

ANDROMEDA

EPIC SPACE OPERA IN AN ALIEN GALAXY



Bill White

A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

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Alan Bartheol	Christopher Gunning	Gavran Glenn Mochon	Jeremy Tidwell	Laura Lilfluff	Michael Dean Hannah	Philip Nicholls Rachael Hixon	Stephen Rider Thom Terrific
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C. J. Hunter	Edward MacGregor		Keith Stanley	Matthew Whiteacre		Sean M. Dunstan	
C.K. Lee	Frank		Ken Ditto	Michael Bowman		Sean O'Dell	
Charlton Wilbur	Friedéri POCHARD		Kieren Martin	Michael Cambata		Selene O'Rourke	
Christian Becker							

ADVENTURERS

A Person	BuminChrome	Denis Ryan	HF8	Jonas Matser	Matthew J. Hanson	Randall Orndorff	Stephanie Bryant
Aaron W Scott	C	Derek Hiernforth	Hiroki Shimizu	Jonathan	Matthew Price	Randy Eckenrode	(Mortaine)
Adam Buehler	Candida Norwood	Devon Apple	Howard M Thompson	Jonathan	Matthew Whalley	Randy M. Roberts	Stephen Figgins
Adam C.	Carl McLaughlin	Didier Bretin	Ian Charlton	Jonathan Finke	Max	Raun Sedlock	Stephen Hood
Adam Gutschenttner	Carlos Flores	Dillard	Ian Noble	Jonathan Hobbs	Max Kaehn	Rebecca Harison	Stephen Waugh
Adrian Arias- Palomo	Cerity	Dirk Methner	Ian Stanley	Jonathan Korman	Meera Barry	Red Dice Diaries	Steve Discont
Aharon sharim	Charles Evans	Don Arnold	Ian Toltz	Jonathan Perrine	Melanie Palstone	Remy Sanchez	Steve Kunc
AI Real	Charly Leatham	Don Bisdorf	Imunar	Jonathan Young	Mic	Renzo Crispiere	Steve Radabaugh
Al Billings	Chip Dunning	Don Schlaich	Indi Latrani	Jordan Dennis	Michael Davis	Rich Hewett	Steven Code
Alan Phillips	Chirag	donald murray	Irene Strauss	Jordi Aldeguer	Michael	Rich Hilborn	Steven D Warble
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Alistair	Chris Rigaux	Duane Cathey	James Boldock	Josh Rose	Michael D. Blanchard	Rob Howell	Stuart Dollar
Allan Samuelson	Christian	DudelnTheNight	James Dezomits	Josh Salvys	Michael D. Ranalli Jr.	Rob Knop	Sune Donath
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Bo Bertelsen	Darin Henley	Garrett Jones	Joel Beally	Marcel Wittram	Patrice Memoud	Sean Smerman	Vladimir Filipovic
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Bradley Eng-Kohn	David Bellinger	Geoff	John Arcadian	Mark A. Schmidt	Patrick Mueller-Best	Seth Clayton	Wayne Peacock
Brandon Metcalf	David Bowers	George Harnish	John Bragan	Mark Diaz Truman	Paul	Seth Halbesen	Wes Fournier
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Bryan Brake			Jon Smejkal	Matthew Broome	Ralph Miller	Stephan	
Bryan Gillispie				Matthew Caron			
Bryan Willgen							
Bryce Perry							
Bud the Chud							

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CORE SYSTEM

WRITING & ADVENTURE DESIGN
BILL WHITE

DEVELOPMENT
**ROB DONOGHUE,
JOHSUA YEARSLEY,
BRIAN ENGARD
& MIKE OLSON**

EDITING
JOSHUA YEARSLEY

PROJECT MANAGEMENT
SEAN NITTNER

ART DIRECTION
BRIAN PATTERSON

LAYOUT
FRED HICKS

INTERIOR & COVER
ARTWORK
JASON GORCOFF

MARKETING
CARRIE HARRIS

BUSINESS DEVELOPMENT
CHRIS HANRAHAN



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www.evilhat.com • feedback@evilhat.com
@EvilHatOfficial on Twitter
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Andromeda

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This is a game where people make up stories about wonderful, terrible,
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this work are fictional. Any resemblance to real people, galactic-scale
diasporas, generation ships, bizarre alien star empires, space whales,
propaganda officers, names pronounceable or unpronounceable, or
native Esperanto speakers is purely coincidental, but kinda *amuzega*.

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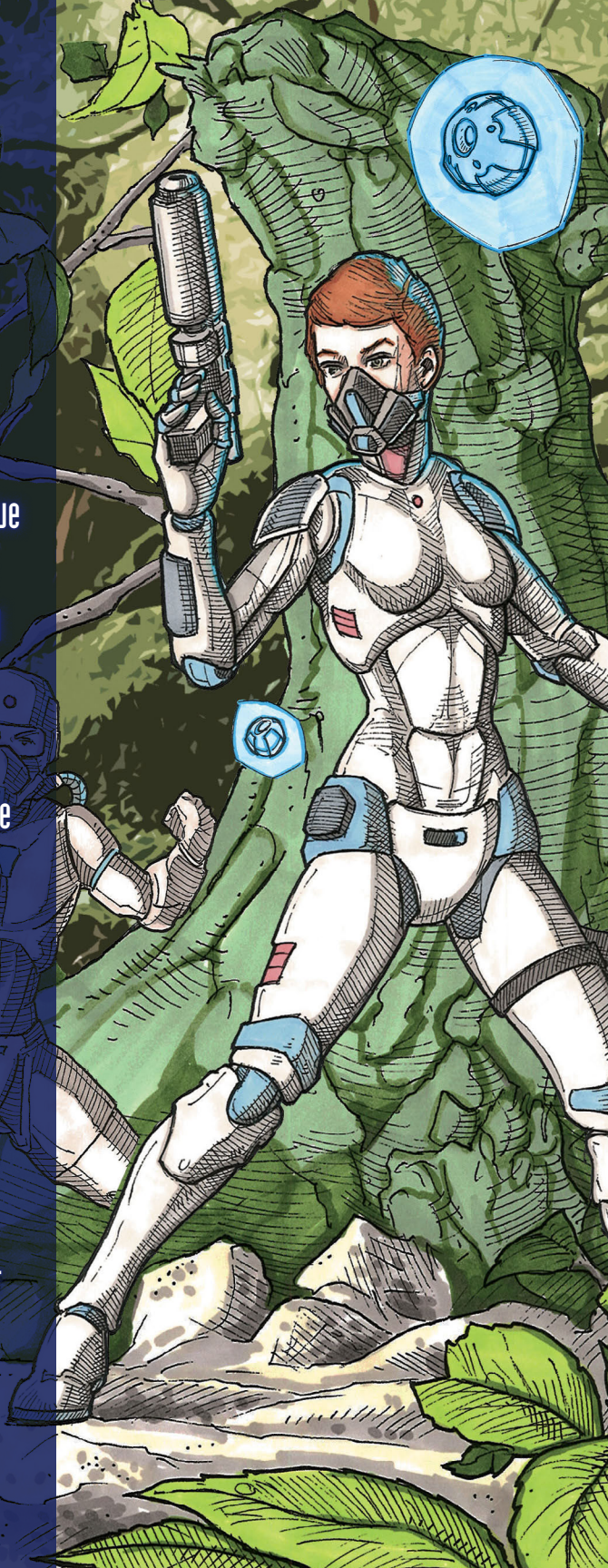
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Having fled across the gulf between the galaxies to escape the devastating loss of the Milky Way's galactic civilization, the remnants of humanity have arrived at Andromeda.

Aboard their world-sized space ark, its most visionary elite pursue centuries-spanning agendas on behalf of or despite the powerful factions that rule the ship.

They must outmaneuver their shipboard rivals and deal with the alien empires and other dangers from Andromeda that resist the arrival of human beings.

The space ark's leaders are larger-than-life heroes who command solar-scale tools and planet-shattering weapons, as they seek to find a new home for humanity in a hostile galaxy.



INTRODUCTION

Hundreds of space arks set out on the journey across the millions of light-years between the devastation of the Milky Way and the promise of Andromeda. Your game is the story of one of them.

Each space ark is an enormous planetoid built around a gigantic antimatter power plant that energizes the voracious but mighty *pelegilo* (overdrive engine) pushing the ship forward at FTL speeds—a world-ship in truth! The fastest of these space arks, traveling at inertialess pseudovelocities approaching 15 light-years per day, still requires nearly 500 years to cross the gap between the Milky Way and its neighbor, while the slowest ships need thousands of ship-years to make the trip.

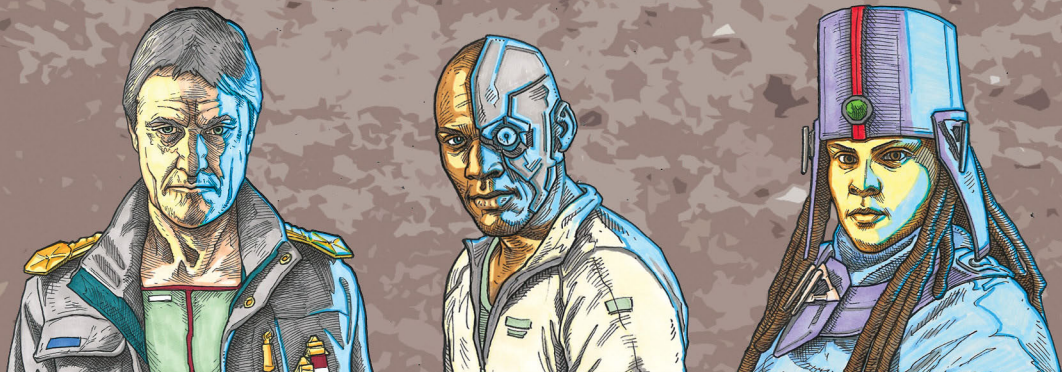
You'll play the leaders, scientists, and moral figureheads aboard one such space ark. The ship has arrived in a strange new galaxy where alien civilizations want to destroy you and internal tensions threaten to tear you apart. How will humanity make a place for itself in Andromeda? As you explore, you will face alien civilizations that will fiercely resist any intrusion. Meanwhile, aboard your own ship, interpersonal antagonisms, factional tensions, and political differences will cause conflicts that must be settled, won, or put aside if the journey is not to end in disaster.

Inspirations

Andromeda draws upon space opera old-school and new. It self-consciously invokes bits and pieces of E. E. “Doc” Smith’s *Lensman* series, Isaac Asimov’s *Foundation* trilogy, and Roger Zelazny’s *Lord of Light*, as well as Frank Herbert’s *Dune* (the earlier titles) and Gene Wolfe’s *Book of the Long Sun* trilogy. Other useful touchstones include Linda Nagata’s *Vast*, Anne Leckie’s *Ancillary Justice* and its sequels, and to some degree David Brin’s *Uplift* series.

However, it may owe the most to Somtow Sucharitkul’s overwritten but underappreciated *Chronicles of the High Inquest* series from the 1980s, consisting of the novels *Light on the Sound*, *Throne of Madness*, and *The Darkling Wind*, as well as the stories collected in *Utopia Hunters*.

The unifying motif in all these works is the grandeur of scope and loftiness of human ambition—the very essence of space opera! Playing in this genre gives you a chance to stride upon a stage the size of a galaxy as you craft grand plans and strive to make them real.



The Ark's Factions

A microcosm of a now-lost galactic civilization, each space ark is led by the ship's **Kosmegestrantoj**, elite guardians of humanity's greater good. The space ark's operations are run and maintained by the technoscientific expertise of the **Kestegistoj**, who were the scientists and engineers of humanity's galactic civilization. Each ship carries to Andromeda a society of passengers known as the **Planedanoj** who may be recently thawed sleepers, a new generation descended from the original Milky Way refugees, or freshly decanted clone-citizens; this populace is guided and comforted by the ministrations of the **Agamistoj**, a hierarchical body that combines the priestly, educational, and cultural functions of church, school, and media as well as the scholarly orientation of the academy and the aesthetic orientation of the museum. The Agamistoj have a powerful ability to shape the behavior of the shipboard population, including the Kestegistoj and the Kosmegestrantoj, via subtle interventions within the built environment of the space ark, including social as well as physical elements. The Agamistoj play a long game, and have a reputation as both master manipulators and shrewd counselors.

In short, the Kosmegestrantoj **lead, protect, and command** while the Kestegistoj **build and maintain**, and the Agamistoj **teach, guide, and inspire** the populace as well as possibly **manipulate** them and the other two factions. The Planedanoj, of course, **live and work**. Each faction pursues its own (self-aggrandizing or otherwise) agenda while at the same time fulfilling its societal functions.

TRY IT WITH ESPERANTO

As J. R. R. Tolkien showed us, a different time and place can be very effectively evoked through its language. To that end, *Andromeda* uses the artificial language Esperanto as the source of words for its people, groups, and things. Admittedly, Esperanto is a very Eurocentric universal language, but as something that sounds strange but not totally incomprehensible to English-speakers' ears, it is a good stand-in for a far-future human tongue. Typically, singular nouns end in "-o" and plural nouns in "-oj." Additional information about Esperanto is widely available online.



The Kosmegestrantoj (Space Admiralty)

The **Kosmegestrantoj** (COZ muh guh STRANT oy) or “Space Admiralty” (literally “Great Space Leaders”) were the overlords of the Milky Way’s galactic society, a meritocratic class of rulers recruited from the most talented among all segments of humanity. Their authority derived from their profound ideological commitment to the greater good of the whole human race, inculcated from a young age and reinforced by advanced psychological techniques developed by the Agamistoj.

As a result of their adherence to an esoteric, almost monastic regimen of philosophical introspection and physical augmentation that separated them from the common ruck of humanity while simultaneously binding them to its service, each Admiral is a paragon of human exceptionality. The Kosmegestrantoj thus form an elite cadre aboard the space ark; it is their task now to discern the proper course for the ship and its people.

The Kestegistoj (Arkwrights)

The **Kestegistoj** (KEST egg IST oy) or “Arkwrights” made up a collection of technical guilds, many hereditary in nature, which each regarded the others as rivals and competitors in the shifting technocratic hierarchy that supported galactic civilization. During the journey between the galaxies, those who maintained the ship’s infrastructure held the greatest influence in the ship’s counsels; now that the ark has apparently reached its destination, those who possess the knowledge and means to exploit the opportunities available in Andromeda are coming into their own.

The Agamistoj (Mediators)

The quasi-ecclesiastical **Agamistoj** (AG am IST oy) or “Mediators” (literally “Officious Ones”) combined the functions of media, religion, social science, education, and the arts, serving to propagate, critique, and refine the values of galactic civilization across its many worlds as well as to preserve its memories and traditions. Now, its role is both to draw upon the accumulated experience of human civilization so they might advise the Kosmegestrantoj and reshape the populace of the space ark in line with the decisions of the Kosmegestrantoj. The highest secret of the Agamistoj—unknown to the populace, or perhaps merely suspected but unconfirmed—is their ability to mathematically model and memetically manipulate the behaviors and beliefs of the populace and the other factions, a science they call clionomy (klee ON uh MEE).

The Planedanoj (Planet-Dwellers)

Each inhabited planet or artificial habitat in the Milky Way had its own fairly stable and homogeneous society, referred to as its **Planedanoj** (PLAN eh DAN oy), though the Kosmegestrantoj frequently commanded interstellar migration and wholesale transfers of planetary populations in order to accrue the advantages of cultural mingling and diversity, as well as sometimes to serve as obscure object lessons to young Kosmegestrantoj. The populace of the space ark may thus be derived from the inhabitants of a single world transported en masse, or an admixture of refugees from a plethora of worlds.

Additionally, the time spent on the journey will affect the society aboard a generation ship. In contrast, the societies aboard sleeper ships (whose thawed passengers will have memories of life in the Milky Way) and crèche ships (which will have conditioned or indoctrinated the initial cohort of human beings decanted *ab ovo* to jumpstart a human society *de novo*) will hew more closely to the traditional assumptions of galactic society, particularly about hierarchy and duty.



Andromeda

Andromeda lies approximately 2.5 million light-years away from the Milky Way. It is a spiral galaxy that encompasses on the order of one trillion stars within a diameter of about 220,000 light-years. At its center is a compact cluster of stars in eccentric orbit around a massive black hole. The spherical bulge around the nucleus is about 10,000 light-years in diameter, while the **thin disk** containing Andromeda's spiral arms and the bulk of its stars—about 70%—is about 1,000 light-years thick. This structure is embedded in a larger but much less dense **thick disk** some 42,000 light-years thick, and a galactic halo that includes widely scattered globular clusters surrounds the galaxy as a whole.

Andromeda is inhabited by hundreds if not thousands of sentient starfaring species, all involved in an ongoing power struggle to defend their spheres of influence and to control and fulfill their destinies amid the stars. The arrival of human interlopers from another galaxy is naturally seen by some as an opportunity as well as a threat, and the aliens that the space ark encounters will seek to gain some advantage from or leverage over the newcomers, if they're not committed to the humans' utter extermination.

From the perspective of ships approaching Andromeda from the direction of the Milky Way, the galaxy appears to be slightly tilted toward them at an angle to their galactic plane. Thus, space arks will encounter Andromeda not quite edge-on. The sparse galactic halo contains scattered concentrations of stars, each either a densely packed globular cluster or a more diffuse star cloud that is perhaps a remnant of a collision with another galaxy. As the space ark enters the elliptical spheroid of the thick disk, the old, metal-poor stars it encounters will be on average about 1750 light-years apart. Once it hits the thin disk, comprising the spiral arms that whirl around the galactic center, the average separation of stars drops to about 16 light-years. Within the spheroidal bulge at the center, 10,000 light-years in radius, the average separation of stars is only 5 light-years.

The cosmological structure of the galaxy affects its political dynamics. The densely packed, metal-rich stars of the galactic nucleus—with a supermassive black hole at its center providing a dangerous but powerful energy source—is a key prize for those civilizations with the scientific and technological capability to make use of its resources. Complete possession of the galactic nucleus, were it to fall into the hands of a single galactic empire, might be enough to make its masters the lords of Andromeda.

Thus, the civilizations vying for supremacy in the Andromedan Bulge tend to be careful, devious, and patient, knowing that a misstep that gives a rival an advantage is worse than a squandered opportunity—but the fighting is fierce and deadly when it erupts. The civilizations of the spiral arms, on the other hand, tend to be fractious and venturesome, seeking via bold strokes to rise in the multi-dimensional pecking order that shapes interstellar relations in the galaxy. A reputation for fearsomeness or indomitability may cause potential aggressors to seek easier pickings elsewhere. So there is much in the way of martial posturing, bluster, and demonstration, with violence quick to emerge but equally quick to subside. Out in the thick disk and the halo are the marginal civilizations, reliant on their isolation to protect them but quick to capitalize on any fortuitous influx of energy or resources to add to their stock of assets. A passing space ark will be viewed as a prize, indeed.

PLAYING ANDROMEDA

Andromeda is a game of massive scale. For the most part, the opponents that range themselves against the player characters are *entire alien species*: space empires, planetary bastions, and perhaps even rogue space arks. To deal with these threats, you must mobilize the sometimes fractious and recalcitrant factions of the space ark, and secure the cooperation of other player characters—not always an easy task.

To represent the subtle maneuvering that such mobilization and coordination requires, your character will have an **agenda** (page 36). As you succeed at specific actions, you will accumulate ☉ and ☾ icons as **agenda points**, which you can later spend to **advance** your agenda (page 37). The factions of the space ark will have their own agendas, which may conflict with yours.

When you advance your agenda, any of your excess agenda points flow into your **resource pools** (page 21), available to activate certain extras, with ☉ icons representing the resources needed to employ **Technoscience** extras (page 34) and ☾ icons doing the same for **Eco-Culture** extras (page 33).

The alien civilizations, controlled by the GM, also accumulate agenda points and have analogous **Xenoscience** and **Xenoculture** resource pools (page 43).

Using the Deck of Fate

In *Andromeda*, you won't roll fate dice to resolve your actions. Instead, you'll draw fate cards from a single 81-card Deck of Fate. If you don't have a Deck of Fate, you can use the Deck of Fate Mobile Edition, produced by Hidden Achievement for mobile devices (iPhone, Android, others). If that isn't an option, read "*Playing Without the Deck of Fate*" (page 10).




In general, whenever Fate rules would prompt you to roll the dice, you'll instead draw the top card from the deck, use that as the result, and then discard the card. Each fate card has three elements:

- The **dice result**, one of the 81 unique outcomes of rolling four fate dice, as well as the roll's **numeric result** of -4 to +4.
- Two aspect-like phrases that can be used to describe the numeric result: for example, something like "Out of Control" for a -2 result. In *Andromeda*, these are used as **execution aspects**.
- One to three ☉ (sun), ☾ (moon), or ☿ (eclipse) icons. These icons represent the material and social resources needed to advance agendas (page 37) and to activate extras (page 32).






Creating Execution Aspects

Whenever you draw a card, choose one of the two phrases written on it. This phrase characterizes how your character executed the action, and it becomes a situation aspect called an **execution aspect**. This aspect may be invoked **once** by anyone, as normal, by spending a fate point. Once your action is completed, the execution aspect goes away.

If multiple players want to invoke your execution aspect, you choose who gets to invoke it. If the card's numeric result was Mediocre (+0) or positive, you can choose yourself. If it was negative, you must choose an opposing player if any wish to invoke it.

A Kosmegestranto PC is attempting to lead a group of desperate refugees off of a FAILING SPACE ARK. She wishes to create an advantage by giving an inspirational speech to the assembled refugees, but unfortunately draws a card showing the roll , which gives a Terrible (-2) numeric result as well as the choice of PANICKING or CRUEL FATE. The player picks PANICKING, saying, "I am definitely right on the edge of losing it right now." Since the card's numeric result is negative, an opposing player could spend a fate point to invoke PANICKING, making things worse for the active PC. If no one invokes it, and the active player could concoct a convincing enough rationale for how her character's desperation spurred her ability to inspire the refugees, she could spend a fate point to invoke it in her own favor.


Accumulating Agenda Points

When you succeed at an action that does not target a PC, add the card's  or  icons to your matching pool of **agenda points**. If the card instead has an , add any combination of three  and  icons to your agenda pools.

For more details on agendas and spending agenda points, read *Agendas* (page 36).

Shuffling the Discard Pile

Shuffle the discard pile back into the Deck of Fate under these circumstances:

- After an agenda is advanced (page 37).
- After the last card in the deck is drawn.
- After a card with an  icon is drawn.

Playing Without the Deck of Fate

If you don't have a Deck of Fate, you can still play *Andromeda*, even though fate dice don't have icons. When you need to determine the icons for a roll, you can consult the following table.

The table indicates the *number* of icons produced by a roll; to determine the *type* of icon, you'll need to roll another die or flip a coin. For example, for each icon received, you'd roll a six-sided die, producing a ● on 1–3 and a ○ on 4–6. As with the Deck of Fate, an ☉ is wild: treat it as any combination of three ○ and ● icons.

This additional die rolling increases the handling time for resolving actions, so you'll probably only want to forego the Deck of Fate out of necessity.

	■	+	++	+++	++++
■	☉	3 icons	2 icons	3 icons	☉
▢	3 icons	1 icon	1 icon	3 icons	
▣	2 icons	1 icon	2 icons		
▤	3 icons	3 icons			
▥	☉				

Per icon, roll 1d6:
1–3 = ● 4–6 = ○

The Big Issues

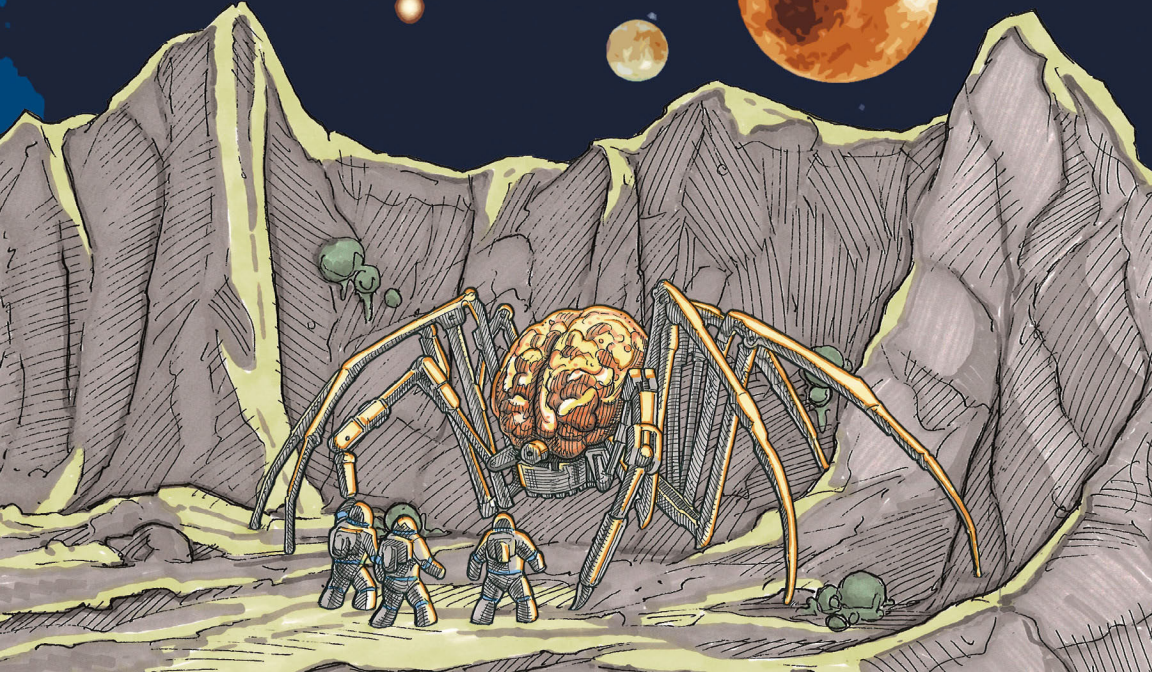
In *Andromeda*, the big issues driving the PCs to action are the **internal tensions besetting the space ark** and the threat of destruction—or worse!—at the hands of the **alien civilizations inhabiting Andromeda**.

These big issues naturally produce some **campaign aspects**. They may be used to shape the direction of fictional events, and will change in response to the characters' actions. The starting campaign aspects are as follows.

Human Refugees in a Strange New Galaxy

Human beings in gigantic space arks have arrived in Andromeda fleeing the destruction of the Milky Way. The loss of their homeworlds and humanity's galactic civilization, utopian at least in memory, is a constant goad and a source of anguish and pain for many, even those who may have never seen the light of the Milky Way's now-lost 100 billion stars. Much of Andromeda is unknown to the newly arrived human refugees, and they have no base of operations or infrastructure other than what they have brought with them. Later arrivals will find themselves competing with other humans also seeking a place for themselves in the new galaxy. In the face of what has been lost and the uncertainty about their surroundings and future, the proper course of action for the space ark is a contentious issue among the factions aboard.

In Play: HUMAN REFUGEES IN A STRANGE NEW GALAXY can be compelled to confront PCs with the difficulties of being the sole remnant of humanity in the immediate stellar neighborhood—including the social, psychological, and practical challenges that such a position entails—as well as to introduce mysterious (and potentially dangerous) astronomical phenomena of unknown origin.



The Old Order Persists

The civilization of the Milky Way was marked by the stratification of galactic society into planet-bound populations ruled over by the elite Kosmegestrantoj, served on the one hand by competing guilds of technologically specialized Kestegistoj and on the other by the Agamistoj responsible for preserving, enhancing, and disseminating galactic high culture. Aboard the space ark, this relatively rigid social structure and dynamic continues to influence shipboard politics and decision-making. The stability of the society stems from each faction seeking to preserve itself and its authority as well as its extant power relations with the other factions.

In Play: THE OLD ORDER PERSISTS can be compelled to introduce friction and tensions among and within the factions, particularly when related to resistance to prospective changes, as well as to represent how the persistent status hierarchies and cultural differences affect the relationships between members of different factions. Players, you can invoke it to gain the benefits of your faction's privileges, prerogatives, and preferential access to certain resources.

Always More Aliens

Unlike the Milky Way, where humanity was the only starfaring culture and the overwhelmingly dominant sentient species, Andromeda is filled with space-going alien civilizations, each jealous of its own status and prerogatives and suspicious of the intentions and motives of its rivals. These civilizations are related to each other in shifting patterns of alliance and enmity, and leaving the sphere of influence of one alien race, or the zone of contention of several, will more than likely merely bring the space ark into contact with another set of aliens, perhaps even stranger and more menacing than the last.

In Play: GMs, you can compel ALWAYS MORE ALIENS to introduce new alien civilizations whose presence will no doubt complicate the journey of the space ark.

CREATING ALIEN THREATS

WHAT DOES AN ALIEN THREAT REPRESENT?

An alien threat represents an entire civilization opposing the ark. When an alien threat acts, though, the GM might describe a horde of charging aliens, an alien space fleet, or a bizarre alien diplomat and its entourage. Parts of an alien threat such as fleets and planets are just color, and don't have their own character sheets.

Usually, dealing with individual aliens can be handled purely by talking:

"The alien commander levels his pistol! What do you do?"

"I shoot his brains out!"

"Green goop flies out of the thing's cranium as the neutronium slug pierces its brain. The other aliens express shock and dismay."

This back-and-forth simply establishes context for whatever comes next in the story. The aliens might take action against the space ark, or simply demand that the perpetrator be handed over to face alien justice. As long as the aliens are advancing their agenda, they pose a threat to the space ark.

Suppose the aliens seek revenge by sending a huge space fleet against the space ark. The PCs may seek to do battle with it, run away from it, or hide from it. Defeating that alien fleet in battle would probably give the alien threat a consequence like **DISRUPTED FLEET**.

Notice that it makes tactical sense for PCs to take on smaller elements of an alien threat first to give it some consequences, and then use those consequences to defeat the alien threat as a whole. This has the added benefit of letting you introduce and letting players interact with specific, colorful elements of the alien threat.

GMs, you can create alien threats before play begins, or facilitate it as a group activity at the table. The former is probably the better option when play time is tight, as in a demo or convention gaming slot. Generally, three to five alien threats will be enough if you prepare beforehand; for group prep at the table, the players can create one apiece.

New aliens can also show up when any agenda is advanced (page 37). GMs, you'll want to become comfortable with creating and introducing new alien threats more or less on the fly. Alternately, you can task a player with rolling up the new alien, since some players will find it particularly fun and engaging, or the group can brainstorm to flesh out the new alien.

To create an alien threat, you'll give it a name, determine its high concept, establish its agenda, and note its skills, stunts, and extras. You'll record these on the **alien record sheet** at the end of the book. This sheet also keeps track of the aliens' Xenoscience and Xenoculture pools, measured in ☉ and ● icons, respectively, as well as their accumulated agenda points.

Through the following sections, you'll determine the aliens' name, high concept, agenda, and skills by drawing a fate card a total of four times. Each time you draw, add points to the alien civilization's Xenoscience pool equal in number to the ☉ icons on the card, and add points to the alien civilization's Xenoculture pool equal in number to the ● icons on the card. As always, the ☼ counts as three icons in any combination.

Species Name

To invent a name for an alien species, draw two fate cards and combine the results from the following table to form an evocative neologistic eponym such as “Arachno-Bots” or “Psycho-Saurs.”

If the two results are the same, either combine the prefix and the suffix, add “-(n)ids” or “-(n)oids” to the end of the prefix term (thus “Arachnoids” or “Psychonids”), or if all else fails discard the fate card and draw another to get a different result. There is nothing stopping you from simply inventing the species name out of your own imagination, but if you do, you’ll still need to draw two fate cards to see what icons you get for the Xenoscience and Xenoculture pools.

	■	⊕	⊕⊕	⊕⊕⊕	⊕⊕⊕⊕
■	Myco- -Fungi	Ultra- -Lords	Cerebro- -Brains	Robo- -Bots (-Mechs)	Cetaceo- -Whales
■	Nano- -Mites	Pseudo- -Morphs	Astro- -Nauts	Reptilo- -Saurs	
■	Xeno- -Phytes	Cyber(o)- -Borgs	Arachno- -Spiders		
■	Andro- -Men	Insecto- -Bugs			
■	Psycho- -Minds				

High Concept

To create the aliens’ high concept, use the keywords of the aliens’ species name. Choose one keyword associated with each part of the name and append the word “Aliens”; thus, the Arachno-Bots would be INORGANIC WEB-SPINNING ALIENS while the Robo-Spiders would be CRAWLING PROGRAMMED ALIENS. If you made up the aliens’ species name, you’ll have to invent the high concept as well.

- **Andro-/-Men:** HUMANOID; PATRIARCHAL
- **Arachno-/-Spiders:** WEB-SPINNING; CRAWLING
- **Astro-/-Nauts:** SPACE-GOING; INQUISITIVE
- **Cerebro-/-Brains:** COLDLY CALCULATING; PSIONIC
- **Cetaceo-/-Whales:** SERENELY BULKY; SONG-SINGING
- **Cyber(o)-/-Borgs:** CYBERNETICALLY ENHANCED; MIND-NETWORKED
- **Insecto-/-Bugs:** CHITINOUS; HIVEMIND-CONTROLLED
- **Myco-/-Fungi:** RHIZOMATIC; SYMBIOTIC
- **Nano-/-Mites:** MINIATURIZED; VIRAL
- **Pseudo-/-Morphs:** SHAPE-SHIFTING; TENTACLED
- **Psycho-/-Minds:** PSYCHIC; AGGRESSIVE
- **Reptilo-/-Saurs:** REPTILLIAN; VENOMOUS
- **Robo-/-Bots:** INORGANIC; PROGRAMMED
- **Ultra-/-Lords:** ARROGANT; GENETICALLY ENHANCED
- **Xeno-/-Phytes:** BIZARRE; INCOMPREHENSIBLE

Alien Agenda

To determine what the aliens want with respect to humanity or to the galaxy at large, draw a fate card and consult the Alien Agenda table. Each agenda modifies the aliens' skills, which you will finalize in the next section.

If you don't want to choose an agenda randomly, you can draw a fate card and invent an agenda related to one of the card's execution aspects; if you do this, increase the aliens' skills by a total number of points equal to one rolled fate die with a +2 bonus.

The rules for agendas are discussed in greater detail in *Agendas* (page 36).

	■	⊕	⊕⊕	⊕⊕⊕	⊕⊕⊕⊕
■	Complete Assimilation	Defensive Alliances	Knowledge Acquisition	Trade Partners	Singular Ascension
▢	Ritual Purification	Interstellar Hegemony	Peaceful Expansion	Experimental Subjects	
▣	Plunder Captives	Military Conquest	Religious Converts		
▤	Host Bodies	New Slave Species			
▥	Complete Extermination				

Complete Assimilation: The aliens seek to eradicate human individuality and difference.

-1 Empathy, +3 Presence

Complete Extermination: The aliens seek to eradicate human existence.

-1 Empathy, +1 Intellect, +1 Physique, +1 Presence

Defensive Alliances: The aliens face potential threats everywhere, and want to entangle humanity in their political and military problems.

+1 Empathy, +1 Intellect, -1 Physique, +1 Presence

Experimental Subjects: The aliens need test subjects for their strange and gruesome biological investigations, and humans will do nicely.

-1 Empathy, +3 Intellect

Host Bodies: The aliens are parasitic in one or more stages of their life cycle, and need host bodies as a food source or reproduction vector, or for other purpose. Humans are ideal!

+2 Empathy, +2 Intellect, -2 Physique

Interstellar Hegemony: The aliens seek to organize galactic society in the service of their interests and to control the actions of other civilizations.

+2 Presence

Knowledge Acquisition: The aliens aggressively seek to acquire human technoscientific and cultural secrets.

+1 *Empathy*, +1 *Intellect*, +1 *Physique*, -1 *Presence*

Military Conquest: The aliens seek political control over wide swaths of galactic territory.

+1 *Physique*, +1 *Presence*

New Slave Species: The aliens seek servitor species, and once the human spirit is broken by the taste of the neurolash, they will add some much-needed variety to the masters' panoply of slave classes.

+2 *Presence*

Peaceful Expansion: The aliens are peaceful but oriented toward growth, expansion, and development, and will compete with other species to exploit resources with more ruthless efficiency.

+2 *Empathy*

Religious Converts: The aliens expound some cultural myth as revealed truth and aggressively proselytize to gain new members of their congregation.

+1 *Empathy*, +1 *Presence*

Ritual Purification: The aliens feel compelled to subject humanity to some bizarre and probably humiliating ritual in order to render them fit for association with the civilized peoples of the galaxy.

+1 *Presence*

Singular Ascension: The aliens' efforts to enact a technologically enabled transcendence into a higher form of existence require human assistance. Add ○○ to the alien's Xenoscience pool.

+2 *Intellect*

Plunder and Captives: The aliens are little more than glorified space pirates, who make a living preying upon the weak and extorting valuables from them in return for their lives.

+1 *Physique*, +1 *Presence*

Trade Partners: The aliens are mercantile in nature or at least in aspiration, and seek markets for their goods, sources of raw materials, and valuable commodities.

+2 *Empathy*



Alien Skills

All of the aliens' skills begin at Average (+1), though some were modified by their agenda. To determine the aliens' skill ranks, draw a fate card and read its die results as four separate rolls of one fate die. Assign each die result to one skill. A **+** adds one rank, a **-** subtracts one rank, and **0** does nothing.

Though they are explained in greater detail in *Creating Characters* (page 22), here are brief descriptions of the four skills:

- **Physique:** How physically capable the alien species is.
- **Intellect:** How intelligent and mentally capable the alien species is.
- **Presence:** How imposing the alien species is to other races.
- **Empathy:** How well the alien species is able to understand the motivations of others.

Alien Stunts and Extras

Just like with characters, you may give the aliens stunts (page 30) or extras (pages 17 and 32) powered by spending Xenoscience or Xenoculture points. In general, Xenoscience extras involve extraordinary technological abilities, while Xenoculture extras involve bizarre alien perspectives.

Each alien threat gets 2 free stunts or extras. Aliens are NPCs, so they don't have their own fate points, but instead draw from the GM's pool. An alien with more than 2 stunts or extras pays for the excess out of the GM's refresh, which is reduced as long as the alien threat is in play.

The Xenoscience and Xenoculture pools begin empty.

Andrea, the GM, is statting up an alien species called the Myco-Borgs, having defined them as CYBERNETICALLY ENHANCED RHIZOMATIC ALIENS with the agenda KNOWLEDGE ACQUISITION. She imagines them as comprising colonies of sessile silicon-based processors that send out creeping tendrils of machinery to probe and sense and manipulate the environment. She gives them these two stunts:

Silicon Multi-Mind: +2 to create advantages with Intellect when analyzing behavior patterns.

Creeping Electronic Tendrils: +1 to attack or overcome with Physique when dealing with stationary or slow-moving objects.

Andrea would also like to use the Myco-Borgs' Xenoculture pool, so she gives them an extra reflecting their incredible analytic capability:

Quantum Analysis: You may spend a Xenoculture point to prevent the invocation of a specific aspect against the Myco-Borgs until the end of the scene.

Because the Myco-Borgs are starting with three stunts and extras—one more than the standard allotment of two—Andrea reduces her refresh by one for as long as they remain an active threat.

Sample Xenoscience Extras

Dyson Sphere: The aliens can create star-encompassing shells or swarms that allows the total energy output of a sun to be captured. You can spend a fate point to create such a shell and assign it a position in the galaxy. As long as the Dyson sphere exists, add one ☉ to your Xenoscience pool at the beginning of each scene.

Nova Bomb: The aliens have the ability to create weaponry that induces supernova-like stellar explosions. You can spend a Xenoscience point to detonate a target star accessible to the alien threat's forces. This results in an Astronomical (+10) attack on worlds and starships in the system.

Wormhole Mastery: The aliens have the capability to open up a temporary wormhole. You can spend a Xenoscience point to permit the forces of this alien threat to appear anywhere in the galaxy they desire.

Sample Xenoculture Extras

Alien Art: The aliens can create mesmerizing pieces of aesthetic expression that transcend cultural and species boundaries. You can spend a fate point to create such a piece; thereafter, as long as the piece exists, you may spend a Xenoculture point to draw a fate card and add any 🎲 on it to your agenda pool.

Alien Culture: The aliens have produced a vibrant and resilient set of customs and folkways. You can spend one, two, or three Xenoculture points to remove a mild, moderate, or severe consequence, respectively, that has been defined as social, cultural, political, or ideological.

Alien Philosophy: The aliens have developed a particularly compelling belief system. You can spend a Xenoculture point to permit an individual proponent of this philosophy to ignore the scale-derived base defense (page 41) of a population when attacking or creating an advantage with Presence.

Alien Stress and Consequences

Like characters, alien species don't have stress tracks, but they do have one each of mild, moderate, and severe consequence slots. They can also spend Xenoscience or Xenoculture points to negate stress on a one-for-one basis. Xenoscience can negate military or ecological stress, while Xenoculture can negate or political or cultural stress.




CREATING THE SPACE ARK AND FACTIONS

GMs, you can create the ship as part of your prep for play, or if your players are the sort of people who enjoy this kind of thing, you can create the setting together during your first session of play. You'll keep track of the various elements of the refugee world-ship with the **space ark record sheet**, found in the back of the book, which also serves as a sort of game map during play.

The first thing to establish is the condition of the space ark based on its **cohort** and **payload**. Players, you may choose these as a group or determine them randomly.

Cohort

This refers to when the space ark arrived at Andromeda in relation to other space arks. This is usually but not necessarily associated with when it left the Milky Way, but it's possible that a world-ship moving particularly slowly or quickly may have arrived later or sooner than its nominal cohort.

To choose the cohort randomly, roll a fate die. A  means first wave, a  means main sequence, and a  means trailing edge. Paired with each cohort is an example scenario that you can use to frame the start of play.

First Wave: The ship was among the first to arrive at Andromeda. Aliens it encounters will probably be unfamiliar with humans. It is highly unlikely that there will be any other human beings in the vicinity of the space ark.

Starting Scenario: The space ark has decelerated to galactic cruising speed, and finds itself surrounded by suspicious aliens, who begin to investigate the new arrivals.

Main Sequence: The ship arrived with the main stream of the human influx. Aliens it encounters will probably know of humans, at least by reputation and often by direct (and unpleasant) experience.

Starting Scenario: A distress call arrives from another space ark, thousands of light-years away from their own, that has tangled with a superior alien force.

Trailing Edge: The ship is among the last to arrive. Aliens it encounters will certainly have direct experience with previous human arrivals, and have been affected to at least some and perhaps a significant degree. Other humans encountered by the space ark may have reached their own special sort of accommodation with one or more alien civilizations, and have established colonies or even strange new worlds.

Starting Scenario: The space ark is wooed by rival delegations, one from an interstellar empire served by seemingly human mercenaries, the other from a beleaguered alliance of planets threatened by the empire.

Payload

This refers to the way that the space ark's human populace was transported between galaxies. The continuity of the crew—the Kosmegestrantoj, Kestegistoj, and Agamistoj—may have been ensured by alternate means.

To choose the payload randomly, roll a fate die.

⊕ **Generation Ship:** Generations of human beings lived and died during the journey between the galaxies; the ship is their home.

■ **Sleeper Ship:** Refugees from the human civilization of the Milky Way were placed in millennia-long hibernation and recently awoke at journey's end.

⊖ **Crèche Ship:** The space ark traveled between the galaxies essentially empty of passengers. As it reached the end of its journey, new cohorts of embryos were created by artificial means, decanted, and raised by the crew or by automated instruction.

The Factions

Now, you'll define the nature the various factions aboard the space ark. Draw a fate card for each of the four factions: the Kosmegestrantoj, Kestegistoj, Agamistoj, and Planedanoj.

Faction Agenda: Use one or both of the aspect-like phrases to define the faction's agenda. This is an aspect that answers the question "What do these people want?" In a group setting, the GM will facilitate this conversation, making sure that the group supports and understands the selected answer while maintaining the desired degree of internal coherence and cogency of the story and situation. For solo prep, GMs, you'll need to rely on your own judgment for the choice of agenda.

Faction Size: Each faction begins at Great (+4) size, modified by the result of its fate card so that it ranges in size from Mediocre (+0), representing a few individuals, to Legendary (+8), encompassing billions of people.

SHIP NAMES

To name your characters' space ark, you can choose from this list or invent it yourselves. In the event that the PCs' space ark encounters another space ark from the Milky Way, you may likewise use this table to name it or invent a name.

- *Cassiopeia*
- *Celestia*
- *Estelar Esploristo (Stellar Explorer)*
- *Galaxian*
- *Grandan Rifuginto (Great Refugee)*
- *Homara Espero (Hope of Humanity)*
- *Kaipuke Nui Te Ao (Great World Ship)*
- *Kosmokratisto (Lord of Space)*
- *Perseides*
- *Planedo Naudek-Nau (Planet Ninety-Nine)*
- *Potenca Konkeranto (Powerful Conqueror)*
- *Spirito de Sol (Spirit of Sol)*
- *Stelo Vaganto (Stellar Wanderer)*
- *Titaniko*

The space ark is a first-wave generation ship named the *Cassiopeia*. To determine the agenda of the Kosmegestrantoj, the GM draws a Fate card that gives the choice between “Weaksauce” and “Thick-Witted.” Clearly, the agenda is not something the Great Space Leaders want! Rather, it’s a problem they’re trying to deal with. “Weaksauce” implies a feckless leader, which is cool, but “Thick-Witted” could mean that the special training regimen of philosophical introspection and physical augmentation they undergo has over the course of their journey produced a caste of muscle-bound lunkheads who debate meaningless abstractions, leading to an agenda of PRAGMATIC PHILOSOPHICAL REFORMULATION. Alternately, the Kosmegestrantoj might see the Planedanoj as unsatisfyingly reluctant to fully adopt the *Kosmegismo*—philosophical principles that have served them so well over the millenia—and so desire to CONVERT THEM ALL TO KOSMEGISMO. This being rife with potential conflict and drama, it strikes the group as a better choice.

For the Agamistoj, the GM draws a card with “Treading Water” and “Grounded.” “Treading Water” nicely complements an aggressive Space Admiral push to proselytize, without using the Agamistoj as their proper intermediaries, leading to an agenda of RESTORE AGAMISTO TEACHING AUTHORITY. “Grounded” might be even better, though, since it suggests that the Kosmegestrantoj have also gone so far as to exile some Agamistoj on a peripheral world on the edge of Andromeda for working against them. The faction agenda would be the same, but the existence of exiled Agamistoj somewhere behind the space ark is an intriguing story detail that would no doubt be worked into many a character backstory.

For the Kestegistoj, the GM draws a card with “No Obstacles” and “Clear Path,” which are almost identical in meaning. This card can be read as either signifying an opportunity for the Arkwrights (the squabbling of their rivals gives them a chance to get what they *really* want) or as one of their goals. Shifting the focus to outside the ship seems like it would add interesting complications at this stage, so someone suggests that the *Cassiopeia* has entered a dangerous region of space where gravity fluxes being generated by an artificial black hole prevent the ship from moving safely, so the faction agenda is written as GET THE SHIP MOVING AGAIN.

Finally, for the Planedanoj, the GM draws a card with “Could Be Better” and “Could Be Worse,” which does seem to about sum up their situation. In this context, however, these phrases taken together may signify divided loyalties among the Planedanoj, some of whom have indeed taken up a belief in the philosophy of Kosmegismo and others of whom have explicitly rejected it for one reason or another. As a whole, then, the agenda for the Planedanoj involves having them RESOLVE THEIR INTERNAL CONFLICT ABOUT KOSMEGISMO.

Space Ark Infrastructure

As factions are being created, some other aspects of the space ark's constitution are determined as well.

Technoscience Pool: This pool begins empty. Kestegisto and Kosmegestranto characters have access to the Technoscience pool by default. Agamisto and Planedano characters do not.

Eco-Culture Pool: This pool begins empty. Agamisto and Kosmegestranto characters have access to the Eco-Culture pool by default. The Kestegisto and Planedano characters do not.

GMs, the space ark's resource pools are a PC resource, so you normally cannot access these pools, even when taking action on behalf of a faction. However, you may give access to a faction by advancing their agenda (page 37). If a faction does gain access to a resource pool, you may use it on that faction's behalf like you use the Xenoscience and Xenoculture pools for the alien threat.

Stress and Consequences: Factions have no stress boxes. However, if a faction has access to the Technoscience or Eco-Culture pool, it can spend Technoscience or Eco-Culture points to respectively negate physical (military or ecological) or social (political or cultural) stress, one-for-one. Players, if you are defending on behalf of your faction, you may spend from the pools that the faction can access. Factions don't have their own consequence slots, either, but the space ark has one each of mild, moderate, and severe consequence slots, and factions may use the ark's consequence slots.

The Situation Now

As play begins, GMs, you may establish the initial situation facing the PCs by using the one-sentence scenario description for the space ark's cohort (first wave, main sequence, or trailing) or a similar orienting statement of your own device. If you need inspiration, you may also draw a fate card and read one or both of its aspect-like phrases to flesh out the particulars.

Draw upon the existing descriptions of the factions and the alien threats to weave together a snapshot of goings-on, immediate needs, and pressing concerns. This needn't be much more than a sentence or two to start, since it can be fleshed out during character creation, but it will provide a place to begin. You can draw upon this snapshot to add situation aspects to the space ark record sheet.

In essence, however, the situation faced by the characters is usually that their space ark has arrived at the Andromeda galaxy where potentially hostile forces (represented by two or three alien threats) are mustering around them while internal dissent, disagreement, or rivalry threatens its ability to respond.

CREATING CHARACTERS

Once the setting is done, everyone should create characters. You may wish to have the players spend at least a little time discussing the elements of the setting they'd like to focus on, or you can simply have players bounce their character ideas back and forth a little bit before committing anything to paper.

Each character starts with an **affiliation**, an **authority**, an **agenda**, 2 free aspects, 3 free stunts/extras, and 3 refresh.

Affiliation

This is where your character's loyalties are expected to lie, by virtue of birth, education, upbringing, indoctrination, or other training.

Choose an affiliation with one of the major factions—the Kosmegestrantoj, Kestegistoj, Agamistoj, or Planedanoj—or with some other group. Your affiliation is an aspect, but you won't need to write it out on your character sheet. Instead, just check the box for your affiliation. If you select "Other" as your affiliation, though, you'll need to write it out as an aspect.

Technoscience Pool: Kestegisto and Kosmegestranto characters have access to the Technoscience pool by default. Agamisto and Planedano characters do not.

Eco-Culture Pool: Agamisto and Kosmegestranto characters have access to the Eco-Culture pool by default. The Kestegisto and Planedano characters do not.

Kosmegestrantoj

You are a Kosmegestranto ("Space Admiral"), having been recruited at a young age or even bred especially to become one of the leaders of the space ark.

Players, you can invoke this affiliation whenever knowledge of the space ark's command structures and decision-making routines would be helpful; furthermore, Kosmegestrantoj are trained in space combat, planetary warfare, and hand-to-hand fighting techniques. GMs, you may compel this affiliation in order to make the character subject to orders, duties, and the Kosmegestrantoj's ideological commitment to the greater good of all humanity—even at the expense of individual human beings.

Kosmegestranto characters may have aspects reflecting the pressures they face as a result of their authority and the duties with which they are charged, as well as the tensions between their ideals and the exigencies of leadership and governance.

Sample Aspects for Kosmegestranto Characters: BURDEN OF COMMAND; A WARRIOR'S CODE; BOUND TO DISCIPLINE; IN THE SERVICE OF THE GREATER GOOD; GENETIC PARAGON; PROMOTED TOO FAST; NO SACRIFICE TOO GREAT

Kestegistoj

You are a Kestegisto (“Arkwright”), having been born into or accepted as a youth as an apprentice in one of the technoscientific guilds that operates the starship, maintains its systems, and builds new equipment.

Players, you can invoke this affiliation whenever knowledge of technical systems or natural phenomena would be helpful; GMs, you can compel it whenever the jealous protection of guild secrets, the ferocious rivalries between guilds, or the politics of guild membership may affect the character’s decisions.

Kestegisto characters may have aspects reflecting their immersion both in guild politics and politicking, their technoscientific goals or obsessions, and the pressures of family aspirations, reputations, and rivalries.

Sample Aspects: ALL FOR THE GUILD!; THE RIGHT TOOL FOR THE JOB; LESSER SON OF A FAMOUS FATHER; BUT IT’S A TRADITION!; IT NEEDS MORE POWER!; TO BUILD A WALL AROUND A STAR; RACING FOR A WORMHOLE STABILIZATION THEORY

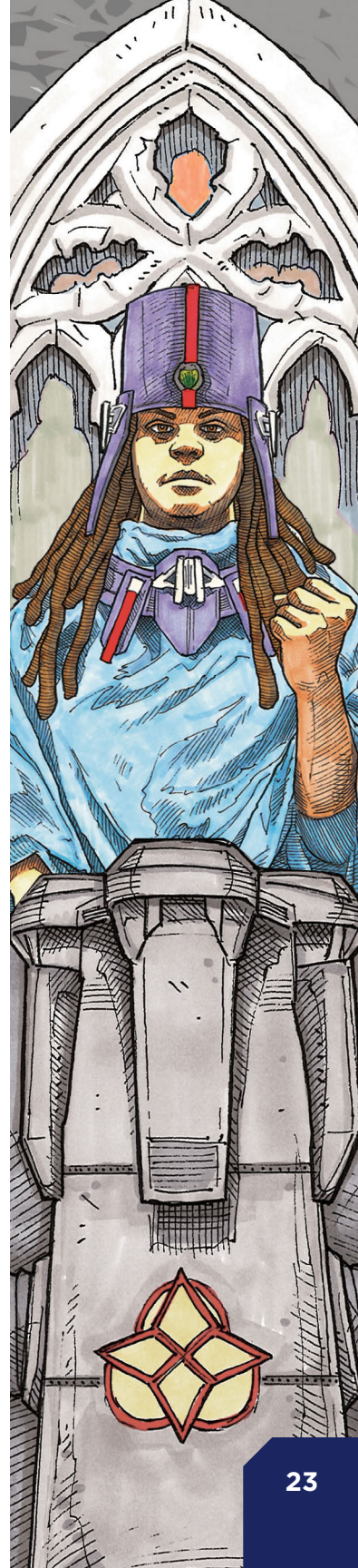
Agamistoj

You are an Agamisto (“Mediator”), with a broad knowledge of human cultural endeavor and aesthetic practice.

Players, you can invoke this affiliation to draw upon the specialized social authority and cultural knowledge of the Agamistoj, particularly when you’re creating powerful cultural messages. GMs, you can invoke this affiliation to subject the character to the demands and obligations of that authority: people looking for guidance, advice, and special favors, for example, or resistance to the Agamisto’s influence among recalcitrant subcultures and social movements.

Agamisto characters may have aspects reflecting their reputation as behind-the-scenes manipulators as well as their social prestige, their ability to shape the tastes and preferences of others, and their commitment to the various traditions of aesthetic orthodoxy and heresy to which the Agamistoj are heir.

Sample Aspects: SUPERCILIOUS AESTHETE; HAS THE GRAND ADMIRAL’S EAR; ENCIKLOPEDIO GALAKSIA; INFLUISTINO OF HABITAT SEVEN GAMMA; PANJANDROMO OF THE ECCLESIASTY OF PUNCTILIOUS PERSEVERATION



Planedanoj

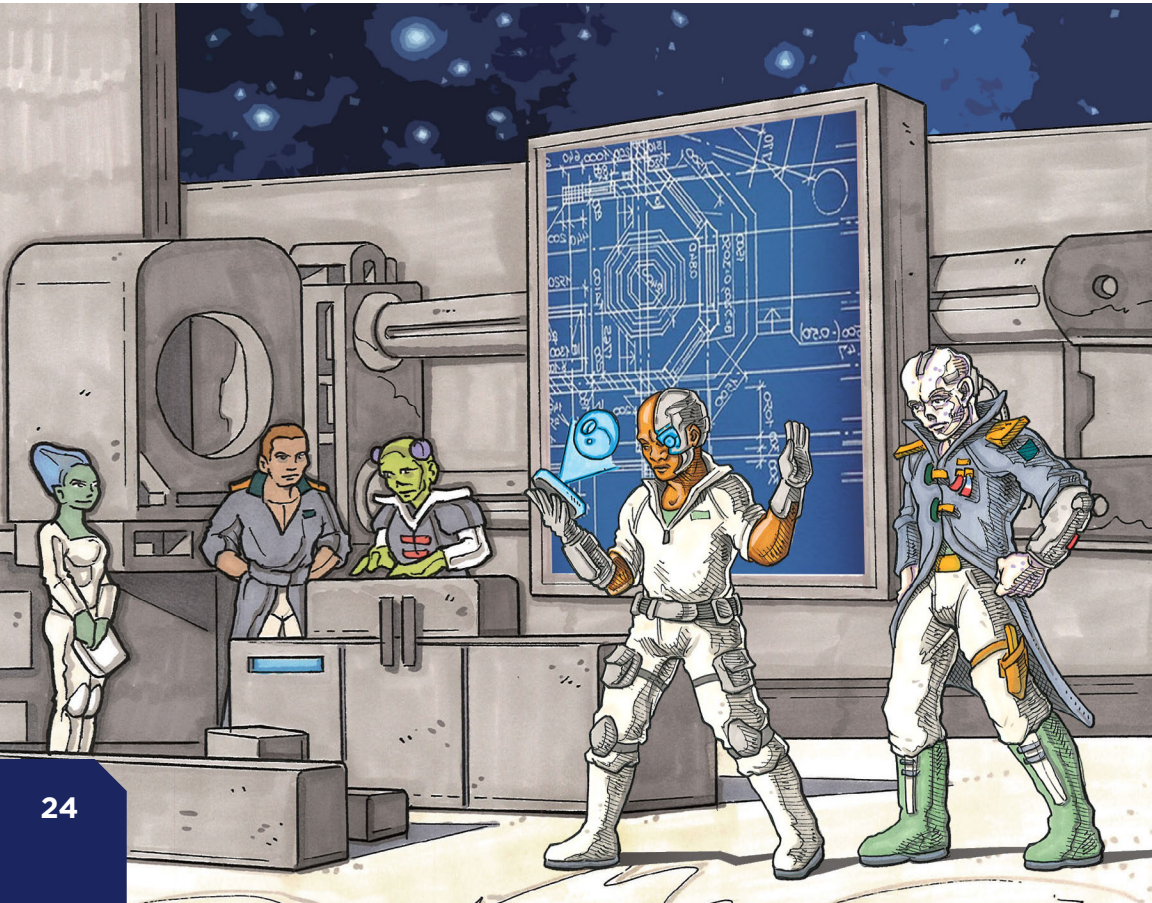
You are a Planedano (“Planet Dweller”), a member of the common people of the ship. Players, you can invoke this affiliation to gain the advantages of being one of the masses, with ties to the people; GMs, you can compel this affiliation to subject the character to the disadvantages of not belonging to the elite. GMs and players, you’ll need to work together to decide exactly what these advantages and disadvantages are.

Planedano characters will have aspects reflecting their relationship to and enfranchisement within the existing power structure; except on the most egalitarian of space arks, Planedano PCs will probably be important dissidents, resisters, or outright rebels.

Sample Aspects: FIRST UNFROZEN; A PLANET OF OUR OWN; VOCAL DISSENTER; BIG BOSS OF A LITTLE CRÈCHE; IT WAS BETTER IN THE MILKY WAY; HATCHED, NOT BORN

Other

You may be an alien from an Andromedan civilization, a human being from a different space ark or colony, or something even stranger. GMs and players, you’ll need to work together to determine the effects of invoking and compelling this affiliation.



Authority

This aspect indicates the source of your character's shipboard authority, influence, or power, and possibly their area of responsibility or obligation. In general, you'll want to give your character a position aboard the ship with a large scope for action and a good deal of personal autonomy. Make sure they have lots of resources and opportunities to act and interact.

Authority Examples

Master of the Overdrive: You have enormous influence over where the ship goes and how fast it gets there.

Defense Squadron Commander: You have lots of subordinates inclined to loyalty and quick obedience, and you have a big say in the space ark's defensive plans, strategies, and arrangements.

Senior Tastemaker: You have a great deal of pull with the populace, who may at least regard you as a noteworthy celebrity if not to avidly emulate your stylish modishness. You'll also be influential among a clique or coterie of junior tastemakers who fall into your orbit.

Agenda

This aspect is your character's long-term goal, desire, ambition, or intention. It can be advanced or thwarted, and may change over time, particularly if you're successful in achieving your aims. Often, you'll want to write up an agenda that supports or opposes the agenda of a faction or alien threat, but you may choose to pursue entirely personal goals.

Examples: BUILD MY OWN STARSHIP; MAKE THE KESTEGISTOJ PAY FOR WHAT THEY'VE DONE; FIND A NEW HOME FOR MY PEOPLE

For more on agendas, read *Agendas* (page 36).

AUTHORITY ASPECTS AS SHIPBUILDING

Players, use your authority aspect to help shape and reinforce your group's understanding of the setting. Authority aspects may reflect byzantine power structures or utopian systems of governance, for example, as well as the preflight or in-flight history of the space ark.

For example, you might decide that your Agamisto character is the Senior Vocalizer for the Grand Admiral, implying that there is a whole crew of Agamistoj who "vocalize" for the Grand Admiral. This job seems like it should include at least the duties of a public spokesperson, which invites questions about who listens to them, how, and what they say. We may learn from you that the Grand Admiral never addresses non-Kosmegestrantoj except through his attendant vocalizers, making them courtiers of great influence.

Free Aspects

Free aspects cover everything else. If you wish, you can choose these aspects in play rather than now. Here is a list of ideas and suggestions:

Background: Something about your personal history or origins—perhaps even before you came to be on the ship, if circumstances permit.

Examples: I HELPED DESTROY THE MILKY WAY—BUT IT WASN'T MY FAULT; SCION OF OLD EARTH

Belief: An idea to which you subscribe, particularly one related to your motivations, intentions, or judgments.

Examples: THE YOUNGER KESTEGISTOJ DO NOT SEE THE BIG PICTURE THE WAY I DO; THE PLANEDANOJ ARE BENEATH ME

Privilege: Some additional social capital, rank, or special status that grants you access to resources or treatment not generally available. This may reinforce or supplement your authority aspect, or it may reflect some other source of advantage.

Examples: I AM KING IN THE SHIP'S INFRASTRUCTURE; MY FATHER IS THE GRAND ADMIRAL

Faction Relationship: An aspect indicating your status within or relationship to one of the factions. You may be high-status or low-status, a consummate insider or the odd one out, the golden child or the perpetual scapegoat, but the connection is important to you.

Examples: THE KOSMEGESTRANTOJ NEED ME BUT DO NOT TRUST ME; I'M THE AGAMISTOJ'S WORST NIGHTMARE

Specific Experience: Something happened to you, or you participated in some experience, event, or encounter that had a profound effect on you.

Examples: MY FAILURE AT OMICRON ZETA HAUNTS ME; PAINFUL MEMORIES OF THE CLONE REBELLION

Personal Relationship: An aspect indicating your connection to or relationship with a PC, NPC, or group of characters below the level of a faction—a family, team, company, or crew, for example. The relationship may be personal or professional, it may be friendly or rivalrous, but it matters to you. These sorts of aspects can justify companion extras (page 32).

Examples: MY LOYAL APPRENTICE ISKANDRO VALONO; CRACK STARFIGHTER SQUADRON COMRADES

Possessions: While rules for weapons, armor, vehicles, and some other types of equipment are described in *Extras* (page 32), specific possessions that have, for example, personal importance, cultural significance, or economic value can be called out as aspects.

Examples: PRIVATE MUSEUM OF CLASSICS FROM SEVENTH-MILLENNIUM GRAND MASTERS; THE LAST TRANSMISSION FROM ALPHA CENTAURI VII

You'll want to create aspects that are evocative or suggestive, particularly if they help to flesh out background details that have been established during setting creation. GMs, you should also pay attention to how pinning down character aspects may sometimes contradict or challenge those details, and work to advance those contradictions. Usually, shifting the setting to suit the character results in more rewarding play, but when other PCs are affected by a possible shift, some creative brainstorming to find a mutually satisfying solution may be necessary.

Names

If your group believes that how things sound is important to the tone and feel of the game, you can agree on a set of naming conventions for characters. These names, derived from Esperanto, are offered as a default option, but you may choose your own. Choose or draw inspiration from these lists; diminutives are in parentheses.

First Names

Amema (Memanja)	Flora (Flonja)	Prudenta (Prunja)
Angelula (Gelunja)	Fratina (Franja)	Rozulo (Rozucjo)
Anna (Anja)	Frato (Fracjo)	Rugulo (Rucjo)
Aprila (Prinja)	Furioza (Ozanja)	Stelita (Stelnja)
Bestina (Benja)	Gotfredo (Gocjo)	Strigo (Stricjo)
Blondina (Blonja)	Iago (Iacjo)	Tajloro (Tajcjo)
Blondo (Bloncjo)	Johanino (Jonja)	Vespera (Venja)
Braveculo (Bravecjo)	Johano (Jocjo)	Viro (Vircjo)
Casanto (Cascjo)	Juvela (Velanja)	Vivita (Vivinja)
Cinabro (Cincjo)	Larissa (Larnja)	Vocegulo (Vocjo)
Diano (Dicjo)	Leonina (Leonja)	Volund (Volucjo)
Direktulo (Direcjo)	Lupo (Lucjo)	Vulpo (Vulcjo)
Emilia (Eminja)	Meila (Menja)	
Ernesto (Ernecjo)	Platena (Planja)	

Surnames

Atreofilo	Kelistulo	Orionano	Terano
Forgisto	Kosmosipano	Noktulido	Ursolupulo
Franko	Liberaj	Panisto	Venerido
Johanido	Marsiano	Plutonano	Verdulo
Greko	Muellsto	Spaconavigisto	Vojagantido



Ranks, Titles, and Positions

Each character, other than the Planedanoj, will possess some rank or status within at least their own faction, which may affect rank order (page 40). We give some suggestions for appropriate and evocative titles here. You're encouraged to invent other titles, suggestive of your character's lofty place in their faction's hierarchy, if you wish.

KOSMEGESTRANTOJ RANKS

Kosmegisto Neplena
(Junior Starfarer)

Kosmegisto (Starfarer)

Kosmegestro (Star Admiral)

Kosmegestro Plenaga

(Senior Star Admiral)

Kosmegestro Alta

(High Star Admiral)

KESTEGISTOJ TITLES

Lernanto (Apprentice)

Taglorboristo (Journeyman)

Majstro (Master)

Majstro Mosto (Grandmaster)

AGAMISTOJ POSITIONS

Agamisto (Official)

Agamestro (Chief Official)

Akademiano (Academician)

Clionomo (Clionomician)

Disenjador (Designer)

Gustisto (Tastemaker)

Interulo (Mediator)

Kreinto (Artist)

Kritikisto (Critic)

Lerneganto (Instructor)

Ludanto (Performer)

Observanto (Observer)

Teoriulo (Theorist)

Zorganto (Curator)

Skills

Your character has four skills. Each skill starts at Mediocre (+0), and you get six skill points to spend on increasing their skill ranks. A skill cannot be increased beyond Great (+4) or decreased below Terrible (-2). Dropping a skill to a negative rank gives you bonus points that you can spend to increase other skills.

Empathy

Empathy involves feeling, expressing, and giving vent to emotions as well as understanding the emotional states of others. It is typically used to create advantages and overcome in situations involving interpersonal relationships as well as to defend when experiencing psychological pressure or emotional distress.

Intellect

Intellect involves thought, perception, reasoning, memory, and cognition. It includes the operation of equipment for which strength and agility are less important than knowledge and intelligence. It is typically used to create advantages and overcome in situations where making sense of how things work or function is important. It is sometimes used to defend against efforts to confuse, mislead, or trick.

Physique

Physique is embodied in activity of all sorts, including fighting, running, and anything of a similar nature. It is typically used to attack, defend, create advantages, and overcome in physical situations.

Presence

Presence involves social interaction at all levels, from one-on-one conversation to mass appeals for support. It includes persuasion, negotiation, deception, and other kinds of instrumental communication. It is typically used to attack, create advantages, and overcome in situations related to social interaction and interpersonal communication.

Stress and Consequences

Characters don't have stress tracks. Instead, they can absorb stress by taking consequences. Each character gets one mild, one moderate, and one severe consequence slot, and may also take an extreme consequence, as described in *Fate Core* (page 166).

Characters with access to the space ark's Technoscience pool can spend from it to negate physical stress on a one-for-one basis. Characters with access to the space ark's Eco-Culture pool can spend from it to negate social stress on a one-for-one basis.

Stunts, Refresh, and Extras

Your character begins with 3 free stunts/extras and 3 refresh, which you may spend to buy more stunts and extras. Extras are discussed later (page 32). Stunts are the special skills, qualities, and attributes of your character, and typically take one of the following forms:

Action Bonus: Because I [have this unusual feature or characteristic], I gain [+2 to one type of action or +1 to two types of action] with [a specific skill] [under specific circumstances].

Skill Substitution: Because I [have this unusual feature or characteristic], I may use [one skill] in place of [another skill] for [one or two types of action] [under specific circumstances].

Stunts are often best derived from features of your character's background, training, education, heritage, or other innate qualities rather than from specific items of gear or equipment, which are usually treated as skill-like extras.

Typical Physique Stunts

Blade Training: Because I have trained with bladed weapons, I gain +1 to attack and defend with Physique when I am fighting with a blade.

Feint Mastery: Because I am adept at making my opponent commit to a premature attack, I gain +2 to create advantages with Physique when I am fighting with a blade and trying to open up a foe's defenses.

High Strength: Because I am very strong, I gain +1 to attack and overcome with Physique when I am exerting my physical strength.

High Agility: Because I am very fast and nimble, I gain +1 to create advantage and defend with Physique when I am running, maneuvering, or positioning myself.

High Accuracy: Because I have great hand-eye coordination, I gain +2 to attack with Physique when I am throwing or shooting.

Intimidating Bulk: Because I am huge and menacing, I may use Physique in place of Presence to attack and create advantages when I am trying to intimidate, frighten, or scare others.

Physical Grace: Because I carry myself with an elegant grace, I may use Physique in place of Presence to create advantages or overcome when I am trying to create a favorable impression on those susceptible to human beauty.

Typical Intellect Stunts

Leverage: Because I am clever and able to figure out how to use my size and strength to advantage, I may use Intellect in place of Physique to overcome physical obstacles, barriers, or challenges.

Prodigious Memory: Because I rarely forget anything I've learned, I gain +1 to create advantages and overcome using Intellect when remembering recorded information.

Puzzle-Solver: Because I am good at figuring things out, I gain +2 to overcome using Intellect when trying to solve an intellectual puzzle, mystery, or conundrum.

Sensors Expert: Because I am skilled at interpreting ship's sensors, I gain +1 to create advantages and overcome with Intellect involving the use of scanning equipment.

Scholar: Because I am learned and erudite, I gain +2 to create advantages with Intellect when I am making scholarly observations, deductions, or conclusions.

Typical Presence Stunts

Charismatic Leader: Because I instill confidence in others, I gain +2 to create advantages with Presence when I am attempting to lead them in a dangerous situation.

Charming: Because I can easily make people like me, I gain +2 to create advantages with Presence when I am engaging in purely social interaction.

Insensitive: Because I am stubborn and do not bend easily, I may defend against Presence attacks by using Presence in place of Empathy when I am being persuaded, cajoled, or bullied.

Martinet: Because I am strong-willed and confident, I gain +2 to attack with Presence when I am dealing with insubordinate, mutinous, or even just recalcitrant subordinates.

Sharp-Tongued: Because I can be verbally acidulous, I gain +1 to attack or overcome with Presence when I am able to toss in a verbal barb, jab, or similarly cutting remark.

Virtuoso Performer: Because I am a skilled ultramin player, I gain +2 to create advantages with Presence when I use its eerie musical tones to leave an aesthetic impression on my audience.

Typical Empathy Stunts

Dramatic: Because I am highly expressive, I gain +2 to create advantages with Empathy when I am trying to make sure that people around me know how I really feel about something.

Good Listener: Because I am willing to lend a sympathetic ear, I gain +2 to create advantages with Empathy when I am paying attention to things that others are saying about themselves.

Strong-Willed: Because I know my own mind and am firm of purpose, I gain +2 to defend with Empathy when I am resisting efforts to persuade or intimidate me.

Xenophile: Because I am good at intuiting how aliens might think, I gain +2 to overcome with Empathy when I am trying to make sense of alien motives, ideals, or values.

EXTRAS

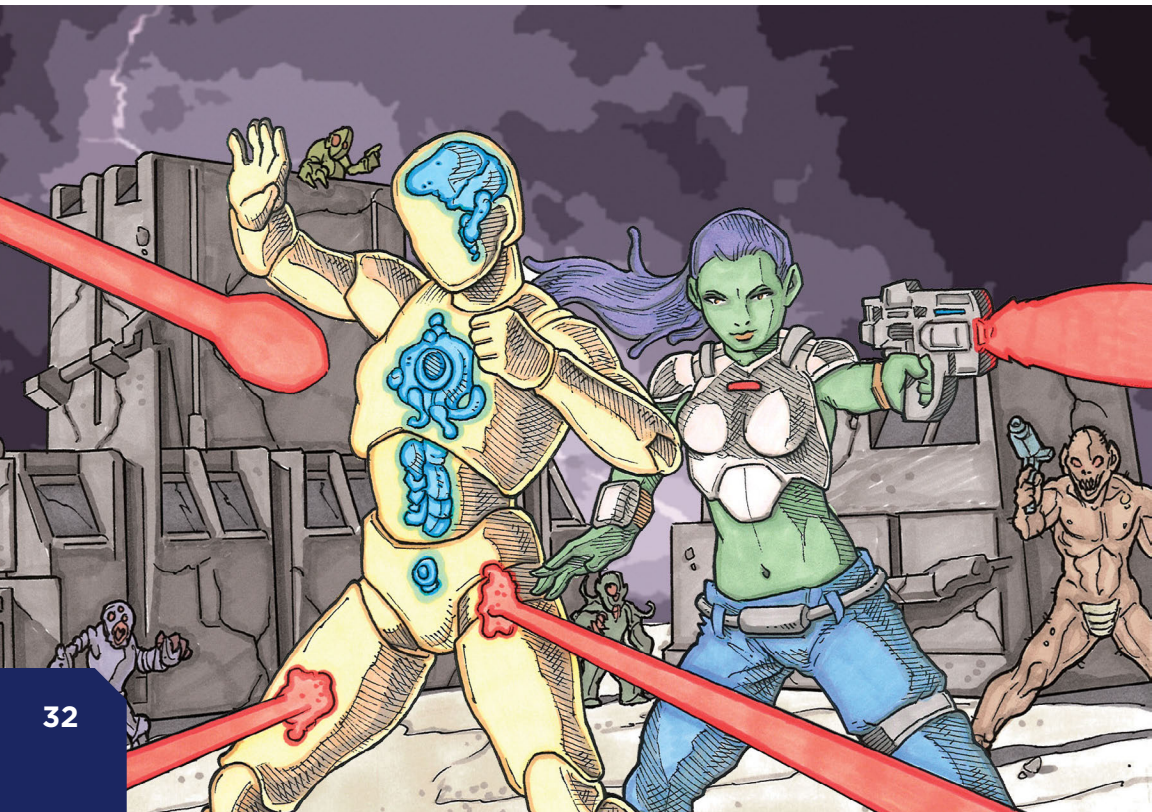
In *Andromeda*, extras represent some of the special resources available to the characters, particularly those that make it easier for them to operate at higher scales than the personal, exerting influence over the space ark and beyond. By far the most common sort of extra gives you an ability that costs points from the Technoscience or Eco-Culture resource pool, so to use it you must have access to that pool. Feel free to invent similar abilities modeled on those described here.

Companions

Requirements: An aspect specifying a personal relationship with one or more companions, friends, allies, or followers.

Cost: 1 refresh for one companion (personal scale), +1 per increase in scale step (page 41)

These are the friends, confederates, loyal servitors, henchmen, crewmates, or—more broadly—entities who help you and sometimes rely on you. When you take this extra, identify a companion or companions who are helpful to you. The companion has a high concept, which may be the same as your access-granting aspect, and has a consequence slot: mild if the companion's scale is personal or local, moderate if regional or intercontinental, severe if planetary or interplanetary, extreme if interstellar. Scaling up implies greater numbers, although you might choose to create, for example, one starwhale companion that operates at the planetary scale. If you have a companion, you can act on your companion's scale, rather than your own, if the fictional circumstances warrant.



Eco-Culture (Xenoculture)

Eco-Culture extras encompass sophisticated cultural knowledge or practices. Aliens have access to the Xenoculture version.

Klionomio (Clionomy)

Requirements: Automatic for Agamisto characters; requires CLIONOMISTO for other characters

Cost: 1 refresh

Clionomy is the discipline encompassing the knowledge of and ability to apply historical laws to cause societal change or stasis within human societies and, albeit at greater difficulty, within alien civilizations. This is the culminating social science of humanity, allowing social behavior to be predicted and controlled at the aggregate level by means of skillful memetic interventions. Clionomy is the province of the Agamistoj. You may spend Eco-Culture points to reduce the base defense of a human population versus one type of action using one skill by one step per point spent, which lasts until the end of the scene. A human population may be an entire planetary population or a distinct subgroup such as a space-ark faction.

Manipulado (Manipulation)

Requirements: Automatic for Agamisto characters; requires MANIPULADISTO for other characters

Cost: 1 refresh

You are adept at behind-the-scenes manipulation of events. You may spend an Eco-Culture point to interpret the situation card—the fate card drawn at the beginning of a scene to influence scene framing (page 50). If multiple players wish to employ this ability, they must bid fate points to secure the privilege; higher-ranking characters bid first.

Memetika (Memetics)

Requirements: Automatic for Agamisto characters; requires MEMETIKISTO for other characters

Cost: 1 refresh

You are skilled at creating influential messages and modes of thought. As long as you have access to mass-communication technology, you may use an action and spend an Eco-Culture point to draw a fate card and add any ● icons on it to any character or faction agenda pool.

Xenologio (Xenology)

Requirements: Automatic for Agamisto characters; requires XENOLOGISTO for other characters

Cost: 1 refresh

You have studied and understand how to learn about alien cultures and societies. You may spend Eco-Culture as fate points to invoke aspects of alien threats that have been established or identified in play.

Extended Longevity

Requirements: A character whose concept is consistent with quasi-immortality

Cost: 1+ refresh

You have access to lifespan-enhancing medicine, technology, or similar means. You gain +2 to aging rolls (page 46) per refresh spent on this extra.

Genius

Requirements: An aspect indicating superlative technical or creative abilities

Cost: 1 refresh

You are a scientific or artistic genius. When you take this extra, choose one type of icon. When you would gain any icons of this type from succeeding on an action, you gain one more icon of this type.

Mastermind

Requirements: An aspect indicating superlative planning or manipulation abilities

Cost: 1 refresh

You make complex, interlocking plans—wheels within wheels within wheels. You may add another agenda to your character sheet. When you accrue agenda points, you may split them among your agendas as you like.

Technoscience (Xenoscience)

Technoscience extras indicate access to powerful scientific knowledge and technological devices. Aliens have access to the Xenoscience version.

Ansibilado (FTL Communications)

Requirements: Automatic for Kestegistoj; requires ANSIBILISTO for other characters

Cost: 1 refresh

You understand the inner workings and operations of the ansible, or *ansibilo*, a faster-than-light communications device. You may spend a Technoscience point to create a pair of ansible stations that may signal instantaneously to each other over any distance. Each ansible station of this pair may only communicate with its partner, and no more than two stations can be paired. The two stations are created together at the same location and must be transported to separate locations by other means. Though communication via ansible link is instantaneous, the quantum entanglement of the particles in the ansibles is subject to interference and disruption by technoscientific means.

Arniloforgado (Weaponearing)

Requirements: Automatic for Kestegistoj; requires ARMILOFORGISTO for other characters

Cost: 1 refresh

You have access to powerful and sophisticated tools for building large-scale weapons of mass destruction, from suitcase nukes to sun-bombs. You may spend Technoscience points to reduce the base difficulty of attacking large-scale targets by one step per point spent.

Esplorado (Scientific Research)

Requirements: Automatic for Kestegistoj; requires ESPLORADISTO for other characters

Cost: 1 refresh

You are skilled at investigating scientific questions and applying the results to technical issues. You may spend an action and a fate point to draw a fate card and add any ☉ icons on it to any character or faction agenda pool.

Konstruego (Macroengineering)

Requirements: Automatic for Kestegistoj; requires KONSTRUEGISTO for other characters

Cost: 1 refresh

You have access to powerful and sophisticated tools for building large-scale artifacts and constructs, including space elevators, starships, Dyson spheres, stargates, and so forth. You may spend Technoscience points to reduce the base difficulty of creating or modifying large physical structures by one step per point spent.

Pelegilado (Overdrive Engineering)

Requirements: Automatic for Kestegistoj; requires PELEGILISTO for other characters

Cost: 1 refresh

The pelegilo, or overdrive engine, warps space around a ship so that it moves with a pseudovelocity many thousands of times faster than light, amounting to light-years per day. With knowledge of pelegilado, you may spend Technoscience points to power up your ship's overdrive until the end of the scene, enabling space travel (page 46), or to create a new overdrive capable of FTL speeds. You may also spend Technoscience points to increase the FTL speed of a working overdrive engine by one step per point spent.

Vivoformado (Lifeshaping)

Requirements: Automatic for Kestegistoj; requires VIVOFORMADISTO for other characters

Cost: 1 refresh

You can manipulate the genetics of individual organisms, bloodlines, and even entire species. You may spend Technoscience points to reduce the base difficulty of affecting the genetic composition or makeup of a species by one step per point spent.

AGENDAS

Agendas are aspects—possessed by individual PCs, space-ark factions, and alien threats—representing long-term goals. The pursuit and fulfillment of agendas helps drive the action in *Andromeda*.

Accruing Agenda Points

Players, you'll accrue agenda points when you succeed at an action, adding the ☉ or ☾ icons on the fate card you drew as agenda points into your pools. If the card instead has an ☉☾, add any combination of three ☉ and ☾ icons to your agenda pools. Some extras will let you accrue agenda points even when you fail or by spending fate points.

When a PC's action targets another PC, neither character can accrue agenda points from that action.

You may accumulate agenda points when defending and opposing rolls. Factions and alien threats may accrue agenda points as the cost when a PC succeeds at a cost, gaining the icons on the card drawn for the PC's action. Similarly, when a faction or alien threat succeeds at a cost, an appropriate cost is an opposing PC accruing agenda points from the drawn card. GMs, you may act on behalf of factions and alien threats, which allows them to also accrue agenda points in the same way as the PCs.

At the end of a scene, if a faction or alien threat—or any other entity with an agenda, should it emerge—took no actions during the scene, it gets some free agenda points: draw a fate card and add the card's icons to the entity's agenda pools.



Classifying Agendas

Each agenda is classified as **technical**, **social**, or **mixed**, which determines the type or types of icons that must be spent to bring it to fruition.

Technical: These agendas are about making or confirming scientific discoveries, constructing technological contrivances, or solving logistical problems—anything requiring the coordination of efforts to direct flows of matter and energy. Technical agendas are advanced using ☉ icons.

Social: These agendas are about altering individual or group beliefs, attitudes, or behaviors—anything requiring intervention in the psychological processes of sentient individuals. Social agendas are advanced using ☾ icons.

Mixed: These agendas require combining elements of the technical and the social in order to succeed. Mixed agendas are advanced using equal numbers of ☉ and ☾ icons.

Advancing Agendas

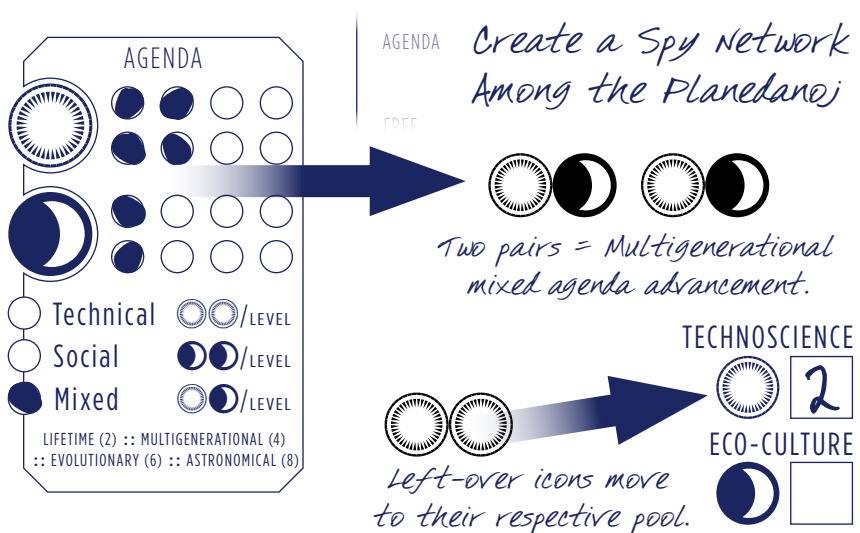
At the end of a scene, characters, factions, and alien threats that have accrued agenda points may **advance** agendas. Players, you may advance the agenda of your character or your character's faction. GMs, you may advance the agendas of an alien threat or any factions, assuming no players wish to advance those factions. Advance agendas in rank order (page 40).

When you advance an agenda, choose its level of benefit: lifetime, multigenerational, evolutionary, or astronomical. Per level of benefit desired, technical agendas cost ☉☉, social agendas cost ☾☾, and mixed agendas cost ☉☾.

After advancing your agenda, add all of your unspent ☉ icons to your Technoscience pool and add all of your unspent ☾ icons to your Eco-Culture pool. When the aliens advance an agenda, they add all of their unspent ☉ icons to their Xenoscience pool and all of their unspent ☾ icons to their Xenoculture pool.

Once you have advanced an agenda, you may rewrite it to reflect any change in the current circumstances.

Danielle, playing the Agamisto propagandist Vulcja Venerido, advances her personal agenda to CREATE A SPY NETWORK AMONG THE PLANEDANOJ, which includes both recruiting individuals as agents and establishing the means through which they'll report back to her—spy gadgets and the like. It's been decided that this constitutes a mixed agenda. Danielle, having accumulated ☉☉☉☉☾☾ in Venerido's agenda pool, decides to advance the agenda at the end of a scene. All six icons are expended. With two ☉☾ pairs, Danielle achieves a multigenerational agenda. The remaining icons, ☉☉, add to the space ark's Technoscience resource pool, increasing it by two.



Lifetime Agenda

Cost: 2 icons

When you advance a lifetime agenda, you may gain the following benefits:

- Increase a skill by one rank, and decrease another skill by one rank.
- Replace a stunt or buy a new stunt.
- Rewrite one of your aspects, except your affiliation.
- Gain access, for one scene, to a resource pool that you normally cannot access.
- Adjust the scale of a faction or other entity by +1 step or -1 step.
- Create a new entity at local scale.

Multigenerational Agenda

Cost: 4 icons

When you advance a multigenerational agenda, you may gain the following benefits:

- Increase one skill by one rank.
- Rewrite a severe consequence.
- Impose a mild consequence on a space ark or alien civilization.
- Change your affiliation.
- Rewrite your or your faction's agenda.
- Gain access, for one scenario, to a resource pool that you normally cannot access.
- Adjust the scale of a faction or other entity by +2 steps or -2 steps.
- Create a new entity at regional scale.

Evolutionary Agenda

Cost: 6 icons

When you advance an evolutionary agenda, you may gain the following benefits:

- Rewrite an extreme consequence.
- Gain one refresh.
- Increase one skill by one rank, beyond Great (+4).
- Impose a moderate consequence on a space ark or alien civilization.
- Gain access, for the campaign, to a resource pool that you normally cannot access.
- Adjust the scale of a faction or other entity by +4 steps or -4 steps.
- Create a new entity at intercontinental scale.

Astronomical Agenda

Cost: 8 icons

When you advance an astronomical agenda, you may gain the following benefits:

- Create a new campaign aspect or rewrite an existing campaign aspect.
- Impose a severe consequence on a space ark or alien civilization.
- Shift to a new scenario.
- Adjust the scale of a faction or other entity by +8 or -8.
- Create a new entity at planetary scale.

Conflicting Agendas

When you advance an agenda that conflicts with another agenda, anyone who could advance the conflicting agenda can spend any of their accrued agenda points to forestall your agenda. Spent agenda points eliminate matching icons from your agenda.

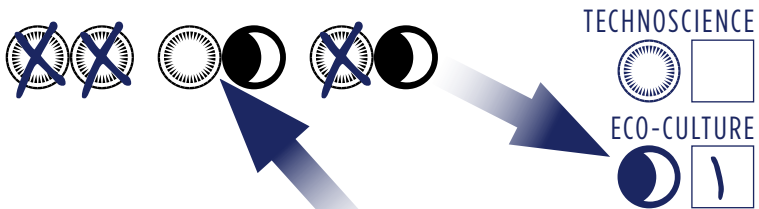
Karin, playing a Planedano named Feranja Luista, notices that the Planedanoj agenda, THROW OFF AGAMISTO INFLUENCE, seems to conflict with Danielle's desire for Vulcja Venerido to create a spy network among the populace. The Planedanoj agenda pool contains ○○○○, so Karin opts to spend all three, reducing Danielle's pool from ○○○○○●● to ○●●. Danielle will now only reach a lifetime agenda, spending ○●, and the excess ● will add one Eco-Culture point to the space ark's pool.



The Planedanoj can resist Vulcja's efforts with these. ○○○

Vulcja starts with:
○○○●●

After the Planedanoj remove ○○○ she has:



So Vulcja is left with one pair, meaning she gets only a lifetime advancement instead.

TAKING ACTION ON A GALACTIC STAGE

Usually, Fate games are designed with the idea that PCs will face opponents of about the same scale or scope as themselves. They fight antagonists who are individuals, like themselves, and whose activities can be identified as part of the problem and cause specific harms to the PCs or people they care about. This is often not the case in *Andromeda*, where the opposition includes entire alien civilizations whose efforts to defeat the space ark may not be easily discerned and countered.

This chapter gives rules for facing problems on such massive scales, and introduces some of the devices that the GM can use to convey this situation to the players during the game.

Declaring and Resolving Actions

Players, in exchange during a scene, you'll **declare** your actions in **rank order**. Players, if your character is ranked higher than others, you may wait to declare your character's actions until those lower-ranked characters have declared their actions.

To determine the relative seniority of the characters, check the following list. Characters who don't belong to any faction are ranked in the "aliens and others" category.

- The highest-ranking Kosmegestranto has the highest initiative.
- The highest-ranking Agamisto comes second.
- The highest-ranking Kestegisto comes third.
- Lower-ranking Kosmegestrantoj follow in order.
- Lower-ranking Agamistoj follow in order.
- Lower-ranking Kestegistoj follow in order.
- Aliens and others follow in order.
- All Planedanoj follow in order.

Using a set initiative order is a convenient compromise between rolling for initiative each exchange, which can be time-consuming and hard to track, and relying on some combination of group consensus and GM fiat.

GMs, you don't have to declare the intentions of alien threats or space-ark factions at this point. Instead, you'll pay fate points to interrupt the action during a scene. There's more on this in "*Using Factions and Alien Threats*" (page 43).

After the players have declared their characters' actions, GMs, you will decide the order in which to **resolve** those actions and who will oppose each character's action. The order of resolution does not have to be the same as the order of declaration; in general, advance short-term actions first and then move to longer-term actions.

As long as the situation established at the beginning of the scene seems to remain unadvanced, continue the scene. Run through the initiative order again, allowing players to declare their actions and assigning opposition to them as needed, and advance their declarations as appropriate.

Large-Scale Action

In *Andromeda*, the action is often *asymmetric*: individual PCs will be taking actions to influence or direct the actions of groups and organizations up to the level of planetary populations and beyond—as well as to affect the behavior of large and enduring physical phenomena up to and including planets, suns, and other astronomical objects—not to mention manipulating the genetic codes or altering the ecologies of entire species.

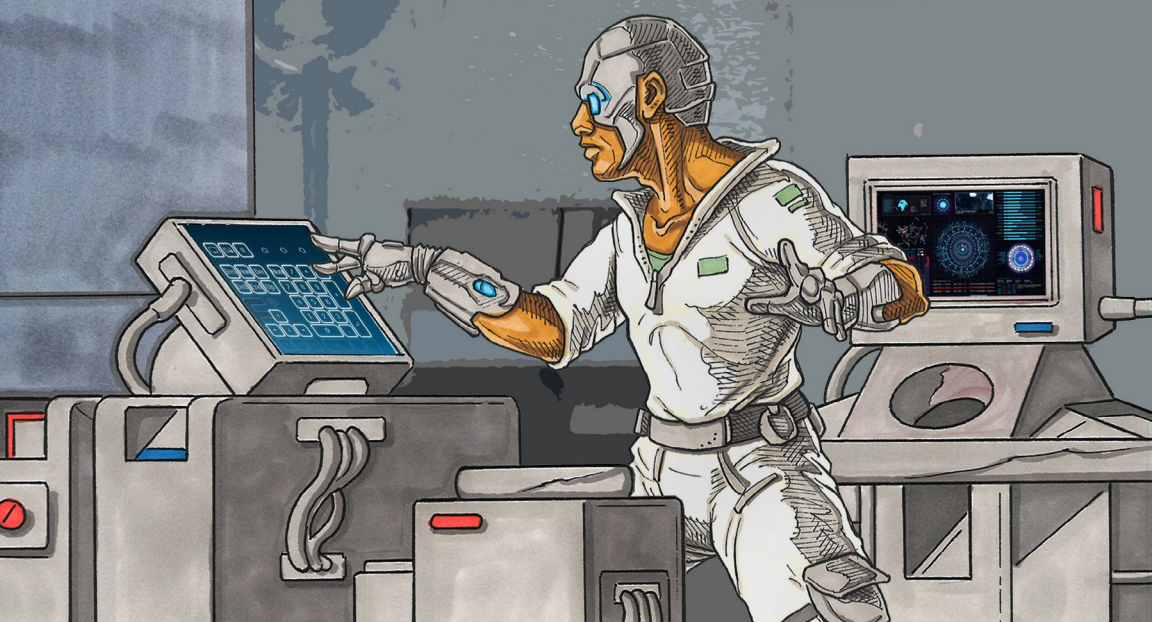
To determine the difficulty of engaging in such actions, GMs, you'll assign the opposition a **base defense** based on its **scale**, then draw a fate card and add its numeric result to the base defense.

Note well what these rules suggest! A lot of the time during the game, you'll be determining the strength of the resistance on the fly based on the scale of the result a PC is trying to achieve. Clever PCs will target smaller-scale elements to gain advantages on a larger-scale defender, garnering a sufficient number to confront the defender on more equal terms.

SCALE TABLE

Scale	Examples	Base Defense
Personal	Individuals, personal vehicles, rooms	Mediocre (+0)
Local	Large groups (hundreds), shuttlecraft, big buildings, neighborhoods	Fair (+2)
Regional	Large organizations (tens of thousands), orbital vessels, major cities	Great (+4)
Intercontinental	Mega-cities, nation-states (millions), interplanetary craft	Fantastic (+6)
Planetary	Planetary populations (billions), starships, planets	Legendary (+8)
Interplanetary	System-wide civilizations (trillions), space arks, star fleets, stars	Astronomical (+10)
Interstellar	Multi-system civilizations (quadrillions), space armadas, nebulae	Cosmic (+12)

Having returned from the recon mission, the Space Marine Commander Prinja Greko wishes to create an advantage for the upcoming invasion of the alien planet by devising an advantageous battle plan. As an individual grappling with the complexity of understanding the defenses of an entire planet, she is operating at a planetary scale and thus faces a base defense of Legendary (+8). Luckily, she can probably draw upon her training (her stunts) and the resources of the space ark (her extras) to help her. Unfortunately for her, the GM has resources to help the aliens; these are discussed in greater detail below.



Time as a Factor

Accomplishing something on a large scale takes time, which thus serves as both a constraint on and a resource for character action. GMs, you can use what's happening in the fiction to establish about how long the current scene will last.

Several PCs are aboard an interstellar starship en route to scout out a likely colony world a dozen light-years away. A previous calculation established that the ship can cover this distance in three or four days (“a few days” in *Fate Core* terms). Andrea, the GM, determines that the scene will cover the entire remainder of the trip, saying, “What happens on the ship?”

Iago Kelistulo, the Kestegisto PC, is trying to overcome LIFE SUPPORT MALFUNCTIONS on the scout ship. The base defense of the starship is Legendary (+8) and it draws a card with a Mediocre (+0) result. If Iago's result is Legendary (+8), it takes a few days—the whole trip—to complete repairs, removing the LIFE SUPPORT MALFUNCTIONS. If the result is better, it takes less time to make the repairs: one day (+9), half a day (+10), several hours (+11), a few hours (+12), and so forth. If Iago's result is worse, it takes more time: several days (+7), a week (+6), half a month (+5), and so forth, so the repairs will be ongoing when the starship arrives at the destination world.

In the meantime, other characters will be completing other actions—interacting with each other, preparing for the scouting expedition, and so forth. If their desired result will take more or less than a few days, they may receive a bonus or penalty to completing the action. Canny players will calibrate their intentions to the time available.

If a scene is sufficiently long—a few weeks or more—you may use the rules for advancing the clock (page 44) to reflect the effects of passing time.

Using Factions and Alien Threats

GMs, your main role is responsive, showing the players how the space ark and the surrounding galaxy react to their efforts. At the same time, you'll want to be able to initiate action on the part of their human rivals and alien enemies so that the setting is dynamic, challenging, and sometimes surprising.

GMs, by spending a fate point, you can make a faction or alien threat take an action during a scene. You can do this between resolving the actions of any two PCs. Otherwise, your NPCs merely react to the PCs' actions, usually by defending.

Factions and alien threats typically act in pursuit of their own agendas. To determine the result when a faction acts, you'll draw a card and add the faction's base defense. When an alien threat acts, you'll choose a skill, draw a fate card, and add the aliens' base defense (page 41).

The space ark, commanded by the Grand Admiral Stelito Terano, encounters a small alien scout ship, whose captain responds to Terano's attempts to overawe him. The Grand Admiral is attempting to create an advantage against the alien captain, an NPC whose base defense as an individual is Mediocre (+0). Terano takes this action with Presence, which the alien captain opposes with its species' Empathy. Enraged, the captain orders his ship to attack the space ark. The alien ship attacks with its species' Intellect plus its base defense, which Andrea, the GM, decides is Epic (+7) for a small starship. The space ark defends with its base defense of +10. If Grand Admiral Terano is actively taking charge of the space ark's defense, barking orders and inspiring the crew, Andrea would add Terano's Presence to the defense.

Aliens may freely use Xenoscience and Xenoculture in play.

Xenoscience

Alien threats can spend Xenoscience points to negate stress caused by physical attacks, such as military or ecological damage, on a one-for-one basis. They can also spend a Xenoscience point to add a durable situation aspect representing a military, ecological, economic, industrial, or similar resource, with a free invocation.

Xenoscience may thus be used to create an **ATTACK FLEET** or **SPACE ARMADA**, a **FORTRESS WORLD** or **BASTION PLANET**, a **NANOTECH SWARM**, an **ECOLOGICALLY DIVERSE PLANETARY HABITAT**, or a **RARE ELEMENT-RICH ASTEROID CLUSTER**.

Xenoculture

Alien threats spend Xenoculture points to negate stress caused by social attacks, such as political or cultural damage, on a one-for-one basis. They can also spend a Xenoculture point to add a durable situation aspect representing a cultural, diplomatic, or political resource.

Xenoculture may thus be used to create a **ZEALOUS RELIGIOUS ORDER** or a **WIDESPREAD AUTHORITARIAN MINDSET**. It may be used to introduce a **TRADE AGREEMENT** or a **BELOVED LEADER** or **FEARSOME TYRANT**.

Space Travel

A starship with a powered-up overdrive moves the distance associated with the passing clock increment, which may be during the scene or as the clock is advanced between scenes. A pelegilisto PC (page 35) can spend Technoscience points to power up the overdrive for a scene; between scenes, in the absence of a pelegilisto, the player with the highest-ranking PC can authorize spending Technoscience points to power up the overdrive. But only a pelegilisto PC can spend Technoscience points to increase the FTL speed of the overdrive; each spent Technoscience point increases the distance the ship may travel by one step on The Clock table.

Terraformer Iago Kelistulo is a Kestegisto with the pelegilado extra. He wants to give the space ark a boost as it runs from an alien threat. The clock is advancing a month between scenes, which would normally allow the space ark to move up to 250 light-years. But the alien threat is a space empire 1000 light-years in radius. So Frances spends a Technoscience point to activate the overdrive, and then two Technoscience points to increase the space ark's typical overdrive distance by two steps on The Clock table, meaning that the ark can move up to 1000 light-years.

Aging

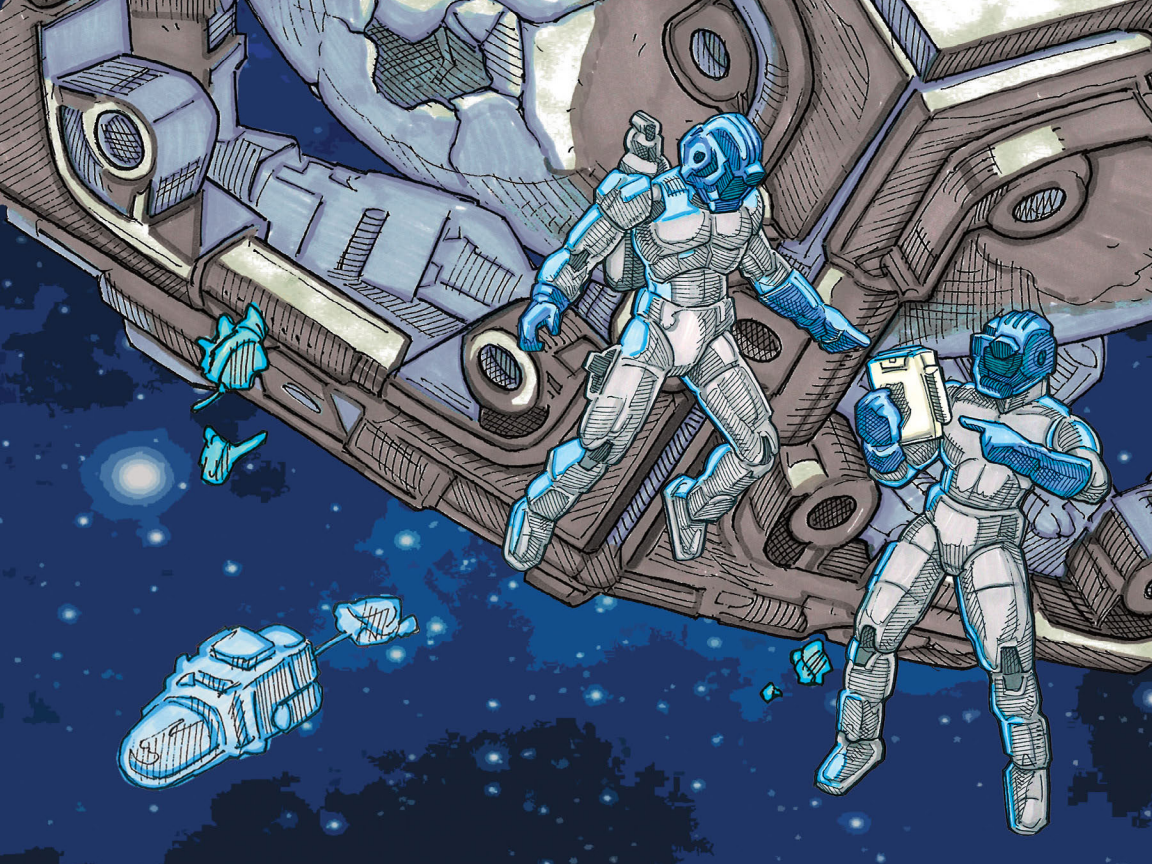
On a galactic scale, human PCs have to worry about getting old. Players, when your character passes the physical age of 30, roll for **aging**. This is an overcome action using Physique versus a difficulty equal to the clock increment. You can add the icons on the fate card you draw to your agenda pools, regardless of the outcome of the aging roll. You may forgo this roll by invoking a relevant aspect like MEDICAL LONGEVITY.

If you fail on the aging roll, take a mild consequence and mark one **aging failure** on your character sheet. The second time you fail an aging roll, take a moderate consequence and mark another aging failure. The third time, take a severe consequence and mark another. If you fail a fourth time, you suffer an extreme consequence: death.

Certain technological interventions—personality uploading, medical rejuvenation, and so forth—may be used to stave off death; if you use such an intervention, you'll likely either radically redesign your character or create an entirely new one.

DEATH AND LEGACY

If your character does die, you may set aside any accumulated agenda points as their **legacy**. You may designate another PC or NPC to carry on that legacy. That character may act to support the legacy agenda, though they will also continue to pursue their own agenda. You may of course make a new character to receive your dead character's legacy, but you don't have to.



Wear and Tear

Traveling through space has the potential to cause damage to a spacecraft, starship, or space ark. This is an overcome action using the craft's base defense versus the clock increment. On a failure, add a situation aspect reflecting the damage to the craft when the next scene begins. If desired, you can determine the situation aspect by consulting the Starship Damage table. The GM receives a free invocation of this situation aspect.

STARSHIP DAMAGE

	■	+	++	+++	++++
■	Life Support Malfunction!	Helm Control Issues	Internal Comms Fault	Waste Cycling Reflux	Overdrive Overload!
▢	Environmental Problems	Hull Plating Ablation	Sensor Malfunction	Minor Radiation Leak	
▣	Structural Compromise	Power Fluctuations	Weapons Malfunction		
▤	Programming Glitch	Manifest Design Flaws			
▥	Antimatter Containment Fault!				

Cultural Change

When advancing the clock, roll for cultural change aboard the space ark, for active alien threats, and for any separate colony worlds and settlements that have been established.

Aboard the space ark, roll for each faction separately. Each faction can add the icons on its drawn fate card to its agenda pools. Similarly, an alien threat can add the icons on its drawn card to its agenda pools. If the players have established a settlement, colony, or outpost with a separate agenda, then it too can add the icons on its drawn card to its agenda pools.

Add the numeric result of the drawn card to the base defense of the culture, and compare it to the difficulty equal to the clock increment. On a failure, shuffle the discarded fate cards back into the Deck of Fate, draw a new card, consult the Cultural Change table, and implement the result. You can wait until all the rolls are done before determining the effects of cultural change.



		CULTURAL CHANGE				
		■	+	++	+++	++++
■	Dark Age	Golden Age	Cultural Advance	Accelerando	Singularity	
▢	Cultural Decadence	New Political Order	New Cultural Order	Breakthrough		
▣	Economic Slowdown	New Social Order	Religious Fervor			
▤	Economic Depression	Flight from Reason				
▥	Collapse					

Accelerando: Add ○○○○ to the culture's Xenoscience pool.

Breakthrough: Add ○○ to the culture's Xenoscience pool.

Collapse: Give a severe consequence to the culture.

Cultural Advance: Add ●●● to the culture's Xenoculture pool.

Cultural Decadence: Remove ● from the culture's Xenoculture pool.

Dark Age: Remove ○● from the culture's resource pools.

Economic Depression: Give a moderate consequence to the culture.

Economic Slowdown: Give a minor consequence to the culture.

Flight from Reason: Remove ○ from the culture's Xenoscience pool.

Golden Age: Create as a boost with two free tags for members of the culture.

New Cultural Order: Create an aspect reflecting the emergence of new aesthetic tastes or cultural preferences.

New Political Order: Create an aspect reflecting the shift in governmental arrangement or power structures.

New Social Order: Create an aspect reflecting changes in social organization or hierarchies.

Religious Fervor: Add ZEALOUS FOLLOWERS OF [OBJECT], an object of religious veneration, with a free invocation for the GM. Add ● to the culture's Xenoculture pool.

Singularity: Replace all of the culture's other aspects with DISEMBODIED MACHINE-MIND CULTURE, which has two free invocations for members of the culture, and add any three icons to the culture's resource pools.

The GM's Refresh and Fate Points

The GM's refresh is one plus twice the number of players. So if there are four players and one GM, the GM's refresh is 9. When the players refresh their fate points, the GM does too.

Aggressive Scene Framing

GMs, one of your most important jobs is to provide a sense of continuity and coherence to the ongoing events of the game, which include the PCs' actions as well as the overt reactions and behind-the-scenes endeavors of space-ark factions and alien threats. In other words, as in most Fate games, it is your job to set the scene for play.


However, a scene in *Andromeda* should *not* necessarily be understood in terms of the classical unities of time, space, and action—you're not trying to ensure that all of the characters are in the same place at the same time undertaking the same project. Rather, you should convey to the players a strong sense of where the space ark is in relation to the surrounding galaxy and possible alien threats, where characters are in relation to each other, and what's happening aboard the space ark as a whole. Armed with this knowledge, characters can take action in response to the situation as it exists.

You may also advance the clock (page 44) to aid in aggressive scene framing, fast-forwarding through the ship's journey to get to the important decision points. Because *Andromeda* has such a wide scope, this sort of active GM intervention in the narration flow is important because it prevents your game from getting bogged down in minutiae.

The Situation Card

At the beginning of the scene, it can be useful to draw a fate card and read one of the execution aspects as a prompt to describe the current situation, both to give you inspiration and to mark a procedural beat orienting the players. It takes some practice to do this well; the Deck of Fate works best when it's used to answer questions about developments to the current situation.


It is time for a new scene; the space ark has just belligerently conquered a Psycho-Saur fortress planet at the edge of their space empire while continuing to face the problem of Cetaceo-Naut space raids. Meanwhile, inside the space ark, the Kestegistoj are demanding more resources for repairs to the space ark, while a large contingent of Planedanoy want to leave the ship and settle on the Psycho-Saur planet. Having established these important particulars, Andrea, the GM, draws a fate card to move events forward.

Andrea draws the  fate card, which has the execution aspects JOKE'S ON THEM and FELL YOUR WAY. She picks the former, feeling that it's more relevant, and decides that it's talking about the would-be emigrants to the Psycho-Saur world, who clearly will fall victim to a nest of Psycho-Saur mental infiltrators. "As the Kosmegestranto troops

continue to mop up,” Andrea says, “a small contingent from among the Planedanoj, along with a few Agamisto advisers and Kestegisto technicians, proudly depart the space ark and begin building a settlement they call NOVA GANIMEDO. Things go well for a few weeks, but then a scouting party exploring outside the perimeter of the settlement fails to report back. Increasingly worried messages from Nova Ganimedo report further disappearances, incidents of sabotage, and POSSIBLE PSYCHO-SAUR ACTIVITY. What do you do?”

Be flexible in how you use the situation card, GMs. Interpret the card by accounting for the situation, the players’ inclinations, and the characters’ motivations, along with what would be interesting to watch, and use all this to establish the scene, as in the following example. Your interpretation may lead to conflict between characters, but you don’t need to push for it.

It is the middle of the game, and the space ark has entered a hostile system belonging to a militaristic empire ruled by inorganic shape-shifters. The PCs are Prinja Greko, a Kosmegestranto Space Marine commander; Iago Kelistulo, a Kestegisto terraformer; and Vulcja Venerido, an Agamisto propagandist. Andrea, the GM, learns that Greko is chomping for a fight on the ground, Kelistulo wants to do something to mess with the aliens’ biosphere to make it unlivable for them, and Venerido contrariwise is interested in making contact with the aliens in hopes of suborning their planetary populace to the space ark’s cause.

Andrea sets the scene, starting with the situation aspect PLANETSIDE RECON MISSION, having judged that such a situation gives the PCs room to act on their contradictory inclinations. She then draws the  fate card, which has the motifs “Could Be Better” and “Could Be Worse.”

“Obviously,” she says to the players, “this suggests that you’ve landed under less than ideal circumstances,” choosing COULD BE BETTER. She then adds a second situation aspect called WE’VE BEEN SPOTTED! and describes SILICOID ALIEN SCOUTS scuttling away from the drop site to report to their higher echelons. “What do you do?” she asks the players, allowing them each to establish whether they’re on the ground with the recon mission or back aboard the space ark.

Compelling Aspects as Scene Framing

GMs, as discussed in *Fate Core* (pages 228–231), you can always compel characters at the beginning of a scene with all types of aspects, presenting them with problems derived from those aspects that, if not addressed by the PCs, will get worse by the time the next scene occurs. In general, offer a compel to one player, whose refusal—by paying fate points—reflects the expenditure of off-screen time, energy, and resources to deal with the issue.

Questions the Players Will Ask

ARE WE TOGETHER?

You can be. It doesn't really matter, though, because regardless of their proximity or distance to each other on the space ark or within nearby space, characters should be able to talk to each other, thanks to the communication technologies they'll have on hand. It gets more complicated once they are separated by light-years of distance, but the point-to-point FTL communicator known as the *ansibilo* (ansible) may void that complication. In any event, it may be better if you're not together, since this gives characters more scope for individual action.

DO WE KNOW EACH OTHER?

Probably. Since you're all important people aboard the space ark, you've probably at least heard of each other. The benefit of the characters knowing each other is that it helps them coordinate their actions—assuming their interests are complementary. Even if they're not, conflicting agendas can create interesting intercharacter tensions that inform play in exciting ways. The danger, of course, is that conflict between characters will spill out to the players in ways that aren't fun. (This is why targeting another PC with an action doesn't earn you agenda points: to incentivize indirect action rather than direct conflict between PCs.) But some players will be sensitive to the danger and so will want to fly below the radar, avoiding the interference of other PCs. This *can* work, but it probably shouldn't be encouraged—having each player choose an aspect that connects their PC to another one is still a good idea, even absent a formal phase trio.

Drawing Maps

Sketching out local star maps, planet maps, and ship blueprints is helpful for establishing where things are in relation to one another, and doing so can help players visualize their characters' locations and surroundings. Players of Kestegisto characters could be asked to draw space-ark blueprints, if desired, while players of Agamisto characters could be asked to provide the layout of inhabited spaces. If you have any alien characters, their players could draw planetary map and system diagrams.

In play, most of these maps are more likely to be useful for their orienting effect rather than serving to regulate movement in the way a zone map would. Even so, specific conflicts may warrant creating zone maps, inspired by any relevant orientation maps that you and your players have created. Local star maps, showing how far away star systems are from each other, should be scaled in light-years so that they can be used to determine interstellar travel times using the space ark's overdrive engines.

ANDROMEDA

EPIC SPACE OPERA IN AN ALIEN GALAXY



CHARACTER NAME

REFRESH

DESCRIPTION

ASPECTS

AUTHORITY

AGENDA

FREE

SKILLS

PHYSIQUE

INTELLECT

PRESENCE

EMPATHY

STUNTS AND EXTRAS

Includes gear, vehicles, special talents, privileges, & advantages.

AFFILIATION

Kosmegestrantoj

Kestegistoj

Agamistoj

Planedanoj

Other

AGENDA



Technical /LEVEL

Social /LEVEL

Mixed /LEVEL

LIFETIME (2) :: MULTIGENERATIONAL (4)

:: EVOLUTIONARY (6) :: ASTRONOMICAL (8)

CONSEQUENCES

MILD (2)

MODERATE (4)

SEVERE (6)

AGE

MILD

MOD

SEV

DEAD

ANDROMEDA

EPIC SPACE OPERA IN AN ALIEN GALAXY

ALIEN SPECIES RECORD SHEET

ALIEN SPECIES NAME

HIGH CONCEPT

ASPECTS

AGENDA

SKILLS

PHYSIQUE
INTELLECT
PRESENCE
EMPATHY

STUNTS AND EXTRAS

AGENDA



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Technical /LEVEL

Social /LEVEL

Mixed /LEVEL

LIFETIME (2) :: MULTIGENERATIONAL (4)
:: EVOLUTIONARY (6) :: ASTRONOMICAL (8)



XENOSCIENCE



XENOCULTURE

CONSEQUENCES



MILD (2)



MODERATE (4)



SEVERE (6)

ANDROMEDA

EPIC SPACE OPERA IN AN ALIEN GALAXY

ARK NAME

<input type="radio"/> First Wave	<input type="radio"/> Generation Ship	TROUBLE
<input type="radio"/> Main Sequence	<input type="radio"/> Sleeper Ship	SCENARIO
<input type="radio"/> Trailing Edge	<input type="radio"/> Crèche Ship	

KOSMEGESTANTOJ DEVOTED MERITOCRATIC ELITE

Technical AGENDA 

Social 

Mixed

Scale

AGAMISTOJ QUASI-ECCLESIASTICAL AESTHETIC DESIGNERS

Technical AGENDA 

Social

Mixed 

Scale

KESTEGISTOJ RIVALROUS TECHNO-GUILDS


Technical AGENDA 

Social


Mixed 

Scale

PLANEDANOJ THE COMMON PEOPLE

Technical AGENDA 

Social

Mixed 

Scale

CONSEQUENCES

MILD (2)

MODERATE (4)

SEVERE (6)

TECHNOSCIENCE 

ECO-CULTURE 