

NAME

LOOK

Names: Grius, Portus, Verimin, Arus, Nightwalker, Sagitta, Skydreamer, Orion, Telos, Faye, Chell, Gemini, Fina, Stardancer, Gandrayda, Daybleeder, Rosalina, Andromeda

No Hair, Glittering Hair, or Otherworldly Hair
Gaudy Robes, Alien Uniform, or Space Suit
Alien Body, Lanky Body, or Twisted Body
Glittering Eyes, Speckled Skin, or Strange Tattoos

SPECIES

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA

DAMAGE ARMOR HP YOUR MAX HP IS 4+CONSTITUTION

DRIVE

What drives you to explore this world? Choose one:

- HOLDING THE KEY
Keep dangerous things away from those who would abuse them
- RUBE GOLDBERG
Set up and trigger a crazy chain of events
- TO THE STARS
Travel a great distance or make preparations to do so

STARTING MOVES

ORIGAMI UNIVERSE

You are capable of creating small folds in spacetime at will. What these folds look like is up to you, whether they be small portals, wrinkled space, warped elongations, or some other spacial effect. **When you make use of these folds to extend your reach**, anything you can see within Near range is also considered to be within Hand range of you. You can touch, manipulate, drop, pick up, or attack any one thing in Near range as if all intervening space between you did not exist. Be warned - this goes both ways, and what you reach out to can reach back.

FOLD SPACE (WIS)

When you expand your folds in space to make a portal large enough to walk through, tell us two points in space that you can see within Near range and roll +WIS.

On a 10+, the spaces become connected - anyone can move from one to the other with a single step across the folded space, and this fold lasts as long as you need it to.

On a 7-9, the fold is unstable: either only one person can pass through safely, or the fold is unsafe to use for some reason, the GM will tell you why.

On a 6-, you still make a connection, but it isn't between the places you wanted it to be. The GM will tell you what went wrong.

WHEN THE STARS ALIGN

You are able to read the stars and create a prophecy of things to come. **When you Make Camp under the open sky**, instead of healing, you may stay up all night reading the stars for a prophecy. This prophecy will tell you about a grim portent that will come to pass unless you do something about it, but the prophecy is vague. **Choose two things that the prophecy actually tells you:**

- You get the name of someone involved in the event to come.
- You get a clear mental picture of the event's location.
- You get an idea of what action will trigger the event.
- You get a vision of the event's aftermath.

OTHERWORLDER

Choose any race, and then choose where you came from:

- FROM ANOTHER WORLD
While messing with the borders between space, you accidentally hopped between dimensions. Your mindset is simply baffling to those of this world. **When someone else explains to you how to use something in this world correctly**, take +1 forward to use it in the future.
- FROM OUTER SPACE
You are a strange alien creature from places unknown. You have an unusual sixth sense, such as infravision, echolocation, sensitive skin, or that thing snakes do where they can taste movement in the air. Describe this sense - how does it work? You can use this sense in place of sight for any move that requires it. **When you Discern Realities using this sense and get a 7+**, also ask "What here can I sense that no one else does?"
- FROM THE STARS
You were born inside of a star, and took a piece of it with you when you left. This star piece is a small ball of burning plasma, as large as your fist. You can hold it, but to everyone else it is just a burning ball. It is 1-weight and has the tags Hand, Near, Messy, Ignores Armor, and Thrown.

BONDS

Fill in the name of one of your companions in at least one:

- _____ finds me unnatural.
- _____ lacks the vision necessary to see the world as I do.
- _____ and I share a common past.

THE STAR MAGE

LEVEL

XP

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and a peculiar weapon (any range tag, 1-weight) with 3 ammo (1 weight), if it needs it.

Choose two:

- Bizarre adventuring gear (5 uses, 1 weight). **When you use this gear**, describe how the equipment varies from mundane equipment.
- Any mount or vehicle (see *Dungeon World: Mounted Combat*). It gains the Space tag.
- Ultra-light armor (1 armor, 0 weight) and a combat knife (hand, 1 weight)
- A small computerized guide to the galaxy (1 use, 1 weight). It functions as a bag of books, except it restocks 1-use each time you Make Camp.

ADVANCED MOVES

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

AND THE KITCHEN SINK

You can use your folds in space to pull items from anywhere, throwing them through your portal at high speed. You can always Volley with the Thrown and Near tags, at any time and with nearly anything.

CALL ACROSS SPACE (WIS)

When you whisper a message into the void, roll +WIS. **On a 10+**, the message reaches who you wanted it to with perfect clarity. **On a 7-9**, the message goes through, but choose one: they only get part of the message, or the message is heard by more than just the recipient. **On a 6-**, it is both only partially sent, and it is heard by more than just the intended recipient.

DISTORTION SHIELD

When you use your Origami Universe to reach out to something, you have +2 armor against everything on the other side.

GRAVITY PULSE (WIS)

When you warp gravity around someone or something, choose a target and roll +WIS. **On a 7+**, choose one. **On a 7-9**, you also cause a weird gravitational side effect, the GM will tell you what happens.

- The target's gravity is greatly increased - anything that gets Close is pulled to the target and sticks there.
- The target's gravity is greatly reduced - it can leap or be thrown great distances with ease, and it falls very slowly.

The target's gravity will be changed for as long as you concentrate on this spell. **When your concentration suddenly fails you**, the target gains the opposite effect for a moment or two.

HIGITUS FIGITUS

You have an enchanted bag or other container which can hold an unlimited number of items of 1 Weight or less - anything heavier won't fit. The bag is 2 Weight no matter how much it holds.

INTERSTELLAR DABBLER

Gain one non-multiclass move from any class list. You can only take a move that improves your mobility or makes you weirder and more alien.

NOVA (WIS)

You can conjure small stars within Reach of you, but they destabilize rapidly. They can provide light and heat, but burn out in a small explosion after a short time. **When you create a star with intent to harm**, roll +WIS. **On a 10+**, deal your damage to everything Close to the star you created, and it detonates exactly when you want it to. **On a 7-9**, it still detonates, but it hits less than you wanted it to, or the explosion causes collateral damage.

PERSONAL GRAVITY

You can act as though gravity is in any direction you wish it to be. Your belongings and anyone you hold hands with are also affected by your personal gravity for as long as you continue to touch them. You can use this move to prevent falling damage by Defying Danger with +WIS.

PICKPOCKET (DEX)

When you attempt to take or leave something without being noticed, roll +DEX. **On a 10+**, you take or leave an object of up to 1 weight within Hand range, with no one any the wiser. **On a 7-9**, you do it, but choose one: someone spotted you right now, or you leave evidence that can be traced to you later.

DEATH MOVE: STAR LIGHT STAR BRIGHT

When you die, you die as the stars do. **Choose your fate:**

- You collapse into a tiny, permanent black hole. Everything within Reach of you ceases to exist, and everything Near you is slowly pulled towards you.
- You explode like a supernova. Everything up to Far range from you takes your maximum damage, ignoring armor, and is sent flying away. Any building you were in or Near is entirely destroyed.
- You burn like a red dwarf, growing into a ball of fire the size of a small house. Your body smoulders eternally, providing light and great heat for all time, and anything that gets Close will catch fire.

CURRENT LOAD

THE WHOLE WORLD IN YOUR HANDS

When you touch both sides of an object and compress it in between hands, shrink it down until it is the size of your palm. A shrunken object has the tags Hand and 1 Weight. You can return it to its normal size at any time by tossing or accidentally dropping it onto the ground.

TWO PLACES

When you need to be in two places at once, you shift into two copies of yourself, each one a different color. **If you take damage while you are in two places**, that copy of you immediately disappears. You still take the damage, as normal.

VACCUUM EFFECT

When you Fold Space, you may create a vacuum effect. **If you do**, anyone Close to one of the portal entrances is immediately sucked through the portal and ejected out the other side, no matter what the result of your roll.

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

ALL AROUND THE WORLD

Requires: Two Places

You can use Two Places to create any number of copies of yourself. **If any of them take damage**, that copy disappears and you take that damage.

GRAVITY CRUSH (WIS)

When you magnify gravity to dangerous levels around someone within Near range, roll +WIS. **On a 7+**, deal your damage, ignoring armor. **On a 7-9**, you cause serious collateral damage.

INTERSTELLAR INITIATE

Requires: December's Dabblers

Gain one non-multiclass move from any class list. You can only take a move that improves your mobility or makes you weirder and more alien.

LOST IN TIME AND SPACE

When you close a Fold in Space while someone was traveling through it, they are trapped between dimensions until the next time you Fold Space. **When you next Fold Space**, everyone trapped by this move will pop out of one exit or the other, their choice.

MOONWALKING

Requires: Personal Gravity

Your personal gravity can be greatly reduced or completely removed, if you like, allowing you to move as if there was no gravity at all or lift very heavy objects easily.

SCHROEDINGER'S WIZARD

When you step into a space where no one can see you, you can step out into a different space within Near range, as long as no one can see that space either.

SHADOWS BEYOND SPACE

Requires: Two Places

When one of your copies takes damage and disappears, you don't take any damage if you could see the attack coming.

TO THE NTH DIMENSION

You can use Origami Universe and Fold Space to reach out to anything and anywhere you can see.