to the target's dodge.

Clinging

To take this gift, you must be some kind of alien monster

You can move on any surface as if it were level ground. Moving upwards is "bad footing" (and costs twice as much), but moving sideways or down is just fine.

Reduce any Drag or Push effect by 1m. If this reduces the Push to zero, you are not pushed at all.

Cold Ray Attack ..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Cold Ray Attack – a beam of energy or fluid that saps heat and flash-freezes water.

Declare you will exhaust this gift, then, as an Attack, use your Cold Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. the target's defense.

If you hit, you cause Damage +3 #Finish, Vulnerable, Sweep Short.

Combining..... (X: Special)

To take this gift, you must be some kind of alien monster

You aren't a single creature. Maybe you're a bunch of small bugs or vermin, or maybe you're a blob with decentralized body parts.

As part of any *Recover* action, you can *combine* with the same type of monster Close to you (within 1m). That is, the monster must be the same kind of monster as you are ... it must be the same Size that you are... and it must have the same "Combining" gift that you have.

- Both you and your target exhaust your Combining gifts.
- The combined creature has the *best* of the Traits of both. For example, if you have Body d8, Speed d10, Will d6 ... and your target has Body d6, Speed d6, Will d4... then the combined creature has Body d8, Speed d10, Will d6. (This issue won't come up if you have a horde of identical creatures.)
- The combined creature has all the Gifts that *both* creatures had. (Again, this

issue won't come up if you have a horde of identical creatures.)

Gifts only "stack" if they could be bought multiple times. (For example, if both creatures had Strength, the combined creature has Strength×2, since that Gift can be bought multiple times. But Resolve isn't a multiple gift, so it doesn't.)

Any Gifts that were exhausted stay exhausted. If both creatures had the same "X" gift twice, the combined creature might now have twice as many exhaustions to spend, even if you can't normally buy multiple exahustions of the Gift.

- The combined creature has all the equipment of both creatures ... but all gear becomes un-equipped, all outfits are removed. (This issue won't come up with mindless monsters.)
- The combined creature loses any Vulnerability, Hurt, Panicked, and Terrified conditions. (Yes, two Hurt creatures can combine into one healthy creature.)
- If one or more of the creatures were Injured, upgrade the combined creature's status to *Hurt*.
- The combined creature inherits any other statuses that both of them had. For example, if one was Burning and the other one was Confused, then the combined creature is Burning & Confused.

As part of any *Stride* action, you may declare you will again split into two creatures.

- One creature stays in the original spot, the other one appears in a spot freed by your Stride distance – your choice of who goes where.
- Split your statuses up any the way you want, between the two. For example, if the original is Burning and Injured, you could make one Burning and one Injured... or one that's both Burning and Injured and one that's fine, etc.
- Both you and your target recharge their Combining gifts.

Corrosive Attack

To take this gift, you must be some kind of alien monster

You have a new attack, a Corrosive Attack of acidic slime. It strikes and threatens at Close Range (1m).

Roll your Body, Speed, & Legacy vs. the target's defense. If you hit, you cause Weak Penetrating Damage +2 #Finish #Smother, Vulnerable.

Electric Ray Attack..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have an Electric Ray Attack – an arc of lightning that electrocutes the target.

Declare you will exhaust this gift, then, as an Attack, use your Electric Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. the target's defense.

If you hit, you cause Penetrating Damage +1, #EMP, #Finish, Confused, Vulnerable, Sweep Short.

Fire Ray Attack..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Fire Ray Attack – a lance of burning fire or superheated chemicals that sear the target.

Declare you will exhaust this gift, then, as an Attack, use your Fire Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. the target's defense. If you hit, you cause Damage +1 #Finish, #Scorch, Burning, Vulnerable, Sweep Short.

Fission Upon Death

To take this gift, you must be some kind of alien monster with a Size Mod of +1 or greater

When someone inflicts a *Dying* or *Dead* result on you, you split into three smaller units. Replace this monster with three monsters of one size smaller. For example, a Size +2 creature would become three Size +1 creatures.

If the creature is already at Size +0, this gift doesn't work.

If the creature is Overkilled, this gift doesn't work – that's just too much damage.

Flaming

To take this gift, you must be some kind of alien monster

You are on fire, but that's a natural condition for a monster like you. You are a light source.

All your Brawling attacks and natural attacks gain the *Burning* effect.

Not only are you *Fireproof,* you have Invulnerability 2 vs. fire and ray attacks, and your own Burning does not hurt you. You can only handle items that are *Fireproof.*

If your own Burning is snuffed out for some reason, you suffer Penetrating Damage flat 2 #Finish. If you're not killed, you will burst into flame again when your next turn starts.

Hovering

To take this gift, you must be some kind of alien monster

As part of a *Stride* action, you may hover in the air. If you hover on your turn, you do not fall. You may move your Stride horizontally or vertically. (When you're a Hoverer, only the *Stride* action keeps you airborne, not just strides that are part of other actions.)

Yes, you fly very, very slowly. If you want to fly faster, take the gift of "Swooping", too.

Improved Legacy Combat ..... (Multiple)

To take this gift, you must be some kind of alien monster with an attack that uses your Legacy Dice

When you use an attack or counter that specifically lists "Legacy" dice, you may claim a bonus d8 with all rolls.

This gift only improves attacks that list "Legacy" as a die. For example, an attack that includes "Body, Will & Legacy" will be able to claim the bonus d8. But an attack that includes "Body & Fighting" does *not* ... even if "Fighting" is one of the skills boosted by your Legacy!

You may buy this gift multiple times. Each time, you may claim another bonus d8.

Impervious

To take this gift, you must be some kind of alien monster

You are almost untouchable, except for a weak point or two somewhere on your body.

Against attacks that only score one success to hit you, you take -1 Damage. (Attacks that score two or more successes to hit you do full damage.)

You may take this gift multiple times. Each time, you take another -1 Damage to attacks that score only one success to hit you. (For example, if you had Impervious×3, you would take -3 Damage on single-success hits... but attacks that score two successes or more do full damage.)

Impervious has no effect on environmental damage such as blasts, splashes, falling, etc.

Life Leech Attack ..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a special attack, the *Life-Leeching Attack*.

Declare you will exhaust this gift, and then use your Life-Leeching Attack. It strikes and threatens at Close Range (1m), rolling Speed, Will, & Psyche. It causes Penetrating Damage flat 0 #Finish #Warp, Vulnerable.

Also, if the target becomes Hurt because of your attack, negate any Hurt condition on yourself. If the target becomes Injured, negate any Injured condition on yourself. If the target becomes Dying, negate either Injured *or* Fatigued condition on yourself (your choice). If the target becomes Dead or Overkilled, negate *all* Hurt, Injured, and Fatigued on yourself.

The target must suffer a new status *because of your attack's damage* – if the target had a pre-existing Hurt or Injured before your attack struck, you won't be healed. (Otherwise, you could get infinite heals from a single target.)

Magnetic Ray Attack ..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Magnetic Ray Attack – a pulse of magnetic flux that can bend steel and throw victims to the earth.

Declare you will exhaust this gift, then, as an Attack, use your Magnetic Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. the target's defense.

If you hit, you cause Penetrating Damage +1, #EMP #Finish, Vulnerable, Knockdown, Sweep Short.

Metal Monster

To take this gift, you must have the gift of Synth Brain, but you have no Mind Trait

If you take this gift, *you lose the ability to exhaust Cybernetic Gifts to negate damage*. For example, you can no longer exhaust "Synth Brain" to negate 1 point of damage.

Instead, you gain the ability to shrug off injuries. You gain d6 of Armor for each Cybernetic Gift that would allow to negate damage. For example, if you have Cybernetic Brain, Cybernetic Weapon Implant, and Cybernetic Body, you would gain 3d6 Armor, but you would lose the ability to exhaust them.

Since you can no longer exhaust Cybernetic Gifts, you will *always* suffer the effects of an #EMP Damage tag.

Natural Armor

To take this gift, you must be some kind of alien monster

Your body has hard scales, thick skin, or some other sort of natural protection that protects you from attack. You have an Armor die equal to your Legacy die. (Just like all Armor dice, it has no effect against Penetrating Damage.)

No Vital Spots

To take this gift, you must be some kind of alien monster

You have no obvious vital spots. You might be kind of slime creature with no organs, or a swarm of

tiny creatures represented as one "monster" to make the game more playable.

Because of your robust design, you have a bonus 2d6 Armor.

You ignore Penetrating, Slaying, and Weak effects. (That is, you take regular damage instead. Yes, that means you are more vulnerable to Weak damage than targets who don't have this gift.)

You are immune to Vulnerability.

You ignore the #Finish tag.

You are susceptible to attacks that focus on wide areas. You take +2 damage from Blast or Splash effects.

Petrifying Attack.....(X: Action, Major)

To take this gift, you must be some kind of alien monster

Your time-warping attack rapidly fossilizes a target!

Declare you will exhaust this gift, then, as an Attack, declare any target within Medium Range (30m). Roll your Body, Will, & Psyche vs. the target's defense.

A target hit by this attack suffers Slaying Damage flat 0 #Finish #Warp, Vulnerable, Entangled.

Targets that are Overkilled by this attack become statues, frozen in place.

Phasing Attack.....(X: Action, Major)

To take this gift, you must be some kind of alien monster

Your attack makes two bits of matter occupy the same space. The results aren't pretty. Declare that you will exhaust this gift, then, perform one of the following three attacks.

As an attack, seize any Burden-sized, unattended object (up to 25kg) within Short Range (10m) and fling it at another target within Short Range (10m) of you. Roll your Speed, Will, & Psyche vs. their defense. If you hit, both the target and the unattended object suffer Penetrating Damage +2.

As an attack, declare any target within Medium Range (30m). Roll Speed, Will& Psyche vs. the target's defense. If you hit, the target suffers Weak Penetrating Damage +0 #Warp and is disarmed. Then you may immediately declare *another* target within Medium Range (30m) of you – the same one or someone else – and teleport the disarmed weapon at them, rolling Speed & Psyche vs. the second target's dodge. (This attack cannot be countered.) If you hit, the second target suffers Penetrating Damage +1 and the weapon lands next to them. Otherwise, the weapon could be flung almost anywhere.

As an attack, declare any target within Short Range (10m). Roll your Speed, Will & Psyche vs. the target's defense. If you hit, the target suffers Weak Penetrating Damage +0 #Warp & Knockdown, and you may move the target to any other spot Near them (within 3m). If there's another target in the way, you attack that target, rolling Speed, Will & Psyche vs. the target's defense. (If this second target counters, they hit your first, dragged target, not you!) If the second target is hit, they take Penetrating Damage flat 0 #Warp, Push 1 per success, and you drop the first target where the second target was.

Targets rendered Dying or worse by this attack have the phased object of attack embedded in them. If two targets are phased together, and only one was incapacitated, the other one is Entangled by the incapacitated target's entwining clothes and limbs, and must Break Free vs. 3 to escape.

Psychokinetic Attack .... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You pick up objects at range and hurl them at people. Declare that you will exhaust this gift, then, perform one of the following three attacks.

As an attack, seize any Burden-sized, unattended object (up to 25kg) within Short Range (10m) and fling it at another target within Short Range (10m) of you. Roll your Speed, Will, & Psyche vs. their defense. Targets suffer Weak Damage +4.

As an attack, declare any *armed* target within Medium Range (30m). Roll Speed & Psyche vs. the target's defense. If you hit, the target suffers Weak Damage +1 #Warp and is disarmed. Then you may immediately declare *another* target – the same one or someone else – and fling the disarmed weapon at them, rolling Speed & Psyche vs. vs. their defense. (If they counter, they hit the flung weapon, not you… and if they are successful, the counter will almost certainly destroy the flung weapon.) If you hit, the second target suffers Weak Damage +3 and the weapon lands next to them. Otherwise, the weapon could be flung almost anywhere at the Host's discretion.

As an attack, declare any target within Short (10m) range. Roll your Will & Psyche vs. the target's defense. If you hit, the target suffers Weak Damage +1 #Warp & Knockdown, and the target is Pushed to any point Near them (up to 3m). If there's another target in the way, you attack that target, rolling Will & Psyche vs. the target's defense. (If this second target counters, they hit your dragged first target, not you!). If the second target is hit, they take Weak Damage +3, Push 1, and you drop the first target where they were standing.

Rabid Infection

To take this gift, you must be some kind of alien monster

Anyone made Sick by damage caused by your inherent Fighting attacks has a chance of becoming a monster. (For game purposes, inherent attacks

are Brawling attacks or attacks from gifts, not from weapons or the like.)

Once per rest, if the target is Sick, they roll their Body and Legacy dice vs. d12. If they fail the roll, they become Confused and they cannot recover any Sick points until the next rest.

If they were already Confused, they become Enraged. (Remember that Confused characters suffer concealment – the Game Host may call for rolls of Mind & Observation to recognize their own loved ones!) Any Brawling attacks they make while Enraged can spread the infection! This Enraged status returns once every five minutes, until the next rest. (Do you have any sedatives?)

If they were already Enraged, they become Berserk. Even if negated, the Berserk returns every five minutes, until the next rest.

If the character botches any of these rolls, they become infected. They will remain Berserk *forever,* unless they can be cured - or unless they somehow get 10 experience points to buy the gift of Rabid Infection. Player-Characters who become this bad off will be retired from play after a few chapters, unless they can be cured.

Redirecting Counter

To take this gift, you must be some kind of alien monster

You have the strange ability to warp space. Mostly, you use this power to redirect energy back at an attacker, in a bizarre display that bends light and distorts sound.

The Redirecting Counter may be used whenever you could use a counter defense. Unlike normal threat rules, you may use Redirect Counter against *any* attack.

Against the attack, you counter with Speed & Psyche. If you are successful, you inflict the attacker's own Damage effect back upon them.

Regeneration

To take this gift, you must be some kind of alien monster

You regenerate damage!

Whenever you take a Recover action, roll your Body &Will vs. 3.

- With one success, remove Vulnerable.
- With two or more successes, remove Vulnerable and Hurt.

If left alone for five minutes, you will automatically heal any Hurt condition.

While resting, you make 5% progress towards recovering from Injury or Sick per *hour.*

Sonic Ray Attack..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Sonic Ray Attack – a burst of sound that can shatter stone and burst organs.

Declare you will exhaust this gift, and then use your Sonic Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. defense.

If you hit, you cause Weak Penetrating Damage +4 #Finish, Confused, Vulnerable, Sweep Short.

Space-Worthy

To take this gift, you must be some kind of alien monster

You are *Airtight.*

You can function in the vacuum of space. If you can fly, you can fly in space!

Spine Attack

To take this gift, you must be some kind of alien monster

You have a new attack: a *Spine* Attack.

Your Spine Attack strikes and threatens at Close Range (1m), rolling Body, Will, & Fighting. It causes Damage flat 3 #Finish, Vulnerable, Push 1, and Escape.

Stinger Attack

To take this gift, you must be some kind of alien monster

You have a new attack, a Stinger Attack.

Your Stinger Attack strikes at Near Range (3m) and threatens at Close Range (1m), rolling Body, Speed, & Fighting. It causes Penetrating Damage +0 #Finish, Push 1, Vulnerable.

Swooping

To take this gift, you must be some kind of alien monster

You may fly. As part of any Dash, Scramble, or Run move, you may launch yourself into the air. Moving up costs 2m for every 1m of movement. If you end your turn within your Stride distance of solid ground, you may land.

Every turn, you *must* move at least 3m horizontally to remain airborne. If you can't move that distance for some reason on your turn, then you fall at the end of your turn. If you want to hover in place, take the gift of "Hovering", too.

Tail Swipe Attack

To take this gift, you must be some kind of alien monster

You have a new attack, a Tail Swipe Attack.

Your Tail Swipe Attack strikes at Near Range (3m) and threatens at Close Range (1m), rolling Body, Speed, & Fighting. It causes Damage flat 2, Push 1 per success, Knockdown, Vulnerable.

Time Ray Attack.....(X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Time Ray Attack – a blast of unnatural power that rapidly ages and withers the victims.

Declare you will exhaust this gift, and then use your Time Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. defense.

If you hit, you cause Weak Slaying Penetrating Damage +0, #Finish, #Warp, Vulnerable, Sweep Short.

Void Ray Attack ..... (X: Action, Major)

To take this gift, you must be some kind of alien monster

You have a Void Ray Attack, which tears at victims with a vacuum deeper than vacuum.

Declare you will exhaust this gift, and then use your Void Ray. Your ray strikes up to Medium Range (30m), but it has no threat range.

Roll your Body, Speed, & Legacy vs. defense.

If you hit, you cause Damage +0 #Finish, #Smother, #Warp, Vulnerable, Sweep Short.

Monstrous Attacks

Here's a summary of the attack powers granted from Monstrous gifts.

Name	Threat	Strike	Attack Dice	Effect
Beak	Close	Close	Body, Fighting	Damage +2 #Finish, Push 1
Bite	Close	Close	Body, Fighting	Damage +1 #Finish, Grapple
Claw	Close	Close	Body, Speed, Fighting	Damage +2, Vulnerable
Cold Ray	--	Medium	Body, Speed, Legacy	Damage +3 #Finish, Vulnerable **Sweep Short**
Corrosion	Close	Close	Body, Speed, Legacy	Weak Penetrating Damage +2 #Finish #Smother, Vulnerable
Electric Ray	--	Medium	Body, Speed, Legacy	Penetrating Damage +1 #EMP #Finish, Confused, Vulnerable **Sweep Short**
Fire Ray	--	Medium	Body, Speed, Legacy	Damage +1 #Finish #Scorch, Burning, Vulnerable **Sweep Short**
Life Leeching	Close	Close	Speed, Will, Psyche	Penetrating Damage flat 0 #Finish, #Warp, Vulnerable Did the target become Hurt? Negate your Hurt. Did the target become Injured? Negate your Injured. Did the target become Dying? Negate either your Injured or your Fatigued, your choice. Did the target die? Negate your Hurt, Injured, & Fatigued.
Magnetic Ray	--	Medium	Body, Speed, Legacy	Penetrating Damage +1 #EMP #Finish, Vulnerable, Knockdown **Sweep Short**
Petrify	--	Medium	Body, Will, Psyche	Slaying Damage flat 0 #Finish, #Warp, Vulnerable, Entangled
Phasing Attack: **Phase Disarm**	--	Medium	Speed, Will, Psyche Only vs. armed targets	Weak Penetrating Damage +0 #Warp, Disarm If you Disarm the target, you get a follow-up attack to phase the disarmed weapon:
				Medium range; roll Speed, Psyche; Penetrating Damage +1. Counter-attacks strike the *weapon.* The weapon lands at the targets feet if you hit; otherwise, it could be flung almost anywhere.
Phasing Attack: **Phase Object**	--	Short	Speed, Will, Psyche	Phase Burden object in range into a target in range Penetrating Damage +0 #Warp to the target and the object

Name	Threat	Strike	Attack Dice	Effect
Phasing Attack: **Phase Person**	--	Short	Speed, Will, Psyche	Weak Penetrating Damage +0 #Warp, Knockdown, Push the target anywhere Near (3m) them If there's another target at the destination, you get a follow-up attack by phasing the first target into the second target:
				Roll Speed, Will, Psyche; Penetrating Damage flat 0 #Warp, Push 1 per success. Drop the first target where the second one began. Counterattacks hit the first target, not you. If either target is incapacitated by this attack, their body Entangles the survivor.
Psychokinetic Attack: **Disarm**	--	Medium	Speed, Psyche Only vs. armed targets	Weak Damage +1 #Warp, Disarm If you Disarm the target, you get a follow-up attack to fling the disarmed weapon:
				Medium range; roll Speed, Psyche; Weak Damage +3. Counter-attacks strike the weapon, not the attacker. The weapon lands at the targets feet if you hit; otherwise, it could be flung almost anywhere.
Psychokinetic Attack: **Fling Person**	--	Short	Will, Psyche	Weak Damage +1 #Warp, Knockdown, Push the target anywhere Near (3m) them. If there's another target at the destination, you get a follow-up attack by flinging the first target into the second target:
				Roll Will, Psyche; Weak Damage +3, Push 1; drop the first target where the second one began. Counterattacks hit the first target, not you.
Psychokinetic Attack: **Fling Object**	--	Short	Speed, Will, Psyche	Fling an unattended Burden object in range into a target in range Weak Damage +4
Sonic Ray	--	Medium	Body, Speed, Legacy	Weak Penetrating Damage +4 #Finish, Confused, Vulnerable **Sweep Short**
Spine	Close	Close	Body, Will, Fighting	Damage flat 3 #Finish, Vulnerable, Push 1, Escape
Stinger	Close	Near	Body, Speed, Fighting	Penetrating Damage +0 #Finish, Push 1, Vulnerable
Tail Swipe	Close	Near	Body, Speed, Fighting	Damage flat 2, Push 1 per success, Knockdown, Vulnerable
Talon	Close	Close	Body, Speed, Fighting	Damage +1, Grapple, Vulnerable
Time Ray	--	Medium	Body, Speed, Legacy	Weak Slaying Penetrating Damage +0 #Finish, #Warp, Vulnerable **Sweep Short**
Void Ray	--	Medium	Body, Speed, Legacy	Penetrating Damage flat 0 #Finish #Smother #Warp, Vulnerable **Sweep Short**

Sample Creatures

Here are some templates you can use to make your own monsters. We've provided an appropriate example for each one, but you should feel free to experiment with different power levels (Typical, Elite, Enforcer, Supernaut) and with adding different upgrades.

Apparition

Most beings in the Myriad perceive things in only four dimensions: length, width, and height for the typical 3-D objects, and the fourth dimension of time (that always moves forwards.) But there are strange creatures that appear only partially there. More than one space explorer has reported seeing an **apparition** of some kind. It's usually best to leave these things alone – when provoked, they tend to cause things to … not be where they're supposed to be. Or put things *inside* other things. If an apparition is hanging around some place, you're probably better off just leaving it be.

Apparition Trait applies to:
Evasion, Observation, Psyche
Apparition gifts:
Frightening
Impervious
Natural Armor
Phasing Attack
Rondo Bridge
Rondo Jaunt
Scary Attack
Skulking
Stealth

Anomaly *Is it even really there?*	**Veteran Elite**
Traits	Body d8, Speed d8, *no* Mind, Will d8
Skills	Evasion d8, Observation d8, Psyche d8 *Frightening* – claim bonus d12 to Scare *Stealth* – bonus d12 to hide or sneak
Initiative	Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20
Jaunt	X to use *Rondo Jaunt*; teleport up Short Range (10m) When you *Jaunt*, X *Rondo Bridge* to test Psyche vs. 3; for each success, increase *Jaunt* distance by 1 range band
Attack	X to use *Phasing Attack* @ Medium, 3d8 – see page 198 *Scary Attacker* – bonus d12 vs. Panicked or Terrified targets *Veteran* – Aim action grants bonus d12
Stunt	*Scare* – d12 & 2d8 vs. target's Body, Will, Presence, see page 117 *Skulking* – X to prevent Reeling from a Hide stunt
Recharge	Use this action to recharge *Phasing Attack*
Focus	Expend Focus to recharge *Rondo Jaunt* or *Rondo Bridge*
Dodge	Speed and Evasion 2d8 *Veteran* – Guard action grants bonus d12
Soak	Body d8 & *Natural Armor d8* *Impervious* – 1-success hits do one less damage
Rally	Will d8
Loot	1 Xenharmonic spare

Athanor

On some planets, natural gas, coal, or other chemicals are in greater abundance than rare things like fissionables and piezo-electric batteries. So why not build a robot powered by internal combustion? As robots go, **athanors** are rather unpleasant, with their toxic gasses and unpleasant smells. They are usually found on primitive or derelict worlds, not very far from their fuel supply.

No Mind
Athanor Trait applies to:
Craft, Fighting, Observation
Athanor gifts:
Charging Strike
Cybernetic Body
Cybernetic Brain
Cybernetic Weapon: Thermal Lance
Metal Monster
Strength

Athanor Mark I *Internal Combustion Robot!*	Typical Horde
Traits	Body d6, Speed d6, *no Mind,* Will d6
Skills	Craft d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Thermal Lance @ Close, d8 & 3d6, Damage +1 #Critical #Finish, Burning *Charging Strike* – declare foe, move d6 meters towards it, attack *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Counter	Thermal Lance @ Close: 3d6, Damage +1 #Critical #Finish, Burning
Dodge	Speed d6
Soak	Body d6 & Armor 3d6* **Metal Monster* – Cybernetic damage-reduction becomes Armor
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare, 1 Mechanical Spare, 1 Thermal Lance

Avian

Many planets have all kinds of bird creatures filling all niches in the local ecology. **Avians** can be solitary beasts, or they can come in dangerous flocks. The one presented here can fly, but you can swap out the Swooping Gift for Fast Mover or some other ground-based gift.

No Mind
Avian Trait applies to:
Endurance, Evasion, Observation
Avian gifts:
Swooping
Beak & Talon Attack
Fast Mover
Rushing Attack
Serpentine

Hawk *Flying attack bird*	Veteran Typical
Traits	Body d6, Speed d6, *no*Mind, Will d6
Skills	Endurance d6, Evasion d6, Observation d6
Initiative	Speed d6
Move	Stride 2, Dash 5, Scramble d8 & 2d6, Run 23 *Swooping* – Move at least 3m to stay airborne
Attack	Beak @ Close, d6, Damage +2 #Finish, Push 1 Talon @ Close, 2d6, Damage +1, Grapple, Vulnerable *Rushing Attack* – move 23m and attack, then become Reeling *Veteran* – Aim action grants bonus d12
Counter	Beak @ Close, d6, Damage +2 #Finish, Push 1 Talon @ Close, 2d6, Damage +1, Grapple, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d6 *Serpentine – bonus d12 dodge past Short Range* *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d6
Rally	Will d6
Loot	1d6 hawk feathers

Bear

Few animals inspire fear like the terrestrial **bear**. On other planets, these creatures might have four or six legs, or strange spines, or any number of alien advantages. Use the bear monster as your model for a fearsome wild animal.

No Mind
Bear Trait applies to:
Evasion, Fighting, Observation
Bear gifts:
Bite & Claw Attacks
Frenzy
Giant
Raging Strength
Strength
***Veteran* upgrade**
Wrestling

Cave Bear *Fluffy apex predator*	Veteran Elite
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Endurance d8, Fighting d8, Observation d8
Initiative	Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20
Attack	Bite @ Near*, 3d8, Damage +1 #Finish, Grapple Claws @ Near*, 4d8, Damage +2, Vulnerable Wrestle @ Near* 7d8, Weak Damage +1, Drag 1, Grapple, Vulnerable *Raging Strength* – Raging? X to replace Strength d8's with d12's until end of turn *Wrestling* – All Wrestling attacks claim bonus 2d8, cause Vulnerable *Veteran* – Aim action grants bonus d12
Focus	Expend Focus to recharge *Frenzy*
Counter	Bite @ Near*, 2d8, Damage +1 #Finish, Grapple Claws @ Near*, 3d8, Damage +2, Vulnerable Wrestle @ Near* 4d8, Weak Damage +1, Drag 1, Grapple, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed d8 **Giant* – can't claim cover behind non-giant characters *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d8 Enraged? *Frenzy* 2d6 *Frenzy* – X to become Enraged
Rally	Will d8
Loot	1 bear pelt

Bug, Flying Giant

What would a scary alien planet be without its **flying giant bugs**? Creatures like this might only hatch once every decade or century… but when they do, they first ravenously eat everything they can, and then burrow into structures to lay their eggs.

No Mind
Bug, Flying Giant Trait applies to:
Evasion, Observation, Tactics
Bug, Flying Giant gifts:
Hovering
Bite & Claw Attacks
Charging Strike
Natural Armor
Serpentine

Myrmidon Bug *Enormous flying beetle*	Typical Horde
Traits	Body d6, Speed d6, *no*Mind, Will d6
Skills	Evasion d6, Observation d6, Tactics d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15 *Hover* – use Stride action to stay in the air
Attack	Bite @ Close d6, Damage +1 #Finish, Grapple Claw @ Close 2d6, Damage +2, Vulnerable *Charging Strike* – declare foe, move d6 meters towards it, attack *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Counter	Bite @ Close, d6, Damage +1, #Finish, Grapple Claw @ Close, 2d6, Damage +2, Vulnerable
Dodge	Speed and Evasion 2d6 *Veteran* – Guard action grants bonus d12 *Serpentine – bonus d12 dodge past Short Range*
Soak	Body d6 & *Natural Armor d6*
Rally	Will and Tactics 2d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Myrmidon Bug chitin

Canine

Wolves, hyenas, thylacines, and other **canines** are also typical of many worlds. These creatures hunt in packs. A single one is more of a nuisance than a threat … but a group of them could pose a great danger. Typically, canines will avoid civilization, preferring prey that doesn't have guns or indigestible clothing. On primitive or rural planets, the locals may domesticate canines to use as guard dogs.

No Mind
Canine Trait applies to:
Fighting, Observation, Tactics
Canine gifts:
All Fours
Bite & Claw Attacks
Frightening
Esprit de Corps
Hiking
***Horde* upgrade**
Serpentine
Strength
Survival
Tracking
***Veteran* upgrade**

D-wolves *bred for their eyesight*	**Veteran Elite Horde**
Traits	Body d8, Speed d8, *no* Mind, Will d8
Skills	Fighting d8, Observation d8, Tactics d8 *Hiking* – bonus d12 for long-distance travel *Survival* – bonus d12 to live off the land *Tracking* – bonus d12 to follow trails
Initiative	Speed d8
Move	Stride 3, Dash 6, Scramble 3d8, Run 28
Attack	Bite @ Close, 3d8, Damage +1, Finishing, Grapple Claw @ Close, 4d8, Damage +2, Vulnerable *Veteran* – Aim action grants bonus d12
Stunt	*Scare* – d12 & 2d8 vs. target's Body, Will, Presence, see page 117
Counter	Bite @ Close 2d8, Damage +1 #Finish, Grapple Claw @ Close 3d8, Damage +2, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed d8 and *All Fours* d8 *Serpentine*– bonus d12 dodge past Short Range *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d8
Rally	Will and Tactics 2d8 *Unshakeable* – Never Panicked by an Overkill *Esprit de Corps*– At the start of your turn, if you are within Short Range (10m) of another d-wolf, roll d6 vs. 3. One success? Remove Reeling, Vulnerable, or Panicked.
Loot	1 D-Wolf pelt

Carnosaur

A meat eating dinosaur, the **carnosaur** is scary enough when it's alone. The worst planets will have herds of these things. More than one hunter has gone on safari to bag one of these as a trophy… and if you have to ask how expensive it is to pay the taxidermist to work on one of these, you can't afford it.

No Mind; Size +2
Carnosaur Trait applies to:
Evasion, Fighting, Observation
Carnosaur gifts:
Bite & Claw Attacks
Fast Mover
Frightening
Hiking
Natural Armor
Strength (x2)
Tail Swipe Attack
Tracking

Carnosaur *tyrant lizard*	**Veteran Enforcer**
Size	Ship (+2)
Traits	Body d10, Speed d10, *no Mind,* Will d10
Skills	Evasion d10, Fighting d10, Observation d10 *Frightening* – bonus d12 for Scare stunt *Hiking* – bonus d12 for long-distance travel *Tracking* – bonus d12 to follow trails
Initiative	Speed d10
Move	Stride 20, Dash 70, Scramble 2d10& d8 x10, Run 330
Attack	Bite @ Short, 2d10 & 2d8, Damage +3 #Finish, Grapple Claws @ Short, 3d10 & 2d8, Damage +4, Vulnerable Tail Swipe @ Medium, 3d10 & 2d8, Damage flat 4, Push 10 per success, Knockdown, Vulnerable *Veteran* – Aim action grants bonus d12
Stunt	*Scare* – d12 & 2d10 vs. target's Body, Will, Presence, see page 117
Counter	Bite @ Short, 2d10, Damage +3 #Finish, Grapple Claws @ Short, 3d10, Damage +4, Vulnerable Tail Swipe @ Short, 3d10, Damage flat 4, Push 10 per success, Knockdown, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d10 *Ship-Sized* – can't claim cover behind smaller characters. Reduce range penalties 2 bands. *Veteran* – Guard action grants bonus d12
Soak	Size +2 = Reduce damage by 2 Body and Will 2d10 & *Natural Armor* d10 *Toughness (1st)* – X to reduce Damage to Weak
Rally	Will d10
Loot	1 Carnosaur hide, 1 set Carnosaur claws & teeth

Changeling

Some people assert that all this exo-spatial xen-harmonic energy is weakening the fabric of the universe, and they point to the stories of **changelings** as proof. These creatures defy scientific analysis. They appear to have some sort of intelligence, but all attempts to communicate with them have failed. If one gets aboard your space-ship or arcology, it can be almost impossible to remove.

No Mind
Changeling Trait applies to:
Evasion, Observation, Psyche
Changeling gifts:
Coward
Danger Sense
Impervious
Redirect Counter
Serpentine
Time Ray Attack
Trickery
Vengeance

Chronovore *Blurry and indistinct*	Veteran Typical
Traits	Body d6, Speed d6, *no* Mind, Will d6
Skills	Evasion d6, Observation d6, Psyche d6 *Danger Sense* – bonus d12 to notice danger *Trickery* – bonus d12 to Trick stunt
Initiative	*Danger Sense* d12 & Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15 *Coward* – Panicked? Stride 5, Dash 9, Scramble 3d8 & 2d6, Run 39
Attack	X to use *Time Ray Attack* @ Medium, 3d6, Weak Slaying Penetrating Damage +0 #Finish, #Warp, Vulnerable. **Sweep Short**. *Veteran* – Aim action grants bonus d12
Recharge	Use this action to recharge *Time Ray Attack*
Stunt	*Trick* – d12 & 2d6 vs. Speed, Mind, Observation, Questioning – see page 119
Counter	*Redirect Counter* (all ranges) – 2d6, inflict attacker's effect on attacker *Vengeance* – Are you Hurt, Injured, or Sick? Bonus d12 to counter. *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d6 *Coward* – bonus d12 to dodge when Panicked *Serpentine – bonus d12 dodge past Short Range* *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d6 *Impervious* – 1-success hits do one less damage
Rally	Will d6
Loot	1 Xenharmonic spare

Equine

It takes industrial infrastructure and some technical know-how to keep motorized vehicles operational. On primitive and rural worlds, it's often simpler to breed **equines** like horses or camels. Equine embryos can be frozen, transported to a new world, and then incubated and brought to term. Once weaned, they renew themselves. Anyone who dares call themselves a rugged space explorer ought to have ridden in a saddle at least once.

No Mind
Equine Trait applies to:
Endurance, Observation, Tactics
Equine gifts:
All-Fours
Coward
Hiking
Fast Mover
Giant
Line Breaker
Mighty Attack
Natural Armor
Strength (x2)

Saddlebred Horse *Gaited horse*	Typical
Traits	Body d6, Speed d6, *no* Mind, Will d6
Skills	Endurance d6, Observation d6, Tactics d6 *Hiking* – bonus d12 for long-distance travel
Initiative	Speed d6
Move	Stride 4, Dash 7, Scramble 2d8 & 2d6, Run 31 *Coward* – Panicked? Stride 5, Dash 9, Scramble 3d8 & 2d6, Run 39 *Line Breaker* – when moving, push Reeling combatants out of way
Attack	Kick @ Near*, 2d8 & d6, Damage +1 Weak *Mighty Attack* – before rolling, X for +1 Damage, Push 1
Recharge	Use this action to recharge *Mighty Attack*
Dodge	Speed d6 *Coward* – bonus d12 to dodge when Panicked **Giant* – can't claim non-giant creatures as cover
Soak	Body d6 & *Natural Armor* d6
Rally	Will and Tactics 2d6
Loot	1 Horse meat

Feline

The thickest jungles often have solitary, stealthy hunters like the **feline**. Superstitious tourists believe that once a feline eats a person, they acquire a taste for its flesh … but realistically, most felines leave people alone unless they're desperate or they feel threatened.

No Mind
Feline Trait applies to:
Evasion, Fighting, Observation
Feline gifts:
All Fours
Bite & Claw Attacks
Danger Sense
Fast Mover
Rushing Attack
Serpentine
Stealth
Strength

Ghost Cat *ferocious jungle predator*	Veteran Typical
Traits	Body d6, Speed d6, *no* Mind, Will d6
Skills	Evasion d6, Fighting d6, Observation d6 *Danger Sense* – bonus d12 to notice danger *Stealth* – bonus d12 to hide or to sneak
Initiative	*Danger Sense* d12 & Speed d6
Move	Stride 4, Dash 7, Scramble 2d8 & 2d6, Run 31
Attack	Bite @ Close d8, 2d6, Damage +1 #Finish, Grapple Claw @ Close d8, 3d6, Damage +2, Vulnerable *Rushing Attack*–Move 31m, use Bite or Claw, go Reeling *Veteran* – Aim action grants bonus d12
Counter	Bite @ Close 2d6, Damage +1 #Finish, Grapple Claw @ Close 3d6, Damage +2, Vulnerable
Dodge	Speed, Evasion 2d6 & *All Fours* d8 *Serpentine*– bonus d12 dodge past Short Range *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d6
Rally	Will d6
Loot	1 Forest Ghost pelt

Thermosaur *Obnoxious fire-breathing monster*	Typical
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Evasion d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Bite @ Near*, d8 & 2d6, Damage +1 #Finish, Grapple Claws @ Near*, d8 & 3d6, Damage +2, Vulnerable X to use *Fire Ray Attack* @ Medium, 3d6, Damage +1 #Finish #Scorch, Burning, Vulnerable. **Sweep Short**.
Recharge	Use this action to recharge *Fire Ray Attack*
Counter	Bite @ Near*, 2d6, Damage +1 #Finish, Grapple Claws @ Near*, 3d6, Damage +2, Vulnerable
Dodge	Speed d6 **Giant* – can't claim non-giant creatures as cover
Soak	Body d6 & *Natural Armor* d6 Armor *Impervious* – 1-success hits do one less damage
Rally	Will d6
Loot	1 Thermosaur hide, 1 Thermosaur set of claws & teeth, 1 chemical spare

Flame Dragon

Like something out of a nightmare, the **flame dragon** is a giant monster that breathes fire. A chemical reservoir in its body builds up the flammable liquid, which is then sprayed as an ionizing gas through the gizzard. Flint and other sharp rocks stored in the creature's gizzard grind together to cause a spark, which ignites the liquid.

No Mind
Flame Dragon Trait applies to:
Evasion, Fighting, Observation
Flame Dragon gifts:
Bite & Claw Attacks
Fire Ray Attack
Giant
Impervious
Natural Armor
Strength

Ghoul

Are they people who just went mad from isolation? Did some mutation alter them to become cannibalistic humanoid underground dwellers? Do they contain some alien parasite that seeks to spread itself to new hosts? Wherever they come from, **ghouls** are scary humanoids that lurched out of someone's nightmare.

Ghoul Trait applies to:
Fighting, Observation, Tactics
Ghoul gifts:
Blind Fighting
Brawling Finish
Frenzy
Fury
Rabid Infectiousness
Wrestling

Saprophage *Flesh-eating monster*	Typical Horde
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Evasion d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Brutalize @ Close, 4d6, Weak Damage +2 #Finish Wrestle @ Close, 4d6, Weak Damage +1 #Finish, Vulnerable, Drag 1, Grapple Squeeze vs. Grappled Target, 3d6, Weak Penetrating Damage +2 #Finish, Vulnerable, Grapple *Brawling Finish* – Add #Finish to all Brawling effects *Fury* – All your attacks inflict Vulnerable if you're Enraged or Berserk. *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding *Rabid Infectiousness* -- Anyone make Sick has a chance to become a saprophage *Wrestling* – All Wrestling attacks cause Vulnerable, bonus 2d8 vs. Vulnerable targets
Focus	Expend Focus to recharge *Frenzy*
Counter	Brutalize @ Close, 4d6, Weak Damage +2 #Finish Wrestle @ Close, 4d6, Weak Damage +1 #Finish, Vulnerable, Drag 1, Grapple *Blind Fighting* – Concealment dice limited to d8 for Fighting attacks; Counter while Reeling
Dodge	Speed and Evasion 2d6
Soak	Body d6. Enraged? *Frenzy* 2d6 *Frenzy* – X to become Enraged
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	None

Gremlin

Religious types sometimes cite **gremlins** as proof that there is a supreme being... and that They must be out to get us. Be it a rodent, a monkey, or some other kind of critter, a gremlin is a tricky sort that likes shiny things like plastics, rare-earth metals, and other things important to keep the ship from crashing. They avoid poisons, they disable traps, and they make seasoned engineers quit their jobs to go live on a farm.

No Mind
Gremlin Trait applies to:
Craft, Evasion, Observation
Gremlin gifts:
Brawling Finish
Coward
Danger Sense
Natural Armor
Sabotage
Serpentine
Stealth

Gremlin *Annoying trickster thing*	Typical Horde
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Craft d6, Evasion d6, Observation d6 *Danger Sense* – bonus d12 to spot danger *Sabotage* – bonus d12 to break things *Stealth* – bonus d12 to hide or sneak
Initiative	*Danger Sense d12* & Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15 *Coward* – Panicked? Stride 2, Dash 5, Scramble d8 & d6, Run 23
Attack	Brutalize @ Close, 3d6, Weak Damage +2 #Finish *Brawling Finish* – Add #Finish to all Brawling effects
Dodge	Speed and Evasion 2d6 *Coward* – Panicked? bonus d12 to dodge *Serpentine – bonus d12 dodge past Short Range*
Soak	Body d6 & *Natural Armor* d6
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1d6 gremlin teeth, that extremely rare part that went missing

Harpy

When your planet is cold, you'd think you'd want to conserve energy. Not the **harpy**, which does the opposite. By harnessing some paraelectrically-polarizing organ in its thorax, the harpy is able to suck the heat out of its target. Scientists are having mixed results with replicating the effect ... and volunteers to capture a harpy are in short supply.

No Mind
Harpy Trait applies to:
Athletics, Evasion, Observation
Harpy gifts:
Beak & Talons Attack
Cold Ray Attack
Fast Mover
Natural Armor
Rushing Attack
Serpentine
Swooping

Ice Raptor	
Disturbingly humanoid flyer	**Elite**
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Athletics d8, Evasion d8, Observation d8
Initiative	Speed d8
Move	Stride 2, Dash 6, Scramble 3d8, Run 28 *Swooping* – Move at least 3m to stay airborne
Attack	Beak @ Near, d8, Damage +2 #Finish, Push 1 Talon @ Near, 2d8, Damage +1, Grapple, Vulnerable *Rushing Attack* – Move 28m, use Beak or Talon, go Reeling X to use *Cold Ray Attack* @ Medium, 3d8, Damage +3 #Finish, Vulnerable. **Sweep Short**.
Recharge	Use this action to recharge *Cold Ray Attack*
Counter	Beak @ Near, d8, Damage +2 #Finish, Push 1 Talon @ Near, 2d8, Damage +1, Grapple, Vulnerable
Dodge	Speed and Evasion 2d8 *Serpentine – bonus d12 dodge past Short Range*
Soak	Body d8 & *Natural Armor* d8
Rally	Will d8
Loot	1d8 Ice Raptor plumages, 1 chemical spare

Hydraulic Mark II	
Piston punching Robot!	**Elite Horde**
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Craft d8, Fighting d8, Observation d8
Initiative	Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20
Attack	Knuckleduster @ Close, 5d8, Damage +0 Pull @ Close 3d8, Weak Damage +1, Drag 1, Grapple *Mighty Attack* – before rolling, X for +1 Damage, Push 1 *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Recharge	Use this action to recharge *Mighty Attack*
Counter	Knuckleduster @ Close, 4d8, Damage +0
Dodge	Speed d8
Soak	Body d8 & *Cybernetic Armor* 3d8 **Metal Monster* – Cybernetic damage-reduction becomes Armor *Improved Armor* – Improve all armor one die size
Rally	Will d8 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare, 1 Mechanical Spare, 1 Knuckleduster

Hydraulic

When building servo-motor systems, **hydraulics** can give a lot of power, but they also add a lot of weight. Hydraulic robots are slow and clunky, so they're popular in urban or industrial areas where there's lots of heavy lifting to do in a small zone. When re-purposed as an attack robot, their piston-driven fists pack quite a punch.

No Mind
Hydraulic Trait applies to:
Fighting, Observation, Tactics
Hydraulic gifts:
Cybernetic Body
Cybernetic Brain
Cybernetic Weapon: Knuckleduster
Metal Monster
Mighty Attack
Strength

Ifrit

Sometimes called a "space vampire" or "wisp", an **ifrit** is some sort of energy being with enough intelligence to defend itself when threatened. They are usually found in extreme temperatures, such as industrial furnaces and fission reactors. They can be a serious health hazard, not just because they can burn people, but also because they can breed and pollute an area with even more heat, which can start fires or explosions.

Ifrit Trait applies to:
Evasion, Observation, Psyche
Ifrit gifts:
Danger Sense
Fire Ray Attack
Flaming
Hovering
No Vital Spots
Serpentine

Pyroupire *Floating ball of flame*	Veteran Elite
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Evasion d8, Observation d8, Psyche d8 *Danger Sense* – bonus d12 to recognize danger
Initiative	*Danger* Sense d12 and Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20 *Hover* – use Stride action to stay in the air
Attack	X to use *Fire Ray Attack* @ Medium, 3d8, Damage +1 #Finish #Scorch, Burning, Vulnerable, **Sweep Short** *Veteran* – bonus d12 against Aimed target
Recharge	Use this action to recharge *Fire Ray Attack*
Dodge	Speed and Evasion 2d8 *Serpentine* – bonus d12 concealment at greater than Short Range *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d8 & Armor 2d6* **No Vital Spots* – Ignore #Finish, Penetrating, Slaying, Vulnerable, Weak... but +2 damage from fire and from wide-area attacks Invulnerability 2 vs. fire & ray attacks
Rally	Will d8
Loot	1 Chemical Spare

Mosasaur

Nothing like a macrofauna apex predator to dominate the hydrosphere.... Yes, the **mosasaur** is an aquatic dinosaur. Some of them can grow much bigger than what's presented here. On primitive planets, locals will sometimes worship the mosasaurs as gods.

No Mind; Size +1
Mosasaur Trait applies to:
Evasion, Fighting, Observation
Mosasaur gifts:
Aquatic
Bite & Claw Attacks
Desperate Attack
Natural Armor
Serpentine
Swimming
Tail Swipe Attack
Vengeance
***Veteran* upgrade**

Sea Monster *We posted "No Swimming" signs*	Veteran Enforcer
Size	Ship (+2)
Traits	Body d10, Speed d10, *no Mind*, Will d10
Skills	Endurance d10, Fighting d10, Observation d10 *Swimming* – bonus d12 in water
Initiative	Speed d10
Move	Stride 10, Dash 50, Scramble 2d10x10, Run 250
Attack	Bite @ Near, 2d10, Damage +3 #Finish, Grapple Claws @ Near, 3d10, Damage +4, Vulnerable Tail Swipe @ Short, 3d10, Damage flat 4, Push 10 per success, Knockdown, Vulnerable *Desperate Attack* – bonus d12 until first attack hits *Veteran* – Aim action grants bonus d12
Counter	Bite @ Near, 2d10, Damage +3 #Finish, Grapple Claws @ Near, 3d10, Damage +4, Vulnerable Tail Swipe @ Near, 3d10, Damage flat 4, Push 10 per success, Knockdown, Vulnerable *Vengeance* – Are you Hurt, Injured, or Sick? Bonus d12 to counter. *Veteran* – Guard action grants bonus d12
Dodge	Speed d10 *Ship-Sized* – can't claim cover behind smaller characters. Reduce range penalties 2 bands. *Veteran* – Guard action grants bonus d12
Soak	Size +2 = Reduce damage by 2 Body and Will 2d10 & *Natural Armor* 1d10 *Aquatic* – Invulnerability 2 vs. cold. You may claim cover and concealment from water *Toughness* – X to reduce Damage to Weak
Rally	Will d10
Loot	1 Sea Monster skull, 500kg Sea Monster blubber

Nephilim

On lower-gravity worlds, it can be possible to use the magnetic field to levitate. Light-weight and inflated with a bladder of gas, **nephilim** float along the sky, looking rather colorful and majestic ... until they swarm all over you, microwave your muscles with deadly radiation, and then eat your skin. Oh and don't bother calling for help – they also fry your electronics.

No Mind
Nephilim Trait applies to:
Evasion, Fighting, Observation
Nephilim gifts:
Brawling Threat
Coward
Fast Mover
***Horde* upgrade**
Hovering
Magnetic Ray Attack
Natural Armor
Wrestling

Magnetic Flying Squid	**Elite**
Floating tentacle monster	**Horde**
Traits	Body d8, Speed d8, *no Mind,* Will d8
Skills	Evasion d8, Fighting d8, Observation d8
Initiative	Speed d8
Move	Stride 2, Dash 6, Scramble 3d8, Run 28 *Coward* – Stride 3, Dash 8, Scramble 4d8, Run 36 when Panicked *Hover* – use Stride action to stay in the air
Attack	Wrestle (enhanced) @ Close, 4d8, Weak Damage +1, Drag 2, Grapple, Vulnerable Squeeze (enhanced) @ Grappled Target, 3d8, Weak Penetrating Damage +2, Grapple, Vulnerable X to use *Magnetic Ray Attack* @ Medium, 3d8, Penetrating Damage +1 #EMP #Finish, Vulnerable, Knockdown. **Sweep Short**. *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding *Wrestling* – All Wrestling attacks cause Vulnerable, bonus 2d8 vs. Vulnerable targets
Recharge	Use this action to recharge *Magnetic Ray Attack*
Counter	Wrestle @ Close, 4d8, Damage +1 Weak, Drag 2, Grapple, Vulnerable Squeeze @ Grappled Target, 3d8, Damage +2 Weak, Penetrating, Grapple, Vulnerable
Dodge	Speed and Evasion 2d8
Soak	Body d8 & *Natural Armor d8*
Rally	Will d8 *Unshakeable* – Never Panicked by an Overkill
Loot	1d8 electrical spares, Flying Squid hide

Nodosaur

You'd think people would know enough to stay away from a dinosaur. You'd think they'd really get the message when they saw the dinosaur covered in spines. But ask the locals, and they'll tell you that every now and then, some fool goes out and gets killed by a **nodosaur**, and then they have to have to bury an empty casket because no one wants to go out and pull the corpse off the dinosaur's spikes.

No Mind
Nodosaur Trait applies to:
Fighting, Observation, Tactics
Nodosaur gifts:
All Fours
Charging Strike
Giant
Cover Buff
Impervious
Natural Armor
Spines Attack
Strength
Tail Attack

Nodosaur	
Heavily Armored Herbivore	**Elite**
Traits	Body d8, Speed d8, *no* Mind, Will d8
Skills	Fighting d8, Observation d8, Tactics d8
Initiative	Speed d8
Move	Stride 3, Dash 6, Scramble 3d8, Run 28
Attack	Kick @ Near*, 4d8, Weak Damage +2 Spine @ Near*, 4d8, Damage flat 3 #Finish, Vulnerable, Push 1, Escape Tail Swipe @ Short*, 4d8, Damage flat 2, Push 1 per success, Knockdown, Vulnerable *Charging Strike* – declare foe, move d8 meters towards it, attack
Counter	Spine @ Near*, 3d8, Damage flat 3 #Finish, Vulnerable, Push 1, Escape Tail Swipe @ Near*, 3d8, Damage flat 2, Push 1 per success, Knockdown, Vulnerable
Dodge	Speed d8 and *All Fours* d8 **Giant* – can't claim non-giant creatures as cover *Cover Buff* – bonus +1 Invulnerability when claiming cover
Soak	Body d8 & *Natural Armor* d8 *Impervious* – 1-success hits do one less damage
Rally	Will and Tactics 2d8
Loot	Nodosaur spines

Phlox

It was shortly after the fall of the Syndics that people began to tell stories about the **phlox**. Resembling some sort of canine more than anything else, it's described as being a blurry, indistinct purple or black in color. Some tell stories of it attacking people and destroying their settlements. A few Tzigane folk-songs describe it as a friend to space travelers, helping steer their ships out of danger. Real scientists demand proof of its existence.

No Mind; Size +1
Phlox Trait applies to:
Evasion, Psyche, Observation
Phlox gifts:
All-Fours
Bite & Claw Attack
Frightening
Giant
Hovering
Life Leech Attack
Natural Armor
Pacifism
Regeneration
Scary Attacker
Serpentine
Strength (x2)
Space-Worthy
Swooping
Vengeance

Phlox *Giant flying Purple Wolfhound*	**Veteran Supernaut**
Traits	Body d12, Speed d12, *no Mind*, Will d12
Skills	Evasion d12, Psyche d12, Observation d12 *Frightening* – claim bonus d12 to Scare
Initiative	Speed d12
Move	Stride 9, Dash 24, Scramble 2d12& d8 ×3, Run 114 *Hovering & Swooping* – All movement is flying, move at least 1m to stay in the air
Attack	Bite @ Short*, d12& 2d8, Damage +2 # Finish, Grapple Claws @ Short*, 2d12 & 2d8, Damage +3, Vulnerable X to use *Life Leech Attack* @ Near, Penetrating Damage flat 0 #Finish, #Warp, Vulnerable. If you Hurt the target, negate Hurt on self. If you Injure the target, negate Injured on self. *Scary Attacker*– bonus d12 vs. Panicked or Terrified targets *Veteran* – Aim action grants bonus d12
Stunt	Scare – 3d12 vs. target's Body, Will, Presence, see page 117
Counter	Bite @ Short*, d12, Damage +2 #Finish, Grapple Claws @ Short*, 2d12, Damage +3, Vulnerable *Vengeance* – Are you Hurt, Injured, or Sick? Bonus d12 to counter. *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d12 **Giant* – can't claim cover behind non-giant creatures *Pacifism* – d12 bonus to dodge, exhausts after 1st attack or counter *Serpentine – bonus d12 dodge past Short Range* *Veteran* – Guard action grants bonus d12
Recover	*Regeneration* – roll 2d12 vs. 3. One success? Remove Vulnerable. Two successes? Remove Vulnerable and Hurt.
Soak	Size +1 = Reduce Damage by 1 Body and Will 2d12 & *Natural Armor d12* *Toughness (1st)* – X to reduce Damage to Weak *Toughness (2nd)* – X to reduce Damage to Weak
Rally	Will d12
Loot	1 Phlox tooth

Phoenix

Resembling a bird more than anything else, the **phoenix** is a solitary creature with an extremophilous metabolism, able to rebuild lost tissue. Conservationists worry that the phoenix is being hunted to extinction by greedy poachers who want to sell its body parts on markets both legitimate and specious.

No Mind; Size +1
Phoenix Trait applies to:
Evasion, Fighting, Observation

Phoenix gifts:
Beak & Talon Attacks
Flaming
Hovering
Impervious
Natural Armor
Regeneration
Serpentine
***Solo* upgrade**
Swooping

Phoenix *Legendary monster*	**Solo Supernaut**
Size	Vehicle (+1)
Traits	Body d12, Speed d12, *no Mind*, Will d12
Skills	Evasion d12, Fighting d12, Observation d12 *Danger Sense* – bonus d12 to recognize danger
Initiative	*Danger Sense* and Speed 2d12
Move	Stride 3, Dash 18, Scramble 2d12x3, Run 90 *Hovering & Swooping* – All movement is flying, move at least 1m to stay in the air
Attack	Beak Attack @ Close, 2d12, Damage +3 #Finish, Push 1, Burning* Talon Attack @ Close, 3d12, Damage +2 Grapple, Vulnerable, Burning* *Culling Attack* – Extra Attack action targeting Reeling target **Flaming* – all attacks cause Burning *Mob Crusher* – Inflicted Dying, Dead, or Overkilled? You may Sweep to another target. *Veteran* – Aim action grants bonus d12
Recover	*Regeneration* – roll 2d12 vs. 3. One success? Remove Vulnerable. Two successes? Remove Vulnerable and Hurt.
Counter	Beak Attack @ Close, 2d12, Damage +3 #Finish, Push 1, Burning* Talon Attack @ Close, 3d12, Damage +2 Grapple, Vulnerable, Burning* **Flaming* – all counter-attacks cause Burning *Vengeance* – Are you Hurt, Injured, or Sick? Bonus d12 to counter. *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d12 *Car-Sized* – can't claim cover behind smaller characters. Reduce range penalties 1 band. *Serpentine*– bonus d12 concealment at greater than Short Range
Soak	Size +1 = Reduce damage by 1 Body and Will 2d12 & *Natural Armor* d12 Invulnerability 2 vs. fire & ray attacks *Bravery* – X to remove Panicked *Diehard* – bonus d6 Soak when Hurt; bonus d6 Soak when Injured *Impervious* – 1-success hits do one less damage *No Time to Bleed* – X to remove Hurt *Toughness (1st)* – X to reduce Damage to Weak *Toughness (2nd)* – X to reduce Damage to Weak
Rally	Will d12
Loot	3 Phoenix Downs

Pneumatic

Robots powered with **pneumatic** systems are lighter and more efficient than similar models, but their motor-coordination tends to be poor at best (and it degrades very quickly without proper maintenance.) Pneumatic security robots are very popular as a cheap, expendable security force.

Pneumatic Trait applies to:
Craft, Observation, Shooting
Pneumatic gifts:
Cybernetic Body
Cybernetic Brain
Cybernetic Weapon: Heavy Air Rifle
Metal Monster
Rapid Aim

Pneumatic Mark II	Typical
Robot with pneumatic power	Veteran Horde
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Craft d6, Observation d6, Shooting d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Heavy Air Rifle @ Medium, 3d6, Damage +3, **go reeling**, Cap: High *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding *Rapid Aim* – X for bonus Aim action *Veteran* – Aim action grants bonus d12
Recharge	Use this action to recharge *Rapid Aim*
Dodge	Speed d6 *Veteran* – Guard action grants bonus d12
Soak	Body d6 & *Cybernetic Armor* 3d6* **Metal Monster* – Cybernetic damage-reduction becomes Armor
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare, 1 Mechanical Spare

Poltergeist

Xeno-biologists can't seem to agree. Some argue that the **poltergeists** are an extra-dimensional life form that can enter our universe in spaces weakened by xenharmonics, such as the magh-signal. But other scientists point out that poltergeists actively avoid xenharmonic radiation, or that they get extremely agitated in its presence. Other people just wish they never had to tangle with these monsters, as they have the unexplained ability to change potential energy into kinetic energy, and vice versa – which usually means flinging things around in a violent manner.

No Mind
Poltergeist Trait applies to:
Evasion, Observation, Psyche
Poltergeist gifts:
Frightening
Impervious
Psychokinetic Attack
Scary Attacker
Serpentine
Stealth

Poltergeist	
Extra-dimensional pest	**Elite**
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Evasion d8, Observation d8, Psyche d8 *Frightening* – claim bonus d12 to Scare *Stealth* – bonus d12 to hide and to sneak
Initiative	Speed d6
Move	Stride 1, Dash 4, Scramble 2d8, Run 15
Attack	X to use *Psychokinetic Attack* @ Medium, 3d8 / 2d8 – see page 198 *Scary Attacker* – bonus d12 vs. Panicked or Terrified targets
Stunt	Scare – d12 & 2d8 vs. target's Body, Will, Presence, see pg. 117
Dodge	Speed and Evasion 2d6 *Serpentine – bonus d12 dodge past Short Range*
Recharge	Use this action to recharge *Psychokinetic Attack*
Soak	Body d8 *Impervious* – 1-success hits do one less damage
Rally	Will d8
Loot	1 Chemical Spare, 1 poltergeist skull

Pterosaur

Some scientists subscribe to the "four seasons" theory of planetary development. First, there's the spring-time era of plants. Then, the summertime of reptiles and dinosaurs. It's followed by the autumn, dominated by mammals. And finally, the winter organisms such as insects and polymorphs. So when one of these eggheads tells you that you're going to a "summer world", watch the skies and pack a gun, so that a **pterosaur** doesn't fly down from the sky, impale you with its beak, and then carry you off in its talons.

No Mind
Pterosaur Trait applies to:
Evasion, Fighting, Observation
Pterosaur gifts:
Bite & Claw Attacks
Coward
Pacifism
Fast Mover
Rushing Attack
Serpentine
Swooping

Pterodactyl		Typical
This name isn't accurate		
Traits	Body d6, Speed d6, *no Mind,* Will d6	
Skills	Evasion d6, Fighting d6, Observation d6	
Initiative	Speed d6	
Move	Stride 2, Dash 5, Scramble d8 &2d6, Run 23 *Coward* – Panicked? Stride 3, Dash 7, Scramble 2d8 & 2d6, Run 31	
Attack	Bite @ Close, 2d6, Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable *Rushing Attack* – Move 23m, use Bite or Claw, go Reeling	
Counter	Bite @ Close, 2d6 Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable *Echolocation* – lack of light does not give concealment	
Dodge	Speed and Evasion 2d6 *Pacifism* – d12 bonus to dodge, exhausts after 1st attack or counter *Serpentine – d12* concealment at greater than Short range	
Soak	Body d6	
Rally	Will d6	
Loot	2 Pterodactyl wings	

Rock Dragon

Some planets might be barren on the surface, but instead they teem with life deep in the underground caves. The **rock dragon** is an apex predator of the underground. With its hide covered in knobby protrusions that resemble cave formations, this beast moves slowly and methodically, listening for prey before darting out and attacking. As miners dig deeper, they may unearth these creatures who can't tell the difference between a miner and a dinner.

No Mind; Size +1
Rock Dragon Trait applies to:
Evasion, Fighting, Observation
Rock Dragon gifts:
All Fours
Charging Strike
Bite & Claw Attacks
Danger Sense
Desperate Attack
Echolocation
Natural Armor
Skulking
Spelunking
Stealth

Depth Dweller		Veteran
Draconic monster in the deep mine		Elite
Size	Vehicle (+1)	
Traits	Body d8, Speed d8, *no Mind,* Will d8	
Skills	Evasion d8, Fighting d8, Observation d8 *Danger Sense* – bonus d12 to recognize danger *Spelunking* – bonus d12 in caves *Stealth* – bonus d12 to hide and to sneak	
Initiative	*Danger Sense* d12 and Speed d8	
Move	Stride 9, Dash 18, Scramble 3d8x3, Run 94	
Stunt	*Skulking* – X to prevent Reeling from a Hide stunt	
Attack	Bite @ Close, 2d8, Damage +2 #Finish, Grapple Claws @ Close, 3d8, Damage +3, Vulnerable *Charging Strike* – declare foe, move d8x3 meters towards it, attack *Desperate Attack* – bonus d12 until first attack hits *Echolocation* – lack of light does not give concealment *Veteran* – Aim action grants bonus d12	
Recharge	Use this action to recharge *Skulking*	
Counter	Bite @ Close 2d8, Damage +2 #Finish, Grapple Claws @ Close 3d8, Damage +3, Vulnerable *Echolocation* – lack of light does not give concealment *Veteran* – Guard action grants bonus d12	
Dodge	Speed & Evasion 2d8 & *All Fours* d8 *Car-Sized* – can't claim cover behind smaller characters. Reduce range penalties 1 band. *Veteran* – Guard action grants bonus d12	
Soak	Size +1 = Reduce damage by 1 Body and Will 2d8 & *Natural Armor d8*	
Rally	Will d8	
Loot	1 Depth Dweller hide, 1 Depth Dweller set of claws & teeth	

Sauropod

For some planets, nothing impresses the tourists more than the **sauropods**, giant herbivorous dinosaurs that can be tamed (with a lot of stubbornness, a little luck, and a few over-charged electric prods) and used as beasts of burden. There's even a few planets that raise them for their meat production, and fermented blood wine is a rare delicacy.

No Mind; Size +2
Sauropod Trait applies to:
Endurance, Observation, Tactics
Sauropod gifts:
All Fours
Brawling Threat
Giant
Impervious
Natural Armor
Strength
Tail Attack

Brontosaur *Giant thunder lizard*	Typical
Size	Ship (+2)
Traits	Body d6, Speed d6, *no* Mind, Will d6
Skills	Endurance d6, Observation d6, Tactics d6
Initiative	Speed d6
Move	Stride 30, Dash 50, Scramble d8 & 2d6 x10, Run 230
Attack	Tail Swipe @ *Medium, d8 & 2d6, Damage flat 4, Push 10 per success, Knockdown, Vulnerable
Counter	Tail Swipe @ *Short, 2d6, Damage flat 4, Push 10 per success, Knockdown, Vulnerable
Dodge	Speed d6 & *All Fours* d8 *Ship-Sized* – can't claim cover behind smaller characters. Reduce range penalties 2 bands **Giant* – can't claim non-giant, equal-sized creatures as cover
Soak	Size +2 = Reduce damage by 2 Body d6 & *Natural Armor d6* *Impervious* – 1-success hits do one less damage
Rally	Will and Tactics 2d6
Loot	1 Brontosaur hide

Slime

From the colony of hybrid plants, to the one-celled organism that defies all scientific logic, the **slime** is a monster that's all too common on far too many planets. The slime represented here is a chemical organism made up of several membranes that, once separated, can still act independently. In other words, just blowing it up spreads lots of little ones around.

No Mind; Size 0 or +1
Slime Trait applies to:
Fighting, Observation, Tactics
Slime gifts:
Charging Strike
Corrosive Attack
Fission Upon Death
***Horde* upgrade**
No Vital Spots
Serpentine
Stealth

Slime Monster *Gelatinous goo*	Typical Horde
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Fighting d6, Observation d6, Tactics d6 *Stealth* – bonus d12 to hide and to sneak
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Corrosive Attack @ Close, 3d6, Weak Penetrating Damage +2 #Finish #Smother, Vulnerable *Charging Strike* – declare foe, move d6 meters towards it, attack *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Counter	Corrosive Attack @ Close, 3d6, Weak Penetrating Damage +2 #Finish #Smother, Vulnerable
Dodge	Speed d6 *Serpentine – bonus d12 dodge past Short Range*
Soak	Body and Will 2d6 & Armor 2d6* * *No Vital Spots* – Ignore #Finish, Penetrating, Slaying, Vulnerability, Weak... but +2 damage from fire and from wide-area attacks
Rally	Will and Tactics 2d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare

Humongous Slime Monster *Even more gelatinous goo*	Typical Horde
Size	Vehicle (+1)
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Fighting d6, Observation d6, Tactics d6 *Stealth* – bonus d12 to hide and to sneak
Initiative	Speed d6
Move	Stride 3, Dash 9, Scramble 2d6 x3, Run 45
Attack	Corrosive Attack @ Near, 3d6, Weak Penetrating Damage +3 #Finish #Smother, Vulnerable *Charging Strike* – declare foe, move d6 x3 meters towards it, attack *Pack Tactics* – bonus d12 Tactics if ally is within Short Range (10m) of the target & Guarding
Counter	Corrosive Attack @ Close, 3d6, Weak Penetrating Damage +3 #Finish #Smother, Vulnerable
Dodge	Speed d6 *Vehicle-Sized* – can't claim cover behind smaller characters. Reduce range penalties 1 band. *Serpentine – bonus d12 dodge past Short Range*
Soak	*Size +1* = Reduce all Damage by 1 Body and Will 2d6 & Armor 2d6* * *No Vital Spots* – Ignore #Finish, Penetrating, Slaying, Vulnerability, Weak... but +2 damage from fire and from wide-area attacks *Fission Upon Death* – Dying or Dead? Replace with three Slime Monsters of Size +0
Rally	Will and Tactics 2d6 *Unshakeable* – Never Panicked by an Overkill
Loot	3 Slime Monsters

Space Dragon

There are many, many reasons why nature wouldn't allow for a giant **space dragon**. Certainly not one the size of a city block, with a deadly breath weapon that cuts a swath of devastation over several kilometers. But if you really want the kind of monster that threatens everyone and everything we hold dear, here's an example of one.

No Mind; Size +4
Space Dragon Trait applies to:
Evasion, Observation, Psyche
Space Dragon gifts:
Hovering
Swooping
All Fours
Bite & Claw Attacks
Charging Strike
Frenzy
Natural Armor
Rushing Attack
Serpentine
Space-Worthy
Strength (x2)
Tail Swipe Attack
Void Ray Attack

Space Dragon *The Stuff of Nightmares*	**Solo Supernaut**
Size	City Block (+4)
Traits	Body d12, Speed d12, *no* Mind, Will d12
Skills	Evasion d12, Observation d12, Psyche d12
Initiative	Speed d12
Move	Stride 300, Dash 800, Scramble 2d12& d8 x100, Run 3.2km *Hovering & Swooping* – All movement is flying, move at least 100m to stay in the air *Space-Worthy* – airtight; function in vacuum
Attack (shooting)	X to use *Void Ray Attack* @ Far (3km), 3d12, Damage +4 #Finish #Smother #Warp, Vulnerable. **Sweep Extreme** (1km)
Attack (fighting)	Bite @ Long, 1d12 & 2d8, Damage +5 #Finish, Grapple Claws @ Long, 2d12 & 2d8, Damage +6, Vulnerable Tail Swipe Attack @ Very Long, 3d12 & 2d8, Damage flat 6, Push 100 per success, Knockdown, Vulnerable *Charging Strike* – declare foe, move d12x100 meters towards it, attack *Mighty Attack* –X for +1 Damage, Push 100 *Rushing Attack* – move 3.2km then attack, become Reeling
Attack (either)	*Culling Attack* – Extra Attack action targeting Reeling target *Mob Crusher* – Inflicted Dying, Dead, or Overkilled? You may Sweep to another target.
Focus	Expend Focus to recharge *Frenzy*
Recharge	Use this action to recharge one of the following: *Bravery, Mighty Attack,* or *Void Ray Attack*
Counter	Bite @ Long, 1d12, Damage +5 #Finish, Grapple Claws @ Long, 2d12, Damage 6, Vulnerable Tail Swipe @ Long, 3d12, Damage flat 6, Push 100 per success, Knockdown, Vulnerable
Dodge	Speed and Evasion 2d12 & *All Fours d8* *Block-Sized* – can't claim cover behind smaller characters. Reduce range penalties 4 bands. *Serpentine* – bonus d12 concealment at greater than Extreme Range (due to Size +4)
Soak	Size +4 = Reduce damage by 4 Body and Will 2d12 & *Natural Armor d12* Enraged? *Frenzy* 2d6 *Bravery* – X to remove Panicked *Diehard* – bonus d6 Soak when Hurt; bonus d6 Soak when Injured *Frenzy* – X to become Enraged *No Time to Bleed* – X to remove Hurt *Toughness (1st)* – X to reduce Damage to Weak *Toughness (2nd)* – X to reduce Damage to Weak *Vengeance* – Are you Hurt, Injured, or Sick? Bonus d12 to counter.
Rally	Will d12
Loot	1d12 x100 Xenharmonic spares

Trohilic

A flywheel takes a long time to speed up, but once it gets going, it can last a long time. **Trohilic** robots store a lot of momentum energy and can release it when they need to, so they have great endurance for jobs that require slow, steady outputs of power. They are often found on salvage or agricultural jobs, doing small tasks over and over.

Trohilic Trait applies to:
Fighting, Observation, Tactics
Trohilic gifts:
Cybernetic Body
Cybernetic Brain
Cybernetic Weapon: Chainsaw
Fast Mover
Frenzy
Metal Monster
Raging Strength
Rushing Attack
Strength

Trohilic Mark II *Wheeled robot using flywheels*	Typical Veteran Horde
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Craft d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 2, Dash 5, Scramble d8 &2d6, Run 23
Attack	Chainsaw @ Close, d8 & 4d6, Damage +1 #Finish, Vulnerable *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding *Raging Strength* – Raging? X to replace Strength d8's with d12's until end of turn *Rushing Attack* – Move 23m, use Chainsaw, go Reeling *Veteran* – Aim action grants bonus d12
Focus	Expend Focus to recharge *Frenzy*
Counter	Chainsaw @ Close, 4d6, Damage +1 #Finish, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed d6 *Veteran* – Guard action grants bonus d12
Soak	2d6 & *Cybernetic Armor* 3d6* **Metal Monster* – Cybernetic damage-reduction becomes Armor Enraged? *Frenzy* 2d6 *Frenzy* – X to become Enraged
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Electric Spare, 1 Mechanical Spare, 1 Chainsaw

Cave Monster *Hairy giant with wicked claws*	Veteran Enforcer
Size	Vehicle (+1)
Traits	Body d10, Speed d10, *no Mind*, Will d10
Skills	Evasion d10, Fighting d10, Observation d10
Initiative	Speed d10
Move	Stride 3, Dash 15, Scramble 2d10x3, Run 75
Attack	Bite @ Near, 2d10& d8, Damage +2 #Finish, Grapple Claws @ Near, 3d10& d8, Damage +3, Vulnerable *Veteran* – Aim action grants bonus d12
Counter	Bite @ Near, 2d10, Damage +2 #Finish, Grapple Claws @ Near, 3d10, Damage +3, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d10 *Cover Buff* – bonus +1 Invulnerability when claiming cover *Car-Sized* – can't claim cover behind smaller characters. Reduce range penalties 1 band. *Serpentine – bonus d12 dodge past Short Range* *Veteran* – Guard action grants bonus d12
Recover	*Regeneration* – roll 2d10 vs. 3. One success? Remove Vulnerable. Two successes? Remove Vulnerable and Hurt.
Soak	Size +1 = Reduce all damage by 1 Body and Will 2d10 & *Natural Armor* d10 *Toughness* – X to reduce Damage to Weak
Rally	Will d10
Loot	1 Cave Monster Pelt, 1 set Cave Monster claws & teeth

Troll

A catch-all term for a giant, humanoid monster with nasty claws and teeth, the **troll** won't be taken down with just a single shot. Its robust, rapid metabolism allows it to overcome wounds. Trolls are sneaky predators who will seek to divide up their prey, then quickly subdue one or two of them and run off with them, to stock their larders.

No Mind; Size +1
Troll Trait applies to:
Evasion, Fighting, Observation
Troll gifts:
Claws & Teeth Attacks
Cover Buff
Natural Armor
Regeneration
Serpentine
Strength
***Veteran* upgrade**

Valkyrie

In the exotic worlds of the Myriad, many creatures develop the ability to discharge electric energy. In trace atmospheres, the electricity may arc across ionized air, which can be sensed by organs in the skull cavity. **Valkyries** can wreak havoc on antennae and other high-tech arrays with their dangerous static discharges.

Valkyrie Trait applies to:
Evasion, Fighting, Observation
Valkyrie gifts:
Bite & Claw Attacks
Echolocating
Electric Ray Attack
Fast Mover
Hovering
Natural Armor
Serpentine
Swooping

Tesla Bat *Extremely dangerous in flocks*	Typical Horde
Traits	Body d6, Speed d6, *no Mind,* Will d6
Skills	Evasion d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 2, Dash 5, Scramble d8 & 2d6, Run 23 *Hovering &Swooping* – All movement is flying, move at least 1m to stay in the air
Attack	Bite @ Close, 2d6, Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable X to use *Electric Ray Attack* @ Medium, 3d6, Penetrating Damage +1 #EMP #Finish, Confused, Vulnerable. **Sweep Short**. *Echolocating* – negate concealment up to Medium Range *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Recharge	Use this action to recharge *Electric Ray Attack*
Counter	Bite @ Close, 2d6, Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable
Dodge	Speed and Evasion 2d6 *Serpentine – bonus d12 dodge past Short Range* *Pacifism* – d12 bonus to dodge, exhausts after 1st attack or counter
Soak	Body d6 & *Natural Armor d6*
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1d6 electrical spares, Tesla Bat hide

Vermin, Crawling

Whether its bugs, or rodents, or perhaps even some semi-volitional crystal formation, the giant swarm of **crawling vermin** can be a serious threat. Any fight can be made that much more dramatic by little monsters swarming in through vents, doors, and holes, slowly filling every available space. Instead of representing each critter separately, these rules treat the crawling vermin as a single 2m x 2m square patch.

No Mind
Vermin, Crawling Trait applies to:
Evasion, Observation, Tactics
Vermin, Crawling gifts:
All-Fours
Bite & Claw Attacks
Charging Strike
Combining
Contortionist
Fast Mover
No Vital Spots
Serpentine

Crawling Vermin *Lots of little bugs*	Veteran Typical Horde
Traits	Body d6, Speed d6, *no Mind,* Will d6
Skills	Fighting d6, Observation d6, Tactics d6
Initiative	Speed d6
Move	Stride 4, Dash 7, Scramble 2d8 & 2d6, Run 31 *Combining* – Already combined? Stride to become two creatures. Split Statuses between them. Recharge Combining
Attack	Bite @ Close, 2d6, Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable *Charging Strike* – declare foe, move d6 meters towards it, attack *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding *Veteran* – Aim action grants bonus d12
Counter	Bite @ Close, 2d6, Damage +1 #Finish, Grapple Claws @ Close, 3d6, Damage +2, Vulnerable
Recover	*Combining* – X to combine with nearby ally. Combined creature loses Vulnerability, Hurt, Panicked, Terrified, replaces Injured with Hurt, inherits other conditions.
Dodge	Speed d6 *Contortionist* – win on Dodge ties *Veteran* – Guard action grants bonus d12 *Serpentine – bonus d12 dodge past Short Range*
Soak	Body d6 and Armor 2d6* **No Vital Spots* – Ignore #Finish, Penetrating, Slaying, Vulnerable, Weak... but +2 damage from fire and from wide-area attacks
Rally	Will and Tactics 2d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1d6 dead bugs

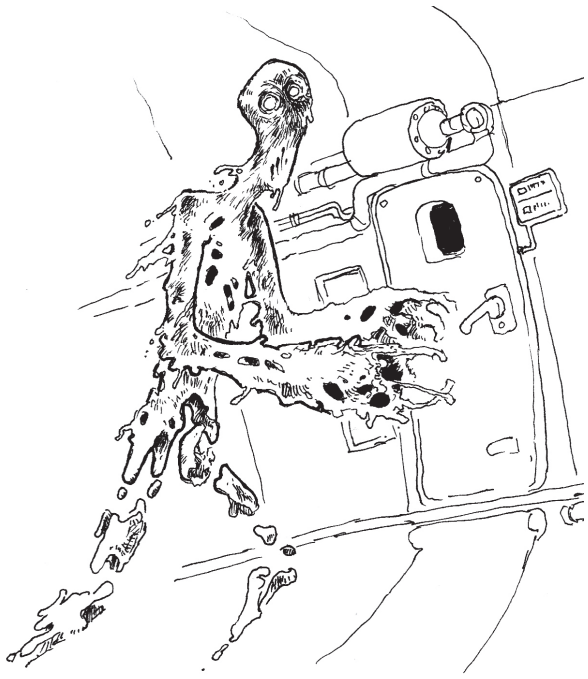
Voltaic

With their rechargeable chemical batteries, accurate servo-motors, and tried-and-true design, **voltaic** robots are found all throughout the Myriad. Some are made in factories, others are assembled from spare parts.

Voltaic Trait applies to:
Craft, Fighting, Observation
Voltaic gifts:
Cybernetic Body
Cybernetic Brain
Cybernetic Weapon: Shock Baton
Frenzy
***Horde* upgrade**
Metal Monster
Strength

Voltaic Mark I ***Squat robot on battery power***	**Typical Horde**
Traits	Body d6, Speed d6, *no Mind,* Will d6
Skills	Craft d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 1, Dash 3, Scramble 2d6, Run 15
Attack	Shock Baton @ Close, d8 & 2d6, Damage +0, Confused, Vulnerable *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Focus	Expend Focus to recharge *Frenzy*
Counter	Shock Baton @ Close, 2d6, Damage +0, Confused
Dodge	Speed d6
Soak	Body d6 & *Cybernetic Armor* 3d6 * **Metal Monster* – Cybernetic damage-reduction becomes Armor Enraged? *Frenzy* 2d6 *Frenzy* – X to become Enraged
Rally	Will d6 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare, 1 Mechanical Spare, 1 Shock Baton

Voltaic Mark III ***Squat robot on battery power***	**Elite Horde**
Traits	Body d8, Speed d8, *no Mind,* Will d8
Skills	Craft d8, Fighting d8, Observation d8
Initiative	Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20
Attack	Shock Baton @ Close, 3d8, Damage +0, Confused, Vulnerable *Pack Tactics* – bonus d12 Tactics if ally is Near the target & Guarding
Focus	Expend Focus to recharge *Frenzy*
Counter	Shock Baton @ Close, 2d8, Damage +0, Confused
Dodge	Speed d8
Soak	Body d8 & *Cybernetic Armor* 3d8 **Metal Monster* – Cybernetic damage-reduction becomes Armor *Improved Armor* – Improve armor one die size Enraged? *Frenzy* 2d6 *Frenzy* – X to become Enraged
Rally	Will d8 *Unshakeable* – Never Panicked by an Overkill
Loot	1 Chemical Spare, 1 Mechanical Spare, 1 Shock Baton



Wraith

If you're looking for the classic horror scenario of the monster that picks off the crew one by one, then the **wraith** is the monster that fits the bill. How did it get aboard the ship? What does it want from us? Is it going to kill us all?

No Mind
Wraith Trait applies to:
Evasion, Psyche, Observation
Wraith gifts:
Danger Sense
Hovering
Impervious
Life Leech Attack
Natural Armor
Scary Attacker
Serpentine
Skulking
Space-Worthy
Stealth
***Veteran* upgrade**

Dark Haunter	**Veteran**
Space monster walking the ship	**Supernaut**
Traits	Body d12, Speed d12, *no Mind*, Will d12
Skills	Evasion d12, Psyche d12, Observation d12 *Danger Sense* – bonus d12 to recognize danger *Stealth* – bonus d12 to hide and to sneak
Initiative	*Danger Sense* and Speed 2d12
Move	Stride 1, Dash 6, Scramble 2d12, Run 30 *Hover* – use Stride action to stay in the air
Stunt	*Skulking* – X to prevent Reeling from a Hide stunt
Attack	X to use *Life Leech Attack* @ Close, 3d12, Penetrating Damage +0 #Finish #Warp, Vulnerable. If you Hurt the target, negate Hurt on self. If you Injure the target, negate Injured on self. *Scary Attacker* – bonus d12 vs. Panicked or Terrified targets *Veteran* – Guard action grants bonus d12
Stunt	Scare – 3d12 vs. target's Body, Will, Presence, see pg. 117
Recharge	Use this action to recharge *Skulking* or *Life-Leech Attack*
Counter	X to use Life Leech Attack @ Close, 3d12, Penetrating Damage +0 #Finish, Vulnerable. If you Hurt the target, negate Hurt on self. If you Injure the target, negate Injured on self. *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d12 *Serpentine* – bonus d12 concealment at greater than Short Range
Soak	Body and Will 2d12 & *Natural Armor* d12 *Impervious* – 1-success hits do one less damage *Space-Worthy* – airtight and can survive in vacuum *Toughness (1st)* – X to reduce Damage to Weak *Toughness (2nd)* – X to reduce Damage to Weak
Rally	Will d12
Loot	1 Dark Haunter brain

Wyvern

Sure, you knew you were going to have to track through several klicks of uncharted jungle. And yes, you packed the climbing gear just in case you had to scale a sheer mountain surface. But if you knew you were going to be attacked by flying, reptilian **wyverns** with their stinging tails, you wouldn't have taken the job. No one needs money that badly.

No Mind

Wyvern Trait applies to:

Evasion, Fighting, Observation

Wyvern gifts:

Desperate Attack
Fast Mover
Stinger Attack
Serpentine
Swooping

Cliff Strafer	
Winged monster with pointy tail	**Typical**
Traits	Body d6, Speed d6, *no Mind*, Will d6
Skills	Evasion d6, Fighting d6, Observation d6
Initiative	Speed d6
Move	Stride 2, Dash 5, Scramble d8 & 2d6, Run 23 *Swooping* – Move at least 3m to stay airborne
Attack	Stinger @ Near, 3d6, Penetrating Damage +0 #Finish, Push 1, Vulnerable *Desperate Attack* – bonus d12 until first attack hits
Counter	Stinger @ Close, 3d6, Penetrating Damage +0 #Finish, Push 1, Vulnerable
Dodge	Speed and Evasion 2d6 *Serpentine – bonus d12 dodge past Short Range*
Soak	Body d6
Rally	Will d6
Loot	1 meat provision, 1 cliff-strafer stinger

Yeti

The locals talk of the mysterious "snow people" who "haunt" the colder parts of this ice-ball planet. The explorer who charted this expedition hired you to get a live **yeti** for their zoo. And you just know that they're going to be sneaky, tough, and violent. Well, it's time to zip up the thermal suit and earn your pay.

Yeti Trait applies to:

Endurance, Evasion, Observation

Yeti gifts:

Claws & Bite Attack
Giant
Natural Armor
Strength
Stealth
Survival
***Veteran* upgrade**

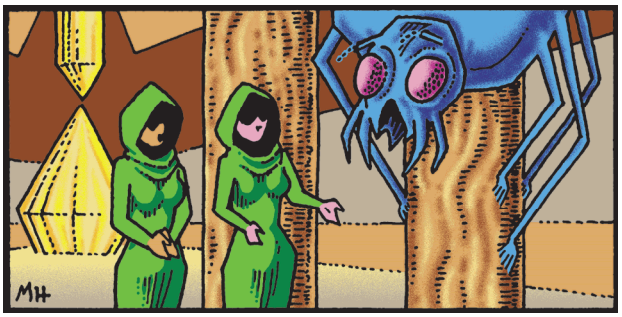
Abominable Snowman	**Elite**
White Furred Scary Thing	**Veteran**
Traits	Body d8, Speed d8, *no Mind*, Will d8
Skills	Endurance d8, Evasion d8, Observation d8 *Stealth* – bonus d12 to hide or sneak *Survival* – bonus d12 to forage
Initiative	Speed d8
Move	Stride 1, Dash 4, Scramble 2d8, Run 20
Attack	Bite @ Near*, 3d8, Damage +1 #Finish, Grapple Claws @ Near*, 4d8, Damage +2, Vulnerable *Veteran* – Aim action grants bonus d12
Counter	Bite @ Near*, 2d8, Damage +1 #Finish, Grapple Claws @ Near*, 3d8, Damage +2, Vulnerable *Veteran* – Guard action grants bonus d12
Dodge	Speed and Evasion 2d8 **Giant* – can't claim cover behind non-giant characters *Veteran* – Guard action grants bonus d12
Soak	Body and Will 2d8 & *Natural Armor* d8
Rally	Will d8
Loot	1 Abominable Pelt, 1 set Abominable claws & teeth

MYRIAD WORLDS

There are approximately ten thousand worlds documented by the Myriad Song. Many planets have fallen into ruin, their populations dead or dying. Other worlds were completely lost during the many civil wars where various political powers attempted to seize control. Documenting all the worlds would be impossible for one book, so here we've described some planets that have great possibility for adventure.

The Players and the Host should use these brief capsules as a starting point. Add more details as needed, or change them to better suit your stories. Make up entirely new worlds, with new tales to tell!

As an aid to the Game Host, we've included some adventure pitches. A good adventure starts with a little mystery to gain the Players' interest.... Then there should be some challenges that need to be overcome. Near the end of the story, a mystery can be answered.... Or something even stranger can be revealed! The important things are, as always, are to listen to your players, to challenge their assumptions, and above all, to have fun.



Adrianna (Unaligned, Paramilitary)

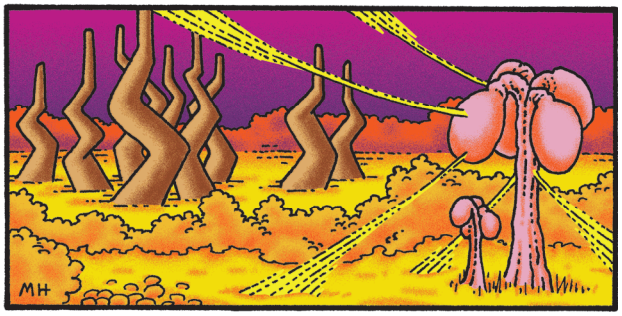
The origin of the people of Adrianna is cloaked in myth. The legends tell that the planet was founded by Human women fleeing persecution, but exactly what they fled isn't clear. During the fall of the Empire, Adrianna militarized very quickly. Their planet not only survived the chaos, but their troops were hardened in many battles.

Today, the students of the Adrianna Institute of Polemology are considered some of the best generals, strategists, and soldiers in the entire Myriad ... if not the best. Hiring a Polemologist is very difficult – their prices are quite high, and often they will refuse to accept certain commissions. (If an expert at war turns you down, you should probably re-think your odds of winning your war....)

On Adrianna, property descends along matrilineal lines. Women control almost all of government, with a large bloc of Humans holding most of the political control, in the form of administrative positions of the Polemological Institute.

Publish or Perish: Doctor Lalera Brismer, Professor Emeritus of the Adriana Institute of Polemology, has been working on her next dissertation on military theory and practice.... And she needs data. Dipping in to her war chest, she has put out an open call for mercenaries to serve as test subjects. Just what are these soldiers of fortune signing up for? Will she pit them against each other, in battle royale? Or will some of them be in a control group, in relative safety, while others are put into some of the worst situation? And does this experiment have anything to do with Dr. Brismer's long-standing disputes with the rest of the faculty?

Star-Crossed: The Rukevala is one of the richest families on all of Adriana... and the Materfamilias does not approve of Princess Hari's new love. Hari is using her considerable resources to hire off-world help, so that she and her lover may elope... but the Rukevala will use all in their power to prevent this honeymoon. Before any one would consider helping the princess, would they ask just what is so bad about Hari's fiancé that they would risk such calamity?



Aranea (Malmignatti, Aristocrat)

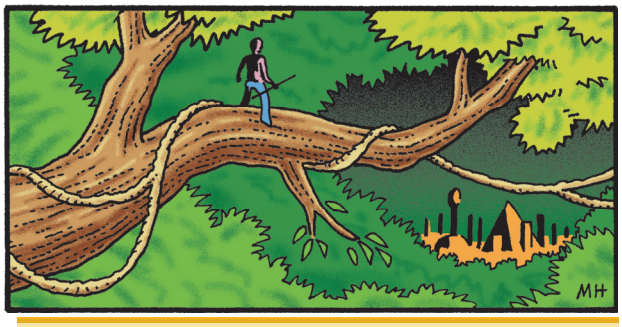
One of the four home-worlds of the Malmignatti, the world of Aranea is the capital world of the Queen herself.

The Rhagia population of Aranea have done very little to make the planet friendly to other species. Their cities consist of spiraling towers and out-door, high-speed, vertiginous elevators. Railings are almost non-existent, and every building has dangerous platforms. Sticky webs can be found everywhere and non-intelligent male Rhagia run loose. Some are raised in "mills" for finer breeding stock, while others are kept as pets. Some even have to be exterminated as pests.

The outsider-ghettoes of other species can be found around Aranea's three spaceports, with buildings constructed in ways not exactly friendly to species that can't climb up vertical walls. Tourists who wander into Malmignatti quarters are likely to be harassed, defrauded, robbed, murdered, or worse.

A Breed Apart: Some species of Rhagia males are in high demand, and thus they come at a heavy price… and the Malmignatti don't sell them to outsiders. Scientists want to study the strange biochemistry. Collectors need something exotic for their menagerie. And criminals can sell the body parts as quack medicine. Smuggling a living specimen off-planet is a caper for master criminals.

Silk Prison: Walaké was framed! Now being held in a Malmignatti prison and awaiting trial for a crime that they didn't commit, it's up to friends, family, and hired guns to get them out of jail and off the planet. Jail-breaks are tricky on even the best of days… but this is Aranea, where the natives can walk on walls and swing on webs. What must their prisons be like?



Cherish (Unaligned, Primitive)

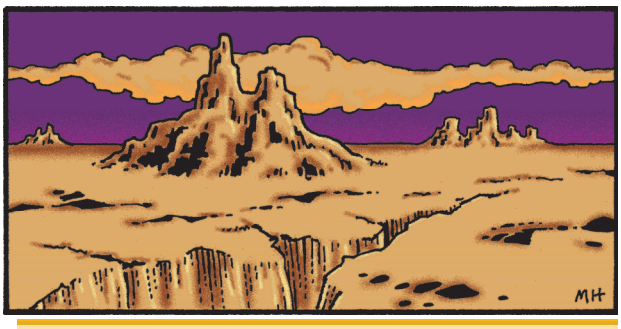
No one is sure where the tribes of Humans that hide deep in the Cherish jungles came from. Are they a cult that turned their back on technology to live wild and free? Are they exiles who were forced to flee the cities during the Myriad Revolution, who have now degenerated to where they use only natural materials? Are their claims to "speak to the jungle" to be believed, and does that make them puppets of some strange, other-worldly intelligence?

The people of the cities on Cherish prefer to ignore the tribes, except when they need guides through the dangerous flora and fauna. The native life of Cherish yields many important chemicals, both for medicine and for industry. The only factor holding the expansion of their factories in check is the resistance of the Cherish natives.

Intelligence from many parties has traced the origin of the drug known as *hemohype* to the world of Cherish. It's assumed that some local plant synthesizes the dangerous narcotic.

Natural Selection: A small group of Antiquarians (see page 233), led by Professor Emtel Noymor, have decided that the world of Cherish must be preserved against industrialization. They have accelerated their efforts because of the newly-formed "Cherish Exploration, Discovery, and Incursion Ltd." Company, a member of the Averlini Mercantile Group. Professor Noymor needs to gather intelligence on CEDI Ltd. and is all too aware of how ruthless the capitalists can be… hence the need for hiring specialists, infiltrators, and mercenaries. If the CEDI Ltd. plans are on the scale that the professor fears, it will take some powerful allies to resist them… and that may involve getting support from the Metanoic Corps (who oppose industrialization) or the Solar Creed (enemies of capitalist oppression).

Heart of Darkness: Doctor Ru Celbank of the Solar Creed has limited evidence that a rare, undocumented type of xenharmonic frequency is broadcasting from within the impenetrable jungle on Cherish's largest continent. Perhaps this signal is the key to understanding the madness that is the Dissonance? With only a shoe-string budget and blurry satellite photographs, members of the Celbank expedition will have to explore a dangerous jungle, while dealing with the strange plants, animals, and denizens that live there. Things could take a turn for the worse, if the expedition runs into a hemohype farm… and the ruthless drug-dealers that work there.



Cornucopia (Unaligned, Cross-Cultural)

Cornucopia is a desolate wasteland of alkaline soil and basalt rock. Long ago, the world had very profitable mining operations, and the kilometer-wide holes of such operations can be found, great chasms open to the sky. These days, most operations have been closed down, and entire cities lie derelict. They serve as home to scavengers trying to eke out a living, to criminals hiding out from inter-planetary bounties, and to Tziganes just passing through.

Three companies still maintain business here: Crysdyne, Polybilt, and Union Elemental … but all

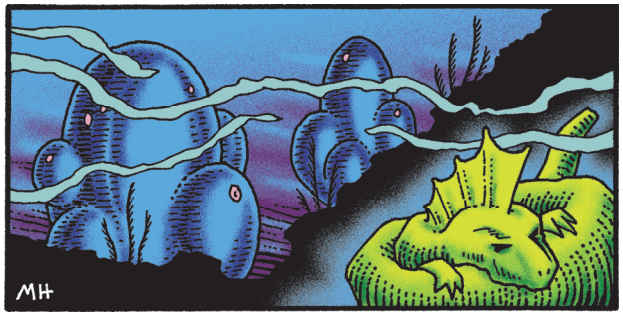
of these businesses are members of the Averlini Mercantile Group. These companies lure workers from off world and sign them into contracts where they are paid in company scrip that can only be redeemed at company stores. Most workers have low morale and huge debts.

The only city still functioning is Cornucopia Bay, a ramshackle walled city surrounding a dismal body of water that opens out to the sea. The miners live on compounds in cheap, inadequate housing "leased" by the corporation.

There is no central planetary government, so the three mining companies maintain their own heavily-armed security forces. Cornucopia Bay has a militia with each shop-keeper and local interest volunteering time, but lawlessness is rampant.

Rough Justice: Staltel An-Briscolither, aka "Briscol the Butcher", has committed numerous crimes of a heinous and violent nature on many worlds. The Panopticon Insurance Company (see page 231) has put out a bounty of a whopping ♪2,000 notes for his live capture. With a price so high that even their own gang would turn on them, Briscol has gone into hiding. The trail leads to Cornucopia, where the Butcher could easily be hiding among the many workers of the mines. Bounty-hunters will not only have to deal with surly security guards and Briscol's own cunning and resourcefulness.... They will have to get their target before any *other* bounty-hunters do! And then there's the trip from Cornucopia to Panopticon...

Ring of Fire: What were once bustling cities of the Imperial Era are now desolate ghost towns. Skyscrapers lie derelict, streets are strewn with rubble. When Masdervor found an archive that pointed to a lost stellarator factory deep in darkest Cornucopia, it seemed like an easy score to scavenge rare elements, if one can brave the wastelands of feral creatures, acid rain, and brutal outlaws. But anyone hired on for treasure hunt will discover why this treasure has yet to be looted – the factory is somewhere in a zone of perpetual fire, as a petroleum-extracting plant that caught ablaze years ago is still burning today, with flames twenty stories high and a sky black with toxic ash.



Crowley (Unaligned, Rural)

Crowley's native population is mostly Elvers. While the land remains mostly empty, the oceans are another story – underwater villages, towns, and cities are found all over. It's an open secret that within the deep, dark waters, elder Elvers that must be hundreds of years old and that weigh several tons live in the darkness. These elders are the real leaders of the planet's government.

The land masses are largely untouched, save for the space-port and a few modest industrial concerns, mostly off-world interests. The native life forms include macro-fauna, including some very dangerous dinosaurs. Crowley is popular with hunters looking for a challenging safari.

Future Management: The New Crowley Investment Concern Inc. (a newly-created venture of the Averlini Merchant Group) seeks greater utilization of the abundant resources available on the planet. To this end. nCIC Inc. is seeking able-bodied explorers, discreet mercenaries who can protect against threats both natural and sophontic, and administrators who can help the legal details. (Naturally, negotiating with the Elver elders poses a number of challenges, not the least of which involves going to meeting places several hundred meters below sea level.) So what happened to the *old* CIC? Are there Elver terrorists working against the CIC? Was it sabotage from a capitalist rival seeking their own start-up operation? Or was it something even stranger?

Proof of Death: It happens all too often – some rich aristocrats go out on some safari to bag some dinosaur so they can drag its carcass back to the taxidermist... and they wind up stampeding a herd, or shooting their native guide, or doing something else stupid that gets them all killed. When House Tertullo, of the planet of the same name (see page 234) posts a reward for survivors or remains of the Zanic hunting expedition, only the brave or the foolish would risk Crowley's undiscovered country to find out what happened... because the property can't be divided up until the benefactors are proven to be deceased. Is it true that the Zanics' guides actually abandoned them, because or a bribe? Why did they choose to go into unmapped territory in the first place? And who benefits from the Zanics never being found?

Cteniz (Malmignatti, Rural)

One of the four home-worlds of the Malmignatti Cluster, the planet of Cteniz is dominated by the Cteniza clan. The planet is a mix of land mass and oceans, with very unpredictable tides due to numerous moons.

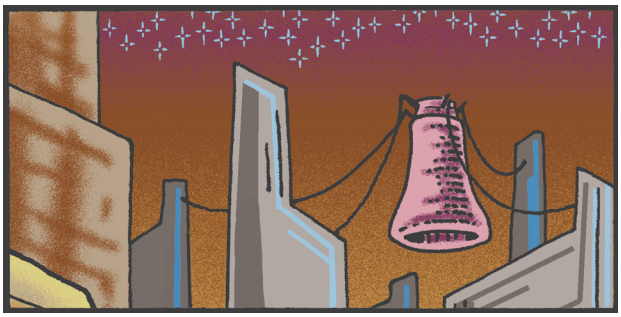
Following the rules of the breeding program set out by the Malmignatti Queen, the Cteniza have been breeding a race of Rhagia that are small, agile, and very humanoid. They walk on two limbs, very much adapted into legs, and they have at least one pair of fully-functional arms with many dexterous fingers. Their other limbs are weaker and smaller... though two limbs are long and slender, and are used when spinning silk.

The Cteniza begin training in silk production when they are still children. With a program of diet, exercise, and yoga, the Cteniza are capable of producing several kinds of silk and silk by-products, from cables stronger than steel, to fabric lighter and softer than plastic, to adhesives almost indistinguishable from any high-tech glue. With a lack of industry, the Cteniz economy relies on exports of fine silk goods to trade for higher technology items.

The eponymous capital, Cteniz City, is a vertical wonder of stone and wooden towers supported by millions of treated silk strands. Most of the architecture isn't very friendly to other species, though. The lack of railings, elevators, and stairs make getting to the higher floors nigh impossible for non-Rhax. (The ghetto population of non-Rhagia is resigned to living on the lower floors, or underground.) Once a year, the city has a rise in tourist trade to watch the annual Cteniz Regatta, so people can see the amazing quality of the silk sailboats.

Regatta de Blanc: You'd have to be crazy to participate in this year's Cteniz Regatta. Once every few hundred years, the moons line up just right to create tidal forces of extraordinary magnitude. There could be waves over a hundred stories tall. Then again, a chance to sail a boat on seas like that only comes along once in a lifetime…

The Strand: A mysterious contractor known only as "Mulberry" is hiring a stealth team to infiltrate a Cteniz research lab. Mulberry has intel that a process has been developed to make synthetics out of a particular chemical composition of Rhax silk. Mulberry is paying for samples of this new synthetic … and is paying a lot more for the documentation of the manufacturing process. The job involves stealing records, copying micro-dots, and taking photos of any labs. Getting caught means facing the justice of the Empress of All-That-Is.



Darwey (Unaligned, Cross-Cultural)

During the days of the Empire, Darwey was a hub world enjoying lots of traffic. Sometime after the fall, the campinale started to malfunction. At first, the magh-signal was erratic. Then people started reporting strange anomalies. Electrical appliances would malfunction. Strange creatures were rumored to be appearing out of nowhere, wreaking havoc and then disappearing just as mysteriously. Irregular earthquakes would shake the landscape, twisting the landscape into strange formations.

Both the Concord and the Solar Creed have declared that Darwey's malfunctioning campinale is a symptom of the unsustainability of Syndic technology. A few years back, some terrorist organization attempted to destroy the tower itself, using a powerful explosive. Strangely, the tower was destroyed, but the magh-device itself is still held in place by a powerful xenharmonic barrier. Is this tower a scientific curiosity, or a harbinger of something dreadful?

Darwey no longer broadcasts its magh-signal, but its location is still well known to navigators, so off-world shipments still arrive at irregular intervals.

Catch the Mystery, Catch the Drift: Doctor Latherlee is convinced that they can solve the mystery of Darwey's magh. All they need to do is hire some brave souls to set up detectors and to operate specialized equipment, at certain locations, based on certain calcuations. What sort of strange horrors will our heroes witness?

The I Inside: Phylert is a mysterious person who needs an escort to the slums of Darwey, to seek out a missing person. Clever people will figure out that Phylert is actually a Morphir in disguise. But why they are returning? Is Phylert on a mission to liberate their cousins from a drug farm? Does Phylert have resonant memories from someone's brain that they had absorbed and thus is on some dread errand?

DE-9IM (Concord, Space-Faring)

DE-9IM is an *arcology* – not a proper world, but a giant floating space station orbiting a star. The greatest technological achievement of the Concord, DE-9IM is a giant ring that spins to create centripetal gravity. The station is defended by numerous space-craft and orbiting arrays of atomic missiles.

DE-9IM specializes in the production and maintenance of large starships. Giant freighters and cavalcade have to be built in space, and DE-9IM is one of the busiest production facilities in the Myriad.

Radar Rider: The Space Junkers, a gang of inter-planetary pirates, want a ship made in the DE-9IM space-port. Who doesn't? The trick here, though, is that they don't want to pay for it. And they're not above recruiting a little outside help. Since the Junkers specialize in smash-and-grab brutality, they're willing to pay high-notes for people with more subtle skills. Somehow, the perpetrators will have to find a ship, get it out of the space-dock, and then segue to another system… all without tripping any alarms or getting vaporized by atomic missiles.

Acceptable Losses: Supervisor d'Derson has a problem. Over the past few months, small but expensive equipment has gone missing. A micro-fiber lattice here, a platinum-catalyst converter there… and if there's one thing d'Derson hates, it's thieves. The supervisor is seeking under-cover agents to work in the space-dock crews and to find out who is behind these thefts. Things could get complicated – there's been a rumor going around that one or more Morphir might be behind it all. How do you find someone who can disguise themselves as anyone?

Decantory (Concord, High-Tech)

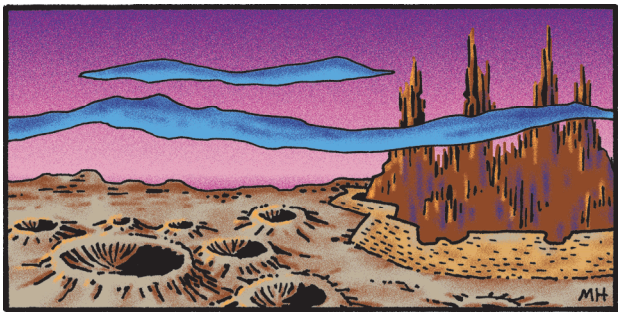
A world with high Concord influence, Decantory has a large storehouse of atomic weapons, which has kept any neighbors from exerting undue influence.

Decantory technologists are famous for their regenerative facilities. Medicines are cheap and plentiful. There is also a somewhat disturbing under-ground network of *organleggers*, muggers who assault people and remove their organs to sell to criminals or to off-worlders.

Rumors abound of a secret society of *Dopplers* – rogue Concord scientists who know how to grow clones for wealthy patrons, implanting or copying brains so that they can live forever. Even worse rumors suggest that the Dopplers steal people's genetic material and then make cloned impersonators!

There's an End On't: Rvorgbre Carnelian's decadence wracks a terrible toll on the body. Vast fortunes are spent for regular regenerative updates. But when Rvorgbre checks in to the Pbarret Memorial Hospital on the planet Decantory, their enemies see this as a chance to wipe them out once and for all. Cloning makes termination a difficult under-taking – not only will the assassins have to destroy the original, they will also have to destroy any artificial copies of their brain.

The Sincerest Flattery: After some wild party or other incapacitating encounter, our hero wakes up feeling strangely ill. Only a thorough medical investigation will reveal signs that invasive probes have left behind scars. Someone has harvested our hero's genetic material! Things get worse in a few weeks, when bounties and warrants begin appearing… matching our hero's description! Could this imitator be a genetic clone of our hero? Why are they doing these terrible things? To solve the mystery, it's best to start with Decantory. If the Dopplers aren't responsible, they should be able to find out who is.



Dolmena (Concord, High-Tech)

The Syndicate lacked the military strength to put down armed uprisings quickly after the Syndics vanished. The most violent such uprising was fought on the strategic world of Dolmena. Once a lush, prosperous world, the long and violent war left much of the landscape of this planet bombed into a miserable wasteland. If you stand in the right place, you can look to the horizon and see nothing but rubble in every direction.

The only thriving city is Isca, which also has the only functioning space-port. The city has been rebuilt into an island of prosperity ... but twisted, malformed plants and the skeletons of millions of unburied dead lie outside the borders. Ecologies of rot and reclamation spread over the bodies, creating forests of fungal blooms. The fungus, in turn, feeds stranger things.

Fortune-hunters sometimes come to Dolmena, with some sketchy map or half-realized rumor of a forgotten trove of treasure somewhere in the bombed-out ruins. There's no record of anyone ever finding anything except disappointment, danger, and death.

Disaffected: Manager Brubins has cause for concern. Workers have been deserting the Dolmena Industrial Zones, and it's affecting the bottom line. Recently, equipment and even a vehicle or two have disappeared. But there's nothing else on Dolmena but the capital city. Where would they be taking all this stuff? Brubins is almost ready to believe the story that the mad voices of the Dissonance might be infected the work crews, but that's not something to claim without evidence. It's time to hire some trouble-shooters to solve this problem.

Signal to Noise: The space-traders have had some minor trouble with their navigation systems, and some conductors are reporting occasional disturbance in the magh signal. Evidence is still circumstantial, but there might be something wrong with the campanile, which stands firmly on the grounds of the Isca Palace, a holdout of the Mecont Dynasty and the last of the Remanence presence on Dolmena. Are the Meconts experimenting with imperial-era technology? Or is something stranger at work?

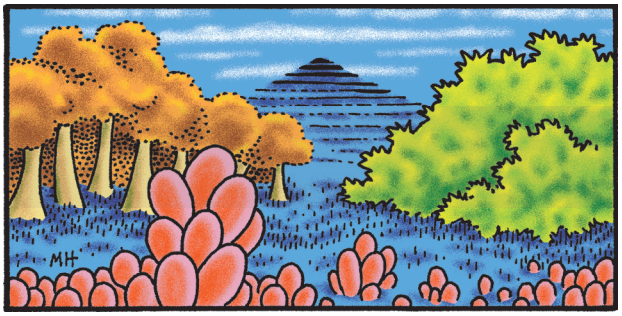
Esophorous (Unaligned, Primitive)

The home world of the Towser species, Esophorous' life is built on silicon-carbon chemistry instead of the typical carbon-based life seen through most of the Myriad. The planet is so rich in rare earth elements that the native life-forms use chemicals like cobalt and tantalum in their body chemistry. They thrive on food substances that would poison or kill carbon-based life-forms. Their bones, pelts, and glands can be harvested for a variety of industrial purposes.

Commerce on this world is controlled by Esophorous Mining Incorporated (a member of the Averlini Merchant Group) which claims exclusive mineral rights to all of Esophorous and its moons. The mining operations must either use specially-trained workers paid exorbitant sums to endure hazardous conditions ... or local Towser labor, which Averlini ruthlessly exploits to the point of indentured slavery. However, over 90% of the Towsers live free as hunter-gatherers in the vast, untapped wildernesses. Labor disputes and violent uprisings are common.

Vision Quest: Vakein Tenebrescent, elder of the Trapezohedral clan of Esophorous, has declared that one of our heroes has been chosen by "the spirits" to bring an end to the hard times. Is this claim some superstitious mumbo-jumbo? Is there some supernatural element at play? Or is Vakein distracting the tribe from the real way to solve the problems?

One Thing, Then Another: Ever since they won their independence from the Averlini, the Disphenoidal clan continues to live in the modern way, working the mines to earn their own living. But trouble comes when a pirate gang of Levelers invade the factory town. With their superior weapons and their ruthless tactics, the pirates set themselves up as war-lords, enslaving the Disphenoidals with a brutality far worse than they had ever imagined. But without the support of the Averlini's mercenaries, who will come to their aid?

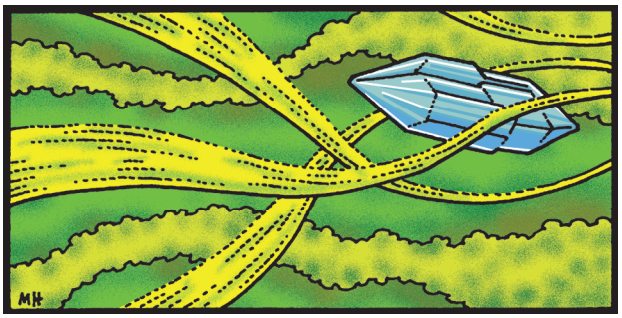


Gygan (Unaligned, Primitive)

From space, the planet Gygan looms large ... but the gravity is very weak for a world of that size. For whatever reason, Gygan is lacking in heavy metals and fossil fuels – the world is young and lush, with varied flora and fauna, but developing high-tech industries would be next to impossible.

At some point in the Syndicate's history, the planet was used as a penal colony, with malefactors and dissidents exiled to the surface to live out the rest of their days. Generations later, Gygan is overrun with savage tribes of many species, making do with low-tech devices wrought from wood, sinew, and stone.

Marooned: Of all the planets to crash-land on, Gygan could be one of the worst. Desperate for heavy metals and high-tech goods, looters will descend upon the wreckage with furious abandon. The local monsters prey upon the unwary. Even merely finding an ansible to call for help will test the mettle of even the hardest adventurer.



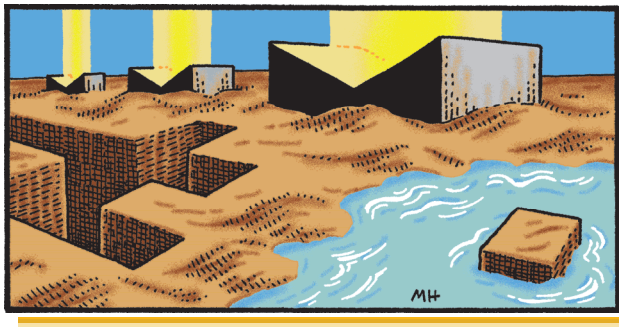
Giovi (Unaligned, Spacefaring)

Sometimes called a gas giant or a fluid planet, Giovi has no terrestrial mass. Instead, it is largely made of gas, mostly deuterium and helium. These elements can be siphoned off by *skimmers,* space-ships that are equipped to scoop up the elements as they fly through the clouds.

Because the thick cloud matter can baffle sensors, Giovi is a frequent base of operations for pirates. The pirate ship goes "dark", operating only on subsistence power, until a skimmer draws near – then they activate their engines and weapons and attack. The luckiest skimmers are members of trade unions or holding companies, which purchase fleets of ships for mutual defense. But a few independent operators take the risks of working alone.

Bottom Line: Zatel Petford isn't ready to write off the loss of the skimmer-ship *Firefrost.* For one thing, there's no definitive proof that the ship was destroyed. For another, the last copy of the manifest says that they picked up a quarter-ton of boron, which could be worth millions. The last check-in that was sent by xenharmonic-ansible said they were stopping at Giovi for re-fuelling... and then, silence. Petford is hiring an investigative team to travel to Giovi, to search for clues of the disappearance, and to salvage whatever they can.

Mission of Gravity: While reading through some of the family history from the antebellum era, Bixi von Stallewin of House Mecont found an authoritative account of a battle within Giovi's clouds, where the 63rd Syndicate Corvette was lost. The report describes the ship as losing engine power, and how the crew bailed into escape pods before the corvette sank deeper into the crushing g-forces near the center. But xenharmonic equipment could easily survive such forces... so with the right ingenuity and resources, it should be possible for an expedition to retrieve what treasures remain deep in the clouds.



Isonomé (Solar Creed, High-Tech)

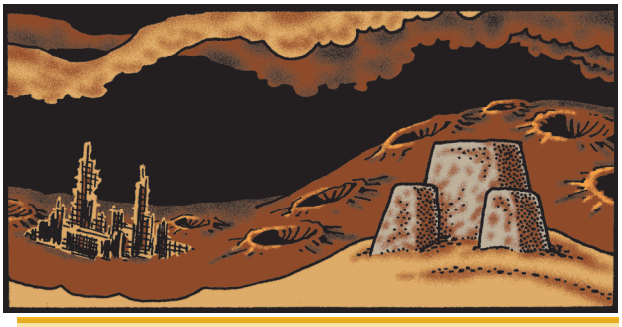
Unusual among the Myriad worlds, Isonomé has no campaniles or magh signal, for it was colonized by the Solar Creed rather than by the Syndics. Three of the Creed's great power satellites are high above the equator in geosynchronous orbit, beaming power down to immense rectenna arrays.

It's unclear why Isonomé wasn't already part of the Syndicate. The world is certainly rich in natural resources and the environment is hospitable to Myriad life ... but there are also quite a few anomalies in the geography. Some islands have regular square shapes, and some canyons are laid out in a very precise grid. Did some other civilization live here before, only to disappear? The mysteries of Isonomé

are of keen interest to archeologists, but the Solar Creed would rather work on a greater future.

Claim Jumping: Anlor Laerian, Plenipotentary of Isonomé, has been informed of faint radio chatter from the asteroid belt in the planetary system. Blurry photographic evidence points to industrial activity. Is someone mining the asteroids? If so, no other organization has openly claimed to be doing so, and the asteroids are supposedly under the dominion of the Solar Creed. Laerian wants facts, not speculation, and it's better to hire professional spacers to look in to this sort of thing.

Newfangled Ways: Mas Emreil, a self-proclaimed Leveler, has made no secret of their dislike for both the Concord and the Solar Creed. After hearing rumors that the Isonomé Space Labs are developing a new type of rondo-bridge space drive – one that not only uses less power, but also gives off less of a xenharmonic disturbance – Emreil worries that a rapid-use, stealthy faster-than-light travel could tip the balance between the two factions. Emreil's solution is simple: steal the new drive and give it to the Levelers! The risk is great, but so are the rewards.



Karn Khatru (Unaligned, Underworld)

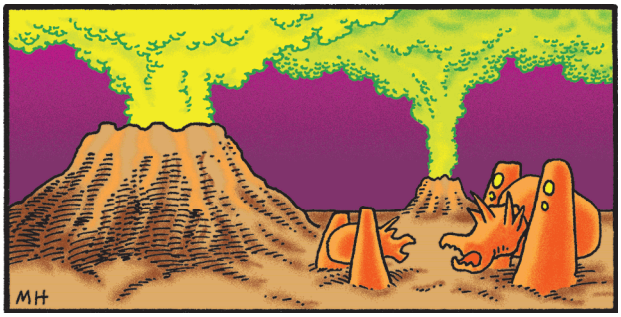
During the Syndicate, Karn Khatru must have been a strategically-important world ... because today, it's a desolate ruin. Atomic bombs and rail-gun slugs bombarded the planet, vaporizing critical infrastructure and hurling gigatons of dust and ash into the atmosphere. Today, the planet is non-stop winter. No light can penetrate the dust canopy, and 200kph winds blow through the graveyards of cities and factories.

Karn Khatru has a single city with a functioning spaceport, Katushkami. Ships only land there if they are desperate, or if they are conducting some terribly underhanded business. Katushkami's only legitimate industry, scrap salvage, uses a mass driver to launch salvaged alloy into orbit, rather than attempt rocket launches in the typhoon winds.

The ruins of Karn Khatru are honeycombed with sewers, bomb shelters, and subterranean complexes. These catacombs hide dozens of criminal operations beyond the reach of the law. One of the Myriad's largest *charas* grow-ops is on Karn Khatru somewhere, full of inchoate Morphir under sun-lamps. Organleggers deal in stolen organs, and sell clean lungs that haven't yet been ruined by the dust. The ruined cities offer unlimited hiding places; a faction of Levelers has been taking advantage by stockpiling weapons and armaments in preparation for a terrorist attack on a neighboring Remanence world.

Interference: There's been an increase in failed segues and navigation errors near Karn Khatru. Could something be interfering with the song? The authorities of Katushkami are becoming concerned. Some evidence points to an area several square kilometers in a ruined city. But given that Karn Khatru is a haven for criminals of all sorts, who knows what could be found out in the nuclear-blasted wasteland?

Absent Friends: When Bardis Wright, notorious Leveler pirate, disappears on a "routine" stop in Karn Khatru, the rest of the crew feels lost. Did organleggers harvest Wright's body parts? Or perhaps some Morphir-farmers reaped the brain to make more *charas*? Wright's crew have a fierce loyalty, and they've pooled all their resources together to hire mercenaries to get justice for their captain, by any means necessary.



Latrodect (Malmignatti, High-Tech)

One of the four home-worlds of the Malmignatti Cluster, Latrodect is dominated by the Latrodecta clan. The young planet is notoriously hot, with volcanic activity and a variety of threatening wild-life and mega-fauna.

Following the rules of the breeding program set out by the Malmignatti Queen, the Latrodecta have been breeding a race of Rhagia who specialize in speed, in stealth, and in venomousness. The Latrodecta not only have the strongest natural venom, but some of them increase their toxicity with a cruel training regimen of repeatedly biting animals, strengthening their mandibles and swelling out their glands.

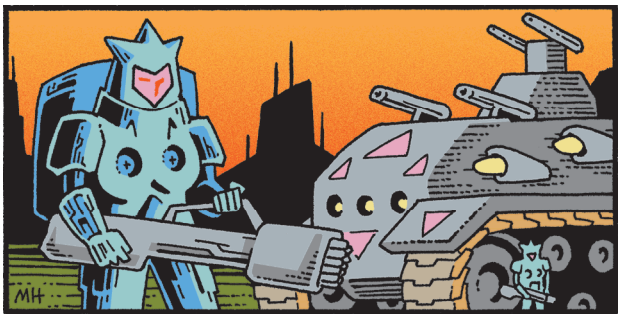
The Latrodect economy has many pharmaceutical and chemical processing plants based on refining and commercializing various components of Rhax venoms. It's also an open secret that there are camps

for training Latrodecta to serve as assassins in service of the Malmignatti Queen.

Latrodecta learn a sign language, not only to talk silently, but also because many have difficulty vocalizing. Their mouths adapt to become poison weapons and nothing else.

Exoneration: When Warumoru Shinku was found murdered by poison, all evidence pointed to assassination by the Latrodects. But that makes no sense – open hostility with the Remanence would provoke open warfare, a price the Malmignatti are not ready to pay. Mistress Hespera is assigned to prove the innocence of the Empress in this affair… and it could only help to involve a third party.

Cause Celebre: In honor of the birthday of the Empress of All-That-Is, the worlds of the Malmignatti will celebrate with parades, dancing, and a grand feast. On Latrodecta, a feast involves trotting out various mega-fauna before the masses, then swarming upon it in a display of mass poisoning, before consuming the liquefying organs. There's a lot of preparation to be done: organizing the event, dealing with the tourism of off-worlders, capturing the animals for the parade… and, sadly, policing against any terrorism that might sabotage the celebration.



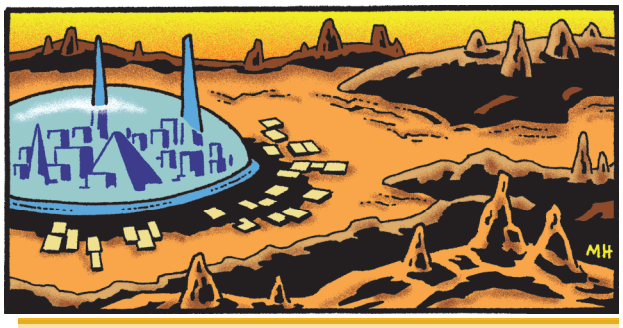
Lauferwelt (Unaligned, Paramilitary)

Once a desolate rock in space, Lauferwelt was originally just another failing colony ... until the Syndics departed, and the wars began. Lords struggled to keep power. Planets made wars against their neighbors. It wasn't enough to have weapons – there was a need for people who already knew how to use them. The best technology was prohibitively expensive to make and to maintain. After a brushfire war was over, the military build-up wouldn't be needed anymore, and, to be frank, wouldn't it be better to hire off-worlders to fight and to die in some battle, rather than to risk local citizens? The people of Lauferwelt saw an opportunity, and within a generation, their mercenaries – the *Impenitents* – were renowned throughout the galaxy.

The Lauferwelt Impenitents may or may not be the best mercenaries for hire, but they are certainly the most famous. With the best in military gear, they don't come cheap, but they also do not disappoint. Lauferwelt has one of the most advanced armored divisions of land-based battle-craft in the Myriad. More than one provincial government has hired the Impenitents and prevailed against superior numbers... only to go broke paying off the mercenary contracts.

Subcontracting: If the job is big enough, the Lauferwelts may well hire their own mercenaries. Maintaining supplies, gathering intel on the locals, keeping the troops entertained… a variety of odd jobs can be found by following a Lauferwelt camp, and the pay can be very good.

An Honest Price: Staltrenoy Bedenic, the CEO of Tarcus Arms Incorporated (a member of the Averlini Mercantile Group) is outraged. The Lauferwelt Impenitents are refusing to accept a delivery of microjet weapons. The claim is that the merchandise is defective. Before Bedenic takes any extreme action, it's due diligence to launch an investigation. Are the Lauferwelts simply being too particular? Is Tarcus' merchandise bad? Did someone sabotage the weapons?



Maravillo (Averlini, High-Tech)

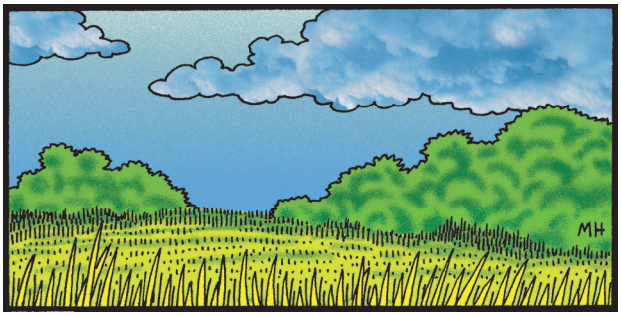
Sometimes called "the world of a thousand chances" or "Lucky's World", Maravillo is mostly an inhospitable wasteland of quartz and sand. However, Maravillo City is filled with pleasure centers, gambling casinos, and other wondrous delights ... if you have money. Outside the city, there are numerous shanty-towns of people bankrupted by the casinos, and unable to leave.

The Averlini Mercantile Group draws a lot of money from the tourist attractions, but it's also an expensive operation, as the world could not sustain itself without an enormous supply of imports.

Going Bust: There's no bigger target for the forces of anti-capitalism than Lucky's World. Kazatek, ring-leader of "Project Spectrum", has made it a personal goal to demolish the seven largest casinos all on the same night. Since the plan calls for the "innocent victims of the system" to evacuate first, Kazatek's plan will involve a sophisticated network of time bombs.

But not everyone in Project Spectrum completely embraces this plan. Kunipalah plans to steal millions in bank notes. And Rudemic doesn't plan on letting anyone leave the casinos before they collapse.

Turn of a Friendly Card: Antretel Carnelian has a problem: a gambling problem. And the Carnelian family isn't keen to see their inheritance gambled away in the dens of Maravillo. A team who specialize in live abductions could be sent to bring Antretel back… but the casinos won't be eager to see their whale leave.



Mondeport (Malmignatti, Paramilitary)

One of the four home-worlds of the Malmignatti Cluster, Mondeport is dominated by the Portia clan. The planet itself is a terrestrial mix of a pleasant variety of biomes.

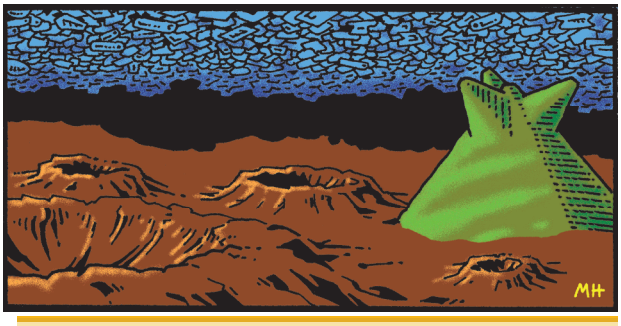
Following the rules of the breeding program set out by the Malmignatti Queen, the Portia have been breeding a race of Rhagia that are large, many-limbed, and monstrous. While the Portia are not the rarest breed of the Rhagia, they certainly stand out the most. Portia are so much larger than their Rhagia cousins that people are often surprised to learn that they are the same alien.

Mondeport has several training paramilitary facilities that are considered the most brutal in the entire Myriad.

Outsiders – that is, anyone who isn't a servant of the Malmignatti – are not welcome on Mondeport. The Portia's attitude ranges from dislike to outright bigotry. There has been more than one incident of smaller, weaker visitors being hunted for sport, or worse.

The Most Dangerous Game: Maybe they were arrested for some terrible crime. Maybe they were promised a great reward if they survive. Or perhaps they were simply abducted, brought against their will. Whatever the case, our heroes could find themselves trapped on a Portia hunting preserve, where it's kill or be killed.

Shock and Awe: Sargent Hasselti Portia has put out a call for a simple pick-up and delivery: to transport the 989th Heavy Infantry from Mondeport to a destination to be named later. The pay is very high, but what sort of place will they be going to?



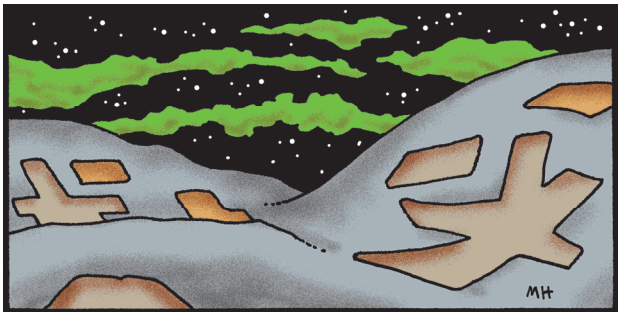
Mytel (Levelers, Derelict)

The planet Mytel's glory days were far back in the Syndicate. The rulers of Mytel failed to quell the uprising of the people after the Syndics vanished. During the revolution, a catastrophic cascade event destroyed several communication satellites and orbital space stations. Now the planet is surrounded by a cloud of space junk that makes takeoffs and landings very difficult.

The world itself became a haven for criminal activity, with several nation states, illicit banks, and pirate hide-aways.

Space Junk: Doctor Cocelperl has gotten an electronic tape that holds many suppressed records from the antebellum era, but it could take weeks or months to decrypt the data. The doctor has traced the source of the tape to an archive on Mytel. With access to more records from that era, Dr. Cocelperl could decode the messages even faster. Unfortunately, travel to and from Mytel is difficult for even the most experienced of pilots.

Skyfall: An offense against one Tzigane is an offense against them all. Exactly what Bruson Forung did to the Byrsley clan, they won't say. But they did put up a sizeable reward if Forung is brought to a swift justice. The only people who call Forung a friend are found in the Mytel badlands, where they make a living scavenging the fallen satellites for scrap… a dangerous place to be when another "mini-cascade after-event" brings tons of debris raining down from the sky.



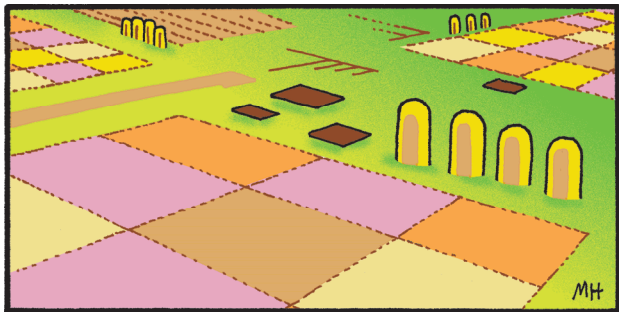
Panopticon (Unaligned, High-Tech)

An uninhabitable rock in the middle of nowhere, Panopticon is a "hive world", completely sealed in metal and ceramics. Owned by the Panopticon Insurance Company, the planet is used as a prison to incarcerate criminals ... or it's used as a holdout for kidnappers until ransoms are paid, depending on how you look at it. Some people held there are *persona non grata* picked up by Panopticon's insurance investigators and bounty-hunters, held until reparations can be paid for their crimes. Others are just victims – Panopticon helpfully presides over hostage exchanges, for a nominal fee.

Panopticon is presided over by a figure known only as "the Warden", who is rumored to have highly developed xenharmonic abilities.

Interchange: There is one prisoner in Panopticon who appears to be there voluntarily. The mysterious "Amaranth" is self-incarcerated, with a ransom demand of a whopping ten million notes - the maximum that the Panopticon Insurance Company will allow. Even stranger, there are rumors that someone is slowly building up a fortune to pay that ransom. It's not easy to get a meeting with Amaranth, as Panopticon charges a fee of 500 notes to grant an interview. What is the secret so great that it requires a fortune to protect?

Message of Despair: Mistress Tredecim Arenea has a strange and covert mission – to organize a team to infiltrate the world of Panopticon to deliver a message from the Empress of All-That-Is to the Warden, directly. But how does one break *into* a prison? Maybe they get hired on as staff, or perhaps they impersonate a prisoner. But what strange powers does the Warden have?



Philemon's World (Unaligned, Rural)

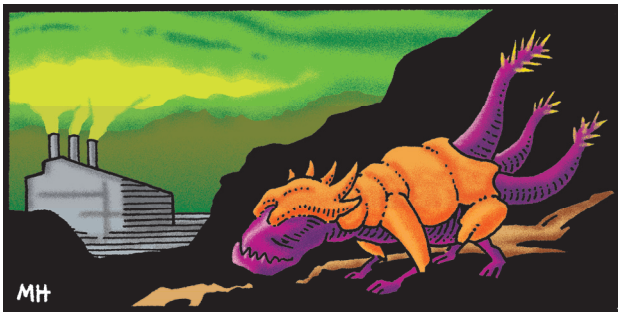
With its hospitable climates and its giant farms, Philemon's World enjoys great wealth by exporting food to the many hungry, unsustainable planets of the Myriad.

This planet is home to the religion of *Philemonism*, founded during the last days of the Syndicate by a prophet known as Philemon. It is claimed that he wrote 13 books, and that these scriptures describe, in detail, the past, the present, and the inevitable future of the coming great apocalypse. The religion is currently led by a human male known as "Kartan", who claims to be the re-incarnation of Philemon himself, and that the "end of days" is to happen within "one lifetime."

Philemonites live on farming communes consolidated by the theocratic government. Entire cities dating back to the Syndicate have been left abandoned, and adventurers sometimes go there seeking treasure ... despite rumors of other-worldly haunting.

Holy War: Zason Bruvamor is hiring arms-dealers to deliver guns, explosives, and other resources to secret locations all over Philemon's World. Is Bruvamor supporting an upcoming revolution? Or are these weapons being stockpiled for a religious jihad?

Second Coming: Doctor Nauvakak of Decantory (see page 225) has a very controversial plan ... to clone the great prophet Philemon! To do that, Nauvakak will need as many DNA samples as possible, and after several decades, the existing samples might be damaged or unverifiable. Naturally, the prime target would be the tomb in Philemon City... but even if a team manages to break into the tomb, is the body even still there?

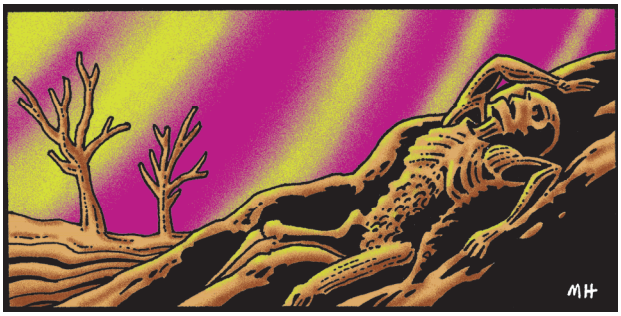


Pozzolana (Remanence, Manufacturing)

A bizarre world, Pozzolana is almost completely uninhabitable due to its dim star and its cloud canopy of ash... but the Remanence maintains several manufacturing stations there. While there are some natural resources to exploit, the rumor is that some sort of xenharmonic manufacturing facility is hidden somewhere on the planet surface. Pozzolana's native life-forms are bizarre and quite dangerous, adapted to living in a radioactive, geothermal climate where they never see the sun.

Extremophiles: Doctor Ru'Am Brisselwright has a theory: that the strange organisms that live within the volcanic, radioactive core of Pozzolana are a sentient race of intelligent beings. An expedition to the core of Pozzolana will require diplomacy with the local government, administration of the expensive digging equipment, and some seriously hazardous duty.

Extraction: A Synth using the name Emlife needs a cover team to travel to another planet in Pozzolana's system. This one is closer to the sun and even more inhospitable, with ammonia clouds and acid rain. Emlife is searching for signs of an all-Synth crew that crash-landed on the planet, possibly because of a violent battle with Remanence space-craft. An all-Synth crew sounds very much like an Apparat operation.... Can our heroes trust Emlife to make good on payment?



Quercasor (Unaligned, Derelict)

Once, Quercasor was a garden world, with a temperate climate, plentiful water, and varied, beautiful native life. Today, it isn't. A decade after the Syndics departed, Quercasor's star underwent an unexplained, and inexplicable, transformation. Every seven months, like clockwork, the star emits a tremendous burst of gamma radiation, powerful enough to instantly kill all life on Quercasor's surface.

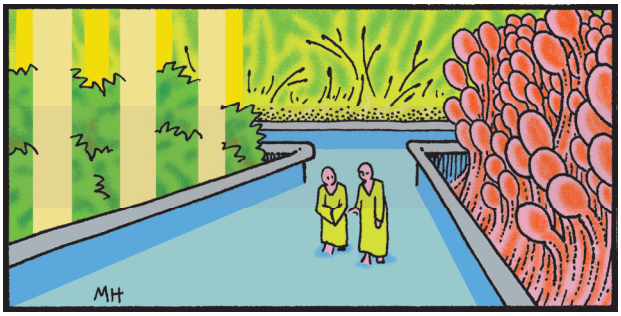
The planet itself is an eerie graveyard. Even the microorganisms that would decompose corpses have been sterilized. Instead, only erosion wears at the dead. The entire planet is silent except for the sounds of wind and rain, and only dead trees still stand vigil here.

What caused the gamma ray bursts is open to speculation. Some people suspect the planet's malfunctioning campanile altered the structure of the star. Others worry that an unknown Syndic weapon was used on the sun. A few fear that the fate of Quercasor is a harbinger of an impending apocalypse which the Syndics saw coming, and which drove them from the Myriad in fear.

Sometimes, treasure hunters land on Quercasor to search for salvage, but there's not much left to look for. All the easy loot has been lifted, and no known records could survive the gamma ray bursts. A fugitive might consider hiding there for short periods, but they better not stay long.

Bazaar Bargains: A Tzigane caravan has touched down on Quercasor, and a vast bazaar has been set up in the deathless remains of a city park. In the shadow of petrified trees are merchants, scammers, and pirates selling all kinds of strange, exotic, and forbidden goods. All kinds of goods can be found here, but there's no force of law either ... do the risks outweigh the rewards?

Grave Robbing: Yler Terci the treasure hunter claims to have evidence of a hoard of priceless treasure -- Syndic technology, including blueprints and schematics, from the days of the empire. Terci claims these artifacts are found deep in a secret base on the dead world of Quercasor. But exactly what does this legacy technology do? Did it have something to do with the apocalyptic transformation of their sun?



Red Pleasance (Unaligned, Primitive)

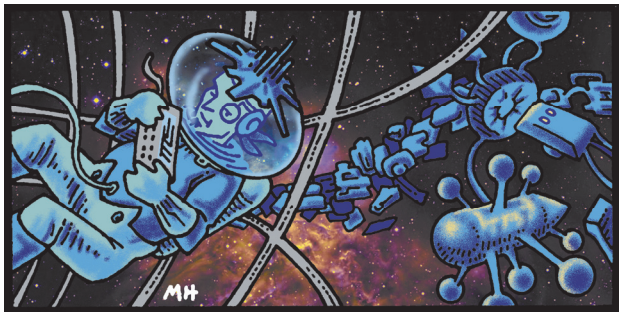
Despite the tyranny of the Syndicate, one thing is certain – many worlds had their natural resources preserved against rampant exploitation. After the fall, many conservation-planets were quickly seized by warlords and turned into farms with slash-and-burn agriculture, resulting in the extinction of countless organisms.

The world of Red Pleasance might have followed the same fate ... if it hadn't been seized by the College of Antiquarian Science, Archeology, and Natural History, who quickly cordoned off much of the planet's surface and defended the world from would-be conquerors.

Today, the "Antiquary" takes a keen interest in the conservation of worlds, fearing that many species have been uprooted or destroyed since the Syndicate's fall. Preserving history can be very expensive, so the Antiquarians must cultivate rich sponsors ... which often come in the form of treasure-hunters seeking some lost trove in some strange place.

Improper Research: The Antiquarian library has been broken into ... but in order to find out what, if anything, was stolen, the investigators will have to perform an inventory, which has been long overdue. Many people will have to go through ancient records on tape, on microdot, and in written form just to clean up the mess. And what if the break-in was just a ruse ... and now spies are working with the Antiquarians to go through the archives to find what they're *really* looking for, and they hope to steal it during the general confusion.

A Hard Place: The fugitive Coldessere must be desperate ... because they fled deep into the Red Pleasance Zoological Preserve, Zone Alpha, a jungle of ferocious creatures that spans over a continent. The Antiquarians are anxious to have Coldessere removed ... but they also can't allow harm the natural flora and fauna to be harmed. Who would be brave or crazy enough to travel into the darkest jungle with no weapons?

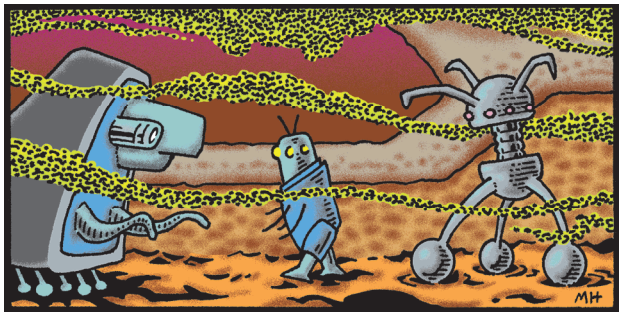


Sargasso (Unaligned, Spacefaring)

Not a planet or a proper station, Sargasso is a cluster of derelict space-ships, abandoned shipping containers, and junk held together with rivets, glue, and just a little bit of hope. Without a proper magh signal, Sargasso can only be found by navigators who already know where it is. This place is extremely popular with Levelers, Tziganes, and other people who operate outside the law, since there is no central authority here. It can be a very dangerous place for people who aren't highly skilled in both space travel and dealing with the underworld.

Bailing Wire and Chewing Gum: There are so many bounties on Sherdé Dobin's head, that there's nowhere to hide except the one place that doesn't get much traffic at all: Sargasso. Anyone looking to capture Sherdé alive is going to have to deal with the Sargasso locals, who are notoriously unhelpful to lawful types. Using heavy weapons in Sargasso is highly inadvisable, as many hulls are fragile and only singly-lined, so only a few centimeters of trash and steel separates you from the unforgiving vacuum of space.

Milk Run: Anj Chammerbanks has gotten a real find – a complete tape of Imperial-era records, which could be worth millions to a treasure hunter. But Anj doesn't want money for it. Instead, because Anj always thinks of family first, the payment for the tape is to be a large shipment of food, water, and medicine to Anj's clan of Tziganes, back in the Sargasso. Anyone who wants to barter for the tape will first have to find all the items on Anj's shopping list, and then bring them all to the right dock in the Sargasso... without running into any of the notorious thieves that would prey upon such generosity.

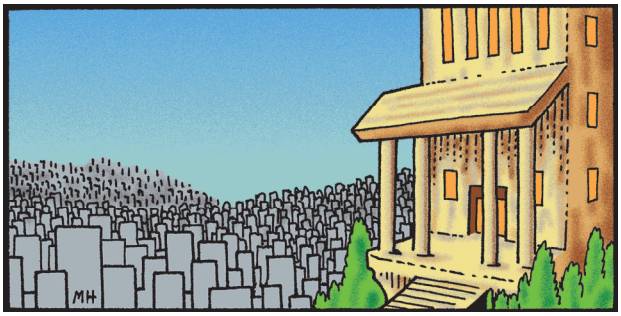


Storastyn (Apparat, Manufacturing)

During the days of the Syndicate, the planet Storastyn supplied high-technology to many worlds. Now, the world is completely under the control of Synths who claim allegiance only to the Apparat, the political movement devoted to Synth supremacy. The atmosphere has become un-breathable due to pollution that has no effect on the robotic denizens.

Inside the Mechanism: To hide on a planet of robots, you'd have to be extremely stealthy, and possibly a little bit crazy. But that's the last bit of information surrounding the whereabouts of Paldery Barr, the master thief with bounties from the Averlini, the Remanence, and the Solar Creed. It's almost too outrageous to be believed – that Paldery may have secured passage on a ship to Storastyn. If it's true, and if Paldery can even be found… how do you extract a fugitive from a planet where organic beings can be exterminated on sight?

Electric Dreams: Knowledge of the Colligatarch is contradictory at best. Is it a giant computer? Is it a Synth with centuries of experience? Is it a collective of cybernetic entities? Plenipotenary Albix Changison of the Solar Creed has reliable intelligence that lists the makes and models of five synths on Storastyn that may have interacted directly with the Colligatarch. If their cybernetic brains could be delivered, intact, to the Solar Creed, the information found on them could be invaluable in future struggles with the Apparat.



Tertullo (Remanence, Aristocrat)

A "hive world", Tertullo's mass is almost completely covered in buildings of all kinds – residential, commercial, and industrial. The oceans have long since been drained, the water now supported in sewer systems of extra-ordinary engineering capacity. Underground hydroponic farms supported by carillon generators grow "kibble", a nutritious but bad-tasting food that serves as food sustenance to the billions of inhabitants.

Most of the people of Tertullo live desperate, subsistence lives, toiling at meaningless jobs or living off the public dole. The few elite live in palaces made grand by the imported wealth dating back to the Syndicate. Some are falling into ruin as now that the economy that supports them has begun to fall apart.

Going Underground: The Averlini Mercantile Group has posted a ♪1000 reward for the capture of Masbin and their gang of criminals. The last lead was a forged cargo manifest, where Masbin travelled under an assumed name to Tertullo. To find this fugitive, a searcher will first have to penetrate the vast criminal under-world, then to descend into the unmapped mazes of service tunnels that stretch several kilometers deep.

Fermenting Unrest: In one of the more populated districts of Tertullo, food riots have broken out due to a few months of regular shortages of kibble. Hard-pressed to deal with the problem, the Tertullo police first hire mercenaries to quell the riots. Then they hire investigators to find out where the food is going – the factories are still churning it out. The raw ingredients of kibble include nitrates, which can be used to synthesize explosives … but who would steal all this food to make a giant bomb? Suspicion points to a Leveler activist group, the "Heart of the Sunrise", since riots and mass destruction are two items on their agenda…

SECRETS OF SPACE

The following gifts aren't recommended for starting Player Characters. Instead, these gifts should be earned as the result of experience during play. None of these gifts are common knowledge – they are the secrets of one faction, cabal, gang, or organization. In game terms, each one requires that the character already have an "Insider" gift, specifically with the people who know the secrets.

Antiquarian Gifts

Antiquarian Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Antiquarians

Did you just make a roll that uses Academics, Observation, or Questioning dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Antiquarians may claim a bonus d12 to resist you.

Antiquarian Sabotage

To buy this gift, you must have the gift of Insider with the Antiquarian and Sabotage

You may claim a bonus 2d8 when using sabotage against equipment from the Imperial Era. You may also claim this 2d8 bonus to sabotage Primitive buildings or equipment (or what passes for Primitive equipment, anyway).

Antiquarian Deciphering

To buy this gift, you must have the gift of Insider with the Antiquarian and History

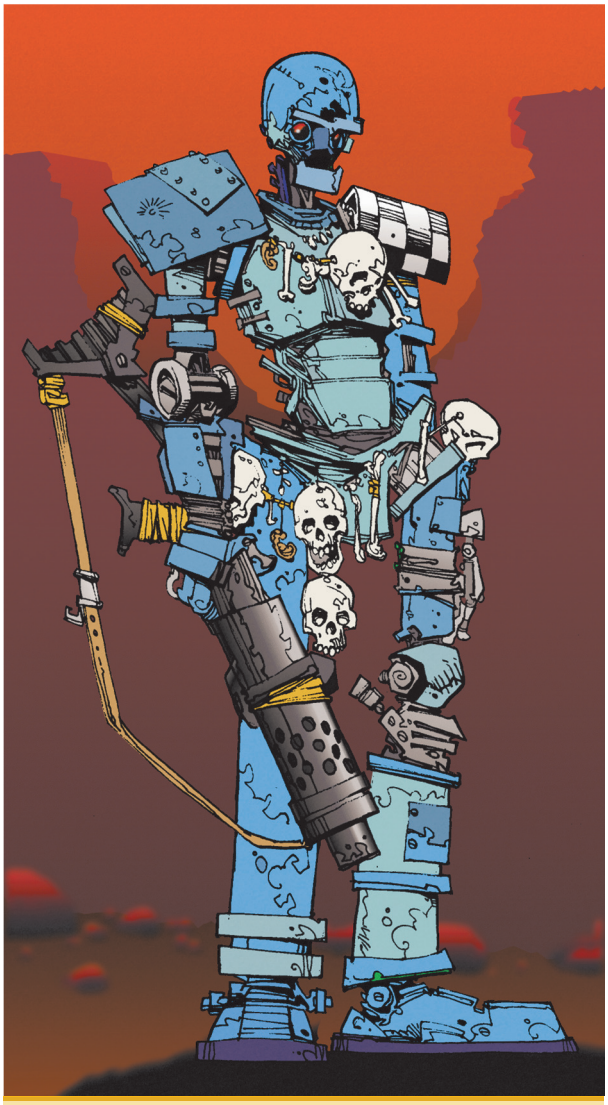
You may claim a bonus 2d8 when attempting to restore or to decrypt data from the Imperial Era or even earlier.

Antiquarian Combat

To buy this gift, you must have the gift of Insider with the Antiquarians and Research

You may claim a bonus 2d8 to all Fighting and Shooting rolls with Primitive weapons. (You read about it in a book.)

If your target has Insider with the Antiquarians, they may claim a bonus d12 to attack, counter, or dodge you, when you claim your bonus. (They've read the same book.)



Apparat Gifts

Apparat Conquering.....(X: Action)

To buy this gift, you must have the gift of Insider with the Apparat

At the start of your turn, declare you will exhaust this gift. You become *Berserk*.

While Enraged or Berserk, the following rules apply to you:

- You cause +1 Damage to any combatant that does *not* have a Cybernetic gift.
- Any target with the gift of Insider with the Apparat claims a d12 bonus to defend against you.

Apparat Secrets .....(X: Rest)

To buy this gift, you must have the gift of Insider with the Apparat

Did you just make a roll that uses Craft, Fighting, or Tactics? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Apparat may claim a bonus d12 to resist you or to defend against you.

Apparat Combat

To buy this gift, you must have the gift of Insider with the Apparat and Cybernetic Body

If your Cybernetic Body is not yet exhausted, you claim a bonus 2d8 with all Brawling attacks. There is no bonus to counters, nor can you claim the bonus if your Cybernetic Body is broken.

If your target has Insider with the Apparat, they may claim a bonus d12 to counter or to dodge this attack.

Concord Gifts

Concord Secrets .....(X: Rest)

To buy this gift, you must have the gift of Insider with the Concord

Did you just make a roll that uses Academics, Craft, or Transport dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Concord may claim a bonus d12 to resist you.

Concord Combat

To buy this gift, you must have the gift of Insider with the Concord and one gift that causes Overheat

Whenever you make an attack enhanced by an "Overheat" gift, you may claim a bonus 2d8 to hit your target.

If your target has Insider with the Concord, they may claim a bonus d12 to counter or to dodge this attack.

Concord Cool-down

To buy this gift, you must have the gift of Insider with the Concord

You may increase all your Cool-down dice by one size (max d12). For example, if a raygun lists "Cool-down d6", you may roll d8 instead.

Concord Technology .....(X: Fix)

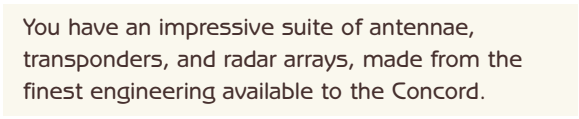
To buy this gift, you must have the gift of Insider with the Concord

Are you using an *Exciter* device? Do you not like the way your roll came out? Declare you will exhaust this gift. Re-roll all your dice. The new result stands, even if it's worse.

You recharge this gift either by fixing the Exciter device you used with the re-roll (which takes one hour and requires a roll of Mind & Craft vs. 3) or with a rest.

Concord Synth Upgrade .....(X: Fix)

To buy this gift, you must already have the gifts of Insider with the Concord and Cybernetic Brain



You have an impressive suite of antennae, transponders, and radar arrays, made from the finest engineering available to the Concord.

You may exhaust this gift to lower a damage effect by 1 point.

As long as this gift is *not* exhausted, you suffer no concealment penalties due to darkness, up to the Horizon.

If someone within Long Range is trying to hide behind permeable barrier (normal materials of Invulnerability 2 or less, not exciter-charged or specifically anti-sensor stealth), they may not claim concealment – your radar is powerful enough to see through it!

You still suffer concealment penalties when you're Reeling, Confused, etc.

You can use a Control action to intercept others radio signals, rolling Mind, Legacy, Academics and a bonus d8. (Characters without this gift must Focus, and they don't get the d8 bonus.)

Dissonance Gifts

Dissonant Voices .....(X: Action)

At any time, declare you will exhaust this gift to become *Confused*.

While Confused, whenever your turn starts, roll d6 vs. 3. If you succeed, you may Rally yourself with one success. (The Dissonant voices in your head guide your actions.) You may use this success to remove Reeling, remove Panicked, or remove Vulnerability. (Sorry, the Dissonant voices can't remove Confused.)

Dissonant Behavior

To buy this gift, you must have the gift of Dissonant Voices

While Confused, whenever your turn starts, roll your Mind & Will dice. Keep track of the dice results separately!

If your Mind rolls the lowest, you will take an extra action: an *Aim* action. You still get your standard two actions.

If your Will rolls the lowest, you will take an extra action: a *Guard* action. You still get your standard two actions.

If your Mind & Will tie, you will take an extra action: a *Recover from Reeling* action. You still get your standard two actions.

Dissonant Piping

To buy this gift, you must have the gift of Dissonant Voices

Whenever you successfully use a *Taunt* stunt, your target also suffers Damage flat 2 Penetrating, Weak, Subdual, Vulnerable.

If the Damage inflicts a Dead or Overkill result, the subject becomes *Sick,* instead. They must immediately spend 10 Experience (retraining gifts, if necessary) to buy the gift of Dissonant Voices, or they will lapse into a coma from which they will never recover.

Doppler Gifts

Doppler Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Dopplers

Did you just make a roll that uses Academics, Deceit, or Evasion dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Dopplers may claim a bonus d12 to resist you or to defend against you.

Doppler Combat

To buy this gift, you must have the gift of Insider with the Dopplers

When you attack using a weapon that has "Tranquilizer" ammunition, you may claim a bonus 2d8.

If your target has Insider with Dopplers, they may claim a bonus d12 to attacks, counters, or dodges when you are claiming this bonus.

Doppler Clone

To buy this gift, you must have the gift of Insider with the Dopplers

You have convinced the Dopplers to make a copy of you. They keep this clone in their laboratory, waiting for a signal from you that you've died. Then they will take your clone out of storage and imprint your memories on it, from the last time you visited them.

If your character becomes Dead or Overkilled, you may use the power of the Doppler Clone gift to come back to life! However, the process isn't perfect, and your clone is as tender and weak as a baby while physical therapy trains you back up. The following rules happen to you:

- First, remove all Upbringing gifts from your character. You receive 5 Experience for each one, just like retraining.
- Next, remove all other gifts from your character, not including your two Legacy gifts or your two Career gifts. Again, you receive 5 Experience for each one. And yes, you *must* retrain the Doppler Clone gift, too!
- Now, buy back any gifts you want to buy back, paying 10 Experience for each one. (If you don't buy back your Doppler Clone gift, it's assumed that they won't take the risk of cloning you again. If you don't buy the gift of Doppler Insider, then they tampered with your clone to make you forget their secrets!)
- With permission of the Game Host, you may buy one or more new gifts. For example, if you want to start a new life, this is an excellent time to buy Low Profile. Or perhaps something went wrong in the cloning process, and you now have a Mutation!

Leveler Gifts

Levelers Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Levelers

Did you just make a roll that uses Craft, Fighting, or Shooting dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Levelers may claim a bonus d12 to resist you or to defend against you.

Leveler Combat

To buy this gift, you must have the gift of Insider with the Levelers and Sabotage

When you attack or counter using a weapon that has the "Powertools" descriptor, you may claim a bonus 2d8.

If your target has Insider with the Levelers, they may claim a bonus d12 to attacks, counters, or dodges when you are claiming this bonus.

Leveler Technology ..... (X: Fix)

To buy this gift, you must have the gift of Insider with the Levelers

Are you using a *Scrounged* device? Do you not like the way your roll came out? Declare you will exhaust this gift. Re-roll all your dice. (Yes, even the Breakdown dice.) The new result stands, even if it's worse.

You recharge this gift either by fixing the Scrounged device you used with the re-roll (which takes one hour and requires a roll of Mind & Craft vs. 3) ... or with a rest.

Lauferwelt Gifts

Lauferwelt Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Lauferwelt

Did you just make a roll that uses Fighting, Shooting, or Tactics dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Lauferwelt may claim a bonus d12 to resist you or to defend against you.

Lauferwelt Combat

To buy this gift, you must have the gift of Insider with the Lauferwelt and Rocket Ranging

Whenever you make an attack using Rocket Ranging, you also claim a bonus 2d8.

If your target has Insider with the Lauferwelt, they may claim a bonus d12 to counter or to dodge this attack.

Malmignatti Gifts

Malmignatti Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Malmignatti

Did you just make a roll that uses Athletics, Craft, or Presence dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Malmignatti may claim a bonus d12 to resist you.

Ctenzia Trap ..... (X: Focus)

To buy this gift, you must have the gift of Insider with the Malmignatti and Rhax Spinnerets

In the ranks of the Malmignatti, the **Ctenzia** class is the saboteurs. With amazing speed and precision, the skilled Ctenzia will spin threads of silk so thin as to be almost invisible ... yet still sensitive enough to set off an explosive or other weapon, which will be glued down out of sight.

As a stunt, declare you will set up a trap at your location, by gluing a weapon in place with your silk and setting up web trip-lines. Your trap uses up one weapon. (Grenades and IEDs are preferred).

The trap automatically triggers when a character gets Close to it (1m) ... or when the next character gets Near it (3m) who does *not* have Insider with the Malmignatti. You can only set off your own traps if you are suffering a concealment penalty (Reeling, Confused, etc.)

When the trap is triggered, roll your Mind, Craft, and Deceit vs. the target's Speed, Evasion, and Observation. The target may claim a bonus d12 for each of the following gifts: Danger Sense, Insider with the Malmignatti, and Sabotage.

If a combatant can score two or more successes, they can elect not to set off the trap. You or anyone who can get Close to it without setting it off can try to disarm it, which is a roll of Mind & Craft vs. 2d8, with a d12 bonus for each of the following gifts: Danger Sense; Insider with the Malmignatti; Sabotage. One success breaks the trap, two successes disarms the trap and recovers the weapon.

Once the trap is set off, it will not go off again, even if a weapon that has multiple shots was used.

Latrodecta Venom..... (X: Focus)

To buy this gift, you must have the gift of Insider with the Malmignatti and Rhax Bite

In the ranks of the Malmignatti, the **Latrodecta** class is the assassins. The Latrodecta builds up the strength of their poison glands by repeatedly biting helpless creatures, but then fasting instead of eating. Combined with a special diet and a strict exercising regimen, the Latrodecta builds up a very toxic poison… and larger mandibles that many find unattractive.

Did you successfully hit your target with your *Rhax Bite* attack? Before the target Soaks the damage, declare that you will exhaust this gift. Add +2 Damage and the *Finishing* effect.

If you use this attack, anyone with Insider with the Malmignatti may claim a bonus 2d12 with their Soak.

To recharge this gift, you must spend Focus. See page 60 for more details.

In addition, given an hour and a roll of Mind & Craft vs. 3, you can convert one weapon's load of ammunition into *Poison* ammunition, using your own poison glands.

Portia Dual-Attack..... (X: Focus)

To buy this gift, you must have the gifts of Insider with the Malmignatti and Extra Pair of Arms

In the ranks of the Malmignatti, the **Portia** class is the warriors. They are considered peerless in combat, able to strike with two weapons at the same time. The Portias usually behave as humorless soldiers without pity and with a highly-developed moral code.

Do you have two weapons ready? (The size of the weapons doesn't matter. With your Extra Pair of Arms, you could have two 2-handed weapons!)

Exhaust this gift, declare an "Attack" action, and then you may declare *two* attacks. First, play out the *first* weapon's attack. Then play out the *second* weapon's attack. You can strike the same target twice, or hit two different targets.

If you attack two different targets, the targets defend normally. Yes, this can expose you to two counters! *If you strike the same target twice, the target uses one defense roll vs. both attacks.* (If the single target wins both contests, you're only countered once.)

Anyone targeted by the Portia Dual-Attack who has the gift of Insider with the Malmignatti claims a bonus d12 to defend against your attack.

Portia Dual-Strike works with Fighting and Shooting. You can even mix and match weapons! You can even use Brawling moves – even ones that require two hands, since (as a Rhax) you have four. You can't mix in any attacks that don't use Fighting or Shooting – for example, you can't use a Disjunction attack (which is a Psyche attack).

To recharge this gift, you must spend Focus. See page 60 for more details.

Metanoic Gifts

Metanoic Secrets .....(X: Rest)

To buy this gift, you must have the gift of Insider with Metanoic Corps

Did you just make a roll that uses Athletics, Endurance, or Evasion dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with Metanoic Corps may claim a bonus d12 to resist you or to defend against you.

Metanoic Outfit.....(Plot, X: Chapter)

To buy this gift, you must have the gift of Insider with Metanoic Corps

You have a special outfit, the ***Metanoic Outfit.*** This outfit is a living plant-like organism that surrounds your body, feeding off your shed skin, hair, and waste products. While wearing the Metanoic Outfit, the following rules apply:

- You may claim 2d6 Armor
- Your Outfit is Airtight.
- If you are reduced to Dying, the Outfit automatically performs a successful first aid on you, instantly.
- You may claim a bonus 2d8 to any *Hide stunt* if you are in an area over-grown with plants, such as a thick forest or jungle.
- Whenever you successfully perform a *Hide stunt*, you may remove all Vulnerable, Hurt, and Panicked statuses on yourself.
- If you become Dead while wearing the Metanoic Outfit, your corpse will rise a few hours later as a Saprophage (p. 207). If you are Overkilled, or if your corpse is burned or otherwise destroyed, then you stay dead.

If you are separated from your Outfit, you may exhaust this gift to ask the Game Host for some sort of plot convenience to find it again. The Game Host must approve (as always).

Metanoic Bio-Weapons(Plot, X: Special)

To buy this gift, you must have the gift of Insider with Metanoic Corps

You have a personal store of still fresh, still living plant matter that you can use for a variety of weapons.

With an Equip, you may exhaust this gift to ready a bio-weapon. Exhaust this gift, and then choose one of the following weapons.

You may recharge this gift after 24 hours have passed, or, as a stunt if you can visit a Metanoic Garden. If you are separated from your Metanoic Bio-Weapons, you must wait until you have an opportunity to grow more, which requires 24 hours, a successful roll of Mind & Endurance vs. 3, and one chemical spare.

Name	Equip	Threat	Strike	Attack Dice	Effect	Descriptors
Calyx Whip	Good hand	Short	Medium	Body, Endurance, Fighting, **Decay d8**	Weak Damage flat 5, Vulnerable	Metanoic
Puffball Bomb	Good hand	--	Medium	Body, Athletics, Endurance, **Decay d8**	Blast: Short Damage flat 2 #Smother, Vulnerable	Metanoic
Polypore Club	Good hand	Close	Close	Body, Endurance, Fighting, **Decay d8**	Weak Damage flat 4 #Smother	Metanoic
Hymenoptera Gun	Good hand	Short	Medium	Speed, Endurance, Shooting, **Decay d8**	Damage flat 2 #Smother	Metanoic

The **calyx whip** is a long thorny vine, covered in a sticky resin that oxidizes and burns flesh. The **puffball bomb** is a cluster of round fungus; the attacker tears off pieces and throws them with great force, where they burst upon impact with explosive force. The **polypore club** is a gilled, wooded mushroom; when struck against a target, the covering cracks and toxic spores coat the target. Strangest of all Metanoic weapons is the **hymenoptera gun**, a papery hive that encases the hand; when the queen's chamber is squeezed, angry wasp-like insects fly out in a straight line, crashing into the first thing in their way and spilling their poison guts. (Any target Overkilled by a hymenoptera gun will spawn a swarm of hymenopterans in a few days.)

Panopticon Gifts

Panopticon Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with Panopticon Insurance

Did you just make a roll that uses Negotiation, Observation, or Questioning dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with Panopticon Insurance may claim a bonus d12 to resist you or to defend against you.

Panopticon Combat

To buy this gift, you must have the gift of Insider with the Panopticon Insurance

When you attack or counter using a Juicer or a Shock Baton, you may claim a 2d8 bonus.

If your target has Insider with Panopticon Insurance, they may claim a bonus d12 to attacks, counters, or dodges when you are claiming this bonus.

Philemonite Gifts

Philemonite Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Philemonites

Did you just make a roll that uses Negotiation, Questioning, or Tactics dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Philemon may claim a bonus d12 to resist you or to defend against you.

Philemonite Combat

To buy this gift, you must have the gift of Insider with the Philemonites and Pacifism

Whenever your gift of Pacifism has been exhausted, you may claim a bonus 2d8 to all counter-attacks.

If your target has Insider with the Philemonites, they may claim a bonus d12 to attack you, whenever you are claiming this 2d8 counter-attack bonus.

Polemologist Gifts

Polemologist Aide-de-Camp

To buy this gift, you must have the gift of Insider with the Adrianna Institute of Polemology and Counter-Tactics

The Polemologists are valued as the greatest military advisors.

Any combatant that you successfully Rally may *also* claim a bonus d8 to their Tactics dice, until the end of the round. … However, if that combatant uses that bonus to boost an attack against someone who has the gift of "Insider with the Adrianna Institute of Polemologists", that target will claim a bonus d12 to their defense.

Polemologist Secrets .....(X: Rest)

To buy this gift, you must have the gift of Insider with the Adrianna Institute of Polemology

Did you just make a roll that uses Academics, Presence, or Tactics? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Adrianna Institute of Polemologists may claim a bonus d12 to resist you or to defend against you.

Polemologist Strategy ..... (X: Special)

To buy this gift, you must have the gift of Insider with the Adrianna Institute of Polemology and True Leader

You have studied the secrets of the arts of war.

Declare up to twelve individuals that you're communicating with, and a landscape where you expect a battle will take place. Exhaust this gift, and then spend five minutes discussing your battle plan with them. Roll your Mind, Academics, and Tactics vs. 3 and count the successes. (You may claim a bonus d12 if you have Local Knowledge of the place where the battle will take place.) You may take your rote on this roll. Take note of those individuals and the successes you scored – this is your *strategy pool*.

The next time you or one of the individuals has a combat inside that landscape, they may call upon your strategy pool. At the start of the character's turn, the character may spend one or more successes.

For each success spent, the character gets one boon:

- Remove *Reeling* from self.
- Remove *Panicked* from self.
- Add *Focus* to self. (You must be able to gain Focus … so make sure you've already removed any Reeling or Panicked.)
- Remove *Vulnerable* from self.

Yes, a character may spend multiple successes to claim multiple boons. Sadly, you don't get to choose how many the character spends. You don't have to be present where the battle takes place. (You don't even have to be still alive!)

A character who has the gift of "Insider with the Adrianna Institute of Polemology" … and who is within Short Range (10m) of an opponent who claims a boon from Polemologist Strategy … will know how to counter it. That character is instantly Rallied with one success. (Sorry, it's just a normal Rally.)

You may not recharge this gift until the next chapter. Once you recharge it, the success pool is emptied. You will have to plan your strategy all over again.

Remanence Gifts

Remanence Secrets..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Remanence

Did you just make a roll that uses Psyche, Presence, or Tactics dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Remanence may claim a bonus d12 to resist you or to defend against you.

Remanence Xen-Barrier..... (X: Special)

To buy this gift, you must have the gift of Insider with the Remanence

Are you using a Xenharmonic weapon? You can use a special attack: the *Xenharmonic Barrier*. Declare you will exhaust this gift, then declare any spot Close to you, and execute the attack. If someone is standing in that space, they are attacked, and they defend normally. (If they have Insider with the Remanence, they may defend with a d12 bonus.) If the target is hit, they suffer Damage flat 2 Penetrating, Push 2.

That spot is now filled with a 3m tall and 1m wide column of other-worldly force, altering the physics in this zone to create a barrier.

No one moving faster than 1m per action may pass through the column. If a speeding vehicle or combatant tries, they will crash.

The column deflects fast-moving projectiles and energy. Anyone Close to the column may claim d12 Cover … and even if they're still hit, they may claim 1 point of Invulnerability.

You may recharge this gift with a "recharge" action, but when you do, the column disappears. The gift will automatically recharge, and the column will disappear, about five minutes later.

Remanence Xen-Blast ..... (X: Action)

To buy this gift, you must have the gift of Insider with the Remanence

Are you using a Xenharmonic weapon? Before using a Xenharmonic weapon, you may declare that you will use the Xenharmonic Blast.

First, you must Aim at the target. If you don't Aim, the Blast fails to work.

Then, as part of your attack, exhaust this gift. Your attack gains +1 Damage. Yes, you can choose

to spend this extra damage to claim some of your "Damage –1" effects.

Only the target you Aimed at takes the +1 Damage. (If you use this with Xenharmonic Burst, any targets that would suffer "Damage zero" are not attacked at all.) If the target you are Aiming at has Insider with the Remanence, they may claim a d12 bonus to defend against you.

If your aimed target tries to take cover behind a Xenharmonic Barrier, it doesn't matter if you hit or miss, the barrier is destroyed, and the Cover and Invulnerability is negated. You may also target a Xenharmonic Barrier directly; you will destroy it on any roll that isn't a botch.

Remanence Xen-Rupture..... (X: Action)

To buy this gift, you must have the gift of Insider with the Remanence

You know how to fire your Xenharmonic weapon at targets to exploit their existing structural flaws.

Before you attack, declare you will exhaust this gift. Your Xenharmonic damage gains the #Finish tag.

Any target of the Rupture who has Insider with the Remanence may claim a bonus d12 with their defense.

Solar Creed Gifts

Solar Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Solar Creed

Did you just make a roll that uses Craft, Negotiation, or Questioning dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Solar Creed may claim a bonus d12 to resist you or to defend against you.

Solar Combat

To buy this gift, you must have the gift of Insider with the Solar Creed and Honor

Whenever your gift of Honor is exhausted, you may claim a bonus 2d8 to all counter-attacks and dodges.

If your target has Insider with the Solar Creed, they may claim a bonus d12 to attack you, whenever you are claiming the Solar Combat bonus.

Solar Afterburn..... (X: Action)

To buy this gift, you must have the gift of Insider with the Solar Creed

Are you attacking with a Hypergolic weapon? Declare you will exhaust this gift to make an *afterburn* attack. If your target has Insider with the Solar Creed, they may claim a bonus d12 to defend against your attack.

If your attack hits, your target's outfit becomes horribly burned. *Remove the Airtight and Fireproof effects from their outfit.* These effects are removed *before* you apply Damage.

Tzigane Gifts

Tzigane Secrets ..... (X: Rest)

To buy this gift, you must have the gift of Insider with the Tzigane

Did you just make a roll that uses Deceit, Negotiation, or Questioning dice? Declare you will exhaust this gift to claim a bonus d12 to that roll.

At the discretion of the Game Host, you might be able to exhaust this gift to claim a d12 bonus in other situations, appropriate to your inside connections.

If you claim this bonus, anyone with Insider with the Tziganes may claim a bonus d12 to resist you.

Tzigane Combat

To buy this gift, you must have the gift of Insider with the Tzigane and Coward

The fox is running to catch its dinner… but the rabbit is running for its life.

Whenever your gift of Coward has been exhausted, you may claim a bonus 2d8 to all counter-attacks and dodges.

If your target has Insider with the Tzigane, they may claim a bonus d12 to attack you, whenever you are claiming the Tzigane Combat bonus.

Tzigane Trump

To buy this gift, you must have the gift of Insider with the Tzigane and Cosmopolitan

Deep down inside, people are really all the same.

Many gifts are less effective against people who have the right knowledge. If someone uses an ability against you that requires an "Insider" gift … you *also* count as having that Insider gift. Thus, you will often be able to gain a bonus or a counter-measure against that strange ability.

HOW TO HOST A GAME

The role of Game Host is a demanding one. The Players each have only one Character to look after — you have to assume the roles of all the Non-Player Characters, from the lowliest street urchin peasant to Remanence aristocrats. You have to make all those rulings and use your discretion. You're the constant center of attention. It can be quite taxing.

Always keep in mind that Myriad Song is a role-playing game. As with all games, the objective is to have fun. Some folks are natural Game Hosts and can assume the role easily. Others find that they make much better Players. Many folks need to spend time adjusting to the role. If you are new to being a Game Host, we recommend that you read through this chapter carefully, often before and after every adventure, until you feel more comfortable Hosting the Game.

Telling a Story: Knowing the Theme

Every role-playing game has a theme, a recurrent idea or motif that sets the tone. In some games, the theme is to improve one's character by defeating stronger villains and garnering treasure. In another, the theme might be intrigue and politics. In another, the theme could be fighting an eternal struggle against almost insurmountable odds.

In Myriad Song, the theme is one of reconstruction and rebirth. The Syndics left an empire in disarray in their wake, and many would-be emperors started brutal and bloody conflicts. Mysterious ruins are found in the remote corners of the universe, and people are struggling to find a new society to rise from the old.

Know What Makes for a Good Story

In the end, the Player Characters are the stars of the game. As Game Host, your role is to make the Players feel challenged to solve the puzzles and obstacles in the course of the game, but they shouldn't feel overwhelmed by them. Role-playing is like co-operative story-telling: the Game Host and the Players are together crafting a story, with the Player Characters as the heroes of the action. Like any interesting story, the drama and excitement of the tale is drawn from the uncertainty of what's going to happen next, from the conflict between the characters against their environment and against each other.

Unless your story is an especially tragic one, the Player Characters should overcome the odds and win in the end. However, unlike a typical story, Myriad Song is also a game, played for amusement and entertainment. Some of the things that work in story-telling won't work in a role-playing game. When crafting your adventures, keep the following things in mind:

- ***Use the conventions of the genre.*** Myriad Song is a science-fiction space-opera. Strange aliens and creatures can attack almost anywhere. Technology is capable of altering space and time in strange and wondrous ways. Each world is remote enough to have its own government systems – one planet can have a dynasty of kings and queens, the next could have a corporation of business-owners, the one after that could be derelict anarchists shooting at one another, and the one after that could be a commune of religious-minded philosophers. You don't even have to have stories set on conventional worlds – you can have an adventure on a giant space-ship, or an orbiting arcology, or inside an asteroid, or even in some strange xenharmonic anomaly. As Game Host, you have the opportunity to tell all kinds of stories, from conventional exploration to strange.
- ***Keep it personal.*** The term "opera" refers to a story of larger-than-life characters, people of ambition who will go to great lengths to achieve their goals. When planning your adventures, think in terms of what *people* would do.

  Myriad Song includes the gifts of Combat Save, which means that our heroes (the Player Characters) and the villains (the Major Characters that you control) can make miraculous escapes from danger. As the Game Host, you don't have to hold back. You can have bad people who try to kill our heroes, and you can have your villains confront our heroes directly (because they can't be taken out in one shot.)
- ***Know yourself.*** What is it that you like to have in your role-playing games? The more interested you are in a storyline, the better your story will play out, for you and your Players. Often you may find an adventure written by someone else isn't exactly what you're looking for

but has elements you like — feel free to make changes that make the story more personal to you. Think of the kinds of stories you want to play.

- ***Know your audience.*** There's no point in planning for action-adventure and lots of combat... if your players are the types who prefer puzzle-solving and tense negotiations. Role-playing games are much like improvisational theater — a good actor knows when to play to the crowd. For other kinds of banter, know when to move from a light mood to a serious one.
- ***Control the environment.*** Group everyone around one gaming table. Eliminate distractions such as television; if you think it will help, put some music on the stereo and keep the volume low (movie sound-tracks and classical music work best for this). Prepare miniatures and maps in advance.

Knowing your Characters and their Motivations

At the beginning of the game session, the Players all read their mottos out loud, so that everyone knows what drives their characters to do what they do. Everyone knows the Player-Character's ***motivations.***

A good way to make your Non-Player Characters more believable to the players is to keep a list of their mottos and motivations, too. During play, if you find yourself wondering what a villain would do next, you can refer to this list.

A major character should have at least three Motivations. For all Major Characters but the most suicidal ones, we recommend you put "Survive" at the top of that list, as a reminder to yourself that most folks would rather surrender than throw their lives away.

When you write your adventures, remember that things usually happen because people decide they want them to happen. People lie, cheat, steal, hold grudges, and fall in love. As Game Host, your game should be like a story, where the plot points are decided by the goals of the Characters.

Definitely do not have Major Characters who throw their lives away by attacking the Player Characters without a clear goal in mind for doing so. Major Characters may send minions to delay the Player Characters from their goals or to finish them off for good. They should rarely put themselves at risk. Force the Player Characters to track the major villains down to force them into direct confrontations.

Assume that Major Characters could get away with their plans ... if it weren't for those meddling Player Characters

A good plot line is a three-step one: (1) Major Character hatches complicated plot; (2) plot crosses Player Characters path, who then must interfere; (3) Major Characters draw Player Characters into conflict. This plot is usually a good one for gaming, because it gets the Player Characters involved of their own free will. Be prepared for what happens if the Player Characters don't interfere — have whatever the Major Characters have in mind be antithetical to what the Player Characters like, perhaps even dynamic enough to alter the campaign.

Plot lines like this one are especially good because the Major Characters have realizable, realistic goals ... which don't necessarily include just "killing the Player Characters". Your Major Characters will come into conflict with the Player Characters because of their exclusive goals ... and conflict between Characters is what role-playing is all about. After many games, your campaign's plot will flow naturally because of how the many Characters interact with one another.

Diagnosing Problem Players

Do any of your Players match one or more of the following? We've included some tips for dealing with common issues with some Players.

- ***The Author*** takes the narrative element of the story very seriously. Keep notes, has a long history for their Character, often as a web-log in the persona of the character. Will become despondent if their obsessive level of interest isn't matched. Try to involve one or more of the Author's ideas in the game; don't feel obligated to involve all of them. Remind the Author there are other players.
- ***The Professional*** wants their character to be amazingly great at what they do. Will often argue that they deserve more Experience. Lacks humility; always wants to be in the spotlight. Always give them game time that's appropriate; don't let them spoil the game for others. Since you have the power to make up any character you want, you should *challenge* the Professional by making an adversary that's *similar* to their character but not necessarily *better* in terms of sheer dice.
- ***The Formalist*** wants everything played by the book. Chimes in to say what can and cannot be done. Use as your ally — deflect rules questions on to them, it makes them feel important. Use your

privilege to change the rules sparingly around the Formalist, or they will become confused and frustrated.

- ***The Rules Lawyer*** is the worst kind of Formalist; *only* quotes rules that help their case, conveniently omits rules that work against them. An enemy of good gaming because they make role-playing more adversarial. Be familiar with the rules. Remember that almost every game ability is Exhausted when used. Remind the Lawyer that you're all friends here; you're all here to have fun.
- ***The Butcher*** designs their character to be the biggest, baddest killing machine possible. Can be bored outside of combat situations. Try to involve the Player in other ways than just combat. Make sure the Player-Character's actions have appropriate consequences — real people won't stand for wanton slaughter and neither should your characters.
- ***The Monomaniac*** is obsessed with how amazingly great your game is and won't stop talking about it. Shows a genuine interest in the game, but be firm and polite, get them to tone it down a notch.
- ***The Absentee*** doesn't show up to the game regularly. Talk with them, find out why. If it's school or work, then it can't be helped — make sure you give the Absentee game time when they're there, but have their characters set up to be irregular, recurring characters instead of party main-stays. If they're absent from lack of interest, find out what they like and dislike, get them to be more involved. Avoid crafting major stories around an Absentee's character.

Deciding How to Roll: Contest or Challenge?

A *contest* is when you are rolling against someone else, and the highest roller wins. Sometimes, it's only necessary to see who has the single-highest die. In case it matters, each die that beats your foe's best is a success. For example, if you rolled 7, 5, 3 and your opponent rolled 4, 2, 1 … your 7 and your 5 both beat their 4, so you've got two winning dice, you have two successes.

A *challenge* is when you have to score a certain number of successes vs. 3 to accomplish something. A simple challenge – something anyone could do -- only needs one success. Greater challenges will need two or more.

As a Game Host, you should call for a contest when the stakes are close and personal. Combat is the best example – there's nothing more personal than being shot at! Other good times to use a contest are interrogations (Mind & Questioning vs. Will & Deceit), negotiations (Mind & Negotiation vs. the target's Mind & Negotiation), and sneaking away (Speed & Evasion vs. Mind & Observation).

You should call for a challenge when a character is struggling with the environment or against some other impersonal circumstance. For example, jumping a gorge might be Speed & Athletics, walking a great distance could be Body & Athletics, and fixing an engine could be Mind & Craft.

How many successes do you need to beat a challenge?

Most challenges in the game will be simple: pick a Trait, pick a Skill, roll vs. 3, and score one success. Some challenges in the game will be more difficult. Here are some guidelines.

Anyone could do this? Requires at least one success

Almost every roll in the game is a roll of one basic trait and a skill. Even a character who lacks a skill can still try with only one die. Anyone can try simple tasks like simple climbing, jumping, talking, or unskilled labor.

Remember that when all your dice come up 1, that's a *botch* – that's not only a failure, that's an epic failure that people will talk about for days. Skilled characters – that is, ones that have at least two dice – will botch far, far less often than characters that only roll their single Trait die!

Characters who have at least two dice for a one-success task could be allowed to take their *rote* – that is, ½ a success per die. Two dice would give one success, so it might not even be worth rolling. Rotes are especially good for tasks that have been

done before – for example, if the character drove the truck on the way there, then on the way back, they could just go by rote, and not worry about it.

Only someone trained could do this? Requires at least two successes

To get two successes, you need two dice. For most rolls, that means having a basic Trait die and another die, from either a Skill or from some bonus, such as a specialty bonus. For example, if driving a car along a dangerous road requires two successes on a Speed & Transport test… then you had better have a die in Transport, or a bonus d12 from the "Driving" gift, or something.

Only over-qualified characters – those with four or more dice – will be able to use a rote to beat a two-success challenge. (Four dice × ½ success per die = two successes).

Only someone amazing could do this? Requires at least three successes

Crafting amazing items, defeating the best security systems, piloting vehicles through the worst of hazards – these are the tasks that challenge even the best of us.

A three-success challenge will be impossible for anyone with two or fewer dice … and even characters with three dice will have a hard time making the roll.

Use assists to grant a task-master a bonus d8

Some challenges, especially long labors, can be done by multiple people. As per the assist rules, declare one character to be the task master – the final person responsible for rolling the dice --- and everyone else is an assistant. Any assistant who can score at least one success vs. 4 can give the task master a bonus d8.

When assisting, you may rule that anyone who *botches* on an assist – that is, who rolls all ones – ruins the task in a spectacular fashion.

The gift of **Team Player** makes you a better assistant. If you succeed, you give the task master a bonus d12 (instead of a d8). And if you somehow botch, you don't ruin the task for everyone else. (You will still screw up in an embarrassing and possibly dangerous way, but at least you didn't ruin the job.)

More successes than you need

Generally, the more successes you score, the better you do something. We assume that characters are always trying their best.

One extra success could mean doing a better job – maybe the task is done in half the time, or you get a little more than you bargained for. Two extra successes usually means a triumph so effortless, the character can accomplish their task and help someone else -- they could grant a d8 assist bonus to one other character that isn't passing the same challenge.

For example, crossing the alkali flats of Cornucopia on foot requires one success of Body & Endurance vs. 3. Frithunaths, a rugged adventurer with the right gear, scores three successes easily. Doctor Jules, a soft urbanite who is out of shape and wearing the wrong outfit, fails to score even one. Frithunaths offers to shoulder some of the doctor's burden and grants him a bonus d8. The Doctor claims the bonus, scores one success, and our heroes don't lose any time crossing the barren landscape.

As the game host, try to think of ways to reward exceptionally good rolls. Players only get so many resources to devote to improving their characters, and when they get something extra for their planning, they really appreciate it. Likewise, you can think of ways to punish bad rolling, especially botches … but you should also encourage teamwork to get out of these problems. Encourage your players to exhaust their Personality gifts, or to assist one another out of jams.

Use assists and rotes to combine many contests into one challenge

When it comes to randomness, even the character with lots of d12s will eventually lose to one with only a single d4 … with just one bad roll. If you make a player roll the same contest or challenge two, three, four, or more times in a row, it's not fair to the Player Character – by the law of averages, they will eventually fail if you make them roll often enough. A Player may resent being made to "roll until they fail." Die rolling should be a dramatic gamble, not a repetitive ordeal.

It's better to combine several small contests into one big challenge, and just make that contest difficult. To determine how many successes are needed, decide how many bored minor characters are involved,

For example, **our heroes need to break into a camp that's covered by eight trained guards.** Trying to win a contest of Speed & Evasion vs. eight rolls of Mind & Observation is not only extremely difficult, it also doesn't make a lot of sense – not every guard is in line of sight of all points of entry.

Because of the large and impersonal nature of the task, the Game Host rules that the other seven guards are using their rotes to assist one task master – the guard that happens to be where the players are. (By walking their paths, these guards are keeping the weak points of the perimeter safe.) Being guards, they each have two dice for this task (one in Mind, one in Local Knowledge) – by taking their rote, they each give a bonus d8. The master guard has two dice too, plus seven d8s, for a total of nine… and then the guard takes his rote too!

Nine ½-dice becomes 4 ½ successes. **To sneak into this place, a hero will have to roll Speed & Evasion vs. 4 and score a whopping 5 successes!** (Tricky, but not impossible, given some good Evasion, a Stealth specialty, an Outfit with a Hide bonus, the cover of darkness, an assist bonus from some good intelligence or a nice distraction, a Personality die, and a little luck…)

Creative die rolling

When assisting a roll, players may come up with new ways to use skills. For example, to assist someone else's sneak roll (of Speed & Evasion), a character might try being a loud-mouthed distraction (by rolling Will & Presence), or they could try a clever deception to lure a guard off their normal route (by rolling Mind & Deceit). Encourage your players to come up with creative solutions to their many problems by allowing them to use skills creatively, rather than slapping down creative plans.

Combining skills? Raise the stakes

Sometimes, it's not entirely clear which skill is appropriate to a situation. For example, you might try bargaining with someone by blatantly lying to them about what resources you have – is that Mind & Negotiation, or Will & Deceit? As the Game Host, you could rule that it's both – let the player roll Mind, Will, Deceit and Negotiation!

When combining skills in a contest, both participants might not get the same combination. For example, to defeat a lying bargainer, as above, a target might roll their Mind, Will, Negotiation, and Questioning, to see through the deception. (If the target doesn't have Negotiation or Questioning Dice … well, maybe they shouldn't be the one doing the talking.)

When combining skills in a challenge, you should consider raising the number of successes needed. For example, a player sneaking into a camp might want to use their Craft skill to cut a way in using special tools. As the Game Host, you could allow this, but the noise and time involved increases the risk – you raise the successes needed from 5 to 6. Players will often accept this change -- especially if it improves their roll by two dice or more. Encourage your players to play to their characters' strengths, when you think it's appropriate.

Combat

As the Game Host, it's your job to set up the combat encounters… and you must play the referee to the combat itself. You're just one person, and you might have to manage dozens of enemies… while each Player gets only one character, and they will be doing all that they can do to claim advantage. Here are some tips to keep a fight moving quickly.

The Players are the Stars

If you're not sure which side starts the fight, let the Players go first. (Combatants with weapons that threaten their attackers can counter-attack, so going first isn't always decisive.) Don't be surprised if the players get through many fights without taking damage … just because you're not hurting them, doesn't mean you're not scaring them. If you're making the Players exhaust their "X: Rest" and "X: Chapter" gifts, trust us, they're feeling the challenge.

Play it cautious

Only the most crazed or suicidal creatures want to die. Everyone else gets but one life. Is your combatant out of range? Have them Guard, then Scramble closer. Are they in range but they don't have a choice target? Have a combatant declare Focus. (They can always use that Focus to

interrupt to Guard, and if they live long enough until their next turn, they'll get three actions.)

Keep it simple

You'll notice in our "Menagerie" section on how to make monsters that we've kept them as simple as we can. Their dice are usually the same size, so you don't have to think about what kind of dice they have for each thing they might do. Instead, you can just remember: 1 die for things they don't know how to do, 2 dice for stuff they're good at, and 3 dice for things they're great at. Typicals roll d6s. Elites roll d8s. Enforcers roll d10s. And Supernauts roll d12s. Your notes can just say "Typical Human Security" or "Elite Troödon Outlaws" and you'll know almost everything about these minor characters.

Many gifts are designed to keep your book-keeping to a minimum. For example, Bullet Conservation means you don't have to keep track of ammo spent for each Military Rifle, and Improved Armor increases Armor Dice to match an Elite's other Soak dice.

No surrender? Use the Panic status and the Combat Save to your advantage

Here's a strange paradox of tabletop gaming: most Players would rather fight to the death than surrender. To some Players, "surrender" means "losing", and they don't like to lose. Others may not believe they have a good escape route. And maybe one or two Players are waiting for everyone else to leave, and their timing is tragically off. Taking risks does mean the occasional defeat, so how do you stop that defeat from ending with every Player Character killed?

If the entire party of Player Characters becomes Panicked, they will have no choice but to flee or to surrender – they won't be able to attack or to rally any more. A Panicked character who is grappled or entangled won't be able to escape until they're no longer Panicked – which means they have to be alone, or at least the situation needs to change. (Your Players will probably argue with you about how they should be permitted to try every single idea they can think of, and every single roll they could make. Remind them that discretion is the better part of valor, and that they'll get that opportunity – later, when they're not Panicked and can think straight.)

Many Game Hosts worry that if their bad guy characters use too much force, they might overwhelm the Player-Characters and cause a "total party kill". Use the Combat Save to your advantage. When a player exhausts their Combat Save, let all the players know that they're in danger of losing one of their own to the very next hit. That should be their cue to retreat or to surrender.

You can also have your combatants use the Scare stunt to force Player-Characters to become Panicked or Terrified. If the Scare is successful, the Players will be forced to flee or to surrender.

Combat should push the story, not the other way around

The purpose of your role-playing game is to make the players feel challenged. Solving mysteries, dealing with difficult people, and exploring new places are all exciting challenges.

Combat is exciting, too. Players don't want their characters to die, and there's always that remote possibility that fate may not smile on them today.

When you read the sample adventure ideas we've included in this book, notice that none of them are simply "something shows up to kill our heroes". Sure, many of the situations are dangerous, with wild animals, strange aliens, and violent criminals... but all of these entities have a goal that isn't simply "kill the Players." They want something, and they're nasty enough to do nasty things to get what they want. Wild animals either want to be left alone, or they want an easy meal, with an emphasis on *easy*. Criminals are usually more interested in profit than revenge – and any criminal with more money and better equipment than our Players has more to lose than to gain! Strange aliens could be capable of almost anything, and their actions could appear oddly random.

When crafting your adventures, it's fun to put combat in the story, but always ask yourself: *Why* would there be a fight? Who benefits from winning? What is the cost of losing? If your fights have sensible reasons for starting – and stopping – then your Players will feel like they're part of a real story. They'll feel immersed in the game setting and they'll enjoy the game with greater stakes.

Adventures

As the Game Host, your job is to challenge the players, and then make them work for their rewards. You will have to craft adventures around your players' precise needs.

But what sort of adventures can you make? Here are some basic guidelines, with proportional rewards.

- ***Carry quest:*** take a thing, and deliver it somewhere else.
- ***Fetch quest:*** go somewhere to get a thing. Can turn into a carry quest when you have to bring the thing somewhere else.
- ***Escort quest:*** Instead of a thing, you have to accompany a person and keep them safe. Can be full of lots of interesting challenges as the escorted gets into trouble. Are they hopelessly

naive and easily duped by strangers? Do they have terrible vices, such as drunkenness or gambling, which will compel them to wander into danger? Do they have a bounty against them – is someone trying to hunt them down for some reason?

Plot Twists

Sometimes, what sounded like a simple job will become a lot more complicated. For example, a mission to escort a business executive to a far planet … might end to discover the local spaceport under siege, so the Player-Characters will have to fight their way out. Or perhaps the cargo that the Player-Characters are carrying is really a fake letter, a forgery to get someone else falsely accused of treason. As a Game Host, you should be creative. Maybe the target of the bounty has convinced some other dupe to take his place, while he goes free.

Some quests will take more than one chapter to resolve. As the Game Host, it's probably a good idea to start a new Chapter whenever a major plot twist happens. For example, when the players discover the Archives of Quercasor Palace has been looted and the data they were looking for has been stolen, start a new Chapter just before they go to look for it.

Rewards

Money

Unskilled labor typically pays 1 note per day, so any task that requires skilled labor (like that Player Characters would provide) would pay 3 notes per day or more. Most people would rather pay a flat sum of money, to encourage the labor to be done faster. (For example, if it would take seven people 10 days to take a package somewhere, a merchant would probably just offer 70♪ to deliver the item.) Expenses could be covered in a similar manner.

Goals and gifts

Minor goals – the quests that are worthy of a goal, but not something especially difficult – should give a minor gift. "Insider with the people you helped" or "Local Knowledge with the people you just helped" are popular choices. Almost every Player Character will re-train such a gift for 5 Experience as soon as they can … and that's fine. These are minor quest rewards.

Major goals – the ones that might take two or more sessions to finish – should give better rewards. Popular rewards include "Resolve", "Veteran", "Danger Sense", or "Knack with a skill used on the adventure".

Epic goals – the wind-up of a major story arc – should give the best rewards. Good choices include "Increased Trait of the player's choice" and "Luck".

Duplicate Rewards: If a character receives a gift as a reward that they already have, substitute another appropriate gift. For example, if a character already has "Resolve", give them a different Soak gift such as "Diehard" or "Toughness".

Making Changes

There is a visceral thrill to pretending to be someone else, fighting the good fight and scheming the grand games. This rulebook is based on many assumptions about what makes something fun: "if this works like this, then that should work like that."

As Game Host, you may decide you want something to be different. Maybe you'd like to set your campaign someplace other than the Myriad Worlds, or perhaps you'd like to have a game with no xenharmonic elements at all. You are encouraged to experiment with the setting and the rules of Myriad Song. Here are some points to keep in mind as you move from the role of Game Host to Game Designer.

Adding new Careers is easy: simply pick two gifts and three Skills. Creating a new Legacy is a bit trickier, as you might want to include certain powers.

A new gift should be something simple, such as a special ability, or an advantage at overcoming deleterious circumstances others would suffer from.

We don't recommend making new Skills … but we do encourage making up new gifts that give situational bonuses. For example, suppose you decide that cooking should be something folks can get better at. The gift of Cooking could be a typical specialty gift, which grants a d12 bonus to anything related to cooking.

Remember that the purpose of game rules is to offer a common definition of the world for both Players and Game Host. If you change a rule, you're changing the way the world works. For example, suppose you decide that all Firearm weapons should be improved by +1 Damage. Suddenly, bullets become a lot more popular.

Use the debriefing after the game to talk with your Players to understand the rules better, and discuss any changes you might make to the rules. When making up new rules, consider the *minimaxer*, the Player who will use the rule to its logical extreme. Most Players will always argue to make their characters *more* powerful, not less powerful … and getting a rule changed costs no Experience Points, unlike, say, buying a new gift. Listen to your Players, but remember that they're biased to make things easier – possibly too easy.

APPENDIX A: VARIANT RULES

Not everyone plays every game the same way. The rules we've presented here are the default settings. We think they work best for the ways most people will play the game. But every gaming group is different.

Before starting a game, the Host and the Players should agree on any *variant rules* they will use. These rules will change the way existing skills, gifts, and other abilities work. Some things will become more effective, perhaps even "over-powered", while other things will become less effective. Choose carefully, and always remember to have fun!

Variant Rule for Character Creation: **Make your own Career**

We've created our two lists of Careers with *Myriad Song* in mind. There's one list for the typical adventurers … and one list for reluctant adventurers – the people who get involved in these larger-than-life stories but are probably in over their heads.

Did you think of a Career that we didn't? Making a new Career is easy. Just get permission from your Game Host, first.

A Career has a Trait that applies to three skills – just choose three appropriate ones. Combat careers should be included with Evasion, Fighting, Shooting and Tactics. Social careers should aid Negotiation, and Questioning, etc.

A Career also comes with two gifts. Stay away from Major Gifts – those Gifts are for a special few, not for just anyone who takes this job!

When building the Career, consider what that job would have the character doing all day. Design the gifts and skills so that you'd get two or three dice for the common, expected rolls you'd make.

We've made our Careers to be a general list, adaptable to most places and technology. A Player who makes their own Career may be looking to *power-game* – that is, to remove realism or narrative elements from an existing Career, in exchange for better numbers or for some rule advantage. The Game Host should only approve Careers that add more story-telling possibilities.

Variant Rule for Character Creation: **Make your own Legacy**

The Myriad Worlds are home to hundreds of sophontic species. The Legacy options presented in this book are ones we considered were best for adventurers. They're physically capable. They can use a variety of tools. They can all communicate easily through voice. They can all survive in a normal atmosphere. They're all about the same size. And while each Legacy has a specialty or two, they're all capable of doing almost anything.

If you're looking for a greater challenge to role-playing, you can consider making up your own Legacy. Perhaps you'll play some strange alien that doesn't breathe air, or that can't move under its own power, or maybe something even more exotic.

As the Game Host, you should feel free to say "no" to any custom-made Legacy that makes you uncomfortable. Even more than custom Careers, a custom Legacy can lead to *power-gaming,* an abuse of the rules by making a character who has the highest numbers and most-effective powers first, with story-telling and realism a distant second.

Legacy Skills

A Legacy is a Trait that applies to three skills – just chose three appropriate ones. Feral creatures from savage worlds might include Athletics and Fighting. Gregarious aliens with high social skills could have Questioning and Tactics. A people with long life-spans might have Academics or Craft.

Be very careful about introducing a Legacy that has the Psyche skill. Such an alien would be the type that was suppressed or exterminated by the Syndics … but now that the Empire is gone, they might be coming out of hiding.

Legacy Gifts

A Legacy also comes with two gifts. If this new Legacy has strange powers or weaknesses that affect them in play, make those powers or weaknesses part of their Legacy gifts. Aliens could have all kinds of crazy powers.

You may consider using a gift or two from the Menagerie chapter, or you might write your own. If you do write your own gifts, be mindful of how they interact with other gifts. If a gift is a little too weak, it won't cause much trouble, but if it's too strong, everyone will feel disadvantaged without it.

Many Legacies have additional, optional gifts unique to their Legacy. These gifts should highlight what makes the species unique and special. Don't worry about writing more than necessary. You can always add more later, but getting rid of problem

gifts is much harder. No one wants to lose a gift they already have.

Legacy Background

The legacies of the Myriad are more than their three Legacy Skills and two Legacy Gifts. A well-developed legacy isn't just balanced for play; it inspires ideas for characters and stories. A good legacy makes people think about how they relate to the rest of the setting, which makes the entire setting more interesting.

You can flesh out your Legacy by considering the questions in the next few paragraphs. You don't need to answer all of them, and even if you do, we can't promise your new legacy will come out right – but it will definitely help to think about them.

Legacy Biology

Every species has its own senses, diet, reproductive cycle, and limbs. These four features do a lot to affect how the species relates to the world. You can get a lot out of focusing on these.

Consider how your species perceives the world. Do they have any unusual senses that stand out from the norm? What sense are they most comfortable with? What sort of signs do they leave for themselves?

Your species need to eat, drink, and breathe. Is it easy or hard for them to find the food, drink, and atmosphere they need in the Myriad? How do they produce it? How do other species feel about their needs?

Reproduction shapes how a species thinks about itself and the future. How do their sexes and genders relate to each other? Do they have them at all? How do they relate to their parents? Do they know their parents?

Your species needs to be able to move around and manipulate the world (even if they need tools for that). How do they move around? What sort of environment is comfortable and safe to them? How do they use tools?

Remember, if your new species has exceptional senses, strength, or mobility, you should account for it in their Legacy Gifts.

Legacy Lifestyle

After you've made your decisions about the biology of your new species, you can use your decisions to figure out how they live in the Myriad Worlds today.

In the Myriad Worlds, most planets are dominated by one species, with a small minority of 'aliens'. Some planets are much more diverse, especially those which were once used as administrative capitals by the Syndicate. How do worlds controlled by your species accommodate outsiders? What sort of accommodations do they need on other worlds? Are there any species they have real trouble getting along with?

When many different species live together, they often focus on their specialties and trade work. What sort of work does your species do best? How does that affect their societies when they live with other aliens? How does it affect them when they live with their own people?

Every species has its own idea of luxury. What would a filthy rich example of your species spend their money on? What sort of material pleasures do they desire most? What about immaterial pleasures – what sort of art and music do they appreciate?

Legacy Politics

The politics of the Myriad Worlds is shaped by the shadow of the Syndicate and its collapse. When the Syndics held the reins of the Myriad Worlds, what use did they have for your new species? Were they normal subjects of the Myriad, oppressed only in a general sense, or did the Syndics have some grand plan for them? How has the vanishing of the Syndics changed their role in the Myriad?

In our world, humans are one species, but they aren't one people. Your species is probably just as politically and culturally divided. Don't make the mistake of assuming that they're all on the same team or share the same culture! Instead, assume diversity by default. How fractious is your species? What political traditions have they brought forward from their past? What political traditions have they learned from the Myriad? What sort of backgrounds do you want to encourage for new characters of this legacy?

All of these questions should help to guide your thinking and make legacies that make characters that are fun to play whether dice are hitting the table or not. If you have difficulty bringing your new legacy together, collaborate with your gaming group to find new ideas!

Variant Rule for Character Creation: **Point Buy**

Part of the fun of science-fiction is to question what is possible and what is impossible. So why should you limit yourself to only the character options that we've listed here?

When you use the *point-buy* variant, you have a lot more choices to make about your character design.

- You start with d4s in all six stats.
- Choose a starting Legacy and a starting Career. You begin the game with your two Legacy Gifts and your two Career Gifts.
- Then you gain 156 Experience to spend on anything you want. (If you want your Traits to increase past the starting d4, you'll have to buy an Increased Trait gift.)

This method gives players ultimate control over their character ... and that's not necessarily a good thing. Characters from realistic backgrounds are usually well-rounded and capable of dealing with a variety of threats. The point-buy variant allows for characters that are absurdly one-dimensional, such as one that has Shooting dice of 7d12. Some players will be willing to sacrifice realism and story-telling so that their character can have higher numbers ... a practice known as *power-gaming*.

For the ultimate in creative choice, you can combine the point-buy variant *and* allow Players to make up their own Legacy and their own Career. A point-buy, anything-goes campaign is not a choice to be made casually ... but if the Players and the Game Host are up to the challenge, good luck!

Variant Rule for Character Creation: Different Power Levels

In the standard rules, everyone starts with the same setup. Sometimes, you might want to run a campaign with characters who are less powerful, or more powerful, than the usual settings. Here are some suggestions:

Power Level	Starting Traits	Starting Skill Marks	Starting Gifts*	Effective Experience
Low	d8, 4d6, d4	7 (max 3)	2	-28
Medium	2d8, 3d6, d4	9 (max 3)	3	Normal
High	3d8, 2d6, d4	12 (max 3)	5	+42
Heroic	3d8, 3d6	15 (max 4)	7	+84
Legend	d10, 2d8, 3d6	18 (max 4)	9	+126
Epic	d10, 3d8, 2d6	21 (max 5)	11	+168
Paragon	2d10, 2d8, 2d6	24 (max 5)	13	+210
Deity	3d10, 3d8, 1d6	27 (max 6)	15	+252

*In addition to the starting two Legacy Gifts, starting two Career Gifts, and two Upbringing Gifts.

We highly recommend starting all new characters at the same power level. There's a big difference between a character who grows by earning experience through accomplishing rewards and surviving chapters ... and a character who is simply given a large lump of experience at character creation, where a designer is much more likely to make optimized combinations of gifts and skills that would have been of questionable use during a lifetime of adventuring. Also, some Players may want to exploit the game by continually making new characters, each one more powerful than the last, which can play havoc with any attempt to establish a story-line.

Variant Rule for Character Creation: Flaws

Not everyone is perfect. Sometimes, even the greatest heroes have their own failings. Players may ask for a game rule to simulate the story-telling experience of over-coming physical disability, mental limitations, or social prejudice. You may want to use the variant rule of *Flaws*.

With this variant rule, each Player may make up one or more Flaws for their character. During play, the character's Flaw may hinder what they want to do. A Flaw can even turn a successful roll into a failure!

A Game Host can use a Flaw to ruin the character's day. For example, if a character had the flaw of "Absent Minded", the Host can tell a Player, "Sorry, your character left their radio at home, so you can't call for help. Oops, absent-minded!" Another example might be, "You attempt to start your escape vehicle, but it won't start! When you check the engine compartment, you discover a lump of melted slag, with a note from your Enemy attached. Oh no!"

Flaws give you *learning experience*, during the de-briefing process. If during the play session, your Flaw prevented your character from doing something, they earned 1 extra Experience. You can only earn 1 Experience point per Flaw, per session. So it doesn't matter if being blind hindered you six times during the session ... you still only get 1 Experience point.

Examples of Flaws

- *Disability:* You have some physical problem that's not typical of your legacy. Maybe you're blind, or deaf, or missing a limb, or walk with a limp, etc. When that disability gets in the way of what you need to do, that's a learning experience.
- *Enemy:* You have an arch-nemesis. Some person, or gang, or organization has it out for you so badly, they are going out of their way to get you. They will bribe or bully the police to detain you. They will have you followed to find out what you're up to, and they will find ways to stop it. An enemy might be a friendly rivalry... or it could be deadly, with the enemy out to hurt you and the ones you love. Any time the enemy complicates your plans is a learning experience.
- *Secret:* Maybe you did something terrible in your past that, if other people knew about it, you would be shunned, imprisoned, or worse. Or perhaps you are living a new, assumed identity, to get away from your dark past. Whatever your secret is, whenever keeping that secret gets in the way of what you want to do, that's a learning experience.

Learning experience is different from a "Plot" Gift. Gifts with the "Plot" descriptor carry the risk of not working right, based on how the story is going, regardless of your Flaws. For example, you shouldn't be allowed to take the Flaw of "In Love With Ally" – Ally is a Plot Gift, you're already assumed to care about your Ally in the first place. Likewise, being a Mutant or a Morphir already has social problems.

Flaws are self-limiting. A Flaw that never hinders what you want to do won't give you any learning experience. A Flaw that constantly gets in the way, all the time, is still only worth 1 Experience, per session.

When growing your character, you can get rid of Flaws at no point cost – just ask the Game Host for permission to remove the flaw. (Advanced medicine or cybernetics can fix disabilities… enemies can give up or get killed … a secret can be revealed or forgotten … etc.) A Game Host can also impose new Flaws on a character.

Variant Rule for Combat: **Individual Initiative**

In the standard rules, during a combat, you divide the combatants up into two sides, and play out each side in turn. In this *individual initiative* variant rule, each combatant goes at a different time.

After rolling each combatant's initiative, make a note of the highest number that they scored: 12, 11, 10, etc. all the way down to 1.

The Game Host then calls out the numbers, starting with 12. All the combatants – Player-Characters and Host-controlled characters alike – take their actions. Then the Host calls out 11, and all the combatants who scored 11 for initiative get to act, etc. In this way, the Host starts at 12 and counts down to 1, until everyone has had a turn. Then, play out the end-of-round maintenance for everyone.

Individual initiative makes the game a lot more complex, as the Players won't act in any specific order. It can get very easy to skip a combatant's turn by accident. And it can lead to strange results, such as strange traffic jams where the rear person in a line-up acts before people in the front.

Variant Rule for Combat: **Long Range, Long Rounds**

With the extended range of many weapons, and the enhanced sighting and sensing gear, you may have occasions where people fight with one another at distances more than 30m. Trying to play such a fight out round by round can take a long time.

With this variant rule, the Game Host may rule that a fight will be fought using *long rounds:*

- Rounds are three times longer. (Instead of 6 seconds, they're assumed to be about 18 seconds.)
- Combatants get *three* actions per turn, instead of two. The usual rule of "never the same action twice" still applies.

  If you start your turn with Focus, you may take one extra action, for a total of *four* actions. If you want to take a turn to Focus, you must give up all your actions and declare a turn of nothing but Focus, as per the rules.

  A stunt still sends you Reeling and ends your turn.
- Any movement is three times as far. So if you normally Dash 4 meters, you now Dash 12 meters.

Once more than half of the combatants get within Medium Range (30m or less) each other, you should revert to standard rounds ... after every combatant has finished their "long turns", of course.

Variant Rule for Combat: **Stunt Attack**

Sometimes, your players will want to do something weird, like shoot out a tiny security camera, or shoot a gun out of someone's hand. Such things aren't impossible, but just very unlikely.

Sure, a trained shooter on a target range, with all the time in the world, could make such a trick shot ... but this is *combat*. You don't have all the time in the world other people are actively trying to kill you!

For weird attacks, the Game Host can rule that certain moves are *stunt attacks*. It's not just an attack action – it's also a stunt, which ends your turn and sends you Reeling.

In case it matters, the rule of "never the same action twice in the same turn still applies" – you can't perform an attack and *then* make a "stunt attack". A stunt attack is an attack, and you can't take two "attack" actions in the same turn.

As with all stunts, it helps if you have someone watching your back. It's fine for the first character to take a turn to play out a stunt attack... and then the second character takes their turn to Rally their Reeling friend.

The "stunt attack" rule allows characters to do some complex targeting, and it can be used for great and dramatic effect, especially when a hero greatly outclasses the scrubs they are fighting against. However, the rule also adds complexity to the game, and some players may want to declare stunt attacks in situations that aren't always appropriate. As with all variant rules, the Game Host should use their discretion.

Examples of Stunt Attacks

- ***Disarming Stunt:*** As a stunt attack, you may attempt to disarm the target, by knocking their weapon away or by shooting it out of their hands. Your Damage becomes Weak. But if you hit, your target is disarmed of one weapon of your choice.
- ***Knockout Stunt:*** As a stunt attack, you may attempt to take a target alive, by striking with the flat of your blade or the butt of your gun. Your Damage becomes *Weak* and *Subdual*.

  As a rule, only Fighting attacks can be used to knock someone out – Shooting weapons can't really alter the

amount of force used. (However, many Shooting weapons have special ammunition they can use, instead ... and using special ammo is no stunt!)

- ***Bull's-eye Stunt:*** Sometimes a target has a specific point you want to target. For example, you might want to shoot a lever to flip it, or you might want to smash a lock on a door, rather than the door itself. The game rules assume you're constantly looking for an opportunity to hit the target anywhere that you can. Any attempt to strike a target in a very specific spot, for some strange result, should be played out, as a stunt attack.

  The Game Host may also rule that a bull's-eye stunt can be used to strike a target in its weak point for massive damage – in other words, a bull's-eye stunt can be used to ignore a target's *Impervious* gift.
- ***Single-Shot Stunt:*** With Firearm weapons, it's assumed the character is firing a short volley of bullets. Firing several bullets helps guarantee that at least one of them will strike the target, and people usually stop shooting when the target goes *down*, not just because they hit the target *once*. But sometimes you want to make every bullet count.

  With a *Single-Shot Stunt,* the character spends only one bullet. (In game terms, the Capacity of the gun doesn't drop – out of a dozen bullets or more, it's not worth bothering with). Unlike the Gift of "Bullet Conservation", however, the attack still causes full Damage (not flat).
- ***Coup Stunt:*** At the discretion of the Game Host, a character may finish off an incapacitated combatant (that is, one that's Dying, Unconscious, or otherwise helpless), as an attack stunt.

Variant Rule for Damage: **Something Always Happens**

In the current Damage rules, it's possible to hit a target but not inflict any new Damage results on them. For example, if a character is already Hurt and Panicked, hitting the target again and inflicting a second Hurt doesn't do anything.

With this variant rule, when a target is hit with Damage, and that Damage isn't completely reduced to zero, *something* happens to the target. If all the results you inflict are something the target already has, simply move up the list to worse statuses until you get something they don't already have.

For example, if you hit a target that's already Hurt and Afraid... but you inflict another Hurt result... then you keep moving up the Damage chart until we get something they don't already have. In this case, the target already has Hurt and Afraid, so you just move up until you get to Injured.

This variant makes the game *much more deadly*. Repeated hits of merely 1-point Damage can kill a character! Some people may find it unrealistic if, say, a small character punches a giant monster to death.

Variant Rule for Play Style: **Reality Modeling**

The theme of *Myriad Song* is science fiction. Our technology is based on known principles (fission reactions, exciplex bonding, n-dimensional geometry), while avoiding some other concepts that could be considered more fantastic (such as artificial gravity). However, the setting does have some bizarre elements, such as the xenharmonics. Some players may want their science fiction to be "harder" than the default setting.

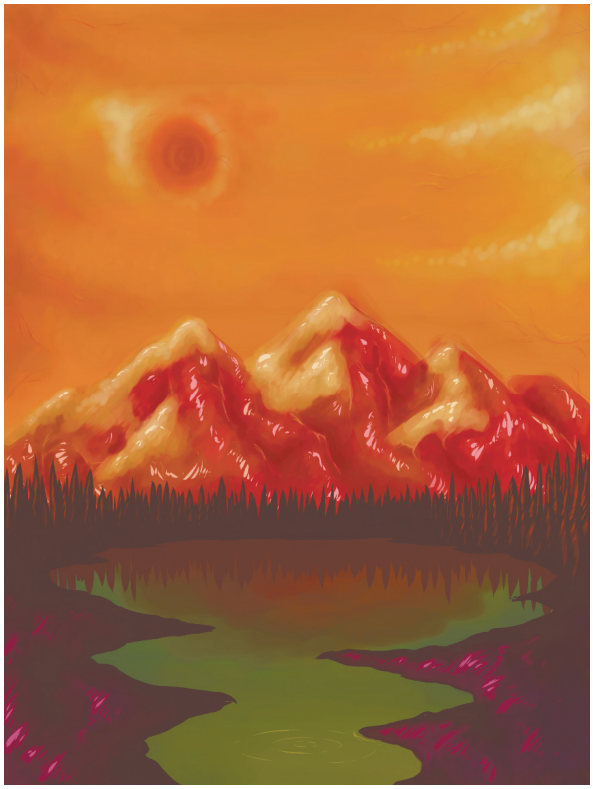
For a setting with fewer fantastic elements and more realism, consider the variant rules:

- ***No weird stuff.*** Do not permit characters to take Conductor Legacy, nor can they take any of the gifts that require it – so no Disjunction, no Leitmotif, no Rondo. Remove the Xenharmonic gear, too.
- ***No dodging bullets.*** Some players may think the idea of dodging bullets and lasers is ridiculous. In this variant, players can only use Speed & Evasion to dodge Fighting attacks, or maybe even slow-moving projectiles. Against Shooting attacks, they will either have to counter-attack or they will have to rely on cover, concealment, and range dice. You may want to play out all Shooting attacks vs. 3, instead of against Evasion. This variant makes striking first a much, much more attractive option.
- ***Precise ammunition count.*** Replace all "Cap: High" with "15 bullets", and "Cap: Low" with "8 bullets". Firing a gun costs 5 bullets. (If you use Bullet Conservation, you can lower the damage to flat if you shoot only 1 bullet).

  If the weapon has a Sweep effect, double the bullet count, but firing the gun costs 10 bullets (again, only 1 for Bullet Conservation).
- ***No plot protection.*** Remove any gift that has the "Plot" descriptor. (No more Load-Out Gifts, either!) For a particularly gruesome game, remove the "Combat Save" and "Personality" gifts, too.

APPENDIX B: MORE CAREERS

The Careers list starting on page 30 isn't the complete list available to characters … it's just the listing that we recommend for Player-Characters. The Game Host can use these Careers listed here for the Minor Characters, the supporting players in the world. These Careers are great choices for Allies and members of a Gang of Irregulars, too – they have valuable skills and gifts that will be useful in certain situations. If a Player feels up to the challenge … and if they have the permission of the Game Host …. they may build a character with one of these Careers as the starting option.



Advisor

Specializing in guiding others, the advisor uses their way with words and their talent for teamwork to help people do their jobs effectively. Choose this intellectual Career if you want to help other people while keeping your hands clean.

Include Advisor Trait with:
Academics, Negotiation, Questioning
Advisor Starting Gifts:
Diplomacy, Team Player
Advisor Starting Trappings:
Fancy outfit, holdout pistol with two reloads, clipboard

Agitator

The agitator uses their talent with words and sense of discretion to promote a forbidden cause. Choose this illegal Career if you want to start a revolution.

Include Agitator Trait with:
Deceit, Evasion, Presence
Agitator Starting Gifts:
Danger Sense, Oratory
Agitator Starting Trappings:
Aramid outfit, holdout pistol with two reloads, loudspeaker

Bureaucrat

In a world without databases, you need lots of bureaucrats to handle the paperwork.

Include Bureaucrat Trait with:
Academics, Negotiation, Questioning
Bureaucrat Starting Gifts:
Administration, Legal Authority
Bureaucrat Starting Trappings:
Fancy outfit, incapacitating spray, a nice pen

Con Artist

Con artists rely on their talent for deception to trick others into giving up their wealth. Choose this desperate Career if you want to live by your wits.

Include Con Artist Trait with:
Academics, Deceit, Questioning
Con Artist Starting Gifts:
Fast Talk, Trickery
Con Artist Starting Trappings:
Fancy outfit, fake credentials, incapacitating spray

Demagogue

Elected officials and charismatic autocrats are all demagogues, who use their rhetorical talent to affect government policy and public opinion. Choose this political Career if you want to speak for the government.

Include Demagogue Trait with:
Deceit, Negotiation, Presence
Demagogue Starting Gifts:
Legal Authority, Oratory
Demagogue Starting Trappings:
Fancy outfit, genuine credentials, radio frequency for bodyguards

Drifter

Drifters wander, finding odd jobs or no jobs, and get into a lot of trouble as a result. Choose this desperate Career if you want to be used to living hard.

Include Drifter Trait with:
Deceit, Endurance, Evasion
Drifter Starting Gifts:
Danger Sense, Fast Talk
Drifter Starting Trappings:
Rags, shiv, zip pistol with five reloads, a spare pair of shoes

Farmer

Farmers depend on their handiwork and the fitness they've developed doing hard labor in the fields. Choose this practical Career if you want to solve problems with hard work.

Include Farmer Trait with:
Athletics, Craft, Endurance
Farmer Starting Gifts:
Animal Handling, Team Player
Farmer Starting Trappings:
Outdoors outfit, semi-auto rifle with two reloads, radio tuned to the weather forecast

Fence

The fence uses their keen eye for forgeries and value to do business in stolen goods. Choose this illegal Career if you want to be able to do forbidden business.

Include Fence Trait with:
Academics, Observation, Questioning
Fence Starting Gifts:
Forgery, Haggling
Fence Starting Trappings:
Aramid outfit, silenced pistol with two reloads, electronic weights and scales

Gambler

Gamblers make their fortune through games of chance. Choose this desperate Career if you think the odds are in your favor.

Include Gambler Trait with:
Deceit, Observation, Questioning
Gambler Starting Gifts:
Fast Talk, Gambling
Gambler Starting Trappings:
Fancy outfit, silenced pistol with two reloads, two decks of cards

Heliotropist

The Heliotropists are the militant arm of the Solar Creed. They enforce their authority with rhetoric and fire. Choose this political Career if you want to burn the enemies of the Creed.

Include Heliotropist Trait with:
Presence, Questioning, Shooting
Heliotropist Starting Gifts:
Heliotrope Load-Out, Legal Authority
Heliotropist Starting Trappings:
Heliotrope outfit, hypergolic pistol and rifle, loudspeaker, chapbook of slogans

Merchant

Specializing in monetary matters, the merchant uses their talent for wheeling and dealing to make their living. Choose this financial Career if you want to solve problems with capitalism.

Include Merchant Trait with:
Deceit, Negotiation, Questioning
Merchant Starting Gifts:
Bribery, Haggling
Merchant Starting Trappings:
Fancy outfit, incapacitating spray, ledger book

Motorist

Motorists move cargo across continents for a living, often on dubious roads. Choose this practical Career if you want to operate vehicles.

Include Motorist Trait with:
Endurance, Observation, Transport
Motorist Starting Gifts:
Driver, Navigation
Motorist Starting Trappings:
Aramid outfit, semi-auto pistol with two reloads, keys to the truck

Noble

Nobles use their legal privileges and their high-society manners to get out of trouble. Choose this political Career if you want to enjoy upper-class privilege.

Include Noble Trait with:
Deceit, Negotiation, Psyche
Noble Starting Gifts:
Etiquette, Legal Authority
Noble Starting Trappings:
Marcato outfit, silenced pistol with two reloads, signet ring

Outlaw

Outlaws didn't choose a violent life; they focus on keeping themselves alive. Choose this fighting Career if you want to cope with terrible attacks.

Include Outlaw Trait with:
Evasion, Fighting, Shooting
Outlaw Starting Gifts:
Cover Buff, Danger Sense
Outlaw Starting Trappings:
Aramid outfit, semi-automatic rifle with two reloads, torn-down wanted poster

Packrat

Specialists in scrounged technology, the packrat uses their mechanical talent to fight. Choose this intellectual Career if you want to use Scrounged weapons exclusively.

Include Packrat Trait with:
Craft, Endurance, Tactics
Packrat Starting Gifts:
Scrounge Decap, Scrounge Fix
Packrat Starting Trappings:
Aramid outfit, zip shotgun with five reloads, shiv, bag of half-finished projects

Peacekeeper

The peacekeeper career represents all manner of law enforcement. Choose this political Career if you are the law.

Include Peacekeeper Trait with:
Questioning, Shooting, Tactics
Peacekeeper Starting Gifts:
Danger Sense, Legal Authority
Peacekeeper Starting Trappings:
Peacekeeper outfit, magnum pistol with two reloads, handcuffs

Security

Security guards use bullets sparingly, focusing on keeping their opponents pinned down while they wait for backup. Many of the antagonists that the Player-Characters encounter will be Security.

Include Security Trait with:
Evasion, Observation, Shooting
Security Starting Gifts:
Bullet Conservation, Cover Buff
Security Starting Trappings:
Aramid outfit, semi-auto carbine with two reloads, hand radio

Servant

A servant helps with the day-to-day affairs of running a business, government, or larger authority.

Include Servant Trait with:
Academics, Observation, Transport
Servant Starting Gifts:
Administration, Team Player
Servant Starting Trappings:
Fancy outfit, incapacitating spray, day-planner

Spook

Spooks infiltrate undesirable elements to keep tabs on enemies of the state. Choose this political Career if you want to be able to bring the law to bear on racketeers, dissidents, and anarchists.

Include Spook Trait with:
Deceit, Observation, Questioning
Spook Starting Gifts:
Legal Authority, Shadowing
Spook Starting Trappings:
Burglar outfit, silenced pistol with two reloads, concealed microphone

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Character Name Kashel Scalenohedral

Player's Name

Personality Reckless Legacy Towser

Upbringing Primitive Career Laborer

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New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience

Goals

1. Fix an un-Fixable machine
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Personal Motto

"Power to the People!"

Traits

Body	d 8	Speed	d 8
Mind	d 6	Will	d 6
Legacy	d 4	Career	d 6

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
Climbing	/	Athletics	d4	d6	
Primitive technology	/	Craft	d4		d4
		Deceit			
Hiking long distances	/	Endurance	d4	d6	d4
vs. Shooting attacks	//	Evasion	d6		
with Primitive Knife	//	Fighting	d6		
		Negotiation			
Sense of smell	/	Observation	d4		d4
		Presence			
		Psyche			
		Questioning			
		Shooting			
when outnumbered	/	Tactics	d4	d6	
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Reckless (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Primitive Loot (Mind & Craft vs. 3 for stuff!)	Special ☐
Upbringing Survival (bonus d12 for hunting, gathering)	☐
Legacy Towser All-Fours (bonus movement & dodge on all fours)	☐
Legacy Towser Legacy (immune to #Poison, -1 Push)	☐
Career ‡Strength (bonus d8 for Fighting attacks, carry more)	☐
Career Team Player (assist bonus is d12, botches don't ruin jobs)	☐
Electronics (bonus d12 to craft or to repair electronics)	☐
Towser Magnetics (walk on metal, boosts Brawling)	☐
Towser Scent (bonus d12 to smell, identify minerals)	☐
	☐
	☐
	☐

Name	Cost or Recharge?
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐

Damage: any hit = ☐ Reeling (d8 concealment penalty, next action is Recover) | 1 hit = ☐ Hurt (+1 future Damage on you) | 2 hits = ☐ Panicked (can't Attack or Rally) | 3 hits = ☐ Injured (+1 future Damage on you (Healing _____%)) | 4 hits = ☐ Dying (get first aid!) | 5 hits = ☐ Dead (Do you have a Combat Save?) | 6 hits = ☐ Overkilled (Allies Near you are Panicked)

Battle Array

Money ♪6

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	2m*	5m*	2d8, d6*	23m*	d8, 2d6*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d8	Handy (Repair d8)	2d6, d4
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Magnetic Brutalize	-	Close	3d8‡, 2d6	Weak Penetrating Dmg +1, Knockdown, Vulnerable	
Primitive Knife	Close	Close	3d8‡, 2d6	Weak Damage +2	Thrown
Primitive Sling	-	Short	d8, d6	Weak Damage +2	1 shot (Reloads effectively unlimited)

Notes *These numbers are on TOWSER ALL FOURS. (Can't equip weapons when on all fours.)
On two Feet: Stride 1m, Dash 4m, Scramble 2d6, Run 16m, Dodge 2d6
TOWSER MAGNETICS = hear radio waves, walk on magnetic surfaces, enhance brawling attacks with Knockdown, Vulnerable
TOWSER SCENT = ignore concealment @ Near

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

Doctor Myri-Perotto

Player's Name

Myriad Song

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Personality Friendly | Legacy Ldum-Rabo

Upbringing Primitive | Career Physician

Personal Motto

"Repair, redeem, resurrection."

New Skill Mark = -4 points | **Re-train Mark** = +2 points
New Gift = -10 points | **Retrain Gift** = +5 points

Unspent Experience

Goals

1. Save a life
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
Medicine	/	Academics	d4	d8	d6
climbing		Athletics		d4	
		Craft			
		Deceit			
foraging for food		Endurance		d4	
		Evasion			
with Primitive Club	//	Fighting	d6		
		Negotiation			
		Observation		d4	d6
resisting Scares	/	Presence	d4	d8	
		Psyche			
with Primitive types		Questioning		d8	d6
with Primitive Flatbow	///	Shooting	d8		
		Tactics			
		Transport			

Traits

Body	d 6	**Speed**	d 6
Mind	d 8	**Will**	d 6
Legacy	Ldum d8 Rabo d4	**Career**	d 6

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Friendly	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Primitive Loot (Mind & Craft vs. 3 for stuff!)	Special ☐
Upbringing	Survival (bonus d12 for hunting, gathering)	☐
Legacy	Ldum Medicine (d12, 2d8, d6, d4 vs. 3)	Rest ☐
Legacy	Ldum-Rabo Symbiosis (extra Legacy Trait)	☐
Career	Doctor (d12, 2d8, d6, d4 vs. 3)	☐
Career	First Aid (action: d12, 2d8, d6, d4 vs. 3)	☐
	Archery (Aim? Reload your bow, too)	☐
	Honor (X to declare task, others suffer d12 to stop you)	☐
	Primitive Replay (X to re-roll Primitive attack)	Action ☐
		☐
		☐
		☐

Name	Cost or Recharge?
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	1m	zero m*	2d6	12m*	d6
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Hides (Armor d6, *Burden)	d6
Body Dice		Will Dice & Tactics Dice

Money ♪6

Attack	Threat	Strike	Dice	Effect	Notes
Primitive Flatbow	-	Medium	d8, 2d6	Weak Damage +3	1 shot
Primitive Club	Close	close	3d6	Weak Damage +2	

Notes Primitive Flatbow reloads x20.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name Skigg Zelaco

MYRIAD SONG

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Player's Name

Personality Intense Legacy Human
Upbringing Underworld Career Investigator

New Skill Mark = -4 points **Re-train Mark** = +2 points
New Gift = -10 points **Retrain Gift** = +5 points
Unspent Experience

Goals

1. Solve a mystery
2.
3.

Personal Motto

"Tell me more."

Traits

Body	d 6	**Speed**	d 6
Mind	d 6	**Will**	d 4
Legacy	d 8	**Career**	d 8

Skills

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
medicine	/	Academics	d4		
		Athletics			
		Craft			
disguise		Deceit			d8
		Endurance			
		Evasion			
		Fighting			
procuring weapons	//	Negotiation	d6	d8	
in urban areas		Observation			d8
		Presence			
		Psyche			
with the underworld		Questioning		d8	d8
with Magnum Pistol	///	Shooting	d8		
		Tactics		d8	
wheeled vehicles	//	Transport	d6		

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Intense	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Black Marketer (buy and sell Proscribed items)	☐
Upbringing	Streetwise (bonus d12 for dealing with criminals)	☐
Legacy	Leadership (bonus d12 to Rally)	☐
Legacy	Low Profile (bonus d12 to blend in with a crowd)	☐
Career	Danger Sense (bonus d12 to initiative, traps, ambushes)	☐
Career	Shadowing (bonus d12 to follow others, ditch followers)	☐
	Empathic Pet (assists Observation, Questioning for d8)	☐
	Luck (X to roll one die twice more)	Chapter ☐
	Quick Draw (extra Equip action to draw weapons)	☐

Name	Cost or Recharge?
	☐

Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money ♪8

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, 2d6	1m	3m	2d6	15m	d6
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Security (Armor d6, Policing d8, Survey d8)	d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Magnum Pistol	Short	Medium	d8	Penetrating* Dmg +1 #Critical	
Punch	-	Close	2d6, d4	Weak Damage +1	
Knockout	-	Close	2d6, d4	Weak Subdual Damage +0	

Notes * Loaded with Armor-Piercing bullets. Magnum Pistol reloads x 3.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name Jonquil Carmintarsus

Player's Name

Personality Violent Legacy Troodon
Upbringing Underworld Career Investigator

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New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points
Unspent Experience

Goals

1. Defeat a worthy foe
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Personal Motto

"Paint the night with battle cries."

Traits

Body	d 8	Speed	d 8
Mind	d 6	Will	d 6
Legacy	d 4	Career	d 6

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
throwing		Athletics		d4	
		Craft			
		Deceit			
		Endurance			
vs. Shooting	/	Evasion	d4		
with Knife	/	Fighting	d4	d4	d6
		Negotiation			
		Observation			
when screaming	/	Presence	d4		
		Psyche			
		Questioning			
with Shotgun	///	Shooting	d8		d6
with Flanking	///	Tactics	d8	d4	d6
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Violent (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Bullet Conservation (Shoot for flat damage, no ammo)	☐
Upbringing Paramilitary Loadout (stuff!)	Chapter ☐
Legacy Frenzy (X for Enraged, bonus 2d6 Soak)	Focus ☐
Legacy Rushing Attack (Stunt: run 20m, Attack, go Reeling)	☐
Career Counter-Tactics (attacker using Tactics? bonus d12)	☐
Career Danger Sense (bonus d12 to blend in with a crowd)	☐
Frenzied Pace (Enraged? bonus move and dodge*)	☐
‡Troodon Scales (X for -1 Damage)	Action ☐
Troodon Scream (Enraged? extra Recharge action)	☐
	☐
	☐
	☐

Name	Cost or Recharge?
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Damage:
any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
1 hit = ☐ Hurt — +1 future Damage on you
2 hits = ☐ Panicked — can't Attack or Rally
3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
4 hits = ☐ Dying — get first aid!
5 hits = ☐ Dead — Do you have a Combat Save?
6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money ♪8

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, d8, d6	1m*	4m*	2d8*	20m*	d8, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d8‡	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)	d8, 2d6, d4
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Military Shotgun	Near	Medium	3d8, d6	Dmg +1 #Nearby, Sweep Short	Ammo: High
" Bullet Conservation				Dmg Flat 1 #Nearby	(No ammo loss)
Frag Grenade	-	Medium	2d8, d4	Blast: Near Damage Flat 3	
Knife	Close	Close	2d8, d6, 2d4	Damage +0	Thrown
Holdout Pistol	Short	Medium	2d8, 3d6	Dmg +0	Ammo: Low
" Bullet Conservation				Dmg Flat zero	(No ammo loss)

Notes *Are you Enraged? FRENZIED PACE! Stride 2m, Dash 6m, Scramble 3d8, Run 28m, Dodge d12, d8, d4.
TROODON SCREAM: Extra "recharge my Troodon Scales" action
Holdout Pistol reloads x3. Military Shotgun reloads x3. Frag Grenades x3.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

MQ-34006 "Threefer"

Player's Name

MYRIAD SONG

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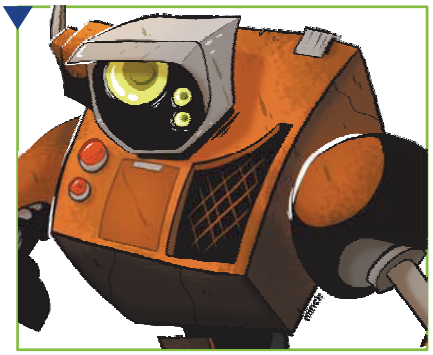
Personality Harsh Legacy Synth

Upbringing Manufacture Career Vanguard

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience



Goals

1. Crush, kill, destroy
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Personal Motto

"Let us deal harshly with them."

Traits

Body	d 8	Speed	d 8
Mind	d 6	Will	d 6
Legacy	d 6	Career	d 4

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
		Athletics			
mechanics	/	Craft	d4	d6	
		Deceit			
		Endurance		d6	d4
vs. Shooting	///	Evasion	d8		
with Chainsaw	///	Fighting	d8		d4
		Negotiation			
		Observation			
when outnumbered	/	Presence	d4		
		Psyche			
		Questioning			
		Shooting			
with Flanking	/	Tactics	d4		d4
		Transport		d6	

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Harsh	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Gossip (bonus d12 to gather information from crowds)	☐
Upbringing	Manufacturing Loadout (stuff!)	Chapter ☐
Legacy	Cybernetic Body (X for -1 Damage)	Fix ☐
Legacy	Synth Mind (X for -1 Damage)	Fix ☐
Career	Charging Strike (move 4m or 2d8m and attack)	☐
Career	Serpentine (bonus d12 to dodge past Short Range)	☐
	Cybernetic Armor (d6 armor, X for -1 Damage)	Fix ☐
	Cybernetic Weapon (chainsaw, X for -1 Damage)	Fix ☐
	Fast Mover (+1 Stride, +2 Dash, +d8 Scramble, +6 Run)	☐
		☐
		☐
		☐

Name	Cost or Recharge?
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Damage: any hit = ☐ Reeling (d8 concealment penalty, next action is Recover) | 1 hit = ☐ Hurt (+1 future Damage on you) | 2 hits = ☐ Panicked (can't Attack or Rally) | 3 hits = ☐ Injured (+1 future Damage on you (Healing _____%)) | 4 hits = ☐ Dying (get first aid!) | 5 hits = ☐ Dead (Do you have a Combat Save?) | 6 hits = ☐ Overkilled (Allies Near you are Panicked)

Battle Array

Money ♪8

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	2m	6m	3d8	28m	d8 (d12 past Short)
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d8	Engineer (Armor d6, Repair d8, Sabotage d8) + Cybernetics (Armor d6)	d6, 2d4
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Cyber Chainsaw	Close	Close	3d8, d6, d4	Damage +1 #Finish	
Vibro-Knife	Close	Close	3d8, d6, d4	Damage +0 #Finish	Thrown
Magnum Pistol	Short	Medium	2d8	Dmg +2 #Critical	Cap: Low

Notes CYBERNETIC BRAIN provides Airtight & Fireproof until exhausted. SYNTH MIND provides enhanced senses until exhausted.
You may take an extra "Equip Cybernetic Weapon: Chainsaw" action each round.
3 Reloads for Magnum Pistol.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name: Doctor Funebryss Barr

MYRIAD SONG

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Player's Name:

Personality Curious Legacy Elver
Upbringing Space-Faring Career Scientist

Personal Motto

"A solution to every problem."

Goals

1. Make a scientific discovery
2.
3.

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience:

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12,d4 etc.

Traits

Body	d 4	Speed	d 6
Mind	d10*	Will	d 6
Legacy	d 6	Career	d 6

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
astrophysics	/	Academics	d4	d6	d6
swimming	/	Athletics	d4	d6	
electronics		Craft			d6
		Deceit			
		Endurance			
		Evasion			
		Fighting			
with academic types	//	Negotiation	d6		
		Observation		d6	d6
resisting Scares	/	Presence	d4		
		Psyche			
with academic types	//	Questioning	d6		
		Shooting			
Rallying others	//	Tactics	d6		
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Curious	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Free Fall (bonus d12 in zero gravity)	☐
Upbringing	Space-Farer Loadout (stuff!)	Chapter ☐
Legacy	Elver Body (extra Stand Up action, no #Smother)	☐
Legacy	Swimming (bonus d12 to swim)	☐
Career	Research (bonus d12 to use libraries, etc.)	☐
Career	Team Player (assist bonus d12, not d8, botches don't ruin)	☐
	Elver Electric (electromagnetics)	Action ☐
	*Improved Mind (raise Mind Trait by one die size)	☐
	Pacifist (bonus d12 to dodge, but X if you attack)	Special ☐
		☐
		☐
		☐

Name	Cost or Recharge?
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Damage: any hit = ☐ Reeling (d8 concealment penalty, next action is Recover) | 1 hit = ☐ Hurt (+1 future Damage on you) | 2 hits = ☐ Panicked (can't Attack or Rally) | 3 hits = ☐ Injured (+1 future Damage on you (Healing _____%)) | 4 hits = ☐ Dying (get first aid!) | 5 hits = ☐ Dead (Do you have a Combat Save?) | 6 hits = ☐ Overkilled (Allies Near you are Panicked)

Battle Array

Money: ♪6

Initiative	Stride	Dash	Scramble	Run	Dodge
d10, d6	1m	3m	2d6	15m	d6 (Pacifist d12)
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Spacesuit (Armor d6, Freefall d8, Survey d8, Airtight, Fireproof)	2d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Raygun Pistol	Short	Medium	2d8, d4	Slaying Dmg +1	Cool-down d6
Laser Torch	Close	Close	3d8, d4	Dmg +0 #Critical #Finish #Scorch	Cool-down d6
Holdout Shotgun	Near	Medium	3d8, d4	Dmg +0 #Nearby	Cap: Low

Notes: PACIFIST: If you attack, exhaust your Pacifist gift and lose the d12 bonus to dodge. You must go 24 hours without attacking or otherwise being violent to recharge the gift.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

Dame Brisdersell Chyteuthia

MYRIAD SONG

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Player's Name

Personality Bossy Legacy Ishato

Upbringing Aristocrat Career Technocrat

Personal Motto

"Everything balances, eventually."

Goals

1. Make a big score.
2.
3.

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Traits

Body	d 6	**Speed**	d 6
Mind	d 6	**Will**	d 8
Legacy	d 4	**Career**	d 8

Skills

Favorite Use	Marks		Dice from Marks	Dice from Legacy	Dice from Career
history	//	Academics	d6		d8
		Athletics			
		Craft			
		Deceit			
		Endurance		d4	
		Evasion		d4	
		Fighting		d4	
with aristocratic types	//	Negotiation	d6		
		Observation			d8
vs. poor people	/	Presence	d4		
		Psyche			
		Questioning			d8
with Xenharmonic Pistol	//	Shooting	d6		
Rallying others	//	Tactics	d6		
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Bossy	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Aristocrat Loadout (stuff!)	Chapter ☐
Upbringing	Xenharmonic Finishing (add #Finish to Xenharmonic attacks)	☐
Legacy	Extra Pair of Arms (extra 2 hands, X for -1 Damage)	Rest ☐
Legacy	Stealth (bonus d12 to hide and to sneak)	☐
Career	Administration (bonus d12 for business issues)	☐
Career	Research (bonus d12 to use libraries, etc.)	☐
	Coward (X to Panic. Bonus move, dodge w/Panicked)	Rest ☐
	Leadership (bonus d12 to Rally)	☐
	Comic Relief (can still Rally others when Panicked)	☐
		☐
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Name	Cost or Recharge?
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Damage:

any hit = ☐ Reeling	1 hit = ☐ Hurt	2 hits = ☐ Panicked	3 hits = ☐ Injured	4 hits = ☐ Dying	5 hits = ☐ Dead	6 hits = ☐ Overkilled
d8 concealment penalty, next action is Recover	+1 future Damage on you	can't Attack or Rally	+1 future Damage on you (Healing _____%)	get first aid!	Do you have a Combat Save?	Allies Near you are Panicked

Battle Array

Money ♪6

Initiative	Stride	Dash	Scramble	Run	Dodge
2d6	1m*	3m*	2d6*	15m*	d6, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Tergite (Armor d6, Hide d8, Holdout d8)	d12, d8, d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Xenharmonic Pistol	Short	Medium	3d6	Dmg Plat 1 #Finish #Warp, Vuln.	
Xenharmonic Blade	Close	Near	2d6, d4	Dmg Plat 2 #Finish #Warp, Vuln.	
Xenharmonic Whip	Short	Medium	2d6, d4	Dmg Plat 1 #Finish #Warp, Vuln.	

Notes COWARD: Are you Panicked? Stride 2m; Dash 5m; Scramble d8 2d6; Run 23m; Dodge d12 d6 d4.
Exhaust this gift to become Panicked and to claim bonuses instantly.
COMIC RELIEF: You can still use the "Rally" action when Panicked. (Characters without this Gift cannot Rally when Panicked.)

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name: Dal Diun Frequenza

Player's Name:

Personality: Morose | Legacy: Human
Upbringing: Cross-Cultural | Career: Conductor

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New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points
Unspent Experience:

Goals

1. Solve the mystery of the Golden Chord.
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Personal Motto

"We can make it, together."

Traits

Body	d 6	Speed	d 6
Mind	d 6	Will	d 6
Legacy	d 8	Career	d 4

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
music		Academics			d4
		Athletics			
		Craft			
		Deceit			
long-distance running	/	Endurance	d4		
while escaping	//	Evasion	d6		
		Fighting			
getting paid for gigs	/	Negotiation	d4	d4	
		Observation			
stage performance	///	Presence	d8		
golden chords	/	Psyche	d4		d4
gossiping	/	Questioning	d4	d4	
		Shooting			
Rallying others		Tactics		d4	
wheeled vehicles		Transport			d4

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Morose (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Cosmopolitan (bonus d12 to gossip, no culture barriers)	☐
Upbringing Gossip (bonus d12 to gather information)	☐
Legacy Leadership (bonus d12 to Rally)	☐
Legacy Low Profile (bonus d12 to blend in with a crowd)	☐
Career Conductor Legacy (immune to #Warp conditional damage)	☐
Career Navigation (bonus d12 to get directions, plot paths)	☐
Ally: Lita, Human Performer (a friendly character!)	☐
Luck (X to roll one die twice more)	Chapter ☐
Performance: Keytar (bonus d12 with keytars)	☐
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Name	Cost or Recharge?
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money: ♪6

Initiative	Stride	Dash	Scramble	Run	Dodge
2d6	1m	3m	2d6	15m	d6, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Aramid (Armor d6)	d12, d6, d4
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Improvised Keytar	Close	Close	d6	Weak Damage +3	

Notes: ALLY: LITA RAGAZZA = Body d6, Speed d6, Mind d6, Will d6, Human d6, Performer d6
Deceit d6, Negotiation d6, Observation d6, Presence d6, Questioning d6, Tactics d6
Leadership, Low Profile, Performance: Singing, Team Player

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

Uzrilupiedu "Ezril" Dubusym

Player's Name

MYRIAD SONG

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Personality Cocky Legacy Human

Upbringing Paramilitary Career Mercenary

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience

Goals

1. Get a big score.
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12,d4 etc.

Personal Motto

"Never kill for free."

Traits

Body	d 8	**Speed**	d 6
Mind	d 4	**Will**	d 6
Legacy	d 6	**Career**	d12*

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
medicine	/	Academics	d4		
jumping	/	Athletics	d4		
		Craft			
		Deceit			
		Endurance			
vs. Shooting	///	Evasion	d8		
		Fighting			d12
Haggling over price	/	Negotiation	d4	d6	
		Observation			
		Presence			
		Psyche			
		Questioning		d6	
with Magnum Pistol	///	Shooting	d8		d12
Rallying others		Tactics		d6	d12
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Cocky (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Bullet Conservation (Shoot for flat damage, no ammo)	☐
Upbringing Paramilitary Loadout (stuff!)	Chapter ☐
Legacy Leadership (bonus d12 to Rally)	☐
Legacy Low Profile (bonus d12 to blend in with a crowd)	☐
Career Danger Sense (bonus d12 to initiative, traps, ambushes)	☐
Career Haggling (bonus d12 to negotiate prices, better resales)	☐
Dexterity (All hands good, threaten targets with off-hand)	☐
*Improved Trait: Career (increase Career one die size...)	☐
*Improved Trait: Career (... and increase it again!)	☐
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money ♪12

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, d6, d4	1m	3m	d8, d6	17m	d8, d6
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d8	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)	2d12, 2d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Magnum Pistol	Short	Medium	d12, 2d8, d6*	Dmg +2 #Critical	Cap: Low
" w/ Bullet Conservation				Dmg Flat 2 #Critical (no Cap loss)	
Magnum Pistol	Short	Medium	d12, 2d8, d6*	Dmg +2 #Critical	Cap: Low
" w/ Bullet Conservation				Dmg Flat 2 #Critical (no Cap loss)	
Knife	Close	Close	d12, d8, d6	Damage +0	Thrown
Frag Grenade	-	Medium	2d6, d4	Blast: Near Damage Flat 3	x3
Military Rifle	-	Very Long	d12, d8, d4	Dmg +2 #Critical, Sweep Medium	Cap: High

Notes *DEXTERITY: When attacking at Short range, you may claim d12 d6 Tactics bonus from your off hand weapon.
BULLET CONSERVATION: Do Flat Damage and don't lose ammo capacity.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

Captain Diprova Brugabi

MYRIAD SONG

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Player's Name

Personality Professional Legacy Human

Upbringing Space-Faring Career Pilot

Personal Motto

"Don't salute.
I work for a living."

Traits

Body	d 8	**Speed**	d 8
Mind	d 8*	**Will**	d 8*
Legacy	d 6*	**Career**	d 6

Goals

1. Have an incident-free trip.
2.
3.

New Skill Mark = -4 points **Re-train Mark** = +2 points
New Gift = -10 points **Retrain Gift** = +5 points

Unspent Experience

One Mark = d4	Two Marks = d6	Three Marks = d8	Four Marks = d10	Five Marks = d12	Six Marks = d12, d4 etc.

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
medicine	/	Academics	d4		
Free-Fall maneuvering	/	Athletics	d4		
electronics	/	Craft	d4		
vs. "dirt-siders"	/	Deceit	d4		
space travel		Endurance			d6
stealth	/	Evasion	d4		
with Baton	/	Fighting	d4		
with spacefaring types		Negotiation		d6	
when in space		Observation			d6
when in space	/	Presence	d4		
Syndic lore	/	Psyche	d4		
vs. "dirt-siders"		Questioning		d6	
with Magnum Pistol	/	Shooting	d4		
Rallying others		Tactics		d6	
spacecraft		Transport			d6

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Professional (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Free Fall (bonus d12 in zero gravity)	☐
Upbringing Space-Farer Loadout (stuff!)	Chapter ☐
Legacy Leadership (bonus d12 to Rally)	☐
Legacy Low Profile (bonus d12 to blend in with a crowd)	☐
Career Navigation (bonus d12 to get directions, plot paths)	☐
Career Pilot (bonus d12 with flying vehicles)	☐
*Improved Trait: Legacy (increase Legacy one size)	☐
*Improved Trait: Mind (increase Mind one size)	☐
*Improved Trait: Will (increase Will one size)	☐
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money ♪12

Initiative	Stride	Dash	Scramble	Run	Dodge
2d8	1m	4m	2d8	20m	d8, d4
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d8	Spacesuit (Armor d6, Freefall d8, Survey d8, Airtight, Fireproof)	2d12, 2d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Raygun Pistol	Short	Medium	2d8, d4	Slaying Dmg +1	Cool-down d6
Laser Torch	Close	Close	3d8, d4	Dmg +0 #Critical #Finish #Scorch	Cool-down d6
Holdout Shotgun	Near	Medium	3d8, d4	Dmg +0 #Nearby	Cap: Low

Notes

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name

Vergan Keegsley

Player's Name

MYRIAD SONG

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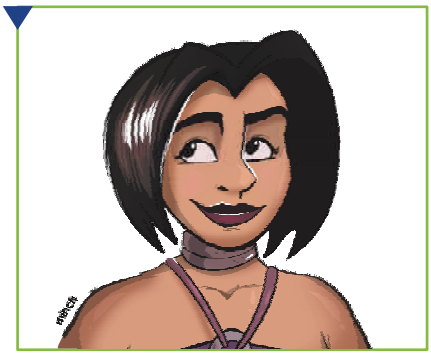
Personality Gothic | Legacy Human

Upbringing Derelict | Career Scavenger



Personal Motto

"Of course it's not safe.
Then it wouldn't be fun."

Goals

1. Have an incident-free trip.
2.
3.

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12,d4 etc.

Traits

Body	d 6	**Speed**	d 4
Mind	d 8	**Will**	d 6
Legacy	d 6	**Career**	d 8

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
		Athletics			
Scrounged gear	///	Craft	d8		
		Deceit			
Finding Scrounged Loot		Endurance			d6
Stealth	///	Evasion	d8		
		Fighting			
with derelict types		Negotiation		d6	
		Observation			d6
		Presence			
		Psyche			
with derelict types		Questioning		d6	
		Shooting			
		Tactics		d6	
Exoskeleton	///	Transport	d8		d6

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Gothic	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Improved Breakdown (Breakdown dice size increase)	☐
Upbringing	Scrounged Loot (stuff!)	Special ☐
Legacy	Leadership (bonus d12 to Rally)	☐
Legacy	Low Profile (bonus d12 to blend in with a crowd)	☐
Career	Danger Sense (bonus d12 to initiative, traps, ambushes)	☐
Career	Team Player (assist bonus is d12, botches don't ruin)	☐
	Scrounge Fix (Control action to fix broken Scrounge gear)	☐
	Scrounge Overload (2x Breakdown dice, increase Dmg)	☐
	Exoskeleton Load-Out (stuff!)	Special ☐
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Damage:

any hit = ☐ Reeling	1 hit = ☐ Hurt	2 hits = ☐ Panicked	3 hits = ☐ Injured	4 hits = ☐ Dying	5 hits = ☐ Dead	6 hits = ☐ Overkilled
d8 concealment penalty, next action is Recover	+1 future Damage on you	can't Attack or Rally	+1 future Damage on you (Healing _____%)	get first aid!	Do you have a Combat Save?	Allies Near you are Panicked

Battle Array

Money ♪12

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, d8, d4	1m	zero m*	d6, d4	10m	d8, d4
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Amplifier (*Burden, Armor d6, Repair d8, Sabotage d8, Survey d8)	d12, d6
Body Dice		Will Dice & Tactics Dice

Notes: Exoskeleton's Waldo Turret is loaded with Man Opener.
3 reloads for Holdout Pistol.

Attack	Threat	Strike	Dice	Effect	Notes
Waldo Armature	Close	Close	2d8, d6, d4	Damage +0	
Waldo Man Opener	Close	Close	d6, d4, Breakdown d8		Damage Plat 2 #Finish
" (w/ Overload)	Close	Close	d6, d4, Breakdown 2d8		Damage +2 #Finish
Holdout Pistol	Short	Medium	d8, d6, d4	Damage +0	Cap: Low
Knife	Close	Close	d6, d4	Damage +0	Thrown

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name Palmar Lancet

Player's Name

MYRIAD SONG

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Personality Raving Legacy Adhilian

Upbringing Underworld Career Pusher

Personal Motto

"Let's see what's on the inside."

Traits

Body	d 6	**Speed**	d 6
Mind	d 8	**Will**	d 4
Legacy	d 6	**Career**	d 8

Goals

1. Don't start it, but definitely end it.
2.
3.

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points

Unspent Experience

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
medicine	///	Academics	d8		d8
with Flying		Athletics			
		Craft			
with underworld types	/	Deceit	d4		d8
		Endurance			
		Evasion			
	///	Fighting	d8	d6	
		Negotiation			
vs. Shooting	/	Observation	d4	d6	d8
vs. the Hurt or Injured	//	Presence	d6		
		Psyche			
		Questioning			
		Shooting			
		Tactics			
ambulances & medical		Transport		d6	

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name		Cost or Recharge?
Combat Save	(X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Raving	(X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	Black Marketer (buy and sell Proscribed items)	☐
Upbringing	Streetwise (bonus d12 for dealing with criminals)	☐
Legacy	Adhilian Tails (three good hands)	☐
Legacy	Winged Flight (Run to Fly, X for -1 Damage)	Rest ☐
Career	Bad Medicine (stunt: 5d8 vs. 3)	☐
Career	First Aid (action: d12, 3d8 vs. 3)	☐
	*Adhilian Observer (include Observation with Dodge)	☐
	Frightening (bonus d12 to Scare stunts)	☐
	Veteran (Aim & Guard bonuses are d12, not d8)	☐
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	1m	zero‡ m	2d6	12m	d8, 2d6, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Organlegger (Armor 2d6, Scare d8, Medicine d8, ‡Burden)	d4
Body Dice		Will Dice & Tactics Dice

Money ♪8

Attack	Threat	Strike	Dice	Effect	Notes
Axe	Close	Close	d8, 2d6	Damage +2 #Critical	
Semi-Auto Pistol	Short	Medium	d8, d6	Damage +2	Cap: High

Notes WINGED FLIGHT: Run stunt lets you Fly. (Spend 2m of movement to climb 1m up.)
SCARE (STUNT): Roll d12, d8, d6, d4 vs. target's Body, Will, Presence.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d12 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d12 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name: Shersey Dellaportia

MYRIAD SONG

Player's Name:

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Personality: Laconic | Legacy: Rhax
Upbringing: Paramilitary | Career: Stormtrooper

New Skill Mark = -4 points | Re-train Mark = +2 points
New Gift = -10 points | Retrain Gift = +5 points
Unspent Experience:

Goals

1. Win a duel of fire-arms.
2.
3.

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Personal Motto

"Go quiet, then go loud."

Traits

Body	d 6	**Speed**	d 8
Mind	d 6	**Will**	d 6
Legacy	d 4	**Career**	d 8

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
with throwing	//	Athletics	d6	d4	
		Craft		d4	
		Deceit			
		Endurance			
stealth		Evasion			d8
when outnumbered	///	Fighting	d8		
		Negotiation			
From above	/	Observation	d4		
when outnumbered		Presence		d4	
		Psyche			
		Questioning			
with Military Carbine	///	Shooting	d8		d8
		Tactics			
with military vehicles		Transport			d8

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Laconic (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Bullet Conservation (Shoot for flat damage, no ammo)	☐
Upbringing Paramilitary Loadout (stuff!)	Chapter ☐
Legacy Extra Pair of Arms (extra 2 hands, X for -1 Damage)	Rest ☐
Legacy Rhax Clinging (X to cling to vertical surface)	Action ☐
Career Danger Sense (bonus d12 to initiative, traps, ambushes)	☐
Career Rapid Fire Replay (Spend ammo to re-roll Firearm attack)	☐
Insider with Malmignatti Cluster (bonus d12)	☐
Portia Dual-Attack (X for two attacks)	Focus ☐
Malmignatti Secrets (X to claim bonus d12 for Athletics, Craft, or Presence)	Rest ☐
	☐
	☐

Name	Cost or Recharge?
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Damage:
- any hit = ☐ Reeling — d8 concealment penalty, next action is Recover
- 1 hit = ☐ Hurt — +1 future Damage on you
- 2 hits = ☐ Panicked — can't Attack or Rally
- 3 hits = ☐ Injured — +1 future Damage on you (Healing _____%)
- 4 hits = ☐ Dying — get first aid!
- 5 hits = ☐ Dead — Do you have a Combat Save?
- 6 hits = ☐ Overkilled — Allies Near you are Panicked

Battle Array

Money: ♪8

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	1m	4m	d8, d6	18m	d6, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)	d6
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Military Carbine	Medium	Long	2d8, d6	Dmg +2, Sweep Short	Cap: High
" Bullet Conservation				Dmg Flat 2	(Cap does not drop)
Military Carbine	Medium	Long	2d8, d6	Dmg +2, Sweep Short	Cap: High
" Bullet Conservation				Dmg Flat 2	(Cap does not drop)
Frag Grenade	-	Medium	2d6, d4	Blast: Near Damage Flat 3	x3
Concussion Grenade	-	Medium	2d6, d4	Blast: Near Damage Flat 1	
				Confused, Vulnerable	x3
Knife	Close	Close	2d8, d6	Damage +0	Thrown

Notes: EXTRA PAIR OF ARMS: You have four arms. (You usually hold two Military Carbines.) You may exhaust this Gift to take -1 Damage, but you will lose the ability to use two arms and your Portia Dual Attack.

PORTIA DUAL-ATTACK: Exhaust this gift to attack with both Military Carbines. All four arms must be working. To recharge, you must spend Focus. (You can get Focus by taking a Focus turn.)

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Character Name: Frithunaths

Player's Name:

MYRIAD SONG

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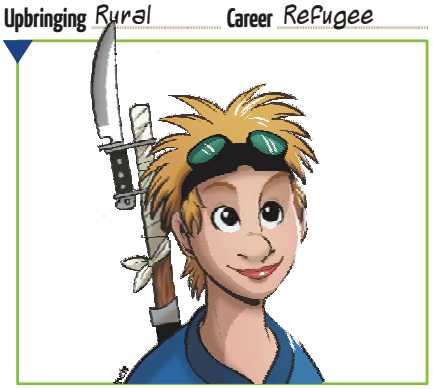
Personality Wanderlust **Legacy** Human
Upbringing Rural **Career** Refugee



New Skill Mark = -4 points **Re-train Mark** = +2 points
New Gift = -10 points **Retrain Gift** = +5 points
Unspent Experience

Goals

1. Go someplace new, and see something strange.
2.
3.

Personal Motto

"Failure doesn't mean anything, it just means changing paths."

Traits

Body	d 6	**Speed**	d 8
Mind	d 8	**Will**	d 6
Legacy	d 4	**Career**	d 6

One Mark = d4 | Two Marks = d6 | Three Marks = d8 | Four Marks = d10 | Five Marks = d12 | Six Marks = d12, d4 etc.

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
		Athletics			
		Craft			
		Deceit			
hiking long distances	/	Endurance	d4		d6
		Evasion			
with Bayonet	//	Fighting	d4		
		Negotiation		d4	
in rural areas	///	Observation	d8		d6
		Presence			
		Psyche			
with rural types		Questioning		d4	
with Semi-Auto Rifle	///	Shooting	d8		
Rallying others		Tactics		d4	d6
		Transport			

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: Wanderlust (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing Animal Handling (bonus d12 work with no-Mind creatures)	☐
Upbringing Survival (bonus d12 to survive in the wilderness)	☐
Legacy Leadership (bonus d12 to Rally)	☐
Legacy Low Profile (bonus d12 to blend in with a crowd)	☐
Career Danger Sense (bonus d12 to initiative, traps, ambushes)	☐
Career Diplomacy (bonus d12 on negotiations longer than 5 minutes)	☐
Desperate Attack* (declare for bonus d12)	Rest ☐
Sniper Shot (X to negate Range Dice penalty)	Rest ☐
Veteran (Aim & Guard bonuses are d12, not d8)	☐
	☐
	☐
	☐

Name	Cost or Recharge?
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Damage: any hit = ☐ Reeling (d8 concealment penalty, next action is Recover) | 1 hit = ☐ Hurt (+1 future Damage on you) | 2 hits = ☐ Panicked (can't Attack or Rally) | 3 hits = ☐ Injured (+1 future Damage on you (Healing _____%)) | 4 hits = ☐ Dying (get first aid!) | 5 hits = ☐ Dead (Do you have a Combat Save?) | 6 hits = ☐ Overkilled (Allies Near you are Panicked)

Battle Array

Money ♪2

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, 2d8	1m	4m	d8, d6	18m	d8
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit (and Bonus)	Rally
d6	Aramid (Armor d6)	d12, 2d6, d4
Body Dice		Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Semi-Auto Rifle	-	Very Long	3d8	Dmg +2 #Critical	Ammo: High
Bayonet	Close	Near	2d6	Dmg +0 #Critical	
Semi-Auto Pistol	Short	Medium	3d8	Dmg +2	Ammo: High
Knife	Close	Close	d8, 2d6	Dmg +0	Thrown

Notes DESPERATE ATTACK = Declare your Attack action will be "desperate." Roll a bonus d12.
Did you hit? Exhaust the gift. (Recharge with a rest)
Did you miss? Don't exhaust the gift. You may declare it again in the same Fight.

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d12 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d12 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

MYRIAD SONG

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Character Name

Player's Name

Personality _____ Legacy _____

Upbringing _____ Career _____

New Skill Mark = -4 points **Re-train Mark** = +2 points
New Gift = -10 points **Retrain Gift** = +5 points

Unspent Experience

Goals

1.

2.

3.

One Mark = d4 | **Two Marks** = d6 | **Three Marks** = d8 | **Four Marks** = d10 | **Five Marks** = d12 | **Six Marks** = d12, d4 etc.

Skills

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
		Athletics			
		Craft			
		Deceit			
		Endurance			
		Evasion			
		Fighting			
		Negotiation			
		Observation			
		Presence			
		Psyche			
		Questioning			
		Shooting			
		Tactics			
		Transport			

Personal Motto

Traits

Body d **Speed** d

Mind d **Will** d

Legacy d **Career** d

Ranges: **Close** = 1m | **Near** = 3m | **Short** = 10m (d8) | **Medium** = 30m (d12) | **Long** = 100m (2d12) | **Very Long** = 300m (3d12) | **Far** = 1,000m (4d12) | **Extreme** = 3,000m (5d12) | **Horizon** = 10,000m (6d12)

Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest ☐
Personality: (X to claim a bonus d12 on one appropriate roll)	Rest ☐
Upbringing	☐
Upbringing	☐
Legacy	☐
Legacy	☐
Career	☐
Career	☐
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	☐

Name	Cost or Recharge?
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	☐

Damage:

any hit = ☐ Reeling	1 hit = ☐ Hurt	2 hits = ☐ Panicked	3 hits = ☐ Injured	4 hits = ☐ Dying	5 hits = ☐ Dead	6 hits = ☐ Overkilled
d8 concealment penalty, next action is Recover	+1 future Damage on you	can't Attack or Rally	+1 future Damage on you (Healing _____%)	get first aid!	Do you have a Combat Save?	Allies Near you are Panicked

Battle Array

Money ♪

Initiative	Stride	Dash	Scramble	Run	Dodge
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice

Soak	Outfit *(and Bonus)*	Rally
Body Dice		Will Dice & Tactics Dice

Notes

Attack	Threat	Strike	Dice	Effect	Notes

Focus and Wait ... or Take Two Different Actions — **Aim** for bonus d8 vs. one target · **Attack** · **Control** a device · **Dash** to Close, Near, Short Range · **Equip** a weapon or a reload · **Guard** for bonus d8 vs. all attacks · **Rally** a friend using Will & Tactics Dice · **Recharge** an Action Gift · **Recover** from Reeling · **Scramble** a random distance · **Stand up** · **Stride** one pace · perform a **Stunt** and end your turn, Reeling

Dreams of Fire and Star-Shine

In the darkness of ages past, our universe was visited by aliens strange and unknowable. They enslaved hundreds of people and they conquered thousands of worlds. Their empire became known as the Myriad Syndicate, and they were called the Syndics. For untold generations, the Myriad people served them, and worlds were stripped of all resources, and left barren and dead. Pollution was rampant – some planets became furnaces of waste heat and greenhouse gasses, while others became poisoned, radioactive wastelands. Many resented the rule of the Syndics, but no uprising was successful for long.

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To play *Myriad Song*, you will need pencil and paper, and at least one set of polyhedral dice (four-sided, six-sided, eight-sided, ten-sided, and twelve-sided).

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