



# WORLD FALL

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**THIS IS NOT A COMPLETE GAME!**

*Generation Ship* is a supplement to *Legacy: Life Among the Ruins 2nd Edition*. You can pick up its basic rules at [ufopress.co.uk/legacyquick](http://ufopress.co.uk/legacyquick) or pick up the full rulebook, including examples of play, GM advice and 24 post-apocalyptic playbooks at [ufopress.co.uk/legacy2e](http://ufopress.co.uk/legacy2e)

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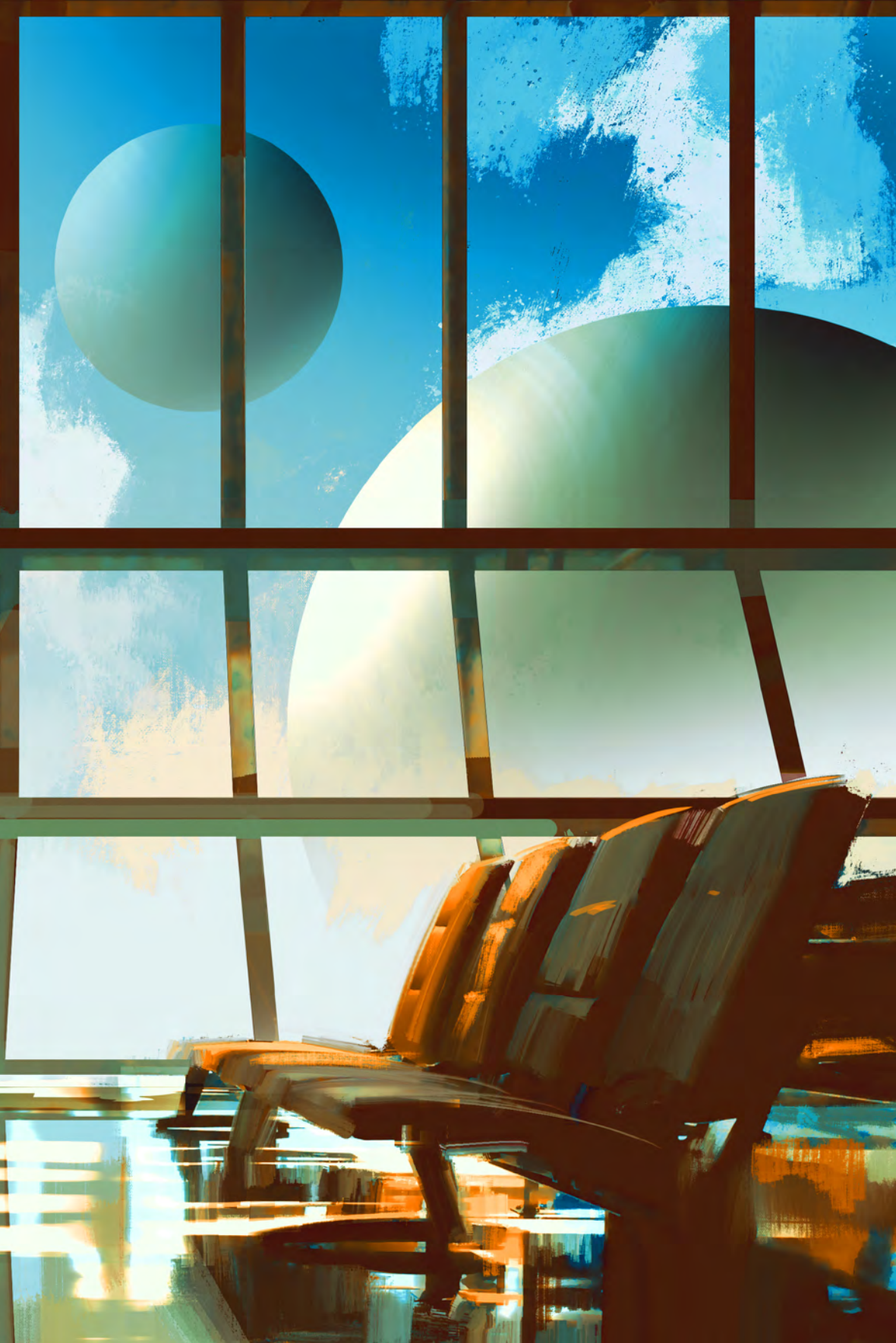
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# CHAPTER 1: FIRST FOUNDING





## FIRST FOUNDING

*You have twelve hours to satisfy the Keepers' impossible demands - resonance crystals from atop a sacred mountain, sacred only because they declared it so last week! It could be a bluff meant to test your mettle; ceding an entire mine to the cultists just to win their vote on one constitutional change? But it's their vote that could change everything. In order to win, you have to work hand in hand with the only people you never thought you'd work with. Not in a thousand years. Yet here you are. Helpfully, your other hand holds a dagger...*

*Welcome to Worldfall.*

This is a story about the blurred lines between personal and political drama, set against the heroic backdrop of an unfamiliar world. You're building a new home after your species' first journey across the stars. You disembark a colonyship with nothing but prefab buildings, moon buggies, geodesic domes, and a fistful of hope.

But instead of the old colonial rehash of humans versus aliens, or the survivalist tales of so many space exploration stories, this one is about a different kind of conflict: the nakedly political fight to shape a new world in one's image. This is not about war, per se, but a tug of war between competing visions. More than that, it's about the strange alliances that form when you build the coalitions you need to get anything done. In short, whatever it is you want to do, you can't do it alone, and force of arms won't win the day.

You can play this straightforwardly: humans reach the stars and make a new home umpteen million lightyears from Earth. Or you can play as a nonhuman species. Or... a mixture of many species, perhaps refugees from some intergalactic commonwealth that's descended into war. The basic story here is familiar, but deliberately open, and the playbooks provide strong but not hard-and-fast suggestions for the kinds of characters and organisations that will populate this world. The point of the game is to roleplay the political drama of building a new world from scratch.

How do you move from the hasty construction of a frontier space town to a full blown civilisation? Well, the answer lies a lot in how you choose to collectively take decisions. In a word: politics.

## HOW TO FALL ON A WORLD

In **Worldfall**, you and your friends can play as characters in one of several possible "Cabals," which you can think of as ideological affinity groups. Your story begins at the titular worldfall, the day you all arrive on the new planet. Even in unfavorable conditions, you have the tools needed to survive and thrive. You can farm and get fresh water. The real question is: what do you do with it all?

As with *Legacy*, you move from one age to the next, developing more and more along the way, accumulating power and the ever more ponderous weight of history. But unlike *Legacy*, the first age

has a very specific goal that sets the tone for every subsequent age. The big event that causes the first age to turn is a Constitutional Convention. The charter that everyone agrees will determine the shape of governance on the new world - and the big chance for your Cabal to leave a permanent mark on the new world.

Every Cabal has a certain flavour. Some are more democratic, some more authoritarian; some can go either way. You can be a militarist or an environmentalist, a cultured artist or a cynical politician. Or, most interestingly, some mixture of all the above.

The game is about those mixtures, and what happens when strange political bedfellows get together. Alliances are more important than even in **Worldfall**. "Reputation" is now a resource rather than a skill modifier, and you'll need it in Surplus in order to win, especially in the first age. What's more, many Wonders - including the Convention - explicitly require you to be in an alliance with another Cabal.

No matter how many players are at the table, every Cabal exists in the story. Those that haven't been claimed by players can be overseen by the GM, and your Cabal can still ally with them if you choose.

You still move between the actions of your Cabal and individual characters from each in order to tell the story. As with *Legacy*, each character playbook has a thematic resonance with a given Cabal, but it is not tied to it by any rule. You can (and should!) mix and match.

As always, when the drama of the current age has been resolved by completing a Convention or a Wonder, the ages turn. You go from a hydroponic farming colony to a city to a spacefaring civilisation in as many jumps as you and your friends deem necessary. But politics? Politics never changes...

## GETTING STARTED

To play **Worldfall**, you'll need at least 3 players, one of whom takes the GM role: managing the fiction, describing the world's response to the player's actions, controlling NPC Cabals, and helping adjudicate rules.

You'll also need copies of the Cabal and Character playbooks, the basic moves handouts, the World sheet, and at least two six-sided dice.

Here's how to blast off:

## STEP 1: DISCUSS TONE

As noted earlier, any character playbook can be matched to any Cabal playbook. Each mixture lends itself to a specific kind of story. But it is, in the end, a shared story, so talk about what kind of world you want to play in. Are you delving into the weird side of living on another planet? Is there a space horror element? What topics do you really want to hit, and which are off limits? Are the politics of your game wonky or satirical? Is it all Yes, Space Minister or Veep in Space?

Mix in as many flavours as you're all comfortable with, while also respecting boundaries. It's not fun if you're actually hurting people, offending them, or dredging up painful memories, after all. Use tools like an X-Card, which players can tap to signify that they'd like a certain scene to stop. Allow players to rewind or pause a scene to collect themselves, and make sure everyone's on the same page. Whatever you decide, the goal is always to have a bit of dorky fun.

When you've got all that sorted out, think about what your colony's *Worldfall* actually looked like.

## STEP 2: PLANETFALL OR PLANETCRASH?

The circumstances of your arrival on the planet can dramatically alter the first Age of gameplay, changing the resources available to you, the relative importance of certain Cabals, and even your character's appearance. Listed below are two possible scenarios and their suggested effects for how you play. Does your colony ship arrive intact, its full complement of resources available to you, or did you have to flee from an exploding reactor to the nearest terra firma you could find?

### PROMISED LAND

*Our hulk of an abandoned ship sits in the sky like a moon, right where we left it, an eternal monument to how far we've come. Here we are at last: our new home, breathable air and all. The first shuttles that touched down were loaded with metric tonnes of goods that had been packed decades ago back on Earth. Now they were about to help us found a new civilisation. It feels like each pallet is loaded with the hopes and dreams of everyone back home... well, back on Earth. This is home now.*

*This is the default setting.*

*Heavy vehicles like shuttlecraft are available, as are small quantities of luxury items, and "appearance" items that prize form over function.*

*Civilisation begins right out the gate and the emphasis is less on survival than on higher level politics.*

*Small arms exist, but heavier weaponry will have to be manufactured at a later date.*

## WE HAVE A PROBLEM

*This isn't our new home. That's somewhere back out there beyond the stars, imprisoned beyond this alien atmosphere. Something terrible happened - a cascading system failure aboard the ship, perhaps? Whatever it was, we were lucky to end up next to this minimally habitable world, and luckier to get away from the ship before the void claimed it. We have whatever we could throw into the escape pods, hope, prayer, and not a lot else.*

*This is a darker setting, with a greater emphasis on survival in the first Age of play. Every Cabal starts with two urgent Needs that must be met.*

*Any "appearance" options that connote luxury will not be available until the next Age.*

*For the first age, vehicles can only have the land or water tags.*

*The planet is actively trying to kill you. How, exactly, is up to the GM.*

## STEP 3: CABAL CREATION

This is substantially the same as Family Creation in Legacy. The main difference here is how landmarks are apportioned. Before signifies anything that was on the planet before your arrival, *Worldfall* signifies something your Cabal added to the colony when they got there, and Threats remains self explanatory. As always, you're not limited by the names suggested in the book.

## STEP 4: THE BIG PICTURE

As you build your Cabals you'll create a rough sketch of the world. But now you can come together and paint in the really big details.

Where are you all from? Earth? An alien world? Are you even human? Are you an interspecies mix? Are you the last of your kind?

Why are you here? Was this a mission of exploration? Or were you driven from your homeworld by something? Perhaps you're exiles, or perhaps you're refugees from an interstellar war. Maybe your ship wasn't a colony ship at all but a commandeered battleship that happened to have everything you needed. Tell your collective origin story.

Did anything noteworthy happen on the ship? You can start *Worldfall* with a blank slate, but as the the Backstory of your characters suggests (see next step), some preexisting relationships can be

in play. In theory, you've probably all had some time to mingle and plan in the weeks or months (or years) before your arrival. Any liaisons or conflicts that might affect play?

## STEP 5: CHARACTERS AND CHOOSING A PLAYBOOK COMBO

Each Cabal has one member the game pays special attention to: your Character, chosen to deal with the Cabal's day-to-day business, drama, and dealmaking.

As with Legacy, the character's background - are they the leader or just middle-management? Were they elected? Are they a rebel who's only won a grudging respect? - is up to you. In any event, they can dictate Cabal actions and trigger Cabal moves as needed.

Creating a character is substantially similar to the process in Legacy, but some additional thoughts follow on matching your character to the Cabal you've chosen.

When you first glance at the Cabal and character playbooks, you'll see that several natural pairings will leap out at you. Workers Intergalactic paired with a Hero of the People, say, or Scum of the Universe and a Gasoline Fire. Each character playbook is inspired by the themes of the various Cabals, and can serve as a personification of their ideology.

But there's no rule that says you have to pair in the "logical" way. Indeed, just as the game is about alliances between Cabals and the wild ideological brews that can produce, it's also about mixtures within cabals. Perhaps you'll want to play an Ecomancer who's Officer Class, the ship's doctor-turned-environmental advocate for the new world. Or a Gasoline Fire in Security, whose art is a terrible Futurism that extols a love of authority and domination. Possibilities abound, and even the ones that don't feel "natural" can, nevertheless, lead to interesting storytelling. Why would a Priestex be affiliated with Engineering? Do they hear eternity in the colony's machines, perhaps? Answering those sorts of questions can lead to fruitful RP.

## STEP 6: BEGIN

Once the characters and cabals are made, it's time to get started. For some characters, you may notice that their moves are "bigger" and more definitional. They may have spaces of some description. They can create public libraries, commission art projects, or have access to secret files from their home computer. Use these to guide your interpretation of your character. Their role moves should shape their preliminary goals.

For your first age, you can start by having the characters flex their move muscles, so to speak. Get their character specific projects going! Or you can start thinking straight away about the ultimate goal of the first age: the Constitutional Convention.

The GM should bear in mind the threats that have been created as you built the new homeworld, but also try to adhere to the spirit of the game. The planet has native life, but it will not be in the form of little green men brandishing laser pistols. It will be something that can harm, perhaps, but is best understood rather than blasted away. As a GM you should reward your players for inventive solutions to dealing with the new world - and be ready to punish them if they take the easy way out. Dynamiting a clearing may seem expedient until they wake up the next morning to find that a forest of mushrooms is literally about to reclaim the colony.

*(Mushrooms are used frequently as an example, because who doesn't love space fungus? But feel free to substitute your own weird flora and fauna. Maybe the planet grows semi sentient tentacles!)*

In short, "threats" should be complicated, and should come from the colonists as often, if not more, than the planet itself. You can inject some survivalism into this if you like, but remember that the game lends itself to political drama that presumes a minimum level of basic needs being met.

Once the Convention is over and the spoils are meted out, one Cabal alliance's views may seem to be in the ascendant, but no one is out of the fight. Trigger The Turning of Ages to enter your second era when the world is much more developed and a range of possibilities are now open to your Cabals. If you really want to, you can pursue a second Convention to rewrite the constitution to better reflect your values. Or you can pursue one of the other wonders available to you. The new world is your oyster. Your space oyster.



# INSPIRATIONS

**Legacy:** *Life Among the Ruins* is about the big picture; as a player, you more direct control over the worldbuilding aspect central to all RPGs, and shape its development as its own kind of character. You build not only a PC, but a collective with its own distinct identity and ways of expressing itself. When I was asked to write a variation on that theme, I knew what I wanted to do: an Alpha Centauri-inspired space opera potpourri.

**Worldfall** was inspired heavily by Sid Meier's Alpha Centauri, with a dash of Star Trek, and my beloved Eclipse Phase (which it's also been my pleasure to write for). It is, above all, a political drama of competing visions for humanity's future - or the future of whatever species you so choose. Politics is central to what this game is, and whether that looks more like *The Thick of It* or *The West Wing* is also up to you; every faction has scope for a heroic or satirical vision, and each was made with some measure of the gently mocking affection that comes with knowing something all too intimately (especially those delightful Scum). At least, I hope that's what comes across.

The shape of the new world is yours to mould. While the text often implies a breathable atmosphere, for instance, it needn't be so. The text also heavily suggests that you're not alone on the new world, with all manner of weird and wonderful life to discover. But the focus is on you and the other players/factions. What happens at every stage should be, at least partially, the product of political intrigue and space-horse trading, and that determined what my influences, well, influenced.

In the case of Alpha Centauri I was less interested in the military strategy aspect of it all than in the struggle between philosophies of government. The gameplay was fine, and more than competent for a 4X title, but the philosophy, iconic characters, and story made it immortal. I wanted to capture a bit of that.

But unlike Alpha Centauri, you're not all separate nations. You have to share a colony and find a way to govern together. Collaboration and conflict go hand in hand—and therein lies what themes I drew from Star Trek. Sure, you can shoot a phaser at your problems, but what if the space jellyfish has something interesting to say? **Worldfall** is based on the idea that the non-shooty option is always more interesting. That's why your colony may have a security force, but not, say, a standing army or bristling space navy—at least at the beginning. The focus is more on your cabal's desire to maintain order and exert influence within the colony rather than leading military campaigns farther afield.

This can still lead to militarism, of course, but the pathways are different; fewer tanks and more backstabbing in dark alleys.

This, of course, also means that the principal threat should be each other—rather than a menacing alien race of some description. Aside from being old and tired as a trope, it also recapitulates some themes of actual colonialism that I'd rather not recreate here. Making first contact with intelligent life is possible later on in the game, but at the outset, your interactions with life will be more about finding a way to coexist with bizarre new creatures who are either non sapient, or whose thought processes are so alien to humanoid ways of thinking that they are essentially above your drama. You may have to redefine what interspecies contact can mean.

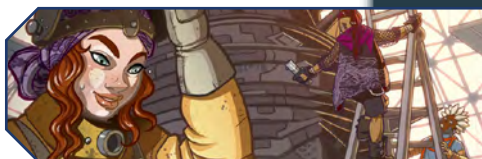
As always, though, any setting that grapples with the personal and the political in space is ripe to plucked at for ideas, so have at it!

## PLAYBOOK SUMMARY

### CABALS

#### THE SCUM OF THE UNIVERSE

A contingent of radical philosophers, street artists and punks who somehow found space aboard. Now they've taken their values to a new world, and won't miss a chance to remake the stars in a queerer image.



#### KEEPERS OF THE FLAME

The church of the new world. Whether they revere the faiths of their distant homeland, or have found a new religion on this alien planet, their power to manipulate the society of the colony is immense.



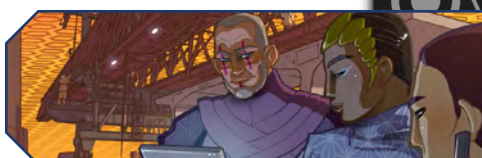
#### GUARDIANS OF EDEN

This new world is full of wonders, unspoiled by human hands. The Guardians are those who seek to protect this new ecosystem, to cherish it, to form a bond with it that verges on the spiritual.



#### ENVISIONEERS

The colony needs designers, dreamers, engineers. Without you, who would replace their shacks with soaring towers? Who would understand the advanced devices your ancestors sent with you? Who would unpick the secrets of this new world?



#### THE OFFICER CLASS

Someone had to lead this mission. The Officers are the uniformed, titled executive staff who ran the ship; the Captain, their XO, the crotchety Medical Officer, they're all here. After worldfall, it's an open question who should really lead the colony, but the Officer Class know they're this settlement's best hope.



#### WORKERS INTERGALACTIC

Even a new home among the stars needs someone to mop the floors, but woe betide those who underestimate the janitors. You're tough, handy and - most importantly - organised.



#### THE WORLDSOUL

This world is alive, and you are the mind controlling it. Lash the colony with storms, or raise up life-giving crops. Stand apart from them as a wrathful god, or bring them into your embrace and make them something more than human. Include this playbook with care - it will radically change your game!





## CHARACTERS

### THE GASOLINE FIRE

Need to start a protest, organise an art exhibition, or organise an unofficial social group away from Security's prying eyes? Best talk to the person putting out fires with gasoline.



### THE PROCONSUL

Who actually runs this place? Perhaps it's the uniformed officers, or maybe the engineers who keep everything running in more ways than one. But on a planet with so many competing visions for the future, diplomacy may yet prove to be most powerful – and necessary – art of all.



### THE HERO OF THE PEOPLE

You're not in charge – at least, not officially. And you're not smart – at least, not as the scholars would reckon it. But when a supervisor is working her staff to an early grave, or a leader needs to hear some home truths, you'll be there to help.



### THE FLAG

Someone had to lead this mission. Why not you? A Flag (as in “flag officer”) is in command, a leader of people and machines, a spender of blood and treasure – though hopefully not their own.



### THE ECOMANCER

No one knows the new planet better than you, and few people can hear its enchanted breath the way you can. The rewards – and the costs – of this intimate knowledge are yours alone.



### THE PRIESTEX

You have faith stronger than steel, followers who love you more than life, and powers they can't explain. You're a tiny light in a dark void, but you'll burn bright enough to show them the way.



### THE SYNTHESIS

You are life, but not as they know it. An AI, a cyborg, or someone who chose to join with the planet itself. Whether through tech or hyper-evolution, you're a changed, perhaps ascended entity.



## CHAPTER 2: NEW RULES





## GM AGENDA

Your job as GM isn't terribly different from what's advised in Legacy. For instance, the interplay you're encouraged to create between various Character Roles remains much the same: Leaders, Agents, Rebels, and Outsiders work the same here and can, thus, similarly operate as foils for one another.

However, there are a few specific elements of **Worldfall** you might want to pay attention to in developing some guiding principles:

**Play the planet.** The world of **Worldfall** is alive and perhaps even conscious. Make it a character; perhaps even your signature NPC.

**When you make NPCs in the various Cabals,** always build them with an eye towards increasing factional/political conflict.

Even if they're not controlled by your players, **every faction exists and is in play.** Use them to the hilt, and make them attractive options for alliances.

**Alliances are essential;** they're also hard. Make allies compromise and emphasise ways that each cabal's ideology has to change in order to facilitate the alliance.

Weapons exist and combat is possible. But how can you make it interesting? **Always make sure violence has unintended consequences** and that there are appealing alternatives.

**Every ideology has its limits:** find the limits for your players' cabals.

**This is a strange and wondrous world.** There are deadly challenges, but also fantastic beauty. Play up that dyad, and help the players feel like they're making a home here.

## GEAR

As in Legacy, your Cabal will give you some options to outfit them with. These lists aren't as complex as in Legacy - simply pick one benefit from them each time you Tool Up, and then use your surpluses to buy extra gear as usual.

Here's a basic list of gear all characters can have access to by default:

- ▷ **Outfit:** Crew jumpsuits (*utility*).
- ▷ **Vehicle:** Planet buggy (*land*).
- ▷ **Armoury:** Dangerous tools (*melee*).
- ▷ **Followers:** Unseasoned colonists (1 Quality, remembering the old world).

We also add two new vehicle tags:

- ▷ **Eco-friendly:** The vehicle doesn't cause any harm to the environment.
- ▷ **Hi-tech:** Your vehicle bristles with sensors and computer equipment, helping you find Data or Tech in the field.

## RESOURCES

### REPUTATION

**Worldfall** is about within-community politics: unlike Legacy, you share the same settlement with your rivals and compete for position in the same overall power structure. To suit this, we move away from the per-faction favour-trading of Treaty as seen in Legacy.

Instead, you track your **Reputation** with the colony overall, a metric of your popularity - and the popularity of the ideals you espouse. You'll still engage in intense negotiations with the other Cabals, but that's handled through moves like **Conduct Diplomacy** and **Find Common Ground**. Instead, the focus on popularity here represents the idea that your ideology is in contest with others in the hothouse of the same polity. You can also think of Reputation as a measure of how fervent your supporters are, and how much credibility you have - even among those who don't share your worldview.

**Lend Aid** is therefore replaced with the following move:

### STAKE YOUR REPUTATION

*When you help another Cabal,* pick the Surplus you're using to aid them and give their roll Advantage. If their result is a 7+, get back the Surplus and gain 1 Reputation. If the result is a 6-, lose the Surplus and they lose 1 Reputation.

### DECLARE ALLIANCE

*When you decide to ally with another Cabal,* state your reasons for doing so.

*If the Cabal is run by another player,* their permission is required to form the alliance. They are entitled to ask for one of your Surpluses as a condition to joining the Alliance.

*If it's an NPC Cabal,* roll +Reputation. On a hit, the Alliance is created. On a 7-9, you must give them a gift first: sacrifice one of your Cabal's Surpluses.

So long as your alliance stands, take advantage on Conduct Diplomacy rolls with each other. When the Alliance works together to build a Wonder, collectively decide one requirement of the wonder to fulfill without spending any Surpluses.

Alliances must be re-negotiated at the start of each Age, or dissolved at the discretion of either member. The dissolution of an Alliance is always costly. If you break an Alliance without the other party's agreement, or if you act against your ally in secret and word gets out, you'll lose 1 Reputation (these losses do *not* stack).

## DEVICES

You (or your ancestors) didn't cross the stars emptyhanded, nor do you lack the means to create fantastically new whizbang gadgetry.

Devices are the technology of home, augmented by the marvels of the new world. Or, perhaps, something left behind by some other intelligence? If you encounter them, the GM will give you clues about their function; only activating them can show you what you're really dealing with. If you make the device, describe it and its function; the GM will describe another function and a possible malfunction.

When you use a Device, you trigger the **Unleash Power** move, slightly tweaked to fit *Worldfall's* themes. The results of this in the fiction will be specific to the actual device.

## UNLEASH POWER

When you find an otherworldly marvel, the GM will give you a few clues as to what this Device can do.

**When you use the Device**, say a thing you want it to do based on the clues and roll +Lore.

On a 7-9 pick two; on a 10+ pick three:

- ▶ The device does exactly what you wanted.
- ▶ The device does something unexpectedly interesting.
- ▶ You gain sociological insight into the device's creators.
- ▶ You avoid the device's side effects/backfiring.
- ▶ You learn where other devices may be located.

When you return it to your Cabal, lose the Device and give them +1 Tech.

This world is as ancient as your home, and you're not the first intelligence to walk these lands. Use Devices to worldbuild and explore the universe your group now inhabits. Are the Device creators long gone? Do they live on the other side of the planet? Does the planet itself have toolmaking capabilities? Think of alien Devices as windows onto the world of sapience beyond your colony, and remember that scientific analysis need not be confined solely to function, but learning something about the culture that produced the Device.

Who knows? Perhaps someone else is doing the same thing with your colony's garbage.

## EXAMPLE DEVICES

- ▶ **Thyfergel:** A translucent paste that can be applied to all but the most severe wounds (GM discretion) and instantly heal 2 harm. The gel tingles and soothes, and its scent overwhelms like a vapour, blasting open one's sinuses (or their equivalent in other

xenotypes). Most minor wounds seal without scarring in minutes. Instantly create an Age's supply of the gel by spending your Cabal's Surplus: Barter Goods.

- ▶ **Hydropond:** A nondescript silver bowl filled with what appears to be water (word to the wise: don't drink it). Any variety of plant can grow in the hydropond, and its lifegiving pseudo-water can be used to fill troughs or even whole lakes if enough of the stuff is produced. What results, at whatever scale is permitted by the container, is a verdant swamp garden. Any fruit or vegetable you desire can be grown in any environment, sustaining itself from the "water," in truth a collection of nanobots that adapt to the genetic makeup of the seeds they tend to.
- ▶ **VirtuaLass:** Back home it was the hot new kid's toy. And yes, the name was already the butt of unfortunate jokes. Now it gets to be the common ancestor of the new world's videogaming culture. The basic VirtuaLass looks like a pair of sleek sunglasses; the specs wrap around your eyes and allow the user to dive into an augmented world of play. Devise your own game and your GM might just give your Cabal Surplus: Morale.
- ▶ **Dreamweaver:** A related technology that makes lucid dreaming instantly accessible to its user. With the Weaver, dreams can become a new form of alternate reality, authored entirely by you; manipulate your dreams or go where the current takes you, work or play, pleasure or pain, with the touch of an AR button you can forget it all or remember it forever.
- ▶ **TK Wand:** A small length of plastic and light that fits in the palm of your hand, the Wand is a telekinetic assistant. Point it at, say, a heavy crate and then - like clicking and dragging an object on a computer screen - drag it through the air to where you want to go, leading it with the wand. The weight limit is 500kg. But perhaps the technology can be improved? Either way, it has a mysterious vibration setting.
- ▶ **AR-mani Dress:** You'll be the talk of the colony—to anyone with the right implants. If they can see augmented reality, they'll be able to appreciate the psychedelic glory of your accoutrements, alive and evolving like a writhing geometry of colour, shape, and even sound. If you wear the outfit, describe its appearance both with and without AR, and add the Regal tag to your Outfit.



- **Song of the Sphere:** On encountering this strange artefact you discover it's impossible to touch, at least in the traditional sense. It appears as a brass sphere with no tactile surface—your hand passes through it. But once your hand is inside its bounds, the sphere will follow. Experimentation will reveal its susceptibility to sound; in particular, music causes the sphere to change colour, shape, and texture. In time, its precise secrets may be discovered. A symphony causes the sphere to expand to stadium-like proportions, enmeshing those near the user in a gorgeous planetarium-like environment with almost-indecipherable star charts. And yet you somehow sense this isn't all it does...

## WONDERS

### NEW WONDER: THE CONSTITUTIONAL CONGRESS

This is what the first Age is building up to on the new world, a convocation among the stars to determine the future of this civilisation. You will forge a binding charter that assembles not just the laws and fundamental rights of the new society, but an ideological vision for the new world that will inexorably pull everyone in its wake.

The first Cabal to meet the requirements convenes the Congress and has the clout to field the largest number of delegates. They, thus, have a lot of say over what kind of government the Constitution enshrines. This Cabal's player - and, crucially, the player of their closest ally, if they are not GM controlled - should introduce the wonder by describing the nature of their proposed government, possibly drawing inspiration from how their Cabal has elected to govern itself. Will you opt for a liberal democracy or a direct democracy? A libertarian or anarchist collective light on government? A more authoritarian form of government with less democracy overall? You can, if you choose, guarantee many liberties and resources to your people whilst also tightly constraining representation - be a queen among the stars. Or perhaps you'll be the one to oppose her? Paint a picture for the table.

#### Requirements:

- 2 units of Reputation
- Barter Goods
- Culture
- Art
- Data.

## PERMANENT BONUS

Whoever meets the requirements first will be forever remembered as the convener of the Congress and will always have access to a second Doctrine move.

## POSITIVE AND NEGATIVE LIBERTY

Unlike other Wonders, Fortunes and Trials have been replaced with Positive and Negative liberties.

Positive Liberties involve a government or collective giving something to the masses, with spoils for the Cabal that runs its affiliated institution.

Despite the name, Negative Liberties are not bad, but rather they restrict the power of a government or collective in some fashion; these come with both bonuses and demerits that represent constraints on power - in some ways they can be even more powerful than their Positive counterparts.

These are meted out in the following way:

- **First to meet Requirements:** Two Positive Liberties, Two Negative.
- **Second-most of the Requirements:** Two Positive Liberties, One Negative.
- **Third:** One Positive Liberty.
- **Fourth:** One Negative Liberty.

## POSITIVE LIBERTIES:

- **Intergalactic Supreme Court:** With gavels that will one day ring out across the stars, here is the place this document will be interpreted for all coming time. Your Cabal has produced most of the jurists for this Age. Tell us what their first ruling will be. At the beginning of every age where you control the Court, Gain and Share Surplus: Culture and Justice with another Cabal of your choice.
- **Universal Healthcare:** Just this once, everybody lives! Healthcare is enshrined as a fundamental right for all coming time. Your Followers start at 2 Quality instead of 1, and you have one free reroll each age if your previous roll would result in your Character's death.
- **The Palace of Culture:** A constitutional provision for the creation of heritage sites and vast museums. Describe an inaugural exhibit, newly declared monument, or a listed building. At the beginning of every new Age where you still control the Palace, Gain and Share Surplus: Culture and Art with another two Cabals of your choice.



- ▶ **National Parks:** Vast swathes of country are to be preserved and protected from any “development,” flourishing forever as pristine wilderness shrines to the world’s natural heritage. Describe the first national park or wildlife preserve. At the start of each session, gain +1 Data (knowledge gained of wilderness terrain and alien life) or +1 Tech (from gaining equipment to survey and study the preserves). At the beginning of every new Age where you still control the Parks Service, Gain and Share Surplus: Prestige and Morale.
- ▶ **Sovereign Wealth Fund:** The new Constitution guarantees everyone a stake in the colony’s resources, and all citizens are entitled to a share of the world’s mineral wealth. The Cabal that oversees this department will always have Surplus: Currency. Every Cabal gains Surplus: Barter Goods at the start of every new Age.
- ▶ **National Education Service:** All are entitled to a quality education at low to no cost. Name a university; if you want to be cheeky, name it after yourself! Your Cabal controls the Education Ministry and supplies some leading theorists for its schools and institutes. Gain +2 Data from your extensive sociological research on the colony, or +2 Tech from your expertise in cutting edge R&D, or +2 Reputation from your political think tanks. At the beginning of every Age where you control the Education Ministry, you Gain and Share Surplus: Research.
- ▶ **Moonshot:** You choose to go to the moon(s) (or nearby asteroids, or a sister planet) in this decade and do the other things, not because they are easy, but because you control the newly founded space agency. Gain +1 Tech, and you can add the *void* tag to your vehicles for free. Gain +1 Reach as long as you control the Space Agency. Gain Surplus: Knowledge at the beginning of the Age - after you tell us what’s out there and why it’s so important.
- ▶ **The Octagon:** National defence still matters, even when there’s only one country. But whatever lies on the horizon, the biggest threats may yet come from within. Preside over a secretive Ministry of Intelligence and get an extra point of Data each time you gain Data investigating other Cabals. Once per session you can erase any Need from any Cabal at their request, and name your price for doing so. Describe the codenames given to your agents.

- ▶ **Mass Transit:** A right to get from one place to another, cheaply and easily. What could be more simple? The Ministry of Transport gives your Vehicles the transport tag for free, plus an extra free tag of your choice. Draw your own monorail, subway, or bus network on the map. Every Cabal gains Surplus: Transport at the beginning of the Age, but for the Cabal who manages the system, they can take it as a permanent surplus so long as they are in control.

## NEGATIVE LIBERTIES:

- ▶ **Freedom From Want:** Universal Basic Income is the law of the land, but it requires upkeep. The Cabal that administers the UBI Office shares, with one other Cabal of its choice, Surplus: Rare Materials and Surplus: Morale. This comes at the cost of Need: Luxury. In addition, your Cabal gains +1 Reach from their administration of a popular programme, but its high visibility comes at the cost of -1 Sleight.
- ▶ **The Fourth Freedom:** Unlawful search and seizure is forbidden; no security is worth the cost to liberty. Your Cabal oversees a civil liberties watchdog that requires you to pay out of pocket for its upkeep. NGOs can’t always rely on public funds, after all. At the start of each Age where you control the organisation, take Need: Barter Goods (you may spend a Surplus: Barter Goods acquired through a Positive Liberty to meet this requirement). In addition, every Cabal takes disadvantage on all Subterfuge rolls. The Cabal that controls the organisation gains Surplus: Justice and Surplus: Leadership at the start of each Age.
- ▶ **No Taxation Without Representation:** An extroplan revolt has tightened the pursestrings of the incoming administration and its ability to raise public funds is limited. As you are tasked with overseeing tax policy, you gain Surplus: Luxury but at the cost of Need: Morale and Need: Prestige. In addition, lose -1 Reputation when you gain Data on Cabals with socialist or anarchist inclinations - ask them to identify themselves, if it hasn’t already become obvious from play. Since there is less collectivisation of resources, however, your Cabal can hold fast to its newfound Surplus: Land and Surplus: Currency.
- ▶ **No Bosses:** The anarchists have won a major concession and rewritten the rules of hierarchy; wherever one person stood above others, she is replaced with a council or the direct democracy of the office, factory, school, or organisation in question. This

cacophony of voices makes decisionmaking more difficult as consensus becomes ever more elusive. Your Cabal and one other of your choosing gain Need: Leadership and Need: Safety at the start of every Age. On the other hand, the improvement to cohesion brings a permanent Surplus: Morale for the Cabal that administers this process. As long as you control this programme, your Cabal takes +1 to Reach, and advantage on rolls that challenge hierarchical authority.

- ▶ **Goods, Capital, Services, and Labour:** You want to live with common markets, do whatever common markets do? Choose two Gear types for your cabal to specialise in, and a tag for each. As long as you control the CCB - Colonial Central Bank - your gear in that category will always have this tag, afree of charge. Gain +1 Tech at the start of the Age. The economic precarity caused by all that free flowing money means that you have to go it alone - lose 1 Reputation, and take -1 Reach. (For a real laugh, pick this one with "No Bosses" and try to make it work ideologically.)
- ▶ **Freedom of the Press:** Now you can become the most trusted name in news. Drawing on the traditions established by early colonial newsletters and blogs, your Cabal now controls the biggest independent news network in the colony. Describe it; what's your medium? What's your angle and editorial bias? You attract the colony's best reporters. Each session, gain +1 Data if they cover a culture beat, +1 Tech if they're science specialists, or +1 Reputation if you field the best goddamn politics team on the planet. In addition, your Cabal and two others of your choice gain +1 Reach. However, name two Cabals that you have ongoing disadvantage against, so long as you control the Agency. Not everyone appreciates your snooping.
- ▶ **Right to Bear Arms:** And, if they exist, the right to arm bears! In space. What could go wrong? This very old, almost archaic right presents new problems. Your Cabal can always add the *turret* tag to their Vehicles, and a free tag of their choice to their Armoury. All Cabals can freely add the *hidden* tag to sidearm sized weapons. The uptick in paranoia and violence extracts its cost: your unpopular position as lead lobbyist for arms ownership and manufacture costs you -1 Reach each Age you control it, and caps the Quality of your Followers at 2.

## GOVERNMENT BONUSES

Finally, when you describe your government-type, think about which of these three broad government-types it'll fall into and choose the relevant bonus in consultation with your Ally.

- ▶ **Democracy:** The top two Cabals gain +1 Reach. In addition, all their clothing is upgraded; add a new tag to each.
- ▶ **Authoritarian:** The top two Cabals gain +1 Force. In addition, all their weapons and vehicles are upgraded; add a new tag to each.
- ▶ **Anarchist:** The top two Cabals gain +1 Sleight. In addition, once per session, they can evade the scrutiny of any security force or organisation.

Representative governments with hierarchies might be seen as more democratic, while collectivist societies that are both rights-based and anti-hierarchical might be more Anarchic, for instance.

## PLAY ADVICE

As always, each ability is a prompt for roleplay. For each Liberty, there is an affiliated organisation that your Cabal controls. These are the spoils of their investment in the Congress. For example, if you select "National Parks," your Cabal controls the Park Service or some equivalent. With Negative Liberties, it's more likely the organisation your Cabal controls will be outside the government. A news agency, a lobby group, a powerful union or activist collective, a rights watchdog. In either case, you've added some institutional fiefdom to your Cabal. Integrate that into your roleplay: name your organisation, describe its workings. Who are the prominent figures? Where are you based? This can, and should be, treated as an expansion of your Cabal's holdings and a boon to your allies.

In addition, after everyone has selected their Liberties, take stock of the full Constitutional picture. What sort of nation has been created? Some may appear contradictory, but let that be the spice of your new nation's life. Constitutional tension and legal contradictions are ticking time bombs that generate drama; make the most of that in your game.

## CONVERTING WONDERS

Some of the Wonders from *Legacy: Life Among the Ruins* can be imported unchanged. The key, as always, is to evaluate each Trial and Fortune to ensure it's tailored to the setting.

**"The Great Network,"** for example, is something the colony can build towards in the second Age, when there would be more settlements sprinkled across the globe and a need to link them all.

**Worldfall** implies that telecommunication exists even in the first Age, but perhaps the Great Network harmonises and dramatically improves that system.

**"The Capital"** is easy to import but its nature needs to be changed a bit. In *Legacy* it represents the first city rebuilt in an apocalyptic world. But in **Worldfall** you begin with a colony that rapidly becomes a city. Thus **The Capital** would have to represent something greater. A megalopolis, perhaps, around a space elevator.

**"Revolution!"** is particularly well suited to **Worldfall** and some of its factions are clearly agitating for one! For **Worldfall** it's about ensuring your Cabal's ideology (and those of your allies) are in the ascendant.

Add the following Fortune to "Revolution!" to ensure it has relevance to the Constitutional Congress:

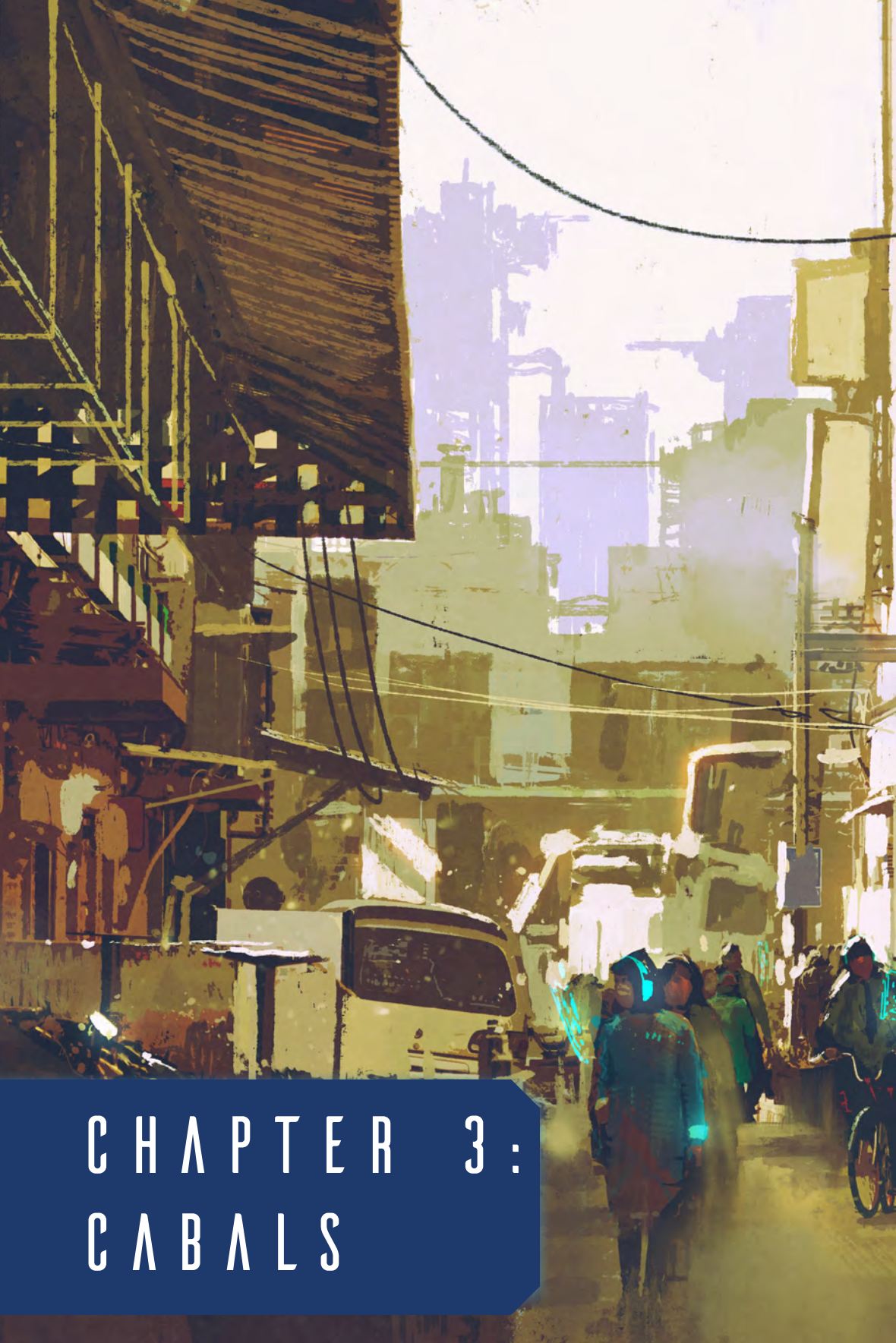
- **Constitutional Amendment:** The Revolution leads to changes to the planetary constitution, where the victors renegotiate its terms. Choose one Positive and one Negative Liberty for your cabal that has not already been chosen. The GM decides which Cabal loses an existing Liberty (and therefore control over its related organisation/ministry) and who control is transferred to. The Owner gets to say if there any changes to the governance model of the planet.

**"Total War!"** is not ideal for the **Worldfall** setting as it de-emphasises military conflict. As a core conceit of the game, the planet remains more or less united under a single government, with conflicts being played out through diplomacy, espionage, or small-scale confrontations. But surely a more widespread conflict is possible? Well, that's what a good old fashioned "Revolution!" is for.

**"The Age of Discovery"** can be tweaked to represent your people's return to the stars. There are a number of abilities and projects already in the **Worldfall** that deal with space exploration, so this has to be about something bigger. Colonising a nearby planet, visiting a new solar system, or even First Contact with a more humanoid alien species. The Silk Road and Cornucopia can, in this light, be used to represent Resources found on nearby asteroids, mining a rare comet, or a new planet altogether.

**"The Energy Revolution"** is also more or less ready for **Worldfall** with some tweaks. Black Gold will have to be a non-oil resource. Perhaps it can literally be black gold here, or harnessed dark matter. The Factory can be something you built or, perhaps, alien tech left by another civilisation. More intriguingly, it could be a productive biomass of native life. War Machines should be nixed entirely, however.





# CHAPTER 3:

## CABALS









# THE SCUM OF THE UNIVERSE

*"What we left behind was a fascist nightmare of unchecked power, war, and profiteering. Here on our new world there are no old gods, no masters, no kings. As it should be. Earth is very far away now, and we're gonna keep it that way." - Dori, Scummune Health Specialist*

## CREATING YOUR NON-HIERARCHICAL AFFINITY COLLECTIVE (OR SCUMMUNE) STATS

Choose one:

- ▶ Reach 2, Grasp -1, Sleight 0 if the Scum's artistry was pleasing or useful to a majority of the crew, having built a reputation as creative thinkers valuable to the colonial effort.
- ▶ Reach 2, Grasp 0, Sleight -1 if the Scum were controversial and divided opinion among the crew; they were placed under surveillance by Security.
- ▶ Reach 0, Grasp 1, Sleight 1 if the Scum were loathed by the majority of the crew for their beliefs and antics; what they lack in diplomacy they've made up for in learning to defend themselves.

## TRADITIONS

Choose one of each, create something else, or combine several:

### POPULACE

Expensively educated radicals; scholarship students from hardscrabble origins; collectivists from radical organisations; X Liberation Front.

### STYLE

Wild and unrestrained; bureaucratic and rule-bound; avant-garde and academic.

### GOVERNANCE

Commune of anarchists; council of community elders; charismatic leadership.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE

- ▶ A forest of mushrooms ten storeys high, with reality-altering properties.
- ▶ A secret garden for communing only Scum can find (for now).
- ▶ A lake with alien properties; fun for skinny dipping!

### WORLDFALL

- ▶ An art gallery that promises to change the new world.
- ▶ A community centre that acts as neutral ground for all Cabals.
- ▶ The sex pit.

## THREAT

- ▶ Where the narcs meet.
- ▶ The fucking police station.
- ▶ A place so beautiful you know someone else is going to want to exploit it.

## DOCTRINE

Choose one:

- ▶ **Galactic Cosmopolitanism:** When your Cabal completes an Art Project (success or failure), they get fleeting advantage on the Cabal of their choice.
- ▶ **No Gods, No Kings, Only Us:** When another Cabal or its representative uses physical force against your Cabal or its representatives, their roll has disadvantage.
- ▶ **Burn it All Down:** You can never *Stake Your Reputation* to help the Officer Class. In exchange, you gain advantage on all diplomacy rolls with the Guardians of Eden and the Workers Intergalactic.

## LIFESTYLE

Choose one:

- ▶ **Crust Punk:** Your digs are unbelievably filthy, but that's just your style; you have better things to worry about. Get advantage on any *Art Project* roll.
- ▶ **Problematic:** You're hedonists. Universal laws and activist rules are for other folk; radical praxis means wild indulgence. Once per Age, convert a landmark claimed by someone else into a sex pit; fill their dreams with your Cabal's unchained hedonism.
- ▶ **University Collective:** The Code of Conduct is life; abuse and oppression have to be called out forthrightly and without apology. Get advantage on any *Community Action* roll.

## RESOURCES

Pick two Surpluses and increase Assets accordingly. Take the unchosen Surpluses as Needs.

- ▶ Culture
- ▶ Contacts
- ▶ Art
- ▶ Luxury
- ▶ Justice

## SCUMMUNE MOVES

Choose two:

### ART PROJECT

Your Cabal can spend a Surplus to create an art installation or work of some description in order to gain critical benefits. You must describe 1) what it looks like, 2) where it is located, and 3) what, if anything, it may ask of passers-by. Is it an interactive work, or merely meant to be looked at? The Project can also be more intangible: a ballad or a poem, perhaps. Either way, roll +Reach. On a 10+ choose 2, on a 7-9 choose 1, on a <7, the debut is a disaster; choose 1 but with a major downside to be determined by the GM.

- ▶ A Cabal is inspired by the work, granting you +2 Reputation.
- ▶ Communal donations to the artist(s) are redistributed to the Cabal. Choose one Surplus.
- ▶ The Scum initiate a colony-wide conversation or debate that can be used to their benefit; get fleeting advantage.
- ▶ The chatter around the Project leads some to theorise about its connection to the new world, granting you +2 Data.
- ▶ It's a hit with the Scummune, granting the Cabal +1 Mood for the rest of this Age.
- ▶ The Project inspires a wild change in perspective and practise that turns one Need into a Surplus, but changes a different Surplus into a Need.

### COMMUNITY ACTION

Stage a protest. Describe it: what kind of action is it? A sit in? Assisting another Cabal's strike? Occupying an essential structure? Who exactly is participating? Are they carrying signs? If so, what do they say? Roll +Grasp to find out what happens. On a 10+ take one, on a 7 to 9, take one with a cost to be determined by the GM; on a 6- the Action fails with spectacular results.

- ▶ Successfully disrupt a specific faction's Wonder, causing them to lose a Resource they had previously invested in it (this includes the Constitutional Convention, reducing their influence on it.)
- ▶ Inspire negotiations that give you advantage on *Conduct Diplomacy* rolls with a Cabal of your choice for the rest of the age.
- ▶ Give an allied Cabal advantage on their next roll.

## COLLECTIVE PROPERTY

The Cabal shares everything; everything. While this is a possible source of conflict it also makes for a surprisingly efficient distribution of resources. Once per session, you can make anything you need, no matter how complex, materialise as if out of thin air cobbled together from junk lying around the Scummune. Whether it's built to last, however...

### UNWRITTEN RULES

Even non-hierarchical communities have elaborate norms and, of course, hidden social codes. Scum have a highly attuned sense for the nuances and submerged meanings of negotiation and discourse that others may miss. When they use *Diplomacy* you can ask a follow-up question, anything you like, and get an honest answer. When you *Uncover Secrets* you can add two elements instead of one.

## INHERITANCE

Scum Characters get +1 to Sway or Force.

When you *Tool Up*, pick 1 to get for free:

- ▶ Some Followers with 1 Quality and *artsy*.
- ▶ Some Followers with 1 Quality and *incendiary*.
- ▶ An Outfit with *on-trend*.
- ▶ An Outfit with *sensual*.



## PLAYING YOUR SCUMMUNE

More than anything else, the Scum are your utopian starseekers who believe anything is possible - not just in terms of exploration, seeing strange new worlds, or building wild new tech, but socially possible. No matter how good things get, it's never good enough; there's a new horizon to chase, some way the world can be even better. In this light, your Scum can act as the moral conscience of your colony, standing guard against anything that compromises hard-won freedoms on the new world.

As always, any cabal can ally with any other, but there are some that make for more intuitive fits, as implied by the guidelines for "Burn It All Down." The Guardians have a similarly anti-authoritarian ethos, and the Workers Intergalactic is quite clearly socialist in a way that'll please your average Scummune dweller. Each is also seeded with the potential for conflict. The Intergalactic is more hierarchical and statist than the anarchistic Scum, and the Guardians are earthy where the Scum are worldly. But that's all for you to play with.

Although, of course, in real life radical anarchists are a hugely variegated group, the Scum are artistically focused and this is their core strength. Art Project grants significant opportunities for both storytelling and gaining useful bonuses that can greatly ease the long term completion of a Wonder (perhaps the various Projects tell a specific story or all cluster around a theme?) Community Action is your main attack move for putting a dent in someone else's Wonder, making for a fun and expressive one-two punch with Art Project. But unlike Art Projects, failures for Community Action are meant to be explosive and spectacular. Your GM might even damage your Wonder on a big enough failure. It's high risk/high reward for a reason. To be Scum is to long to impact the sociological and ideological life of the colony at every opportunity. You will either be heroes or insurrectionary villains as a result. This playing with high risk extremes should be played to the hilt in your RP. You're not here to build consensus on the new world; the point is to change it.



# KEEPERS OF THE FLAME

*"What does a world leave behind? Above all else, monuments to its convictions. On our planet, as must be the case everywhere else in the universe, the oldest and best preserved ruins of our past selves were religious in origin. Burial grounds, sacred circles, tombs and temples. We've grown so far and so fast now. But are we to lose our appetite for wonder? For the unknown in that deep and lovely void of space? No, there is always something worth revering, always a force bigger than you. It commands respect, perhaps even admiration and worship. But above all, we must remember." - Arcano-Bishop Moira Whitbrook, "The Collected Sermons."*

## CREATING YOUR KEEPERS STATS

- ▷ Reach 2, Grasp 0, Sleight -1 if your faith evokes the most popular religions from the old world.
- ▷ Reach -1, Grasp 2, Sleight 0 if Worldfall was a traumatic event that showed the need for strength.
- ▷ Reach 0, Grasp -1, Sleight 2 if your faith focuses on the deep mysteries of the new world.

## TRADITIONS

Choose one of each, or create something else.

### POPULACE

Ascetics who took the chance to start over quite literally; an opulent class of adherents ranked in a hierarchy of devotion; hedonistic lovers of nature who revere circles.

### STYLE

Identikit gowns that efface all difference; opulent silks and trimmed vestments with jeweled holy symbols; earthy, flower child garb in all colours.

### GOVERNANCE

A rigid hierarchy with a titular leader and a college of clergy; consensus driven circles with no leaders or ranks; a semi-hierarchical democracy where all parishioners have a vote.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE

- ▷ Standing stones that hint at an ancient intelligence.
- ▷ A copse of glass trees that whisper of the sacred.
- ▷ A series of warrens that promise enlightenment or death.

### WORLD FALL

- ▷ A cathedral to keep the flame.
- ▷ A monastery far from the main colony.
- ▷ A shrine containing a strange relic from before or after Worldfall.

### A THREAT

- ▷ A social group devoted to your demise.
- ▷ A sacred location that claims life in sacrifice.
- ▷ An alien text that drives people to extremes.

## DOCTRINE

Choose one:

- ▷ **Harmony:** When your Cabal interacts with the new world's environment in any capacity, they gain fleeting advantage.
- ▷ **Humanist:** When your Cabal is engaged in diplomatic negotiations of some sort, they gain fleeting advantage, and are immune to harm if they render aid.
- ▷ **Purity of Faith:** When your Cabal takes an action that enhances the standing of their faith or attempts to win converts, they gain fleeting advantage.

## LIFESTYLE

Choose one:

- ▷ **Shaking Bones:** Your devotion to revelation and personal experience of the Divine bends everything towards the furtherance of your faith. Spend 1 Tech to create a relic. Say what it is and does.
- ▷ **Of the Holy See:** The majesty of the church itself will inspire all who follow it. Esoteric liturgy, flying buttresses, grand people in grander garb. So long as your character's gear has the regal tag, they gain advantage on all diplomatic rolls.
- ▷ **Hermetic:** Your relative seclusion ensures you are difficult to infiltrate. All attempts to spy on your community have disadvantage.

## RESOURCES

Pick one Surpluses and increase Assets accordingly. Choose three of the unchosen Surpluses as Needs.

- ▷ Culture
- ▷ Leadership
- ▷ Recruits/Followers
- ▷ Art
- ▷ Artefacts of the Old World



## KEEPER MOVES

Take Our Eternal Flame and one other:

### OUR ETERNAL FLAME

The Cabal's faith can take any number of shapes. Choose one theology and its attendant bonus. Or create your own!

Each theology has a core tenet, which will grant you 1 hold every time you further it. You can mix and match with Doctrine/Lifestyle/etc as you like but keep in mind that thematic synergy works best from a roleplay perspective.

When your Cabal successfully furthers their tenet, hold 1. When an emissary of your Cabal - including your Character - draws on this vision of paradise on new earth, spend 1 hold to:

- ▶ Ignore all your Needs for one move.
- ▶ Recover a Wonder surplus you had previously lost due to intrigue, (e.g. if another Cabal sabotages your Wonder by obliterating one of the Surpluses you'd committed to it, you can now get it back by spending this hold).
- ▶ Gain a faithful convert. Describe them.

### GARDENERS OF THE NEW EDEN

*Tenet: The preservation of the new, sacred world.*

The new planet has such vast beauty - whether pastoral, rustic, harsh, or heroic. No matter what its appearance, it is one thing above all else: sacred. You are part of the world's whole, it's perfect unity, and you devote yourself to protecting the world. This means treating every bit of its native flora and fauna as emissaries of some greater intelligence in the world itself. All of the wilderness is your mosque, your church, your temple. Perhaps it even speaks to you...

Grant your perspective character an animal companion, and an Arboretum that is capable of producing any plant-related surplus, including Medicines. Gain a new instance of it at the start of each Age.

### THE CATHEDRAL OF WORLDS

*Tenet: Reverence for the mysteries of the unknown.*

Mystery and majesty still have their place on this world, to lend mystique to all that remains unknown. Priestesses and priests abound, all jockeying for position on the cosmic ladder, along with haruspices, chiurgeons, seers, and laypeople. Choruses sing your faith, and architecture soars mightily above them. The divine is a function of reverence; awe for the immensity of all we do not know, and acknowledgement of our subordination to it.

Gain a towering palace in the heart of the colony. You start with Surplus: Luxury and gain a new

instance of it at the start of each Age. Customise a unique group of elite clergy who can serve as your catspaws in political endeavours.

### THE STAVE TEMPLE OF UNION

*Tenet: Serving others as if they were all part of the same, global family.*

Faith is nothing without community; so sacred are those groups that have carried this evangel across the stars, that they can only be led by firsts among equals. For you are all in communion with one another and the divine, without pretension or any quest for earthly reward. You commit to good works and social justice, to see every colonist's wellbeing as your mission. You meet in spare rooms and modest temples that clear the mind of distraction or worldly longing.

Gain a meeting hall anywhere in or around the colony. Start with Surplus: Followers and gain a new instance of it at the start of each Age. Get advantage on all *Conduct Diplomacy* rolls.

### THE SHRINE OF ANCESTORS

*Tenet: Honour the world before and the memory of your ancestors; make them proud.*

What could be more sacred than the greatest patrimony of all? The billions of ancestors left behind on the homeworld. Keeping the flame of their memory alive, and revering their spirits, will see you through all the darkness and difficulties to come. Each spirit is memorialised and interred at shrines and temples that dot the landscape, whole countries and civilisations may be commemorated with but a few words, and yet it's their souls that count - in their millions or billions - for they stand with you and face eternity without fear.

Several shrines appear in and around the colony. Name and describe at least three. Start with Surplus: Artefacts of the Old World and say what they are. Gain a new instance of them at the start of each age. You can spend 2 Tech to fashion a unique and powerful artefact that somehow resembles a relic of the Old World, once per session. Say what it does.

## NO ONE COLONIST SHOULD HAVE ALL THAT POWER

The hedonism of your cult overflows the very cup of life. Your personal opulence, your spiritual ecstasy, leaves you feeling able to do anything you set your mind to. And you're right. Once per session, gain a 10+ on a move instead of rolling.

## RELIQUARY

Your cabal stores and reveres three relics of their religion - describe them. Once per session, you can add an item of your choice to the reliquary and say what your cabal reveres about it. When you cull a relic from the Reliquary, convert it into an appropriate material Surplus.

## CANTICLE OF THE CHOSEN

Openly challenge a powerful figure, organisation, or Cabal in public and condemn them for their corruption, or for a violation of your core tenet. Roll your highest stat, but explain in detail how your faith's unique strength is involved in this challenge. On a 7-9 choose one, on a 10+ choose two:

- ▶ You suffer no reprisals.
- ▶ You receive alms and donations. Gain Surplus: barter goods, or Surplus: luxuries, or Surplus: art.
- ▶ Your enemy must tactically retreat. If they've harmed your Wonder in any way, you can use this opportunity to repair the damage.
- ▶ You create a holy relic. Describe it and how it came to be.
- ▶ You gain important political support on the Council (this can take the shape of e.g. doubling the power of votes friendly to your cause).

On a miss, you're just another voice in the wilderness. Or ranting on a streetcorner.

## INHERITANCE

Keeper Characters get +1 to Sway or Steel.

When you **Tool Up**, pick 1 to get for free:

- ▶ Some Followers with 1 Quality and *zealous*.
- ▶ Some Followers with 1 Quality and *compassionate*.
- ▶ An Outfit with *elegant*.
- ▶ An Outfit with *ascetic*.

## PLAYING THE KEEPERS

You'll probably notice right away that the Keepers have more than one ability that enables them to recover lost progress on a Wonder, which can be invaluable in competitive situations. This, more than anything else, is their defining tactical feature.

From a roleplay perspective, you may notice that you can mix and match various themes here. You could, in theory, have a Harmony doctrine with a Stave Temple of Union faith. While I suggested keeping things thematically consistent, if only for simplicity's sake, I left it open so that you could decide for yourself what worked best - what story can you tell about this Cabal that'll make sense of your choices? What's the story behind a Purist, Of the Holy See, ancestor worshipping cult? All religions are about stories, and you should be sure to make yours a good one when playing the Keepers.







# GUARDIANS OF EDEN

*"You face a world of marvellous wonders painted in the strangest of hues; purple grass, floating rocks, oceans teeming with mammals and skies filled with invertebrates, fungus that talks, and ice that sings. Like any world, life here has a collective pulse that needs to be felt, known, and respected. A new colony is consumed with its own needs, its source culture, and its own dreams. But, to paraphrase an old story, who will speak for the new world's trees?"*

- Dr. Nigel Koh, ship zoologist, memoirs.

Can you hear it? Can you hear the planet singing?

-Maisie Afryea Io, planetsister.

## CREATING YOUR GUARDIANS

### STATS

Choose one:

- ▷ Reach 1, Grasp 0, Sleight 0 if your Guardians are a motley but earnest crew of activists drawn from all classes and walks of life.
- ▷ Reach 0, Grasp 1, Sleight 0 if your Cabal is descended from militant eco-feminists who fight valiantly to preserve the ways of the Earth Goddess.
- ▷ Reach 2, Grasp 0, Sleight -1 if your Cabal was formed from a branch of an internationalist NGO, or working group from a supranational body like the UN.

### TRADITIONS

Choose one of each, create something else, or mix and match:

- ▷ **Populace:** Hippies, earthsingers, and crypto-anarchist folk musicians; scientists drawn from ranks of elite ecologists, biologists, and zoologists; mystical activists of passionate conviction who love freely.
- ▷ **Style:** Flowing, colourful garb made from natural fibres; lab coats and respectable business casual that still admits rude activist pins; nothing at all, if they can help it—bodypaint?
- ▷ **Governance:** Straight up anarchism where no one knows who the hell is in charge of anything; non-profit industrial complex with ranks and offices; great circles of communal thought, perhaps linked by telekinesis.

### LANDMARKS

Draw a sign of one from each on the map:

#### BEFORE

- ▷ A pod of creatures that swim through the skies and just might take you with them.
- ▷ A chasm where it's impossible to fall through.
- ▷ Chapels of wind in a lost valley with strange healing powers.

#### WORLDFAIL

- ▷ A greenhouse so vast you could get lost in it.
- ▷ A farm for ethically domesticating native fauna.
- ▷ An aquarium that opens the oceans to you.

#### A THREAT

- ▷ A native disease that could ravage the colony if left unchecked.
- ▷ A fungal mass that demands obedience.
- ▷ A maze of pillars on the verge of collapse—that could take you all with it.

### DOCTRINE

Choose one:

- ▷ **The Goddess' Will:** All interactions with nature, however exploratory or uncertain, will end in success if you can spend 1 Tech.
- ▷ **Stand Before the Infinite:** Any Wonder you build will be sustainable, and thus cost one less resource to build—GM's choice.
- ▷ **Become One With All the World:** Once per session, convert all waste into a newfound Surplus.

### LIFESTYLE

Choose one:

- ▷ **Beltane Beauty:** Your hedonism permits such creative freedom that you may produce one Surplus: art per session for free.
- ▷ **Children of the Grove:** Your closeness with nature allows for an impenetrable defence. Twice per session, gain Advantage on Subterfuge rolls to misdirect assaults on your grove.
- ▷ **Scholars of the Balance:** Your intricate knowledge of the novel sciences of this world allows you to convert one Surplus into Tech at will.

### RESOURCES

Pick two Surpluses and increase Assets accordingly. Take the unchosen Surpluses as Needs.

- ▷ Hydroponic farm food.
- ▷ Exotic flora.
- ▷ Domesticated life.
- ▷ Followers.
- ▷ Art.

## CREATE YOUR OWN LIFEFORM

One unique ability of the Guardians is simply this: create the dominant lifeform on the new world. Interacting with the natural world will be important for a variety of reasons - when you construct a desalination plant, for instance, will you need to negotiate with coral? Several Cabals and characters have abilities that modify such interactions. But only you get to play god(dess) for a shining moment and say "this creature exists." Work it out in concert with the GM. It can be anything; slugs, fish, space bears, a fungal network, cosmic otters. But make it interesting and make it part of the story. What is your Cabal's evolving relationship to the creature?

## GARDENER MOVES CONSTELLATIONS OF THE HEART

Everything about your Cabal's community has fostered intimate understanding between its members; knowledge you can apply elsewhere. Roll +Reach to uncover the secrets of others. On a hit, ask a question. On a 10+ ask two.

- ▷ What am I missing here?
- ▷ Who is behind all this?
- ▷ Who should I really be speaking to?
- ▷ Where is this all going?

## 99 KRIEGSMINISTER

When an opponent is determined to use force against you or the planet, misdirect their militarism and send them running like headless (if pompous) chickens. Roll +Sleight to create a distraction in the colony that scatters or thwarts an attack against your interests—including espionage you may have uncovered. On a hit, you turn them back but with a cost (decided by the GM). On a 10+ you suffer no consequences—hold a rock concert in celebration, why not?

## TILTING AT WINDFARMS

Build an elegant series of windmills at your colony. For all the surplus power they generate, they might produce other surpluses as well. Twice per session, generate one surplus resource. Each surplus must be different and cannot be Surplus: luxury, or Surplus: art.

## THE POLITICS OF DANCING

Throw a massive festival that promises a cornucopia of pleasures and delights. Present an epicurean smorgasbord of nature's finest. For the cost of a Surplus: barter goods, your festival can lay the groundwork for propitious diplomatic negotiations. Ply your prospects with wine and all of the Goddess' ambrosia! On your next diplomacy roll, take a +2 advantage.

## LISTEN

Nobody knows this planet quite like your Cabal. Except, of course, the planet itself, and its mysterious alien intelligences. When you genuflect in humble awe before the planet, roll +Reach. On a hit, answer a single burning question of any description. It is, however, up to the planet (and the GM) to decide what exactly to tell you. Expect the kinds of riddles that start adventures rather than end them.

## INHERITANCE

Gardener Characters get +1 to Sway or Lore.

When you **Tool Up**, pick 1 to get for free:

- ▷ An Outfit with *academic*.
- ▷ An Outfit with *hippy*.
- ▷ Followers with 1 Quality and *Cultivation and permaculture*.
- ▷ A Vehicle with *eco-friendly*.

## PLAYING YOUR GUARDIANS

The Guardians of Eden are quite good at generating resources—their stock in trade lies in knowing how to make the most of what they have, and the “most” is quite a bit, it turns out. To play to their strengths, focus on generating as many resources as possible and ‘stacking’ the abilities that let them do so.

On the roleplaying side of things, you might notice at least a glancing similarity with the Keepers here. There are distinct and discrete lines of high-on religious belief that characterise the Guardians. This should inform your alliances, for one thing. It could, at first blush, seem redundant to have a game with planet-worshipping Keepers and Guardians both being commanded by players. But on the other hand, this may signal that a fruitful alliance can be forged between the two avowedly kindred factions.

Thematically speaking, the line between faith and political conviction gets blurry, and never is this clearer than with the Guardians. Play with that, and open up that idea while exploring what it means to believe in the new world itself. Yes, this Cabal is very obviously environmentalist but they also have a spiritual dimension. They’re making sense of the new world just like everyone else. As you figure out your Guardians’ direction, don’t forget the lifeform you created. They might just turn into your guide for the whole adventure...





# ENVISIONEERS

*"It seems boring, doesn't it? The girders, scaffolds, rafters, rusty pipes, and LED lights. Look closer, though; listen. Listen! It's the heartbeat of the colony. It's lifeblood rushing back and forth – engines, machines, yes, but also logistics! You make that happen, you make the colony go. Keeping the lights on isn't just a science, it's an art. You conduct a symphony of electricity and a chorus of systems. The result: everything we need to not only survive, but thrive. But to design it all, you must first invent a vision."*

~Professor Athena Qhawe, Chair of the Engineering Department at \_\_\_\_\_ University, first day lecture.

## CREATING YOUR ENVISIONEERS STATS

Choose one:

- ▷ Reach 0, Grasp 2, Sleight -1 if your Envisioneers began as a military corps of battle engineers who get the job done without letting anyone get in their way.
- ▷ Reach 2, Grasp 0, Sleight -1 if your Envisioneers were drawn from the ranks of civil servants and planners, with an eye for politics.
- ▷ Reach -1, Grasp 0, Sleight 2 if your Envisioneers emerged from tech firms specialised in the architecture of invisible networks.

## TRADITIONS

Choose one of each, create something else, or mix and match:

### POPULACE

Hardened soldiery and grimly efficient proletarian exemplars who build soaring monuments and overcome all physical challenges; aloof geeks who keep to the lab and their computers, working magic invisibly; cunning rockstar scientists eagerly promoting their projects with slick presentations.

### STYLE

Coveralls, hardhats, workwear, steel-toed boots; labcoats, e-Watches, and slacks; black turtlenecks, tight t-shirts, slick suits.

### GOVERNANCE

Crown corporation with a strict hierarchy and strident commitment to public service; private corporation with playful ideas about open-concept offices; a trade union with secret ballots and aggressive membership drives.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE:

- ▷ A power source unlike any you've ever known.
- ▷ Geothermal vents and natural spas.
- ▷ A portal; next stop, anywhere.

### WORLDFAIL:

- ▷ Solar farms.
- ▷ A transport network.
- ▷ Electronic walls.

### A THREAT:

- ▷ A geological anomaly that imperils the entire colony.
- ▷ A ticking time bomb in the heart of the colony's infrastructure.
- ▷ A type of weather that thwarts technology.

## DOCTRINE

Choose one:

- ▷ **Essayons:** Whenever you miss on a roll, gain another attempt if you spend 1 Tech, twice per session.
- ▷ **Laboramus Sustinere:** Always begin an Age with any surplus of food you may desire. Choose from Surplus: barter goods, Surplus: hydroponic farm food, Surplus: vat meat, or Surplus: native food.
- ▷ **Move Fast, Break Things:** Once per session, your character can guarantee a 10+ instead of rolling. Roll a d6 to determine how much damage you take from the exertion. 1-2 = 1 harm; 3-4 = 2 harm; 5-6 = 3 harm.

## LIFESTYLE

- ▷ **Institute of Technology:** You will always have at least 1 Tech on hand, except when your Mood is at -3.
- ▷ **Stargazers:** Take inspiration from the turning of the universe, and gain advantage on any *Dream of Infrastructure* roll.
- ▷ **Blast. Build. Battle:** Whenever you win a battle with an opposing force, hold 1. Spend your hold to assist allies in any move they might make.

## RESOURCES

Pick two Surpluses and increase Assets accordingly. Take the unchosen Surpluses as Needs.

- ▷ New World Tech.
- ▷ Barter Goods.
- ▷ Trained Staff.
- ▷ Construction Vehicles.
- ▷ Researchers.

## ENGINEER MOVES

Choose two:

### DREAM OF INFRASTRUCTURE

As the engineers of the colony, you're in charge of designing and building it. This ability can be used up to three times per session, and never consecutively. Decide what type of building to make, describe it, and what surplus it will produce for you and every other player. (Each player gets one copy of the surplus. If you try to deny a resource to a player, a conflict is triggered that will have to be resolved by other moves.)

Roll your highest stat. On a miss, no one gets anything but you do not use one of your three charges for this move. On a 7-9, distribute resources as normal, but the building cannot endure past this session and will have to be renovated by performing this move again. On a 10+ the structure stands the test of time and can be "reactivated" to produce its surplus at the start of each new session.

#### EXAMPLE BUILDINGS:

- ▷ **Monorail:** can increase Surplus: barter goods, Surplus: rare ore, Surplus: native flora, or Surplus: water from facilitating the rapid and efficient movement of materials, or simply Surplus: transport.
- ▷ **Recycling plant:** allows everyone to convert one surplus into another of their choice.
- ▷ **Geodesic dome:** grants every player Surplus: luxury or Surplus: land.
- ▷ **Factory:** produce any piece of electronics or machinery you desire.
- ▷ **Spaceport:** allows every player to add the *void* tag to one vehicle of their choice.
- ▷ **Communication Tower:** Each cabal can gain either Surplus: research or Surplus: luxury. They choose which.

### MIND AND HAND

Whenever you gain Tech, you also gain 1 Data. Describe what you've learned from the tech that's so valuable, and why only your intrepid engineers could see it.

## OPEN CONCEPT OFFICE

Your labs are a somewhat ridiculous space where limited resources were nevertheless channelled into ballbits, beanbags, and plastic slides. The benefit is that you'll always have Surplus: morale so long as you spend one tech per session on upkeep for the weird place.

### MIDNIGHT OIL

Once per session, you can throw everything you've got into a marathon crunch session that produces a free surplus required to complete a Wonder.

### THE ANDROIDS YOU'RE LOOKING FOR

You may spend tech to boost your followers' quality 1-for-1. Describe your robots and what makes them special.

### WHERE DO YOU WANT TO GO TODAY?

Using esoteric technologies cooked up in your engineering labs, once per session you can teleport up to five characters to or from anywhere on the planet. Either the starting point or destination must be in the colony itself.

## INHERITANCE

Envisioneer Characters get +1 to Sway or Steel.

When you **Tool Up**, pick 1 to get for free:

- ▷ Followers with Quality 1 and *technical expertise*.
- ▷ An Outfit with *powered*.
- ▷ A Vehicle with *tough*.
- ▷ A Vehicle with *hi-tech*.



## PLAYING YOUR ENVISIONEER

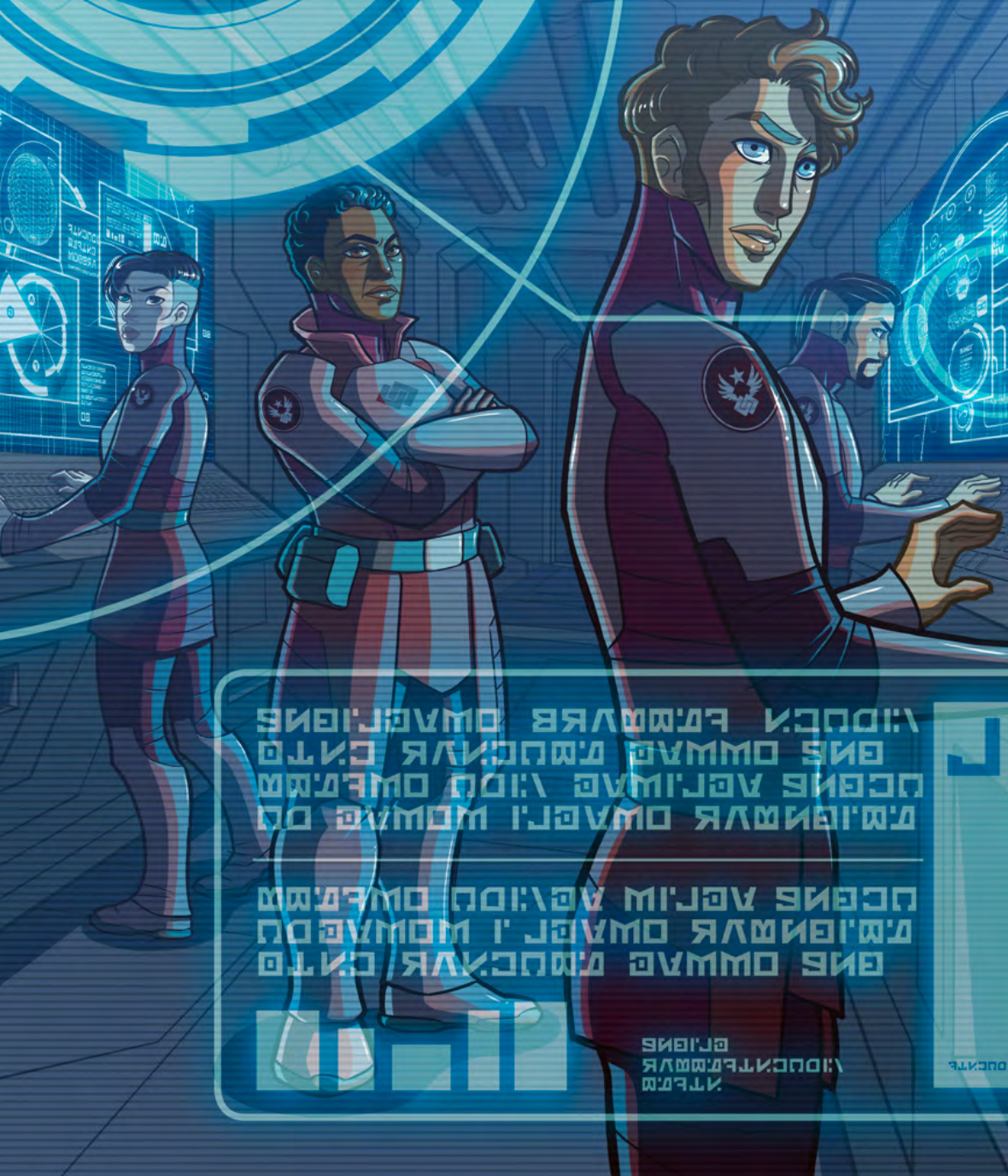
Simply put: you build things and therefore have a lasting effect on the colony. You will make some of the grandest additions to the world/colony map, and potentially some permanent ones. You have the unique ability, via Dream of Infrastructure, to let your imagination help you generate virtually any surplus you or your gaming table can come up with. Everyone will depend on you, but you can pick and choose your allies. Keeping the lights on for some and leaving others in the dark. This is power in every sense of the word, but it comes with a cost. You'll need allies to help you enforce this, people willing to fight for you. You also have a unique ability, in the form of Midnight Oil, that can, if deployed at the right time, make a difference between being the first to finish a Wonder and coming in second. This applies to anything, including the Constitutional Convention.

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# THE OFFICER CLASS

*"There can be no future for this new world without stability and order. A title is more than just a decoration: it's a responsibility, it's a code, it's where the buck stops. And we take that responsibility gladly, with all its burdens and glories." - Captain Gavi Smith, during his first election campaign.*

## MAKING YOUR OFFICERS STATS

Choose one:

- ▷ Reach 1 Grasp 0 Sleight -1 if your Officers were an elite cabal detached from the rest of the crew.
- ▷ Reach 2 Grasp -1 Sleight 0 if your Officers executed their responsibilities wisely and with restraint before Worldfall, integrating themselves well with the rest of the crew.
- ▷ Reach 1 Grasp 1 Sleight -2 if your Officers were drawn from military ranks.

## TRADITIONS

Choose one of each, mix and match, or create something else:

- ▷ **Populace:** A tightly bound band of naval officers; open families of civil servants and peacekeepers; would-be explorers who want to "see what's out there"; demagogues in waiting.
- ▷ **Style:** Casual dress that allows for easy mixing with the crew; functional jumpsuits; crisp naval-themed uniforms that clearly denote ranks and roles.
- ▷ **Governance:** Council-based democracy; meritocratic bureaucracy; Triumvir of the highest ranking officers; military junta.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE

- ▷ A gorgeous waterfall that serves as a source of fresh water.
- ▷ A nest of jellyfish that somehow float through the air.
- ▷ A piedmont that makes for a perfect observatory site.

### WORLD FALL

- ▷ The council chamber where all the big decisions are made (on paper, at least).
- ▷ A vast library, to preserve Old Earth's knowledge.
- ▷ A place where physics appears to be suspended, perfect for a lab.

### A THREAT

- ▷ An unstable anomaly that warps time, space, or worse.
- ▷ A predatory form of plantlife that's less than thrilled by the colony.
- ▷ A terrible thing brought back from the homeworld that should've been left behind.

## DOCTRINE

- ▷ **Ex Astris, Scientia:** Exploring and understanding the new world is vital. When a research sample is brought back to the Cabal, they can break it down into 3 Tech.
- ▷ **Ex Scientia, Tridens:** Knowledge is power; whenever you spend more than one Data, get one back.
- ▷ **Context is For Queens:** Laws are for everyone else. Leadership demands more subtlety; gain advantage on all Diplomacy rolls and ignore your Sleight penalty on Subterfuge rolls.

## LIFESTYLE

Choose one:

- ▷ **Officers of Intergalactic Law:** Your Cabal is understood as a local law authority, granting you leverage in negotiations. Get advantage on Diplomacy rolls when you are adjudicating a dispute.
- ▷ **Dreamers of Far Flung Dreams:** A boundless literary imagination begets wonders. When you produce Data, gain a point of Tech or Reputation too.
- ▷ **Palace of Nations:** The grandeur of your lifestyle, drawing from monuments to democracy and great public spaces, inspires all. You always have at least 1 Reputation, unless you're at -3 Mood.

## RESOURCES

Pick two Surpluses and increase assets accordingly.

- ▷ Culture
- ▷ Operatives
- ▷ Leadership
- ▷ Luxury
- ▷ Morale



## OFFICER CLASS MOVES

Gain Enclave, and pick one additional move.

### ENCLAVE

This is the hub of operations, the nominal centre of the colony. Headquarters. Though any enclave will serve a number of necessary purposes, its overall focus and character will dramatically shape Officers' impact on the colony. Choose one:

#### COMMAND CENTRE

A sprawling complex of bunkers capped by ostentatious satellite dishes and comm arrays. Training rooms, tactical chambers, and barracks fill the various buildings, many of which stretch deep underground. While the new planet is beautiful, it's better to be safe than sorry. You erase Need: Fighters as soon as you gain it, and add +1 Quality to any martially-focused Followers.

#### RESEARCH LAB

Geodesic domes rich with life; holographic libraries and reading rooms; lab buildings connected by glass tubes to distantly perched observatories; banks of computers to begin assimilating the first tidbits of data being collected by your xenosociologists. It's a prefab and plasteel palace devoted to the pursuit of knowledge on the farthest frontier humanity has ever known. You've landed on a new world, but you keep looking to the stars. You erase Need: Researchers as soon as you gain it, and add +1 Quality to any scientifically-focused Followers.

#### PLANETARY CAPITOL

Peace, order, and good government; it all has to start somewhere. Fashioning a great dome out of prefab metals wasn't easy, but somehow an impressive monument to democracy has been built at the heart of the new colony filled with offices, debating chambers, committee rooms, and record halls. The Planetary Council meets here, beneath elegantly minimalist statues of abstract concepts (Justice, Virtue, etc.) and your choice of slightly pretentious quotes about democracy. You erase Need: Leadership as soon as you gain it, and add +1 Quality to any diplomatically-focused Followers.

## THE FIRST DUTY

The pursuit of knowledge is paramount for you, whether it's discovering the scientific truth of the new world or maintaining the historical truth of where we all came from. When you invoke this Duty, roll +Reach. On a 10+, gain your choice of one Tech, one Reputation, or a surplus related to the research (GM's discretion). On a 7-9, gain one of these at a significant cost. On a 6 or below, explain the explosive trouble your pursuit of truth at any cost has caused.

## REDSUITS

You command a small army of people who can take on the most difficult and dangerous of tasks. Though they are especially vulnerable to harm, they can allow you to be two places at once. Three times per session, you can use (and sacrifice) Redsuits instead of spending Surplus: Security Staff or Surplus: Recruits.

## IVAN THE TERRA-BUS

You have built a large, crewed ATV with lavish facilities - maybe, elaborate comms equipment, an on-board lab capable of analysing most findings in the field, or provisions to last for long trips. It just needs a commander, and a hardy stomach to deal with all the physics-defying bouncing across the landscape. It has land, and three Vehicle tags of your choice. Each time it survives to a new Age, give it a new tag.

## MOONSHOT

Your labs have infinite potential, and you aggregate the research of an entire colony made up of engineers, physical-, biological-, and social-scientists, and more. You can do something wonderful, and take it big. Devise a technological project - perhaps launching a satellite, or local terraforming, or developing a hybrid lifeform, be creative! Negotiate with your GM about what, if any, practical benefits it may give you. The GM will then give one to three of the following conditions:

- ▶ It will take weeks/months/years to build.
- ▶ Its byproducts must be shared among all Cabals, without condition or exchange.
- ▶ It will change the colony/planet in a less than desirable way.
- ▶ You will need to sacrifice 2 Tech.
- ▶ Researchers lose their lives, giving you Need: Morale.
- ▶ It requires access to a planetary power source that requires negotiation with the planet itself.
- ▶ Turn a GM-chosen Surplus into a Need.

## INHERITANCE

Officer Characters get +1 to Lore or Sway.

When you **Tool Up**, pick 1 to get for free:

- ▷ An Outfit with *comms*.
- ▷ An Outfit with *dapper*.
- ▷ A Weapon with *ranged*.
- ▷ A point of Data.

## PLAYING THE OFFICERS

It's worth bearing in mind that the Officer Class is all but destined to undergo a dramatic change at the turning of the first age. After the Constitutional Convention, if it trends in a strongly democratic direction, Officers will no longer be guaranteed a place at the table of leadership - though they can certainly endure as civil servants or the officers of any newly formed standing army. From a roleplay perspective, one of your chief goals with the Convention is to ensure you leave a legacy that guarantees your power for the following age. Perhaps you do this by pushing for a straightforwardly authoritarian regime with you as its head; or perhaps you do something a bit craftier.





# WORKERS' INTERGALACTIC

*"No matter where you go or what kind of society you build, hell, even if you have robots all over the damn place, someone's got to do the shitwork. Some job, somewhere has to be performed by skilled hands. Labourers. The real heart and soul of any endeavour. We take out the officer's trash and clean their shiny quarters, we're the ones who actually build the engineers' schemes, or the religious folk's temples. We keep everything squeaky clean and in perfect working order, with a love for detail no thoughtless robot can match. The thoughtful ones though? I'm gonna make sure they get union cards." -Syd X. Velasquez, shop foreman at the Transport Workers' Union*

## CREATING YOUR WORKERS STATS

Choose one:

- Reach 2, Grasp 1, Sleight -2 if the Workers come from organised, mainstream labour movements on their homeworld and were active in electoral politics.
- Reach 1, Grasp 0, Sleight 0 if the Workers are drawn from the ranks of previously unionised jobs in tech and other white collar professions.
- Reach 0, Grasp 2, Sleight -1 if the Workers, steeped in militant trade union tradition, collectively endorse using their numbers to fight for their rights with force if necessary.

## TRADITIONS

Choose one of each, create something else, or mix and match:

- **Populace:** Traditional workers contracted onto the colony ship; white collar workers who expected better on arrival; well-educated labourers with revolutionary praxis in mind.
- **Style:** Hardhats, overalls, hi-vis, and cigs; long-coats, long-beards, long-skirts, and longer memories; red star fatigues and green berets.
- **Governance:** Traditional hierarchical trade union; representative bodies with no nominal president; organised cells of members collected in micro-unions.

## LANDMARKS

Draw a sign of one from each on the map:

### BEFORE:

- A deep cavern with many hidden nooks.
- A geothermal vent that can power a single turbine forever.
- Stone with really useful properties.

### WORLDFAIL:

- The place where an investigative newspaper is printed (or published).
- A plaza that hosts a monument to a great labour leader (say who).
- A tavern that hosts the finest synth-liquors, and serves as a salon for radical politics.

### A THREAT:

- A volcano long overdue for eruption.
- A nascent corporatist club that thinks unions are obsolete.
- A herd of mysterious animals on a mass migratory stampede.

## DOCTRINE

- **Workers of the World, Unite!** First and foremost you fight for the freedom of everyone who labours, and it inspires any among your number to hone their strengths, ready to defend freedom. Your Character gets +1 Steel.
- **An Injury to One is an Injury to All:** Your ethos protects your own, but its logic extends to the entire colony who you both provide for, and hope to liberate from more oppressive ideologies. At the start of every session, name a food surplus and distribute it among all players.
- **Miljonprogrammet:** It's a new world, but who's to say a million homes can't be built, with the needs of their inhabitants met? Yours is a social vision on a grand scale. When another player's move gives you a resource, take double the resources you'd otherwise get.

## LIFESTYLE

- **Bohemian Radicalism:** "Praxis" is a word you use in everyday conversation and you're going to make damn sure the world knows what you're talking about. When you *Uncover Secrets* to discover something related to politics or diplomacy, you can ask an additional question.
- **Young Pioneers:** Uniformed, devoted, marching ever forward. No one can thwart your fight for what's right. At least, not easily. Twice per session, when you would fail a combat or espionage roll, you can reroll the dice.
- **Flatpack Social Democrats:** Minimalist and modern, you have what you need to get the job done with just a touch of style. Once at the start of each session, name something your Cabal has built and what it does. Gain +1 Tech, +1 Reputation, or +1 Data from it.

## RESOURCES

Pick two Surpluses and increase Assets accordingly. Take the unchosen Surpluses as Needs.

- ▷ Ore.
- ▷ Construction Equipment.
- ▷ Leadership.
- ▷ Justice.
- ▷ Transport.

## WORKER MOVES

Take Strike and one more:

### STRIKE!

Your ultimate power lies in what you are: the people who make everything happen. Using that power requires an unflinching willingness to down tools and remind everyone else of your true worth to the colony. Roll your highest stat and theme your strike around that stat's strengths. Choose a target:

**An Enemy Wonder:** Somewhere in your opponent's supply chain is a link that leads back to your workers, and you can sever it with extreme prejudice. On a hit, remove one of the Surpluses invested in the Wonder. On a 7-9 do it, but at a cost; turn one of your surpluses into a Need. On a miss, there is no effect.

**An Enemy Special Project:** This affects a variety of possible moves by other players, including the building of art installations by Scum or an Envisioneer Dream of Infrastructure project. On a 10+ redirect the benefit of the project to your Cabal, depriving others of its benefit for a single session. On a 7-9 you can do it if you spend 1 Reputation, 1 Tech, or 1 Data. On a miss, no effect.

## MONUMENT VALLEY

You build infrastructure and necessities for others, but what of the roses to go with your bread? You build towering and inspirational works of art that celebrate your Cabal's accomplishments. Gain Surplus: Art at the start of every session. Your Character gains +1 Sway.

## SOCIALIST REALISM

What is built in bronze, steel, or new world marble isn't easy to destroy. Your under-construction Wonders are robust despite being incomplete, and are being built by true believers forging their image in steel - your enemies take disadvantage on any sabotage rolls.

## CO-OP STORES

Your workers aren't alienated; they can sell their own goods for their benefit and the good of the Cabal. Bring products to market for a fair trade and roll +Reach. On a 7-9 pick 1, on 10+ pick 2:

- ▷ Buyers don't realise the true worth of what they paid with.
- ▷ You acquire interesting gadgets from another cabal; get +1 Tech.
- ▷ You host a bazaar that generates some goodwill; get +1 Reputation.
- ▷ You get a powerful artefact from the Old World.
- ▷ A fascinating rumour comes across your Cabal leader(s)' desk.
- ▷ There's treasure in the wilds!

## HARDY SOULS INDEED

The rugged life of a new planet challenges some in the colony, but not your people. Every Worker has advantage when working or adventuring far afield in the wilderness, and your followers gain Quality +1 when acting in the field. You also have advantage on Hold Together.

## INHERITANCE

Worker characters get +1 to Sway or Steel.

When you **Tool Up**, pick 1 to get for free:

- ▷ An Outfit with *tough*.
- ▷ An Outfit with *academic*.
- ▷ A Vehicle with *transport*.
- ▷ A Vehicle with *rugged*.

Start with 1 point in Outfit (tag: tough or tag: academic) and Vehicle.

## PLAYING THE WORKERS

The Workers' Intergalactic draws a lot inspiration from across the left wing political spectrum, from social democracy to communism to different trade unionist traditions. How you mix and match, or engage with those influences is entirely up to you, of course. They are, after all, only a starting point. Yours is to forge the meaning of this band of workers on a new planet, and what that ideology looks like after dealing with a wild new planet and allying with potentially very different Cabals is part of the fun here.

From a gameplay standpoint, you build things but you also harness the power of your labour to obstruct projects you may not agree with. Hindering an opponent's Wonder construction is an important ability, not to be forgotten. Always feel free to embellish and play up your reasons for striking in roleplay, give character and narrative weight to each Strike, and make sure there's a legitimate reason above and beyond strategy. You also have a variety of ways to produce surpluses - remember that Co-Op Stores can be used to potentially produce surpluses, if, say a treasure rumour leads you to strike gold. Remember, too, that hunting for such a thing is greatly benefitted by Hardy Souls Indeed.

If you take the latter ability, make sure you're exploring as much as possible. It also makes you an ideal Cabal to deal with, say, monastic Keepers', whose stronghold may be far outside the colony.





# THE WORLDSOUL

*I am used to dealing with life, being surrounded by it, marvelling at its brilliant diversity. This was different. This was being surrounded by awareness. Imagine if you were in a crowd of people and suddenly every single person fixed their gaze on you, lidless and unshakable, and probed your mind. That's what it was like when I discovered that our new home is a consciousness unto itself. That's our planet. It's watching us. And judging us.*

~Dr. Mahli Yu, response given during a Parliamentary Inquiry.

## CREATING YOUR WORLDSOUL STATS

Choose one:

- ▷ -1 Reach, +2 Grasp, 0 Sleight if you are a world of furious storms and jagged peaks, where the skies speak in riddles.
- ▷ +2 Reach, -1 Grasp, 0 Sleight if your lush and teeming forests beckon unwary souls with otherworldly music.
- ▷ 0 Reach, -1 Grasp, +2 Sleight if you are a world shrouded by the deep and lovely dark, where mysteries grow as freely as the trees.

## TRADITIONS

Choose one of each, mix and match, or create something else:

### FAUNA

Spectres and ethereal creatures that straddle plains; a biodiversity of mammals, avians, and sea creatures; gastropods and cephalopods that sparkle with hidden intellect; lithovorous ancients that lumber through the ages.

### FLORA

Fungal skyscrapers and fields of exotic mushroom bloom; heroic forests with pine needles sharp enough to cut; rainforests in rainbow hues; rolling fields of lifegiving violet grass and valleys filled with forest.

### GEOLOGY

Perilous mountains and divine pillars thrown up by clashing continents; eroded beauty carved into sloping curves that gently kiss the seashore; mile-deep canyons and calderas surrounded by thrashing waves.

## LANDMARKS

Draw a sign of one from each on the map or create something else:

### BEFORE

- ▷ The ocean that swallowed the last colonists whole.
- ▷ An endless mountain range that's buried a horrifying secret.
- ▷ Valleys dotted by ancient shapes that hint at intelligence, yours or someone else's.

### WORLDFAIL

- ▷ The copse of trees that spies on the colony.
- ▷ A water source that, when used by the colony, will teach you something about the interlopers.
- ▷ A pathway that leads deep into the bowels of the world, which you've opened for your new visitors.

### A THREAT

- ▷ Something the colonists built that's acting like a nail in the spine of the world.
- ▷ The source of a disease that makes no distinction between native and alien life.
- ▷ A recently crashed meteor that contains something far more worrisome than the new colonists.

## DOCTRINE

Choose one:

- ▷ **Earth Mother:** When you spend Data to heal wounds caused by colonisation, it teaches you about your new neighbours' tools. +1 Tech.
- ▷ **Goddex of Storms:** When you use weather to defend yourself or to aid the colonists, you integrate further understanding of the colonists into your planetmind: gain 1 Data.
- ▷ **Reclaimer:** Take Advantage on rolls to Claim by Force any resource that you can credibly argue is leading the colonists to harm you.

## LIFESTYLE AND RESOURCES

You are eternity. The need for ephemeral resources is beyond you.

## THE WORLDSOUL'S MOVES

Take Worldspeaker and two more:

### WORLDSPEAKER

This is the lifeform that is most likely to act as your avatar. Design your own creature, much like the Guardians - look to their playbook for suggestions on lifeform creation. As the Worldsoul, there's a twist. You don't just have a relationship with that lifeform: you are that lifeform, at least partially. This process is your preferred way of creating an "individual" entity that might make you easier for the colonists to understand.

When you craft a lifeform to be your avatar, pick two:

- ▷ Give it +1 to a stat.
- ▷ Give it a natural weapon with two tags of your choice.
- ▷ Give it natural armour with two tags of your choice.
- ▷ Give it a retinue of lesser creatures (1 Quality, a specialisation of your choice).

Any time you act through this specific lifeform, get Advantage on Subterfuge or Conduct Diplomacy rolls. Each time your Worldspeaker successfully interacts with the colonists, gain 1 Data as they learn something new.

### FLYING SEA MONKEYS

You have an army of flying jellyfish - creatures made of a strangely light but durable, flexible gel, who propel themselves through the air. They draw moisture to themselves to increase the viscosity of the air around them, simulating a kind of underwater floating. They won't collapse and they can walk upright on their tentacles. In short, they're space flumphs that are a tad more effective.

Deploy them as an extension of your will: roll +Grasp for offence or +Reach for exploration and diplomacy. On a hit, choose one, on a 10+ choose two:

- ▷ You learn more about the interlopers' strange technology. Gain 1 Tech.
- ▷ The colony now owes you a favour. Name the cabal who will have to deliver it.
- ▷ You gain new Joiners. Add 1 to the Quality of your Worldspeaker's followers, or gain a new group with a different specialty.
- ▷ You manifest a permanent presence in the colony through a strange new fixed lifeform that the jellies built; describe it.

## THE THREE RS

You can reclaim any colonial Surplus or artificial Landmark and diffuse it into the body of the planet itself in order to study it. Roll your primary stat and on a hit, explain what it looks like when the world absorbs, say, Surplus: luxury into itself and what it learns. Gain +1 Data.

### CATHEDRAL OF WINDS

The weather is your ally, your essence, your very being. You write poetry with the skies and sing through storms. Spend 1 Data to create a weather system to act in the world and define that action: are you trying to help the colonists? Or are you trying to attack them directly with a lightning storm? Or repair damage to the world, perhaps by replenishing a source of freshwater? Your goal determines what stat you roll: roll +Grasp to attack, +Reach to aid colonists, and +Sleight to repair yourself.

Weather has unpredictable results, however intelligently designed. On a hit you succeed; choose 2, on a 10+ choose one. On a <6, the GM selects 3:

- ▷ The weather hits its target, but creates a strange geological formation elsewhere.
- ▷ You've sparked a forest fire, say where.
- ▷ A tsunami emerges from the strangest of places.
- ▷ A stampede of animals ravages a place; name it.
- ▷ A species is cut off from the planetmind for the rest of the Age; name which.
- ▷ Your weather creates an earthquake which, in turn causes an archipelago or island to form somewhere nearby.
- ▷ Ash blocks out the sun for the rest of this session.



## EARTHSHAPER

Create a new natural feature of the world. Throw up a new hill, carve a new river, sprout a new forest, or reshape a stand of trees or a field. This move can't be used to do something too grand; you can't create a new mountain range or ocean, for instance. But what you change will be as noticeable as it is swiftly created.

Say what you want to create. The GM will name a price for it. Perhaps Tech, or a Resource you'll be charged with absorbing from a Cabal. When you acquire what you need, you can then create the feature. Some examples and their possible benefits are listed below. Any Surpluses you receive can be recycled into Data.

- ▶ **Stand of White Pines:** every Cabal will be able to get Surplus: trade goods upon its growth and at the start of every Age.
- ▶ **Fungal forest:** every Cabal gets +1 Data but must sacrifice a weapon tag. If they have no weapons, they get the Data at no cost.
- ▶ **Singing Crystal Grove:** every Cabal gets a one time Surplus: art.
- ▶ **Hill of Standing Stones:** Any religious Cabal (Keepers and Guardians) are instantly granted Surplus: morale. All other Cabals can win Surplus: ore if they wrest control of this hill from the faithful.

## INHERITANCE

As your only characters are crafted by Worldspeaker, you have to other Inheritance options.

## PLAYING THE WORLDSOUL

This is, unmistakably, a very unique Cabal. Your role in the game is to act as a mysterious counterweight to the designs of both the players and the GM. In essence, instead of the GM controlling every aspect of the planet's activities and life, you are responsible for manifesting them. If you want to pair the Worldsoul with a character playbook, choose the Joiner Synthesis.

Alternatively, the Worldsoul playbook can be used by the GM to give shape to her actions when controlling the planet, and as a resource by all the players to inspire their own visions of what the planet may look like.

But if you play the Worldsoul, you're an X factor. Do you want to just throw obstacles in everyone's path to see how they respond? Or do you want to roleplay a truly alien intelligence that enters into an uneasy relationship with the colony? In either case, collectivity is important.

You are a neural mesh/network that links together much of the life on this planet, an intelligence that operates on a level that individuated creatures can barely comprehend. You are a cabal in the truest sense of the word: a vast collective moving and operating as one.

You also get to shape the planet. While all other Cabals have some abilities that allow them to populate the world with life and features, you get to add your own on a grand scale, exceeding even the Guardians' ability to name the planet's dominant lifeform. You get to decide on a whole range of lifeforms, making them your eyes and ears, your ambassadors and soldiers. You also get to shape the world on a heroic scale. What's the weather like? What are the oceans like? Where are the mountains? What's the one thing everyone should fear about the forest? In a very real way, you're the worldbuilding Cabal.

Worldsouls have no need of Surpluses in the traditional sense (indeed, the planet is the source of most Surpluses, ultimately), but they can steal Surpluses from the other cabals, recycling them into thing it needs most: information. Spending Data or Tech is critical for performing moves as the planet, as it'll allow you to more precisely target your effects, whether positive or negative. In short, knowledge really is power.



## CHAPTER 4: CHARACTERS







*The new world is alive with possibility, and you're going to seize it to write the newest of values on the newest of tablets – or whatever the hell you can find; pad and paper, a scientific calculator, a lav wall. The point is to create. Build the new. Be the new. Hierarchy, and bourgeois politesse led to terror and desolation on the old world. You came to this one as a cleansing agent, ready to scour away that legacy by setting your glory alight – through art, activism, leadership, or all of the above. Burn brightly.*

*–DuchXXX of Cornwall, from “The Society for Cutting Up Manners.”*

## MAKING A GAS FIRE STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Masculine, feminine, genderfucked, ambiguous. Scarred face, artful face, mischievous face, enraged face.

Wild eyes, thoughtful eyes, cunning eyes, inquisitive eyes.

Hard body, forceful body, goddess' body, unknowable body.

## BACKSTORY

Ask for a volunteer for at least one:

- has vowed to help me change the world.
- is my inside source - whether they know it or not.
- has a creative spirit that won't be denied.

## GEAR

Add a free tag to your Outfit when you **Tool Up**.

## ROLE MOVES

Trigger one at character creation:

- ▷ **Leader:** Mark when you're put in charge of a social event or protest action. As long as you bring your charming A-game, they'll follow you to the ends of the new earth.
- ▷ **Agent:** Mark when a group needs you to uncover information about the colony's power brokers. Say who you've co-opted to help you learn what you need to know.
- ▷ **Rebel:** Mark when you successfully challenge the colony's order (even if your preferred faction is in the ascendant). Name a group whose suffering could be alleviated by resources you direct to them.
- ▷ **Outsider:** Mark when you become part of an art project that refuses to let you go. Work with the GM to figure out what you're trying to do and how much it will cost you.

## GAS FIRE MOVES

Choose two:

### IMMOLATE

You can turn coffee into gold, and sleep when you're dead. When you throw everything you have into the completion of an essential project, you can mark one harm box and count that as spending a Resource or a Reputation point, or instantly complete your current art project.

## CUT PIECE

Gain +1 Steel. In addition, when challenged to a fight, gain fleeting advantage regardless of what you decide to do. This does not apply if you attack first.

## EYE FOR THE ETERNAL

You see the world just a little differently. Your eyes scan the horizon like a camera, scouring for the perfect shot and that one jolt of inspiration. When you focus your senses describe what you see and how it inspires you, and receive one thing you need to complete an ongoing project.

## GROUPIES

You've developed a salon, or a coterie of hangers-on. They might do what you ask of them. Or they might let your fire burn out of control. When you unleash your groupies, roll +Sway. On a 10, they do what you ask of them without incident, on a 7-9, you choose one, on <6 the GM chooses two.

- ▷ A member of your inner circle publicly denounces you.
- ▷ One of your groupies accidentally hurts someone or destroys something valuable.
- ▷ One of your entourage leaks some info about you and/or your Cabal to a rival.
- ▷ Drama causes your inner circle to descend into the bad kind of anarchy. Your groupies are unusable until you resolve the drama.
- ▷ A groupie defects to a rival Cabal, taking a compromising piece of data with them.
- ▷ The action leads to an entire building being destroyed by the wildest party the colony has ever seen. Describe it.

## MUSE

Choose the source of your inspiration:

- ▷ **The Decadence of Humankind:** When someone uses Reputation to boost a roll against you, your jaundiced worldview gives you advantage on any roll to strike back.
- ▷ **The Wild Magic of the New World:** When you go on an expedition outside the Colony, take advantage on your first roll.
- ▷ **Utopia, Plain and Not-Simple:** Once per Age, create a Surplus of your choice for free.

## HARM BOXES

- ▷ Stressed
- ▷ Bruised
- ▷ Agonised
- ▷ Shattered (-1 Sway)
- ▷ Curtains

## DEATH MOVE

When you die, you inspire your groupies, fans, and haters to memorialise you in a way you didn't expect and may not entirely approve of. Discuss with the GM what that will involve.





*We are entrusted here with the future of not only our colony, but perhaps our entire species. Every word, every decision seems to be hopelessly heavy with implications as a result. Each decision we make now commits something to the posterity of not just a town, a nation, or even a people, but everything spelled out by our DNA. How, then, do we retain what is best in us, what is right and beautiful in our people, without being completely lost to this void? Without collapsing into an anxious paralysis? Well, I'd like to think democracy never went out of style.*

*~Councillor Kshama al-Alam, inaugural address.*



## CREATING A PROCONSUL STATS

Choose one and add your Cabal bonus:

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

## LOOKS

Feminine, masculine, charismatic, arachnine.

Elegant face, stoic face, angular face, poker face.

Stark eyes, compelling eyes, passionate eyes, unreadable eyes.

Wiry body, lanky body, fit body, indulged body.

## BACKSTORY

Ask for a volunteer for at least one:

— gave me a secret that could change everything.

I think — is trying to undermine me.

There is only one person who can be counted on when it hits the fan: —

## GEAR

Add a free tag to your Outfit when you **Tool Up**.

## ROLE MOVES

- ▷ **Leader:** Mark when you promise the Colony luxuries in exchange for material support: gain a Surplus. You say how you've improved the Colony's lot already, and the GM says what they now expect of you.
- ▷ **Agent:** Mark when you are dispatched to win the support of a crucial Cabal for your initiatives. Their player or GM says what they need to make a deal possible.
- ▷ **Rebel:** Mark when you seek to usurp the power of another. Say why you're not only right, but morally justified. The GM tells you who you will hurt by doing this.
- ▷ **Outsider:** Mark when you put another Cabal's interests ahead of your own. Justify your decision; the GM will tell you what your independence costs.

## PROCONSUL MOVES

Choose two:

### THEIR FINEST HOUR

Should the need for fighting arise, your voice can prove decisive. Roll +Sway: on a 10+, hold 3. On a 7-9, hold 1. Spend 1 hold to give an ally's combat roll advantage.

### EVERY VOTE COUNTS

Add +1 to Sway. When a Wonder is completed, add your Sway to your Fortune/Trials roll.

## THE GREAT GAME

You are the mistress of the dead drop, the dossier, the debriefing; you thrive on the hidden web of knowledge that ties the colony together, and the shadows that conceal its nexuses. Roll +Lore. On a hit, an invaluable secret is revealed by a Cabal, a player, or the GM - make sure you ask the right question of the right party! Decide what the cost of the information is. On a 10+, pick one. On a 7-9, pick two. On a <6, the GM decides how the colony's shadows exact their revenge.

- ▷ Many Cabal members die to bring you this information.
- ▷ A secret of your own is exposed to an unknown third party (GM decides).
- ▷ You mark two harm boxes.
- ▷ Your target knows you were responsible and will exact a very personal revenge.

## REACTOR-SIDE CHAT

Your best defence is your mouth; so is your best offence. When you talk to the colony, feel their pain, and tell them how you're going to take it all away, roll +Sway. On a 10+ your faction wins a Resource (no luxuries). On a 7-9, you win your non-luxury resource but at a cost. On a failure, the worst fate of all is suffered: you are ignored.

## ARTICLE 26

Above and beyond what others may seek to build, yours is a library of philosophy and politics and accessible to all. Those who know the game can plumb its true secrets, naturally.

When you use the library, roll +Lore. On a hit, gain 2 Data. On a 10+ gain a Resource as well.

When another player uses the library, they roll +Lore or +Sway. On a hit, it'll give an answer to whatever pressing political question they have.

## HARM BOXES

- ▷ Concealable Wound
- ▷ Winded
- ▷ No, Not the Face! (-1 Sway)
- ▷ Collapsing
- ▷ Taps

## DEATH MOVE

A dead politician can do wonders... as a symbol. Just not necessarily a symbol they may have approved of. When you mark your Taps box, announce what you want your legacy to be. The remaining players will interpret it for themselves and pass legislation bearing your name.





Everywhere you look you've got fancy titles, uniforms, spacesuits, fancy shit. But you know what makes a real hero? It's not a title, letters after your name, or a medal, or pretty dresses. It's standing up for the common folk, the people who are overlooked, who get quietly ignored even in "democracies." The person who, at every possible risk to themselves, still says 'enough is enough' when they need to. Who does it without pay, without reward, without anyone to tell her 'good on ya.' She does it because it's right.

- Anja Kjellman, night shift forewoman on Phase 3 of the Millennium Monorail Extension project.

## CREATING A HERO STATS

Choose one, and add your Cabal bonus to one stat:

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

## LOOKS

Feminine, masculine, enshrouded, androgynous.

Realist face, chiseled face, beautiful face, weathered face.

Stunning eyes, fiery eyes, quiet eyes, half lidded eyes.

Gangly body, stooped body, muscular body, gorgeous body.

## BACKSTORY

Ask for a volunteer for at least one:

\_\_\_\_ would be a hero of the people if they let themselves.

I know what secret burns in \_\_\_\_'s heart.

I saved the life of \_\_\_\_ but they didn't know it was me.

## GEAR

Add a point of Quality to your Followers when you **Tool Up**.

## ROLE MOVES

Trigger one at character creation:

- ▷ **Leader:** Mark when you lead a strike or other communal action, such as a protest or prayer meeting. Say what it'll take to end the protest; GM will say how your target is trying to break it.
- ▷ **Agent:** Mark when you give (heeded or considered) advice to someone in a position of authority. The GM says what the advisee gets from your counsel.
- ▷ **Rebel:** Mark when you attack someone or some organisation engaged in oppressive behaviour. Say why you're doing it.
- ▷ **Outsider:** Mark when your affinity for life beyond your Cabal yields knowledge no one else among your number could possess. Explain what it is. GM says why it's dangerous.

## HERO MOVES THE WANDERER

Somehow you know the backcountry like you've lived in it your whole life. Perhaps you have. No matter what happens, you will always know the way back to the colony.

## PEACE, LAND, BREAD

When you try to rally those who are downtrodden, or simply kept out of the corridors of power... or looking to start trouble, roll +Sway or +Force, whichever is highest. On a hit, you learn one:

- ▷ A hidden weakness of your foes.
- ▷ The location of a resource cache.
- ▷ The secret weapon of an enemy Cabal.

## OF THE PEOPLE

Coming as you do from the nameless ranks of unknown colonists, you blend in. Among dozens, you won't be easily recognised. Even alone in the wilderness you may strike observers as simply a roaming worker of no consequence.

## SWORD OF BURNING GOLD

Give others the strength they lack. If you encounter someone in need, whether another player or an NPC, you can inspire them to overcome a challenge they're confronting. If it's another player, they get +2 on their next roll. If the NPC is from an opposing force, you can turn them to your side (does not apply to pets or named followers of another player).

## REVOLUTIONARY

When you convince your Cabal to undergo a radical change, roll +Sway or +Steel. On a hit, shift their Doctrine or Lifestyle to whatever you like, or swap one Cabal move for another. On a 7-9 they gain Need: morale or Need: followers. The process changes you, as well. Trigger a new role move. On a miss you are marked; the GM explains how.

## HARM BOXES

- ▷ Shivering.
- ▷ Stammering. (-1 Sway)
- ▷ Seeping.
- ▷ Staggering. (-1 Force)
- ▷ Silenced.

## DEATH MOVE

When you mark your Dead box, everyone you ever helped or saved rallies to your ideals one last time. Say what they do as a group to carry on your work, or avenge you, or redeem you, or all of the above. When all is over, describe the bronze statue fashioned in their honour.





*There was always a place for honour among the stars; there's a reason the earliest space pioneers carried military rank, after all. But now there's more to it than that. To command a spaceship means you have to be a student of the stars. And from your tiny vacuum-sealed speck amidst the infinite, you must stand tall, meet it, and be your people's ambassador. You'd better deserve that uniform you wear - the Universe will strip it away from you if you don't.*

*- United Nations Admiral Adaeze Onwenu, from her memoirs.*

## CREATING A FLAG STATS

Choose one:

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

## LOOKS

Choose one of each:

Feminine, masculine, valkyrie, warlord  
Stern face, scarred face, cryptic face, stoic face  
Thousand-mile-staring eyes, calculating eyes,  
knowing eyes, hard eyes  
Statuesque body, fit body, muscular body, lithe  
body

## BACKSTORY

Ask for a volunteer for at least one:

I protected \_\_\_ from a disciplinary action.

There's only one person I trust to fight at my side:

—

With \_\_\_'s help, I found love where I least  
expected it.

## GEAR

Add a free tag to a weapon or your outfit when you  
**Tool Up**.

## ROLE MOVES

Choose one at character creation:

- ▷ **Leader:** Mark when you must take charge to save your Cabal. Explain why it had to be you. The GM decides what your reward will be.
- ▷ **Agent:** Mark when you start an investigation. The GM will say what gear your Cabal gives you for this mission. Explain who's your greatest weakness on this mission.
- ▷ **Rebel:** Mark when you defy a direct order. Explain why you were right to do so, and what you're willing to sacrifice for this.
- ▷ **Outsider:** Mark when you break a rule or norm someone of your rank is expected to uphold. Name one person inspired by your deeds, and one enemy you've now made.

## FLAG MOVES

Choose two:

### FOR CABAL AND COLONY

Whenever you inspire people with a rousing speech, roll +Sway. On a hit they'll set aside their differences long enough to allow you to lead them to victory (one hopes). On a 10+ your Cabal gains a new member; say who they are.

*Player-controlled characters aren't beholden to this, though their Cabal-mates or followers may be moved.*

## QUARTERS

Rank has its privileges, and one is a sweet setup. Your quarters are a nicely appointed bedroom, washroom and livingroom/office area. Even if everyone in the colony have similar lodging, yours is special because it has... (Choose two)

- ▷ Protections against spying, assault and natural disasters.
- ▷ A computer that can tap into any file on any subject on the colony.
- ▷ Luxuries from the old world, including rare paintings and antiques.
- ▷ One of the only honest-to-God weapons caches on the planet.
- ▷ A functioning nano-replicator that can produce one, maybe two surplus before it dies for good.
- ▷ A fussy steward you can trust with your life.
- ▷ A cache of blackmail material locked away.
- ▷ A pet from the old world.
- ▷ A vast, antique, book collection that just so happens to have what you're looking for.

## YOUR ACADEMY DAYS

When you are confronted by a serious challenge, roll +Force. On a 7-9, name a trick from your days at The Academy that'll help you get out of this jam. On a 10+ the GM will tell you what risk you need to take to win an even greater reward.

## THE [YOUR NAME HERE] MANOEUVRE

When you win a duel of some sort - pistols at dawn, fisticuffs, debate, interpretive dance - roll +Sway. Describe what incredible thing you did to secure your victory. On a hit the audience is swayed to your side; choose one. On a 10+ pick two.

- ▷ Your opponent views you with new respect.
- ▷ The audience rewards you with valuable gifts; GM decides what.
- ▷ Your Cabal gains a skilled new member.
- ▷ You learn something from the encounter, and get fleeting Advantage acting on it.

## BRIEFING ROOM

When you explain a coordinated action to your team, roll +Force. On a 10+, hold 3. On a 7-9, hold 1. While executing the plan, spend 1 hold to give a teammate Advantage on a roll.

## HARM BOXES

- ▷ Flesh Wound
- ▷ Beaten Up.
- ▷ Shell-Shocked (-1 Force)
- ▷ Scarred (-1 Sway)
- ▷ Amazing Grace

## DEATH

When you die, you are buried with full honours. In your will you leave a relic of the old world to someone. What is it and what does it obligate them to do?





*Never have we had such a perfect opportunity to start over, to initiate a healthy relationship with a world from the very first day and vouchsafe an eternal commitment to it. Doing right by our new home starts from the ground up, in finding the world-magic that surrounds us and allowing ourselves to become one with it. Before all else, we are seeds; what will we become?*

*~Alessandra Tanaka, Molecular Physicist, in "Summer of our Euphorias."*



## CREATING AN ECOMANCER STATS

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

## LOOKS

Masculine, feminine, brujeña, ethereal  
Thoughtful face, zoned out face, friendly face,  
enchanted face  
Starry eyes, warm eyes, knowing eyes, yearning  
eyes  
Gangly body, divine body, limber body, generous  
body

## BACKSTORY

Ask for a volunteer for at least one:

There's something in \_\_\_ eyes that only I can see.  
\_\_\_ knows something vital about the planet that  
they're hiding from everyone else.  
\_\_\_ and I grew something together.

## GEAR

Add a tag to your weapon so long as you're  
exploring the world beyond the colony.

## ROLE MOVES

Trigger one at character creation:

- ▷ **Leader:** Mark when you discover something new about the natural world. Say how the colony must adapt to your discovery.
- ▷ **Agent:** Mark when you keep something about the planet secret from the other Cabals. Say how you plan to use that knowledge to your (or the planet's) advantage.
- ▷ **Rebel:** Mark when you protect an aspect of the natural world from colonial meddling. Say how you're hoping to prevent the colony from doing something like this ever again.
- ▷ **Outsider:** Mark when you retreat to a distant oasis in the wilderness that only you know about. Return whenever you choose, but the GM says what came back with you.

## ECOMANCER MOVES

Choose Worldspeak and then one more:

### WORLDSPEAKER

Your connection to the planet is deep and abiding.  
So much so, you have bonded with a native  
lifeform. Choose from one of the following types:

- ▷ **A sea creature:** The colony might be near water, and if those oceans are inhabited... An aquatic animal companion might be able to go somewhere you cannot.

- ▷ **A vaguely mammalian looking thing:** A more traditional animal companion that will stand and fight by your side. While it cannot be too big or too powerful, it may have unique features that set it apart from any of its terrestrial counterparts. You cannot communicate with the creature outside of personal range, but you could be connected in other ways. Describe it. The same guidelines as above apply here.
- ▷ **Fungus:** an elaborate network of mushrooms dots the planet, linking everything together in a kind of planetary nervous system. You cannot control it, but you can sense things through its branches. Presence, sound, even images may come to you, if you know where to touch.
- ▷ **A mount:** Choosing a creature that you can domesticate and mount foregoes any other distinctions that might inhere to it. No special features or optional extras, alas. But it can go really, really fast, carry a lot of cargo, and knows the terrain.

## YOUR CITY LIES IN DUST

When you infiltrate a Cabal with a technological focus, get advantage on every roll against them.

## THE BRANCHING OF A MILLION

When you encounter a native lifeform, roll +Sway. On a 10+ you can communicate with it directly, permanently learning how to speak with that species. On a 7-9, you can get vague impressions and feelings across, but no permanent communication knowledge is gained.

## COMMUNE

Amplify your power by joining your consciousness with that of other colonists (they must participate willingly), before binding to the spirit of the world. For this to work to any degree of effectiveness, there must be at least one other party involved. Roll +Lore. On a 10+ ask 2 questions. On a 7-9, ask 1. On a <6 the planet takes an unhealthy interest in everyone who communed.

- ▷ What are we failing to see here?
- ▷ What is the best way forward?
- ▷ Who, if anyone, is a hidden threat?
- ▷ What secret has the planet hidden here?

## HARM BOXES

- ▷ Wilting
- ▷ Shrivelled
- ▷ Drained (-1 Force)
- ▷ Fading (-1 Sway)
- ▷ Fertiliser

## DEATH MOVE

When you die, say what grows in the spot where you fell. If allies are nearby, the planet itself immediately moves to protect them. GM decides how.



*No matter how many light years one travels, the immortal soul always catches up. You believe...no, you know, such souls will need tending, especially here on the edge of all that is known. Even if faith follows at the speed of light, however, relativity warps gospels along with everything else. You are the author of a new faith for humankind, and you shall be its Priestex.*



## MAKING YOUR PRIESTEX STATS

Choose one, add your Cabal bonus to one stat.

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

## LOOKS

Feminine, Masculine, Mysterious, Ambiguous.  
Youthful face, wise face, tired face, bewitching face.  
Vengeful eyes, knowing eyes, seductive eyes, laughing eyes.  
Wiry body, curvaceous body, sleek body, well-fed body.

## BACKSTORY

Ask for a volunteer for at least one:

\_\_\_\_\_ needs to see the light.

I believe \_\_\_\_\_ is the key to our faith's survival.

\_\_\_\_\_ confesses to me daily.

## GEAR

Add 1 to your Follower's Quality when you **Tool Up**.

## ROLE MOVES

Trigger one at character creation:

- ▷ **Leader:** Mark when you convert someone to your faith. Say what they've sacrificed for you. The GM will explain what the convert now expects from your faith.
- ▷ **Agent:** Mark when you ease tensions in the colony somehow. Explain what the real cause of the dissension was.
- ▷ **Rebel:** Mark when you spiritually denounce an aspect of colony life, or another Cabal. Explain what part of your faith compelled you to do this. The GM will say who in your Cabal disagrees with your interpretation.
- ▷ **Outsider:** Mark whenever you are mocked or excluded because of your faith. Say how you respond and why. The GM may favour you with divine approval.

## PRIESTEX MOVES

You get Sanctuary and one other move:

### SANCTUARY

This is your temple: it might be a prefab building, brick and mortar, a copse of trees or a cave network. Whatever it is, it's the epicentre of your faith in the colony. Once per age, it can provide two spiritual or artistic Surpluses for you and your Cabal (e.g. Leadership, Lore, or Art, not Crops or Transport).

## JOYFUL MYSTERY

The new planet is not just a world, but a living, breathing creature to you. And you can hear it. When you want to know something important about the planet, roll Sway instead of Lore, to commune with the holy land. On a hit, you can ask the GM questions. On a 10+, ask three, on a 7-9, ask one. On a miss, ask one anyway, but the planet takes exception in a way determined by the GM.

- ▷ What is this thing?
- ▷ How can I use this to my advantage?
- ▷ Where is the sacred here?
- ▷ How can this help me procure a needed resource?
- ▷ Is there magic to be learned here?
- ▷ What lurks beyond?

## BOOK OF SHADOWS

You keep an elaborate book of rituals, rich with observations and lore about the new world - including your fellow colonists. When you discover a dark secret about an authority figure or cabal leader, roll +Lore. On a 7-9 choose 1. On a 10+ choose 2.

- ▷ You use their darkness to highlight your light. Your cabal gains +1 Reputation.
- ▷ You write a canticle that casts the cabal in a dark light, costing them -1 Reputation.
- ▷ Your shadow writing grants you insight into a secret weakness of the cabal.

## FOLLOWERS OF THE SPIRAL DANCE

If you spend a few days proselytising, you can gather a sizeable number of followers looking for peace and meaning on the new world. Gain followers of Quality 1 with one specialty: Spying, Preaching, Artistry, Diplomacy, or Communing with Nature.

You can spend Reputation to boost the follower's Quality 1-for-1. They will not leave the area with you, however.

### HARM BOXES

- ▷ Grazed
- ▷ Wounded
- ▷ Lashed (-1 Sway)
- ▷ Agonised (-1 Lore)
- ▷ In Passion

### DEATH MOVE

When you die, it births a legend among your followers. You're not just a martyr but a Book, a Canticle, with Stations to mark your tormented final hours - or the glories of your holy life. Describe how your followers commemorate you and how your death shapes the faith.





*You cannot prick me; I shall not bleed. You cannot tickle me; I shall not laugh. I cannot be warmed by the same Summer suns as you. But I do have hands, organs, dimensions, senses, affections, and passions. Is that not what founds a soul? Of course, the fact that I have to use your Shakespeare to make even a scintilla of sense to you is part of the whole problem, isn't it? That's why I'm writing the planet's first android opera.*  
-RoseWhite, Former Second Valkyrie, Current Ascended Art AI; Stage Director at the Colonial Theatre.

*I listened, I absorbed, I became. Where I end and where the worldworldworldworld begins and never ends is a liminal fraction of forgotten times and shattered seconds in a thousand beating souls; can you hear them all? Join me, and you shall.*  
-Formerly Dr. Ian Singh, Currently Ascended Worldmind of the Southern Reaches. Last recorded communication.

## CREATING A SYNTHESIS STATS

Choose one:

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

## LOOKS

Feminine, masculine, beyond, pure light, slimebeast  
Slimebody, furbody, lithe, plastic, steel, ineffable  
LED eyes, black holes, a thousand eyes, humanoid  
eyes, killer eyes

Perfect face, glowing face, mammalian face, void  
face

## BACKSTORY

Ask a volunteer for at least one:

— helped me ascend.

In order to get what I need to survive, — hooks me up.

— did something to my kind that I'll never forget.

## GEAR

The first time you **Tool Up**, describe an appendage  
your ascended form possesses and give it two tags.

## ROLE MOVES

Trigger one at character creation:

- ▶ **Leader:** Mark when you advance the position of your kind. The GM says what reactionary forces are moving against you.
- ▶ **Agent:** Mark when you swear to protect another of your kind from persecution. Say what incident from your past caused you to take up their plight.
- ▶ **Rebel:** Mark when you turn a colonist into something more like you. Say who was made uncomfortable by this, GM says why they weren't able to stand in your way.
- ▶ **Outsider:** Mark when you learn something through means only your kind has access to. Say what it costs and why it was worth it.

## SYNTHESIS MOVES

Choose **Not Even My Final Form** and one more:

### NOT EVEN MY FINAL FORM

You're the result of some fusion between your species and another intelligence. Perhaps it's a machine intelligence, or the planet itself. Choose:

#### JOINER

The planet is alive, far beyond the xenobiologists' predictions. It has a will, a will that called to you. Say who you were before you joined and how that identity changed after you communed with the new world. Gain +1 Force.

No one knows the planet like you do, because you *are* the planet. If you touch one part of the planet's ecosystem, you can look through any other manifestation of it. A tree can become your eyes, a pond your hand. **When you try to use the world as your limbs**, roll +Force. On a 10+, you can manipulate the world near a biological object. On a 7-9 you do it, but the GM will give you a cost. On a 6-, the planet punishes your insolent presumptions.

#### SILICON LIFE

Were you the ship's computer? Or maybe a merger of wounded colonist and cyber-prosthetics? Either way, you're more machine than human. Gain +1 Lore.

You aren't vulnerable to the same maladies as more meatbaggy lifeforms: you can ignore disease and most biological hazards. In addition, you can project three dimensional images at will, and three times per session, you can instantly understand any piece of technology and use it as an expert. Gain +1 Ongoing to use that specific piece of tech.

## YOUR STRATEGY AND A SWORD

You have become one with your weapon. Describe its unique nature; perhaps it's a cartilage blade that extends from an appendage, or a photon sword. Gain advantage on any physical combat roll.

## IN MY DOMAIN

Agree on a selected Domain with your GM. As a Joiner perhaps it's a particular kind of swamp. As a light-based AI, perhaps it's a virtual space environment. In that realm, you have +1 Ongoing.

## PLANETMIND

You gain +1 Data any time you gain Data or Tech, or when you upgrade a Device - biomechanical only for Joiners, mechanical only for Silicon Life.

## MACHINE LEARNING

When you **Unleash Power** you automatically gain sociological insight into the device's creators, and you get to decide what that is. In addition, the device can never backfire and hurt you or your comrades - at worst, it will simply shut down.

### HARM BOXES

- ▶ Scraped/Glitched
- ▶ Bleeding/Errored
- ▶ Scarred/Virus (-1 Steel)
- ▶ Walking Wounded / Crashed (-1 Lore)
- ▶ Blue Screen

### DEATH MOVE

When you die, choose:  
Your kin hold a funeral for you. Describe the rituals, and what your death signifies to them.  
You are scavenged for 5 Data or Tech by a GM-chosen player. Explain what you teach the world, even in death.



