



WORLDS OF
LEGACY

GENERATION SHIP

AARON GRIFFIN

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POWERED BY THE
APOCALYPSE

THIS IS NOT A COMPLETE GAME!

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



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CHAPTER 1 READY TO LAUNCH

"Yo, your grammy says the craziest things."

"No she don't! She was there, back on Earth! She remembers!"

"Nuh uh, Earth ain't even real, it's just a thing the old folks use to scare us. You think her stories about us runnin' from our doom is real? Get shivved."

"It is real. Grammy says it was a planet what couldn't support us no more and we was all supposed to be asleep while the ship was travelin', but we all woke up and now we gotta deal with that..."

"My dad says this is hell."

"Pardon?"

"My dad. Says we were all bad folk in life and we died and here we are. We have to deal with all this. You think some a bunch of smart folk built this ship and sent us out into the universe with not enough food, not enough space, not enough ANYTHING for hundreds and hundreds of years on purpose? No. This is hell."

"Grammy says it was an accident. We weren't supposed to be awake and it's why there weren't enough supplies. Weren't made for people awake."

"Your grammy's crazy..."

Welcome to the generation ship: a massive spaceship created to hold hundreds of thousands in stasis as it hurtled into the stars. This ship was never meant to support life - the passengers would awaken at the end of the journey when they reached planetfall. The ship would work to aid humanity in reaching the planet's surface, and then would be cannibalized for materials to build the new civilization.

At least, that was the plan.

Somewhere in the middle of the journey, there was an Awakening. Nearly a third of the population in stasis were wrenched back to consciousness, and more simply died in their pods. In the first few weeks, one in five died from starvation, violence, lack of medical care, and worse fates. For years the survivors fought tooth and claw to simply exist on this cold, inhospitable ship.

But humanity adapts, and at some point the insurmountable problems were, for lack of a better word, surmounted.

Now those survivors cluster together in a large section of the ship they call "the city". Here they have carved out living quarters - removing decking and walls, pushing aside active stasis pods and cannibalizing inactive ones. There's a sort of harmony there, or maybe just a mutual apathy. Most people get enough of what they need to survive, but few have anything like wealth or luxury.

It has been generations since most have had to fight to survive, and some have started to look toward improving their position. Rumours circulate that out there in the ship are systems - terminals, sensors, and controls - that can give humanity information about their lot aboard the ship, improve their

outlook, and maybe, just maybe, help them make planetfall. Or, at the very least, power over the others on the ship...

PLAYING THE GAME

The players take on the roles of Families and Family members of the third or fourth generation after The Awakening: those finally secure enough in their living situations to seek out ways to improve their lives. The players will explore, restore lost systems, and work toward a successful planetfall. Even once that impossible goal is reached, what society will remain to found a colony? And how much of the ship will remain to support their new life?

This is our *metaplot* - an intentional story arc that you'll follow through to its conclusion. It doesn't mean anything is set in stone - quite the contrary! The players are who decide the story, but there are limits, and this story does have a direction. Playing this game means agreeing to follow this direction - making decisions and working to understand what has happened to the ship, and what needs to be done to ensure a successful planetfall.

PHASES OF PLAY

The game is played at two levels: Zoomed Out, where big changes happen and Families act as a group; and Zoomed In, where smaller, more focused actions happen and Characters take the forefront.

The Story Moves help accomplish this. Each Age will begin with a Call to Order when all Families come together to discuss the status

of the ship. Afterwards, players are free to Zoom In to a specific scene or to Zoom Out to what the Families are doing. The decision to zoom in or out should be put to the whole group.

Each Age the players will seek out one of five major systems of the ship: Central Control, the Astrogation Arrays, Life Support, the Reactor Core, and the Dropships. Only one Family will be able to control each system, and that system will give them authority over parts of the ship. It is intentionally one sided, forcing the players to decide if their Families will fight against those in control, or ally with them. Will what remains of humanity come together, or be torn apart by their divisions?

When a new system is found, and control of it is determined, it will cause a series of Trials and Fortunes for those on the ship. When they are resolved to the players' liking, we will end the Age and move on to the next.

When all systems are discovered, the final Age begins - the Age of Planetfall, where we determine the final destination of the ship, and what happens to the remains of humanity. While we use the term "planetfall" a multitude of non-planetary endings are possible: planetfall is what you aim for, but that aim may not be true.

TOUCHSTONES

There are many pieces of media that relate to this game's themes and topics. Here's a few I enjoy: *Battlestar Galactica*, *The Martian*, *Star Trek: Voyager*, *Event Horizon*, *Pandorum*, *Stargate Universe*.

GETTING STARTED

Generation Ship requires 3-6 players, one of whom will be the GM. Each other player chooses a Family playbook representing the group of people they control on the ship, and a Character playbook for the character they will play during the current Age.

When playing the game, it's everyone's duty to listen to each other. When your Family or Character is not front and centre, make sure to listen to what others are doing, ask questions, and encourage them when they do and say things you find interesting. When you play a game like this, you're not only a performer, but also the target audience of the performance. Be a good audience member.

CREATING YOUR FAMILY

First choose a Family playbook - each Family can only be played by one player. You begin with a set of Stats, and a description of what that statline means. This is an important part of this choice, as this is the first statement you get to make about the world of the ship.

Generation Ship has 6 Family playbooks to choose from:

The Alliance of Agronomists:

Providers of food and nutrition for the ship.

Keepers of the Long Sleep: Those who have turned to religion to get through these trials.

The Maintenance Collective:

Robots, androids, or other ship borne functionaries.

The Enforcers of Harmony: Those who keep the law - their law, at least.

The Throng of Pleasure: Who serve the baser needs of those on the ship.

The Puppeteers of Trade: Who use scarcity to their own advantage.

Then choose for your Family Traditions that describe how the members look and act, a Doctrine that describes the Family's mission and goal, and Assets they have access to.

Next up, we decide on the Family's situation on the ship itself - the Living Space where their Family scenes take place, a third party Relation they work closely with, and a looming Threat that affects them. These define the initial Surpluses and Needs for your Family.

At this point, everyone introduces their Family to the table, including the choices they've made so far. Everyone, including the GM, should ask questions and point out things they think are interesting. When this is complete, it's time to discuss Treaty: the relationships each player's Family has with each other. Work with the other players to make this initial setup interesting.

Finally, choose Moves for your Family. Most Families get one Move that really defines their role on the ship, then you choose additional Moves that help define how the Family acts as a whole.

CREATING YOUR CHARACTER

Choose a Character playbook: an important member of your Family that will be your main character this Age.

Generation Ship has 8 different character types to pick from:

The Advisor: a tutor, a coach, a mentor - the epitome of the old saying "those who can't do, teach". The Advisor's strength lies in making other people better, and getting other people to do things for them. *Play an Advisor if you want to help others show their strengths.*

The Diplomat: focused on bringing people together, adept at working crowds and getting common folk on their side. Much like the Advisor, they act using others as their shield and sword. *Play a Diplomat if you want to forge alliances, heal old wounds, or make them worse.*

The Echo: a jumble of real memories and digital data, existing in the digital landscape of the ship. Maybe their body is in stasis, maybe they're dead, maybe they never lived. *Play an Echo if you wish to be weird and somewhat supernatural, and search for your own identity.*

The Learned: a scholar who has dedicated their lives to learning the theoretical and the practical. *Play a Learned if you like using superior knowledge to overcome tasks, and like showing how much smarter you are than others.*

The Scrounge: part tinkerer, part explorer. They revel in discovering and toying with the technology the ship provides. *Play a Scrounge if you like technological devices and items, and want to break them apart and bend them to your will.*

The Sleeper: someone newly awoken from stasis. They aren't part of the world that has grown on the ship, and have fresh memories of life before stasis and insight into the ship and its technology. *Play a Sleeper if you want to be a mysterious outsider with abilities and knowledge unseen for generations.*

The Soldier: Adept at fighting and use of force, the Soldier may protect others or may simply look out for themselves. *Play a Soldier if you want violence and force to be your main tools for problem solving. Or if you just like guns.*

The Touched: when you've spent so long looking into the black of space, it affects you in strange ways. Maybe it's some delirium that happens in space. Maybe it's more. *Play a Touched if you want to be weird and on the edge of supernatural.*

Making a character works much like making a family - begin by choosing your Stats and your Look.

Next, choose your Role in the Family. Look over your playbook's possible Drives, and mark one you've just fulfilled and use it to explain your starting Role.

Your Character's Backstory is next - use the listed options to determine how the main characters are all related. This gives you reasons to seek each other out in play, reasons to ally and conflict with each other, even if your Families do not.

Last, choose your character's Moves that give them certain unique abilities in play.





CHAPTER 2 GAME MECHANICS

Generation Ship is an alternate setting that builds on the basic framework of **Legacy: Life Among the Ruins 2nd Edition**. As such, much of the basic moves remain, while others have been adjusted to fit **Generation Ship's** intended stories.

FAMILY MOVES

CORE FAMILY MOVES

HOLD TOGETHER

When your Family must resist hardship, temptation or infighting, roll **+Mood**. On a hit you mostly remain OK, pick 1:

- > You lose people to harm and/or desertion. Get Need: recruits.
- > Another Family or Faction came through to help you. Give them 1 Treaty on you.
- > The danger hasn't passed so much as shifted into something more manageable. Say what it is.

On a 10+ the trial brings you together. Gain *Surplus: Morale* in addition to the other results.

CLAIM BY FORCE

When you direct your Family to seize or maintain control of a resource, roll **+Grasp**. On a hit it's theirs, but not without cost. On a 7-9 choose 2; on a 10+, choose 1:

- > You must commit to it. Tie a surpluses to the resource: if you lose the resource, you lose the surplus and vice versa.
- > There is a cost to your victory. Your family gets a need of the GM's choice.
- > You hurt somebody; the GM will say who, and they take 2-Treaty on you.

CONDUCT DIPLOMACY

When you call on your Family's allies, say what you want from them and roll **+Reach**:

- > A meeting with one of their VIPs.
- > Access to a tightly-guarded location or item.
- > Information on an opportunity or threat.

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents had to get help from one of your allies. Say who, and give them 1-Treaty.

SUBTERFUGE

When your Family infiltrates other factions, roll **+Sleight**. On a hit, choose 1 thing your agents achieve:

- > They make a resource appear more or less desirable.
- > They cause a scandal within a Family/Faction's organisation.
- > They hide your involvement in an action; you can frame someone else if you wish.
- > They sabotage an asset, making it fail at the worst moment.

On a 7-9 the GM names a clue you leave behind, or a family or faction that sees through the deception.

TECH AND DATA MOVES

POWER UP

When you make use of the ship's technology to aid your Family's actions, say how and spend a point of Tech to give a roll Advantage.

CONTRIBUTE TO RESEARCH

At the beginning of session, you may set aside Surpluses to be used for research this session. Gain 1 Data for each Surplus you set aside. It cannot be used for any other use or benefit until the end of session.

REVEAL RESEARCH

When you reveal a discovery your Family has made, spend 1 Data and say one thing they found:

- > An untapped resource in the unexplored regions of the ship.
- > A secret regarding a Faction.
- > A threat pointed right at another Family.
- > A problem caused by another Family.

Contribute to Research lets you convert Surpluses into Data by taking the Surplus off the table for a session. You're unable to use the set aside Surplus for any reason until the next session, so choose wisely. The Data can be used right away to help Characters, or the Family may **Reveal Research** to add new facts to the game. This is particularly useful if you want to spur the other Families into motion. **Reveal Research** is your primary mode of affecting the game's story: as more ship systems are activated, its impact will only grow.

SURPLUS AND NEED MOVES

FINDING A SURPLUS

When your family claims or creates a significant resource in the fiction, add it as a surplus.

RIGHT TOOL FOR THE JOB

When your family uses their resources to confront a crisis, erase an appropriate surplus and mitigate or resolve the problem.

FLUSH WITH RESOURCES

If Mood would hit +4, erase a Surplus and pick 1:

- > Sell off the excess Surplus for 1 Tech.
- > Send gifts to your allies, gaining advantage with Reach until the next Age.
- > Bond with a great celebration, gaining advantage with Grasp until the next Age.
- > Finance a network of informants, gaining advantage with Sleight until the next Age.
- > Invest in better equipment. Get a new gear option.

FALL INTO CRISIS

If Mood would hit -4, erase a Need and pick 1:

- > Someone takes advantage of your weakness: lose territory or an important alliance.
- > Your family falls into infighting: get disadvantage with Grasp until the dispute is resolved.
- > Your family retreats into solitude to work through its issues, giving you disadvantage with Reach until they are convinced out of isolation.
- > Your family loses discipline and your contacts smell weakness. Get disadvantage with Sleight until you make a display of might and drive.
- > Your old tools fail you. Lose an asset option.

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs. On a 10+ pick a Need. On a 13+, the GM picks one too. For each Need, select another player to choose what crisis it creates for your family:

- > A family member's in trouble. Someone's ransoming them, or they're stranded in the wasteland, or they're at death's door.
- > A family asks for aid you can't easily give. Refuse and lose 3-Treaty on them, or get involved despite your limited resources.
- > Something snuck under your radar. The player picks an option from Uncover Secrets as the first sign of danger, adding it to the map.
- > Your resources run dry. You can't get gear from one category this session.

Either the other player or the group then fleshes out the details.

TREATY MOVES**CALL IN A DEBT**

When you call on an obligation another Family has to you, spend 1 Treaty and choose one:

- > Gain +2 on a move that targets them.
- > Take a Surplus from them.
- > Get them to back you up, fall into indecision, or protect something important.

Player Families can resist by spending 1-Treaty on you, or *Holding Together* if they have none.

LEND AID

When your Family throws its weight behind another, roll +Treaty with them. On a hit you give that Family fleeting Advantage. On a 7-9 your Family is exposed to any danger, retribution or unforeseen consequences of their move.

CHARACTER MOVES**CORE MOVES****DEFUSE**

When you de-escalate a tense situation with:

- > Intimidation or physical exertion, roll +Force.
- > Fast talking or misdirection, roll +Sway.
- > Endurance or quick action, roll +Steel.
- > Improvised technology or remembered information, roll +Lore.

On a 7-9, you've bought some time, but choose one:

- > There's a cost to securing safety.
- > The danger will soon return.
- > The danger's still present but threatening someone or something else.

On a 10+ the situation is safe unless changed significantly.

FIERCELY ASSAULT

When you use violence or force to hurt, capture, or drive off your enemies, roll +Force. On a hit, you do it, dealing harm as appropriate. On a 10+, you choose 2 and the GM chooses 1; on a 7-9, you choose 1 and the GM chooses 2:

Character list:

- > You take something valuable from them.
- > You avoid further problems.
- > You frighten, intimidate, or impress them.

GM list:

- > There is collateral damage.
- > It danger shifts or the situation escalates.
- > You suffer Harm during the exchange.

FIND COMMON GROUND

When you ask someone to work with you, roll +Sway. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if:

- ...a third party vouches for you.
- ...they can change specific parts of the task.
- ...they can back out as soon as it costs them.
- ...you reduce the threat you pose to them.
- ...you give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their faction gets 1 Treaty on you.

UNLEASH POWER

When you activate a device or piece of ship technology, say what you expect it to do based on the clues and description provided, then roll +Lore. On a 10+, choose two; on a 7-9, choose one:

- > It works exactly as you expected.
- > It can be used again.
- > There are no unintended side effects.

When you return a usable device or piece of ship technology your Family, they gain +1 Tech.

Anything that looks like functional technology can be used or operated using this move. Likewise, anything that you can salvage and bring home can gain your Family Tech. It should be relatively easy to gain Tech in this manner, but bear in mind that you're effectively disassembling a functional part of the ship.

INTO THE DARK

When you head to an unexplored destination in the dark spaces of the ship, roll +Steel. On a hit, the group gains 1-hold. On a 7-9 choose two; on a 10+, choose two and gain an additional hold, or choose one:

- > You're exposed to danger en route.
- > You're lost and can't easily find the way back.
- > It takes longer than expected.

Any group member may spend 3-hold to reach the intended destination, or 2-hold to find a safe place to hole up. If you are lost, you must spend 1-hold to find your way back.

Into the Dark is a homage to Jason Cordova's labyrinth navigation move. The move will be rolled a number of times to navigate through the ship, with group hold determining how long it takes to get where they're going. The hold is meant to pace exploration of the dark parts of the ship, but the GM is welcome to advance this by presenting the intended destination early, perhaps with some sort of costs.

PERIPHERAL CHARACTER MOVES

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls an appropriate stat. If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+. On a 7-9, they also share in your move's consequences. If they fail, your result drops to a 6- and they share in the consequences.

REDISCOVER

When you uncover something in or about the depths of the ship, roll **+Lore**. On a 10+, ask three; on a 7-9, ask one:

- > How is it related to the ship?
- > Where is it drawing energy from?
- > What dangers does it pose, and to who?
- > What secret is it protecting or withholding?
- > How can it be used or repurposed to gain a benefit?

Gain a fleeting advantage when acting on the answers.

Mostly the questions are changed here, but also note that you gain advantage when acting on the answers. The results of this move should generate new avenues to address the fiction, and give the players interesting ways forward.

HIT THE STREETS

When you go to an acquaintance for something you need, say who you're going to and roll **+Sway**. On a hit, you're able to meet with them, but choose one:

- > They're tied up in their own issues that will need to be addressed first.
- > They'll need payment of some kind before they'll help you.
- > They're already neck deep in it.

On a 10+, also choose one:

- > They have an opportunity for you.
- > You'll get the jump on any problem that comes up.
- > They know a secret that can aid you.

Hit the Streets points the game inward toward the civilized areas of the ship. Consider it like a character-focused version of Conduct Diplomacy and an opportunity to not only create associates for your character, but to provide Minor Characters for others to play. This is a perfect opportunity for another player to pick up the character for interesting scenes.

HARM MOVES

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted.

When you have a few hours of peace, heal all minor harm boxes.

PROFESSIONAL CARE

When you rest a few days in safety with access to a relevant Surplus, heal all harm. The GM says how the local area changes while you're being treated.

EULOGY

When you bring a character's relic back to their family, you may spend time with them telling and being told stories of the deceased character's life. If you do, the family's player picks one:

- > Their family gives your family 2-Treaty.
- > Your character counts as a member of their family - mark a role representing this new relationship.
- > Their next Character swears to perform a task of your choosing.

STORY MOVES

CALL TO ORDER

At the beginning of each Age, a meeting is held by the influential factions of the city. Each player describes who their Family has sent, and the GM describes how that Family's Relation comes to the meeting. The meeting discusses many things, but each Family must enact these steps:

- > Announce a problem, threat, or opportunity they are unable to handle. This can be their Family Threat here, or something new to challenge the others.
- > Say which other Family should deal with the issue. They must accept ownership of the issue, get their Relation to help, or refuse and give 1-Treaty to all others present.
- > If they refuse, say who else should deal with it, unless all have refused - then it's your problem to solve.
- > Afterwards the GM will choose one of their groups and do the same.

END OF AN AGE

When an Age ends and we elide time before the next Age, decide how much time has passed and choose one for your character:

- > Retire to safety: create a Relic to pass on and make a new character.
- > An early grave: trigger their Death Move and make a new character.
- > They're still around: say how and change their Playbook, keeping one Move from their previous Playbook.
- > A horrific death: say how their death drastically affected the populace, and create a new character.

Each player says one important way their Family has changed since the previous Age, and may change their Tradition, Doctrine or Asset choices. Then begin the next Age.

ZOOM OUT

When you skip forward in time to cover Family actions over weeks and months, each player says what their main character does during the time their Family is occupied in a short montage:

- > They accomplished something on their own - mark off a drive and say what you achieved.
- > They found a sector in the unexplored sector of the ship and a Surplus it may provide.
- > They discovered a new threat - say what it is and who it's threatening.
- > They helped out another Family or Faction. If they agree, gain 1 Treaty on them and they get a fleeting advantage.

ZOOM IN

When you focus on critical Character scenes spanning minutes or hours, choose the appropriate main character driving the scene - they briefly say where it's happening and what's going on.

Each other player chooses one:

- > Your main character is present for mutually beneficial reasons - or untoward ones. Say which.
- > Your main character is elsewhere. Ask those already in the scene if they have other characters with them, or add your own. Then create a Minor Character.
- > You have no characters present, but may add one interesting facet, detail, or complication to the scene at any time.

MINOR CHARACTERS

When you create a minor character to act alongside others, do the following:

1. Give them a name, decide what group they are from, and say what they look like.
2. Force, Steel, Sway, and Lore start at 0. Give them +1 to a stat, and -1 to another.
3. Say what they are good at or known for. The player leading their Family says what they are especially poor at.
4. Equip them based on their Family's gear choices, or otherwise give them a weapon and outfit with a single tag each.

When a Minor Character does what they are good at or known for the first time in a scene, the roll with advantage.

When a Minor Character does what they are especially poor at, they roll with disadvantage.

GEAR

HAZARDOUS ENVIRONS

When you are in a location where the environmental effects presents troubles for you (temperature, lack of air, low gravity, etc), you roll with disadvantage.

This is a passive move that makes the need for special outfits important. There are many environmental issues on the ship - lack of oxygen, the cold of space, reactor leakage, and more. Gear is limited, so being able to prepare for all eventualities will be hard and research will be needed.

TOOL UP

When you gear up a character, gain weapons and outfits based on your Family's Gear choices, with any listed tags. Then look to each Surplus you have and decide how it would improve the character's gear:

- > Add or replace a tag on a weapon
- > Add or replace a tag on an outfit
- > Gain a group of specialists with a relevant specialty and a rating of +1
- > Add +1 to the rating of a group of specialists

Additionally, you may spend 1-Tech to gain a unique device. Say what your Family thinks it will do, and the GM will give you another possibility. When you use it, **Unleash Power**.

This is the move for equipping main characters. All Character playbooks point to this move, and have bonuses toward your choices. Weapon and Outfit tags can be seen below, as well as the rules for Specialists.

WEAPON TAGS

- > Ranged: useful against targets within earshot, up to a few hundred metres.
- > Area: affects a wide area when used, enabling you to take on groups that outnumber you.
- > Aberrant: choose something other than kinetic force the weapon uses: sound waves, exotic radiation, or even stranger forces. This can be gained multiple times.
- > Concussive: loud and bright, deafening and blinding for a short time.
- > Brutal: devastates its targets and leaves collateral damage.
- > Defensive: can parry or deflect harm.
- > Hidden: people won't see this weapon as a danger.
- > Silent: the weapon doesn't draw attention to you when used.
- > Stun: it incapacitates and won't deal lasting harm.
- > Elegant: it's flashy in use and can bypass simple defences.
- > Multiple: If you lose or use up the weapon, you have others at hand.
- > Subsonic: there is no risk of depressurizing hull damage.
- > Unreliable: the weapon is either spectacularly effective or massively detrimental.

OUTFIT TAGS

- > **Sturdy:** Easily repairable in the field with minimal effort.
- > **Flashy:** Impressive, regal, or intimidating attire that draws attention.
- > **Sealed:** Negates Disadvantage from lack of air, airborne infection, poison, or corrosion, and provides +1-armor against them.
- > **Thermo-regulated:** Negates Disadvantage from freezing or scorching temperatures, and provides +1-armor against them.
- > **Hardened:** Negates Disadvantage from digital effects or radiation, and provides +1-armor against them.
- > **Shielded:** Negates Disadvantage from electrical or magnetic effects, and provides +1-armor against them.
- > **Nanofibre:** Made of advanced carbon fibre, providing +1-armor.
- > **Carapace:** Thick, protective shell, providing +2-armor but slowing down movement.
- > **Container:** it holds numerous small but useful items within it.
- > **Mobile:** Equipped with magnetics, thrusters or similar to allow easier movement.
- > **Comms:** Integrated comms let you communicate with your Family via audio, video, or data signals.
- > **Powered:** Mechanical assistance allows you to carry heavy loads indefinitely.
- > **Implanted:** Built in apparatus - you may sacrifice the outfit to ignore all harm from a single source.
- > **Sensors:** Contains scanning equipment for (name one): technology, biology, environmental conditions, energy signatures, etc.
- > **Visored:** Improves visual accuracy and distance, and provides recording capabilities.

SPECIALISTS

When you Tool Up, you can choose to gain a gang of specialists. These groups number between 3 and 10 members, and have a specialty - a word or phrase describing what they're good at - with a Rating ranging from +1 to +3 to reflect their skill, effectiveness, or size.

When specialists assist a character in their actions, they simply increase the overall scope of the action - searching an area is much quicker and more productive with a handful of helpers. If their specialty is combat related and they're assisting a character in combat, you can add the *area* tag to your attacks.

UNDER ORDERS

When specialists act on their own to perform a task within their specialty, roll **+Rating**. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- > They weren't able to complete every aspect the task.
- > There were some consequences.
- > They took harm due to duress or fatigue.

When a group of specialists takes harm, reduce their specialty rating by 1. If their rating drops to 0, the group is out of action - fatigued, wounded, disinterested, or even dead.







CHAPTER 3
PLAYBOOKS

THE ALLIANCE OF AGRONOMISTS



When humanity first Awoke aboard the ship, a ship unintended to support life, those who knew the old ways of biology and agriculture came together to create the Alliance of Agronomists. The Alliance controls the ship-board biologics - the agriculture, livestock, food, and medicines.

STATS

Choose one:

If you've worked against the worst excesses of humanity:

Reach 2, Grasp -1, Sleight 0

If humans had to change in strange, unexpected ways to

survive: Reach 2, Grasp 0, Sleight -1

If you have reconstructed the entire ecosystem from scratch:

Reach -1, Grasp 1, Sleight 2

TRADITIONS

Choose from each or make your own:

The populace are... uncivilized and tribal, a carefully managed bloodline, tradesmen and farmers.

Their style is... rustic and simple, sterile and analytical, wild and unrestrained.

Their organization is... a feudal system of serfs and nobles, a commune of innovators and eccentrics, a guild of masters and apprentices.

DOCTRINE

Choose one doctrine:

Unnatural Selection: At the end of an Age, any group you have traded consumables with (Nutrition, Medicine, etc) gains a new minor physical trait, chosen by you.

Acolytes of the Arcology: You can produce everything you need to survive, and don't need outside help. Ignore the Alliance Moves of others - they cannot gain Treaty on you unless it's part of a deal.

Virulent Growth: Anyone else who keeps a Surplus from your Work Ethic until the start of the next Age gains Surplus: Recruits.

ASSETS

Choose one of each, or create your own with two relevant tags:

They fight with...

- > farming tools and other implements (brutal, multiple);
- > shotguns and hunting rifles (ranged, messy);
- > explosives or straight sabotage (area, concussive);
- > bioform chemicals (aberrant, unreliable).

They wear...

- > simple worker's wear (sturdy, sensors);
- > engineering hardsuits (sealed, shielded);
- > pompous displays of wealth (flashy, nanofibre)

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship.

Choose one from each category below, and gain the associated Surpluses and/or Needs.

Living Space

- > A store of biological survey equipment, turned into a laboratory (Surplus: Science)
- > A sterile facility housing emergency rations and vitamin supplements (Surplus: Nutrition)
- > A warehouse full of luxury goods, viewed with envy by others (Surplus: Recruits)

Relations

- > Medicants: a group of doctors and medics (Surplus: Healers / Need: Organics)
- > Choppers: biological recyclers, who'll take anything (Surplus: Organics / Need: Prestige)
- > Dream Readers: offering digital escape in the memories of the Sleepers (Surplus: Entertainment / Need: Justice)

Threats

- > A deck full of failed genetic experiments (Need: Security)
- > No escape from the drudgery of work (Need: Culture)
- > A plague too efficient and dreadful to be natural (Need: Medicine)

TREATY

Look at the other Families:

Without you, they'd all starve - take 1-Treaty on everyone.

Two other Families supply you with vital resources for production - work out who and what, and give those Families 1-Treaty.

One Family depends on other products you create - work out what they need and why, and take 1-Treaty on them.

ALLIANCE MOVE

You always know the perfect resource to solve a problem, and gain 1-Treaty on a group when you freely give them that resource.

AGRONOMIST MOVES

Take this move:

WORK ETHIC

At the beginning of a session, your Family may set aside one of three Surpluses. Say what work you are doing to improve or increase it. At the end of the session gain the Surplus back and their work produces an additional benefit:

Science: produce Surplus: Medicine and 1 use of drug that can heal any harm box instantly.

Organics: produce Surplus: Nutrition and a slow but steady population growth in the Family. At the end of the age, if you still have this surplus gain Surplus: Recruits.

Recruits: produce Surplus: Trade Goods and your next Conduct Diplomacy has advantage.

At the beginning of an Age, you may gain the benefits for any one relevant Surplus you own.

And choose one more:

INVESTMENT

When another Family gains a Surplus in Science, Organics, Recruits, or anything medical or biological, they may give you 1-Stake. If this takes you to 3-Stake, give them Surplus: Medicine, Nutrition, or Trade Goods as if you had used Work Ethic, with your Family gaining the normal side benefits, then set Stake to 0.

EXPERIMENTATION

Add the following Surplus options to **Work Ethic**:

Medicine: anyone who holds this Surplus will find their population strong and hale, unaffected by disease or infection.

Nutrition: add an addictive quality to this Surplus, and take 1 additional Treaty when you freely give it to someone.

Recruits: you can mutate this batch of recruits in some major way - gain them as a group of Companions about 10-15 strong, with a Specialty related to the mutation and Quality +2. The GM will say some flaw the mutation has created in them. Any character may use this group for free, but any Quality loss is permanent.

Your Family also begins to improve their own biology over generations. **At the beginning of an Age,** name a physical trait they've successfully grafted into their biology in response to the last Age (night vision, fight, photosynthesis, etc) and the GM will provide a downside. All Family members exhibit this trait from now on.

PREEMPTIVE VIVISECTION

When a character from your Family first encounters a new creature, tell everyone a fact about it and gain a fleeting advantage when acting on that information. The GM will tell you what part of the creature can be harvested for 1-Tech.

BIOVAT SYSTEMS

When you provide Professional Care in your healing vats, it takes hours rather than days, and you may make a small physical adjustment to the subject.

If you have Experimentation, you may give them a full mutation. This will give a character fleeting advantage when the mutation is beneficial, and an ongoing disadvantage when the flaw has an impact.

KEEPERS OF THE LONG SLEEP



There are those who respond to calamity by seeking things outside themselves. The Keepers took to religion, venerating those still in stasis as the future saviors of humanity, and renouncing those who would be an obstacle on the road to paradise.

STATS

Choose one:

If religion is still practiced among the people:

Reach -1, Grasp 1, Sleight 1

If people view you with respect and reverence:

Reach 1, Grasp 0, Sleight 0

If the sinners lurk in the shadows:

Reach -1, Grasp 0, Sleight 2

TRADITIONS

Choose one of each, or create your own:

The populace are... secluded and monastic, a cult of zealots, individual missionaries.

Their style is... flagrant displays of religious station, utilitarian and mundane, opulent and wealthy.

They follow... the interpretations of bare machine code, the text of a holy terminal, the will of their superiors.

DOCTRINE

Choose one doctrine:

Belief Binds: Members of the Family are instinctively aware of the emotional state of all other members.

Belief Protects: Your Family's religious ceremonies function as ***Professional Care.***

Belief Burns: The harm you inflict in service of the faith cannot be healed.

ASSETS

Choose one of each, or create your own with any two relevant tags:

They fight with...

- > artifacts of the last religious war (aberrant, elegant);
- > cudgels and sticks (defensive, stun);
- > surprisingly dangerous iconography (hidden, elegant)

They wear...

- > decorated hard-vac suits (sealed, mobile),
- > jumpsuits worn in stasis (sturdy, thermo-regulated);
- > restored religious garb of old (flashy, nanofiber)

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship.

Choose one from each category below, and gain the associated Surpluses and/or Needs.

Living Space

- > A holy sector of the ship where no one Awoke (Surplus: Culture)
- > An outpatient facility for the newly Awoken to recuperate (Surplus: Medicine)
- > A holy terminal with encoded information on the ship's destination (Surplus: Knowledge)

Relations

- > The Foundry - strives to merge man and technology (Surplus: Upgrades / Need: Artisans)
- > Dusters - believe the human form should be preserved in death (Surplus: Organics / Need: Storage)
- > SecForce - independant toughs and security personnel (Surplus: Weaponry / Need: Justice)

Threats

- > A prophet claiming Planetfall is a myth (Need: Belief)
- > The embodiment of all the horrors of humanity (Need: Soldiers)
- > A cabal of Awakeners, intent on waking the Sleepers (Need: Security)

TREATY

After all other Families have been introduced, decide if their actions, intentions, and desires are in accordance with your faith. If so, give them 1-Treaty on you.

Otherwise, label them as Discordant and take 1-Treaty on them.

ALLIANCE MOVE

When you publicly declare a Discordant Family's actions as good, just, or righteous, gain 1-Treaty on them.

KEEPER MOVES

Take this move:

THAT WHICH IS KEPT

Your Family's faith requires them to protect something more important than themselves. Choose one:

- > The Sleepers - those still in stasis are the future of humanity
- > The Awoken - those living now need more help than the Sleepers
- > The Vessel - the corruption beyond the walls of the ship must not encroach on humanity

At the start of each Age, count those who are a danger to this as Discordant, and gain 1-Treaty on them.

When your Family moves to protect or defend That Which is Kept, hold 1. An emissary of your Family may spend 1 hold to:

- > Gain visions or insights towards your current goal.
- > Rouse the minds of unbelievers, even if for a moment.
- > Ask the player of a Discordant group their true intentions towards what you protect.

And choose one more:

ZEAL

When your Family enters a conflict with fervor and frenzy, you can gain Need: Recruits, Drugs and/or Leadership. For each, choose one:

- > Something improbable happens to give you an advantage during the conflict.
- > One participant will come out of it unscathed - say who.
- > A powerful champion sways the results in your favour.

A VOICE FROM THE VOID

When your Family condemns a powerful person or group publicly, roll +Grasp. On a hit, their group is now Discordant. On a 10+, choose one:

- > You receive grateful gifts from their rivals; gain Surplus: Trade Goods.
- > Followers of your teachings deliver a member of the group to you, possibly under duress.
- > Public opinion of them is swayed and citizens resist - they gain Need: Vindication.

TECHNOMANCY

When a member of a Discordant group uses technology in the presence of a member of your Family, hold 1. At any time you may spend the hold to cause it to malfunction spectacularly.

GODLY REPRISAL

When you denounce a Discordant group you have at least 5 Treaty on, a disaster will befall them at some time during this Age, devastating their holdings. Afterwards, they are no longer considered Discordant. Lose 1-Treaty with everyone else: they know the role you played.

THE MAINTENANCE COLLECTIVE



In the cold dark of the voyage, the self-replicating algorithms of the ship's automated processes discovered something new: sentience. The Collective was once tasked with keeping the ship in repair as time passed, but will they continue now that they're self aware?

STATS

Choose one:

If the ship is in disrepair and requires much help:

Reach 0, Grasp -1, Sleight 2

If the the power systems in the ship are still in working order:

Reach 1, Grasp 0, Sleight 0

If you once served another purpose, and grabbed onto this role: Reach 0, Grasp 2, Sleight -1

TRADITIONS

Choose one of each, or create your own:

The populace are... anonymous androids, anthropomorphic robots, inhuman machines.

Their style is... sleek and minimalist in design, heavy and industrial, militaristic and rigid

Their organization is... beholden to a master control program, a shared consciousness of conjoined minds, independent duplicates of one original personality matrix

DOCTRINE

Choose one doctrine:

Commonality Matrix: When your Family works with others on a grand project, you may spend 1 Data per family involved to manufacture Tech using the ship's systems, 1-for-1.

Finite States of Being: When a Family member defends a life form, they ignore the next harm they would take.

Guardians of the Core: You know the ship better than anyone, and count as investing one additional resource when determining ownership of a ship system.

GEAR

Choose one of each, or create your own with any two tags:

They fight with...

- > auto-targeted lasers (ranged, aberrant);
- > retractable blades (multiple, brutal);
- > mounted slug cannons (ranged, area);
- > advanced reflexes and combat algorithms (defensive, elegant).

They are upgraded with...

- > signal processing units (comms, sensors);
- > zero-g thrusters (mobile, sturdy);
- > industrial servos (powered, sturdy)

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship.

Choose one from each category below, and gain the associated Surpluses and/or Needs. The Collective also begins with 5-Tech.

Living Space: the primary living/working space for your Family

- > A remote node critical to the digital infrastructure of the ship (Surplus: Knowledge)
- > A nearby sector open to hard vacuum (Surplus: Security)
- > Replication chambers for creating Family members (Surplus: Recruits)

Relations: a group you have a relationship with

- > Civilists: who believe sentient machines have rights too (Surplus: Culture / Need: Acceptance)
- > Listeners: seeking out the echoes in the deep parts of the ship (Surplus: Exploration / Need: Debugging)
- > Untouchables: societal outcasts who see kinship in the machines (Surplus: Morale / Need: Prestige)

Threats: something that threatens your Family

- > A power node, dead but mostly intact (Need: Energy)
- > A Sector defended by advanced drones of unknown origin (Need: Soldiers)
- > A ship system gone rogue (Need: Defenses)

TREATY

Look at the other Families

Take 1-Treaty on every other Family due to their fear and mistrust of you. Ask them each what worries them.

One Family holds an important informational node. Work out why they won't give it to you, then give them 2-Treaty on you.

One Family has the power to cause great destruction to the Collective. Work out what it is and why they are holding back, then give them 2-Treaty.

ALLIANCE MOVE

Your synthetic nature creates aversion and bias in the population. When a Family overcomes these biases and comes to you for support or trade, gain 1-Treaty on them in addition to any deals you make.

COLLECTIVE MOVES

Take this move:

CREATED, NOT BORN

All members of the Collective are inorganic, artificial beings. They do not need food, water, or breathable air in order to survive, and have +1-armor against any non-aberrant harm. However, you must spend Tech to heal harm, 1-for-1. All character weapons gain the hidden tag and all outfits gain the implanted tag.

And choose one more:

REPLICATORS

When you use your matter replication technology to break down or reassemble resources, you may spend 3-Tech to create any physical Surplus, or convert any physical Surplus into 3-Tech.

DRONE ARMY

You may spend Tech to gain Specialist drones with a rating equal to the Tech spent (max +3). Additionally, add this option to Claim by Force: Your automated drones suffer the brunt of the losses: lose 3-Tech.

VAST DIGITAL ARCHIVES

When you gain any amount of Tech, you also gain the same amount of Data.

AUTONOMOUS SYSTEMS

Stability algorithms maintain your Mood at +2 regardless of Surplus and Needs. If you would ever gain a sixth Need, trigger Fall into Crisis instead.

PROGRESS

When your Family assists another in one of their Family moves, it has potential to affect the entire city, the entire ship, or all of its population. The results of their actions increase by an order of magnitude.

THE ENFORCERS OF HARMONY



Someone always needs to be in charge, keep the peace. Some people hold power with words or trade; the Enforcers do it with strength and justice. The Enforcers are the law, keeping civilization together.

STATS

Choose one:

If significant social structure survived the Awakening:

Reach 1, Grasp 1, Sleight -1

If the Awakening brought on societal collapse:

Reach -1, Grasp 1, Sleight 1

If law and order saved mankind from extinction:

Reach 0, Grasp 2, Sleight -1

TRADITIONS

Choose one of each, or create your own:

The populace are... wronged and vengeful, descendants of guards and soldiers, providers of protection and extortion

Their style is... bristling with weapons and barely-contained violence, simple uniforms and concealed weapons, open symbols of rank and position.

Their organization is... lone vigilantes who call for support when needed, a judiciary with complex legal codes, a hierarchy based on power and fear.

DOCTRINE

Choose one doctrine:

Judgement is Bought: You are paid for your services, and gain Surplus: Trade Goods when another group hires you to mete out justice, in addition to whatever deals you make.

It's In The Blood: Serving justice is part of who you are. When you come upon a scene of violence, you can ask the GM one question about the victim or the attacker.

Fruitful Bounty: When you publicly execute a criminal, your Family gets +1 Reach with any law abiding group until the next Age.

GEAR

Choose one of each, or create your own with any two tags:

They fight with...

- > non-lethal crowd control (stun, concussive);
- > pistols and rifles (ranged, multiple);
- > unabashed violence (brutal, area)

They wear...

- > light armor under plain clothes (sturdy, nanofiber);
- > heavy power armor (carapace, powered);
- > guard body armor (nanofiber, comms)

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship.

Choose one from each category below, and gain the associated Surpluses and/or Needs.

Living Space: the primary living/working space for your Family

- > An armory full of lethal and non-lethal weapons (Surplus: Weapons)
- > An archive of preserved legal codes (Surplus: Leadership)
- > A surveillance system with a few video feeds (Surplus: Security)

Relations: a group you have a relationship with

- > Taluu's Crew: an organized protection racket (Surplus: Peace / Need: Justice)
- > Whisperers: information hoarders and traders (Surplus: Secrets / Need: Privacy)
- > The Last Bastion: a group of arms dealers (Surplus: Weaponry / Need: Raw Materials)

Threats: something that threatens your Family

- > Unexplained sterility and low birthrate (Need: Recruits)
- > Incoming refugees from the dark sectors of the ship (Need: Control)
- > A dangerous neighborhood, rotten to the core (Need: Judgement)

TREATY

Look at the other Families:

Another Family aided you in reestablishing law and order.

Work out what they did, then give them 2-Treaty.

You protected another Family in a past Age.

Work out who you protected them from, then take 2-Treaty on them.

Another Family houses a dangerous criminal.

Say who, and take 1-Treaty on them. They say what the criminal is known for.

ALLIANCE MOVE

When you declare someone a wanted criminal, the other Families and Factions each choose: refuse to shelter and aid them in any way, or give you 1-Treaty. If anyone goes back on their promise, they give you 2-Treaty.

ENFORCER MOVES

Take this move:

THE RULE OF LAW

Everything you do is motivated by a strict moral code. The Family and its members gain advantage when they...

...protect (choose one): *The weak, the sick, the young, the old, the faithful, medics, teachers, slaves, etc.*

...mete out justice against (choose one): *The wealthy, the strong, murderers, thieves, slavers, cheats, etc.*

The Family is at ongoing disadvantage until they make amends if they...

(choose one): *Steal, kidnap, extort, murder, betray, tell a lie, etc.*

Additionally, your Family may hold more than one *Surplus: Weaponry, Surplus: Soldiers*, and *Need: Justice*.

Choose one more:

PAPERS, PLEASE

When your Family uses their authority to get information on a target, roll +Reach. On a 10+, ask three; on a 7-9 ask one:

- > Where can we find them?
- > Who are their allies?
- > How dangerous are they?
- > What are they planning?
- > What are their weaknesses?

UNDER OUR PROTECTION

At the beginning of each session, your Family patrols in the city learn two rumors of impending problems to two other Families - you say one of them and the GM says the other. If you take care of these problems yourselves, gain 1-Treaty on the Family impacted.

VIGILANTE JUSTICE

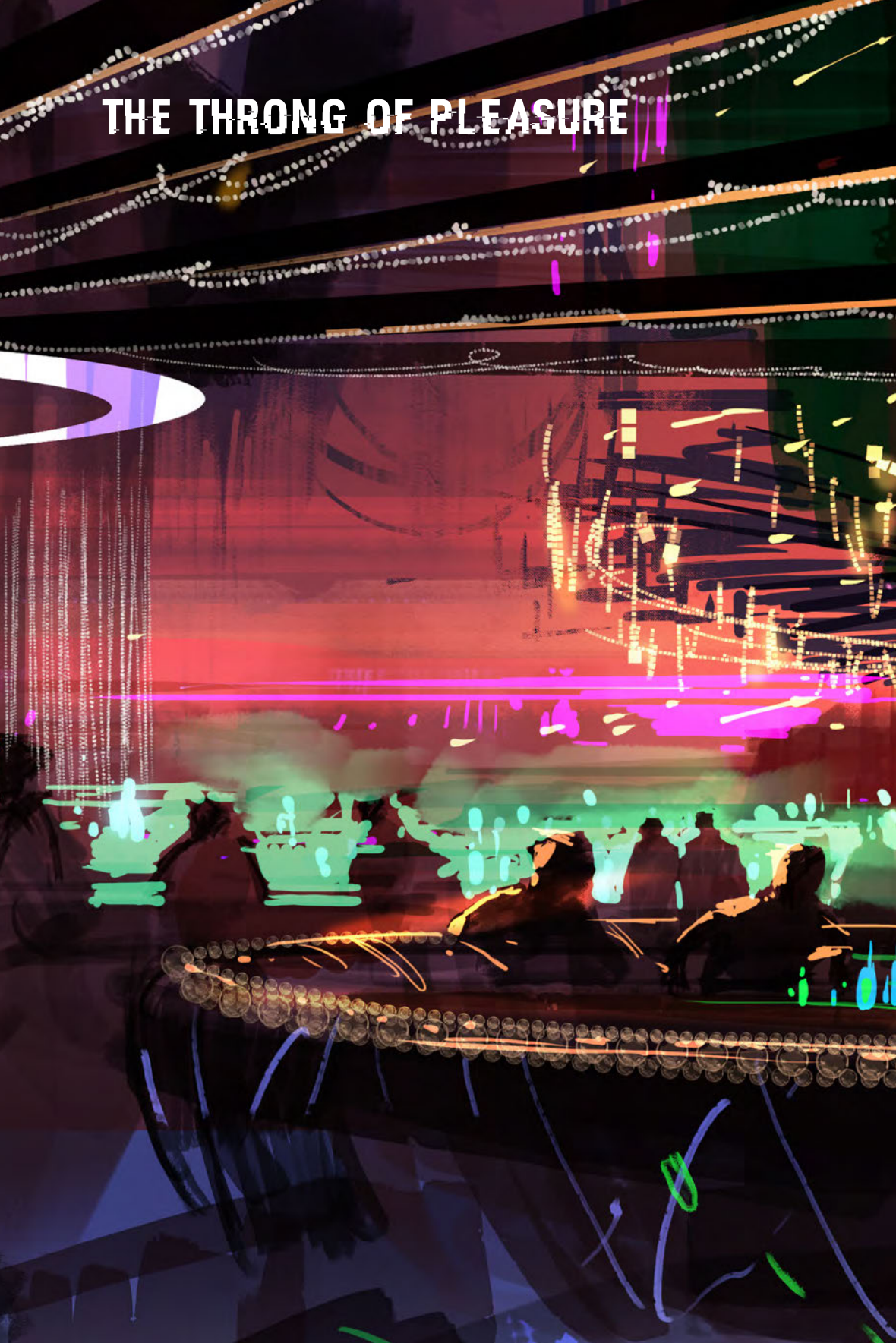
When you brandish your Family's authority in the city, you can recruit a gang of locals to fight at your side. Gain a group of Specialists 5-10 strong (vigilante justice +1) that will fight alongside you. When a Family member takes harm in their presence, they may ignore all harm but scatter or destroy the group of vigilantes.

MIGHT MAKES RIGHT

When you arm up your Family and move out en masse to bring justice to your quarry, hold 1 for each *Surplus: Weaponry* or *Surplus: Soldiers* you have. You may spend 1 hold to:

- > Take out a specific individual in one fell swoop
- > Turn an incoming attack into an ambush.
- > Force them into a position you want them in.
- > Call in reinforcements or backup.

THE THRONG OF PLEASURE



When people lack safety, security, or a future, they always turn to one thing - escape. And we provide it for them - intoxicants, entertainment, anything to take their mind off their sorry state.

STATS

Choose one:

If your offerings also aid the sick and the elderly:

Reach 1, Grasp 0, Sleight 0

If you work behind closed doors and in back alleys:

Reach 0, Grasp -1, Sleight 2

If your products can be found in anyone's hands :

Reach 1, Grasp 1, Sleight -1

TRADITIONS

Choose one of each, or create your own:

The populace are... *fit and attractive specimens, corpulent and jolly, stoic purveyors of goods and services.*

Their style is... *flowing cloth and bare skin, simple but fine quality, clear displays of wealth.*

Their organization is... *various lounges spread through the city, managers of an opulent place of business, scattered individuals offering their wares.*

DOCTRINE

Choose one doctrine:

Pleasure Palace: You provide for members of every Family. When you Call in a Debt, others must pay 1 additional Treaty to counter you, even if they choose to Hold Together. If they don't have enough, you gain 1 Treaty on them instead.

Life is Pain: Whenever you trade a Surplus: Vice to another Family, they gain an ongoing disadvantage to use Subterfuge against you.

Don't Judge Me: The populous will ignore much of your foibles. Any actions relying on rumor or public opinion do not affect your Family or its members.

GEAR

Choose one of each, or create your own with any two tags:

They fight with...

- > perfumes and oils (aberrant, area),
- > silks and concealed blades (elegant, hidden),
- > poison both close and far (ranged, aberrant).

They are covered in...

- > tight clothes leaving nothing to the imagination (flashy, mobile);
- > subdermal narco-ink tattoos (implanted, thermal-regulated);
- > flowing, loose wraps (sturdy, nanofiber).

THE SHIP

Every Family begins with Need: Space due to the cramped nature of the ship, then choose one for each category below and gain the associated Surpluses and/or Needs.

Living Space: the primary living/working space for your Family

- > An establishment catering to the well-off and their sycophants (Surplus: Vice)
- > A storehouse for growing, brewing, or distilling inebriants of all kinds (Surplus: Vice)
- > A series of small locations displaying your works (Surplus: Vice)

Relations: a group you have a relationship with

- > The Avant: experimental artists who always push the envelope (Surplus: Artists / Need: Prestige)
- > The Brood: striving to increase the populous and restore numbers (Surplus: Recruits / Need: Nutrition)
- > Hospitalers: who aid the sick and needy (Surplus: Respect / Need: Medicine)

Threats: something that threatens your Family

- > Too many mouths to provide for (Need: Nutrition)
- > An addiction spreading in the populous with horrible side effects (Need: Rehabilitation)
- > A vicious killer targeting your ranks (Need: Justice)

TREATY

Look at the other Families:

Everyone comes to you for some form of escape. Work out what they want and take 1-Treaty on everyone.

You hold members of one Family in your thrall. Work out who and what, then take an additional 1-Treaty on them.

One Family frowns on your ways, at least publicly. They say what they don't like and take 1-Treaty on you.

ALLIANCE MOVE

When you take a Family's mind off their ills, you can make them forget about a non-physical Need for the rest of the session, and you gain 1-Treaty on them.

THROUGH MOVES

Gain this move:

STARVING ARTISTS:

Your Family purveys a specific style of vice (drugs, art, sex, etc) - say what it is. At the beginning of each session, gain Surplus: Vice to represent this, unless you already have Surplus: Vice.

And choose one more:

BACKROOM TRADES:

When you Call in a Debt to take a Surplus from another group, you may spend an additional point of Treaty to leave them with Need: Vice that your Family can solve.

THE FIRST ONE IS FREE:

Members of nearly every group are beholden to your services, which can make for loose lips. Add the following options to Subterfuge:

- > They learn a hidden weakness or an unknown strength.
- > They learn something dark about an important member.

TALK OF THE TOWN:

When a member of your Family Finds Common Ground with a member of a group you have Treaty on, you have an advantage.

EYE OF THE BEHOLDER:

When you gift something you deem beautiful for a group of people, roll **+Reach**. On a 10+, they accept it and you may Call in a Debt right now, for free. On a 7-9, they accept it begrudgingly, finding it offensive, disgusting, or in poor taste - you gain advantage on the next move that targets them.

THE PUPPETEERS OF TRADE



Whenever scarcity is about, it is the traders who profit - those manipulators who hold back what people need so they can get what they want.

STATS

Choose one:

If economics are mostly stable and amenable:

Reach 1, Grasp 0, Sleight 0

If others view your work and success with suspicion:

Reach 2, Grasp -1, Sleight 0

If the true deals are made behind closed doors:

Reach 1, Grasp -1, Sleight 1

TRADITIONS

Choose one of each, or create something else:

The populace are... *privileged and soft, stiff and proper in public, amenable and willing to please.*

Their style is... *uniformed pristinely, integrated with other groups, evidence of wealth without being pompous.*

Their organization is... *a traditional bureaucratic business, a loose consortium of free traders, a cooperative of individuals.*

DOCTRINE

Choose one doctrine:

Profit Brokers: *Bringing people together makes for great trades. When you broker a deal between two parties, gain Surplus: Profit for the fees from both sides.*

Sequestered Assets: *Because you stockpile and store much of your wealth where others cannot access it, you begin each Age with any reasonable Surplus you wish.*

Trickle Down: *At the end of each Age in which you spent at least one Surplus, the economic stimulus results in Surplus: Recruits for your Family.*

GEAR

Choose one of each, or create your own with any two tags:

They fight with... *small defensive drones (multiple, hidden), shockingly effective concealed blades (hidden, brutal), openly displayed hand cannons (ranged, concussive)*

They wear... *robes covered in pockets and hidden features (nanofiber, container), iconic scanning headgear (comms, sensors), protective uniforms of station (flashy, carapace)*

THE SHIP

Every Family begins with *Need: Space* due to the cramped nature of the ship.

Choose one from each category below, and gain the associated Surpluses and/or Needs.

Living Space: the primary living/working space for your Family

- > A large warehouse full of goods of all kinds (Surplus: Trade Goods)
- > A dining establishment with private back rooms (Surplus: Privacy)
- > A series of smaller buildings throughout the city (Surplus: Connections)

Relations: a group you have a working relationship with

- > Porters: laborers who make their living moving heavy things around (Need: Culture)
- > The Scavs: destructive explorers who always have things to trade from the dark of the ship (Need: Security)
- > Recycs: folks who work with trash and discarded things to repair or make anew (Need: Raw Materials)

The Puppeteers do not define an external threat - the other Families are enough. As such, you begin with one less Need than others.

TREATY

Look at the other Families:

You've shorted everyone in a deal at some point. Give everyone 1-Treaty on you.

You have a good working relationship with one other Family. Work out what it is you regularly trade and take 2-Treaty on them.

ALLIANCE MOVE

When another Family comes to you with a specific request, you can spend time (days, weeks, months) converting a relevant Surplus you hold into whatever they need. If you do so, gain 1-Treaty on them even if the deal falls through.

PUPPETEER MOVES

Gain this move:

STOCK IN TRADE:

Say what type of products your Family trades in: weapons, art, foods, creatures, or similar.

Whenever you have a Surplus: Trade Goods, it is related to this and can be used as such when spending Surpluses.

Once per session, you may set aside a Surplus: Trade Goods, not to be used for the rest of the session, to boost any Family roll by one category: a 6- becomes a 7-9, or a 7-9 becomes a 10+.

And choose one more:

CONTRACTUAL OBLIGATION:

Whenever you would gain 1-Treaty on another Family, you may instead choose to gain Surplus: Trade Goods.

BRAND LOYALTY:

When you would Conduct Diplomacy to meet someone who's traded with you before, instead automatically get an audience. They will always be willing to at least hear you out.

PROMISES MADE, PROMISES KEPT:

When you show a group of folk the lifestyle and luxury your Family can provide, gain Surplus: Recruits, but choose one:

- > The recruits expected more and are plotting against you
- > They're green and will be trouble in the future
- > You'll have to tend to them often or lose them

DEEP STORAGE:

You have hidden storage spaces, allowing you to stack multiple Surpluses of Trade Goods. When you give one of these Surpluses freely, you gain an advantage to Conduct Diplomacy and Subterfuge with that group as long as they hold the Surplus.

THE ADVISOR

I'm not so sure that's the best course of action...

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

- > Masculine, feminine, concealed, ambiguous.
- > Wrinkled face, wise face, tired face, rough face.
- > Clouded eyes, sharp eyes, laughing eyes, weary eyes.
- > Bent body, wiry body, slight body, stocky body.

GEAR

When you Tool Up, add +1 to the rating of any specialists you take.

DRIVES

Choose your current role in the Family: Leader, Agent, or Rebel. Then mark one drive you've just completed to explain how you got that role:

- > Seize control of the Family from another.
- > Advise another Family's leader on important matters.
- > Discover the truth of your Family's beliefs.
- > Lead an underground movement.
- > Teach an unwilling group a vital lesson.
- > Spread a rumor to get what you want.
- > Turn an unlikely person into a hero.
- > Keep a promise, at personal expense.
- > Preemptively remove a threat to your Family.
- > Give bad advice for personal gain.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I have taught wisdom to _____, but they wouldn't follow my advice.

I know the truth behind _____'s past, but I have not told them.

_____ shows reserve and promise. I should take them under my wing.

ADVISOR MOVES

Take this move:

LOYAL STAFF

Everywhere you go, your trusted agents go with you. Pick two:

- > A Bodyguard: Get +1 Force when they fight to protect you.
- > A Scholar: Get +1 Lore when you ask and listen.
- > A Trader: Get +1 Sway when they use displays of goods to aid you.
- > A Soldier: Get +1 to Steel when you send them to reconnoiter.

Name them, and write their names in your empty Harm slots. When you take harm, you can have them suffer it instead. They're taken out - either dead or in need of **Professional Care**. If they die, you'll need to convince someone else to join your entourage.

Choose one more:

SHADOWS ON THE WALL

When you tell a tale or parable about a situation similar to the one you are in, those who listen gain fleeting advantage when acting on the lessons of the story.

EXPERT TEACHER

*With a few days or weeks' training, you can convert Surplus: Recruits to Surplus: Artisans, Engineers, Soldiers, or similar. If you use this Surplus in **Tool Up** to gain a group of specialists, add 1 to their rating.*

POLITICAL UPHEAVAL

When you convince your Family to undergo radical change, roll +Sway. On a hit, say how you've changed them and swap one Family move for another. On a 7-9, they gain Need: Morale as buyer's remorse sets in.

STATESMAN

When you draw on your reputation with another group, roll +Sway. On a hit, members seek out and value your advice. On a 7-9, choose who plots against you: the leader, the upper crust, the lesser folk, their allies.

EN PASSANT

When you send allies to handle a step in a larger plan, roll +Lore. On a 10+, choose 2; on a 7-9, choose 1:

- > They accomplish what they set out to do.
- > They make it out unscathed.
- > It can't be traced back to you.

HARM BOXES

- > Fearful
- > Lose Staff (_____)
- > Lose Staff (_____)
- > Dead

DEATH MOVE

With your dying breaths, tell your companions what you envision for the future. Until the end of the Age, they get advantage as long as they work toward this goal.

THE DIPLOMAT

Calm yourselves, and let us talk about this like rational people.

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous.

Smooth face, handsome face, striking face.

Piercing eyes, arresting eyes, frosty eyes, welcoming eyes.

Muscular body, angular body, gorgeous body, bony body.

GEAR

When you Tool Up, make an extra choice as if your Family had an additional Surplus.

DRIVES

Choose your current role in the Family: Leader, Agent, or Rebel. Then mark one drive you've just completed to explain how you got that role:

- > Forge a strong alliance for your Family.
- > Settle old grudges between two groups.
- > Remove a corrupt leader from power.
- > Ignore your Family's interests for a cause.
- > Ensure a vital deal is upheld.
- > Purchase a truce, even if temporary.
- > Start or end a fight with words alone.
- > Abandon someone who has broken their word.
- > Break your bonds for personal reasons.
- > Inspire others to join your allies.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I suspect _____ is using me for information.

_____ showed me their Family's secrets in confidence.

I know _____'s part in a scheme kept under wraps.

DIPLOMAT MOVES

Choose two:

TENTATIVE ALLIANCE

When you try to bring many groups together to accomplish a goal,

roll **+Sway**. On a 10+, they'll stick around as long as it's still mutually beneficial. On a 7-9, they'll do this one thing, and that's it.

LONG MEMORIES

When you seek audience with a Family for the first time, roll **+Lore**.

On a hit, say how you or your Family has aided them in the past. On a 7-9, they say how your aid was not enough.

MEMBERS OF THE GALLERY

When you win a contest of weapons or words in front of an audience, roll

+Sway. On a hit the audience sees you as the correct, or at least most honorable, party. On a 10+, choose one:

- > Your opponent now views you with friendship or respect.
- > The audience rewards your display with valuable gifts.
- > Someone there offers you a job based on the skills you demonstrated.

THE BLACK LIST

When you use someone's shameful or illicit secrets in order to exploit their weaknesses, one of the requirements they pick for **Find Common Ground** must be "you keep the secret hidden".

WORDS OF COMPASSION

When you seek out and hear the words of the troubled members of a group, roll **+Sway**. On a hit, choose one:

- > You learn a secret the group wishes to keep hidden.
 - > You gain access to a private area the group holds.
 - > You plant seeds of doubt in the group, giving them **Need: Morale**
- On a 10+, those you spoke with don't report back to their leaders.

HEED MY WORDS

When you put yourself between others in an interpersonal situation, roll **+Sway**. On a 7-9 choose one, on a 10+ choose two;

- > It will not come to violence
- > They part ways until later
- > Each side learns something about the other

HARM BOXES

- > Cosmetic Wounds
- > Shell-shocked (-1 Steel)
- > Bleeding (-1 Force)
- > Dead

DEATH MOVE

In your dying breaths, give one companion a message or object to deliver as part of your final deal. Say what the recipient will do if they deliver it.

THE ECHO

Fragmentation 47%. Hello? Activating db depth scan. Can anyone hear me? 16 sectors recovered. Help me!



STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, shifting gender, indeterminate.

Drooping face, glitched face, dashing face, twisted face.

Empty eyes, angry eyes, pleading eyes, no eyes.

Shifting body, unremarkable body, mismatched body, glitched body.

GEAR

The Echo cannot Tool Up. They have no equipment and no followers.

DRIVES

Choose your current role in the Family: Guide, Agent, or Outsider. Then mark one drive you've just completed to explain how you got that role:

- > Guide your Family to a new area of the ship.
- > Bring forth something out of your Family's reach.
- > Bring the power of the ship to bear.
- > Disappear at a critical moment.
- > Delete a dangerous program.
- > Breach system security for another.
- > Awaken a dark process in the ship.
- > Alter a critical algorithm for another's benefit.
- > Force the ship to help in an unusual way.
- > Show what remains of your humanity.

At the end of a session, mark any drive you achieved through major events in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and assign at least one to the other characters:

I saved records of _____ from being fragmented.

If not for _____ I'd have been deleted from the databanks

I have watched _____ laugh at the most inappropriate times.

ECHO MOVES

Take this move:

DIGITAL GHOST

You are a remnant leaked from the memory banks of the Sleepers and need to spend a few safe moments to generate or change your holofrom. **When you do**, choose 2: you can be seen, you can be heard, you can interact with things.

Note: unless you can interact with things, physical things can't hurt you - though you're vulnerable to harm from computer glitches and malicious users.

Choose one more:

MIND-BODY CONNECTION

When your holofrom overlaps with a living thing, roll +Sway. On a 10+, you can momentarily control them as if they were your own body. On a 7-9, as above but you leave a memory fragment behind and take 1 Harm. PCs may attempt to Defuse anything you try to make them do.

WAVEFORM POLTERGEIST

You can command the technology around you to **Fiercely Assault**, but there is always collateral damage in addition to that move's results.

DIABOLUS EX MACHINA

When you generate or change your holofrom, you may choose to be seen and heard by a single person anywhere in the ship instead of the options in Digital Ghost.

ACCESS

When you access data banks about an interesting object, roll +Lore.

On a 7-9 ask one, on a 10+ ask two:

- > What is its history?
- > What limitations does it have?
- > Where does this belong?
- > What has happened because of this?

ABERRANT PROCESSES

When you bend the digital landscape of the ship to your will, say what you wish to achieve and roll +Steel. On a hit, choose one:

- > Gain a fleeting advantage on your next roll
- > Learn something new about your surroundings
- > Frighten, intimidate, or impress your opposition
- > Take definite hold of something vulnerable or exposed

On a 7-9, the GM will give you a cost or difficult choice to make in order to gain the chosen benefit.

HARM BOXES

- > Glitching (-1 Sway)
- > Fragmented (-1 Lore)
- > Corrupted (-1 Sway)
- > Deleted

DEATH MOVE

In your final clock cycles you send 5 Data in files to the other Families, divided however you want. Then trigger **Reveal Research** up to three times, indicating what these files contain.

THE LEARNED

Surely if we just analyzed the data, the solution would present itself.

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous

Pinched face, ragged face, aged face, pale face.

Concerned eyes, wild eyes, narrow eyes, bright eyes.

Frail body, stocky body, small body, sturdy body.

GEAR

When you Tool Up, gain a device - say what you hope it will do and the GM will say how it actually behaves. This Device does not produce Tech if returned to your Family.

DRIVES

Choose your current role in the Family: Teacher, Guide, or Leader. Then mark one drive you've just completed to explain how you got that role:

- > Convince another of an unwanted truth.
- > Discover something in the dark of the ship.
- > Understand an enemy's motives.
- > Cave to someone else's knowledge.
- > Create something horrible with science.
- > Destroy something beautiful with science.
- > Teach something to the unlearned.
- > Learn from an unexpected source.
- > Spread knowledge to the masses.
- > Solve a dilemma with wits alone.

At the end of a session, mark any drive you achieved in play. For every 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I have taught _____ of the world, but they still refuse to see the truth.

_____ knows things I do not. I must learn from them!

My biggest regret is taking on _____ as a pupil.

LEARNED MOVES

Take this move:

DIDACTIC METHOD:

You are adept at informing others of how and why things are. **At the beginning of each session**, roll +Lore. On a 10+, hold 3-knowledge; on a 7-9, hold 2-knowledge; and on a 6-, hold 1-knowledge. When you demonstrate the best way to do something, you can spend 1-knowledge to gain fleeting advantage. Anyone else who watches your demonstration gains ongoing advantage when they carry out precisely what you were demonstrating. At the end of a session, lose all knowledge.

Choose one more:

ALWAYS LEARNING:

When play Zooms Out, you may choose to spend the whole time in study. If you do, gain 2-knowledge.

FAULT LINES

When you take advantage of the weaknesses or faults inherent in every system, spend 3-knowledge to completely and utterly overcome a problem or obstacle.

DEDUCTIVE ANALYSIS:

When you spend time to fully analyze something new, ask the GM a question and roll +Steel. On a hit, gain 1-knowledge. On a 10+, they will answer the question and one follow up question. On a 7-9, they will answer just this question. On a 6-, they will still answer the question, but the answer will be complicated.

ONCE AND FUTURE PUPILS

When you meet someone new, you may spend 1-knowledge to declare that they were once a pupil of yours. Say what they learned from you, and the GM will say what didn't stick.

PREPAREDNESS IS ONLY PRACTICAL

At any time, you may spend 1-knowledge to say how you had prepared for this exact situation and then choose one:

- > Add a temporary tag to a weapon or outfit
- > Reveal the exact piece of gear you need
- > Ignore one source of harm completely

HARM BOXES

- > Confused
- > Dazed (-1 Lore)
- > Shaken (-1 Steel)
- > Dead

DEATH MOVE

You leave behind extensive and complex notes. This is your Relic, containing both Didactic Method and one other move of your choice - even a move you don't have. As normal, anyone who holds the notes gains access to those moves.

THE SCROUNGE

We don't need *each other*. What we need is out there...

STATS

Choose one and add your Family bonus:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous

Young face, kind face, aged face, pale face.

Naive eyes, soft eyes, quick eyes, bright eyes.

Compact body, awkward body, fit body, energetic body.

GEAR

When you Tool Up, gain a device - say two clues about what it can do and the GM will give a clue to its downside. This Device does not produce Tech if returned to your Family.

DRIVES

Choose your current role in the Family: Leader, Rebel, or Explorer. Then mark one drive you've just completed to explain how you got that role:

- > Build a great device with the Family's help.
- > Retrieve a needed resource at great effort.
- > Find a solution to the Family's ills in the dark decks.
- > Stop a group from misusing tech.
- > Repair a sector of the ship for other's gain.
- > Make a danger or hazard useful to you.
- > Alter a major system for your own desires.
- > Bring a piece of technology to its knees.
- > Scrap or disassemble an important device.
- > Change the situation with an explosion.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.



BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I can save _____ with my technology, if they'll let me

_____ hates me for the things I can and have built.

There are deeper mysteries out there in the ship, and _____ knows it.

SCROUNGE MOVES

Choose two:

VISIONARY ENGINEER

When you come upon a unique piece of ship technology, roll +Lore. On a 10+, ask two; on a 7-9, ask one:

- > What's its power source and how can it be removed?
- > What was this made for, and what's happened since it stopped performing its function?
- > How was this broken, and how can I repair it?

DUCK AND COVER

While you seek cover or flee from a fight, gain +1-armor.

ONE MAN'S TRASH

When you improvise technological aid from scrounged bits and pieces, roll +Steel. On a hit, choose one:

- > It heals a single wound (except Dead).
- > It provides protection against one environmental hazard.
- > It provides a fleeting advantage to a specific action.

On a 7-9, also choose one:

- > Building or using it draws attention.
- > Using it will have unintended consequences.

Afterwards, the device is unusable scrap.

THE THINGS I'VE SEEN

When you tell a story of your experiences during a moment of respite, listeners gain fleeting advantage on their next roll relevant to the story.

EXPERIMENTAL ENERGY PROJECTOR

You have chunks of scavenged technology wired together into a deadly if unstable weapon (*ranged, area, aberrant, unreliable*).

When you Fiercely Assault with it roll +Lore instead of +Force, but choose one:

- > It goes haywire, affecting far more than you desired.
- > The energies turn on you, leaving you with lingering physical aberrations.
- > It's damaged and must be repaired in a place of safety.

TECHNOLOGIC CONVERSION

When you forcefully disassemble a device to create something new, say what you intend the new device to do and the GM will say what can go wrong. Then roll +Force. On a 10+, you made something functional, for now. On a 7-9, you did it but it'll only work once before it's broken beyond repair. On a 6-, your tinkering goes horribly wrong.

HARM BOXES

- > Bruised
- > Stressed (-1 Lore)
- > Bleeding Out (-1 Force)
- > Dead

DEATH MOVE

In your dying breaths, devices and tech on your person goes haywire. Within a few minutes they'll explode outward and ruin the nearby area in their wake. This area now presents two environmental hazards of your choosing.

THE SLEEPER

Who am I? Why am I?

STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, asexual, transgressing.

Gangly body, large body, frail body, modified body.

Menacing aura, peaceful aura, eerie aura, prickly aura.

Cold voice, soft voice, hollow voice, raspy voice.

GEAR

When you Tool Up, gain a device - say exactly what it does, and the GM will tell you exactly how it can fail. This Device does not produce Tech if returned to your Family.

DRIVES

Choose your current role in the Family: Leader, Rebel, or Outsider. Then mark one drive you've just completed to explain how you got that role:

- > Stop an impending threat to the ship.
- > Build something that changes the ship on a large scale.
- > Resurrect someone or something that shouldn't be.
- > Save someone at great cost to their humanity.
- > Create and use a marvel with horrible downsides.
- > Uncover something insidious about the ship's purpose.
- > Show another group how to use their technologies.
- > Face off against an old enemy.
- > Recover something from the ship's history.
- > Restore something to its former glory.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

_____ has valuable knowledge of the ship's technology.

Without _____ I might never remember...

I gain words of wisdom from

_____.

SLEEPER MOVES

Choose two:

A SYMBOL AND A SIGN

When you have enough time and safety to tinker with something, choose one:

- > Disassemble a device to produce a piece of gear with any 1 weapon or outfit tag
- > Change 1 tag on a weapon or outfit

WRETCHED MEMORIES

When you Unleash Power say what the device can do beyond the clues you know, and say what side effects it has.

When you or someone near you uses Rediscover, you can answer the questions.

BUILDERS OF AVALON

When you activate the ship's infrastructure to overcome obstacles, roll +Steel. On a 7-9 pick two, on a 10+ pick one:

- > It takes longer than expected.
- > There is unintended collateral damage.
- > It is ruined by your use.

If this causes harm, it has the area tag and choose one more: brutal, elegant, ranged, silent, aberrant.

FROM A PURE SOURCE

When you encounter something from the dark decks of the ship, roll +Lore. On a hit, you can communicate with it. On a 10+, you also know relevant technical, biological, or other scientific information about it.

OVERCLOCK

With time and access to a Device, you can add a clue to a new feature. Whoever uses the Device next does so with a fleeting advantage.

SECRETS OF THE BUILDERS

At the beginning of each session, you recall some unique bit of information about the origin of the ship. Say what it is and gain 1 Data.

HARM BOXES

- > Confused
- > Overwhelmed (-1 Steel)
- > Frantic (-1 Lore)
- > Dead

DEATH MOVE

You knew the moment you were supposed to die, and prepared for it. Name something you made enhancements to so that others can benefit, and say what you intended in a recorded message.

THE SOLDIER

Get back, sir. It ain't safe just yet.



STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Masculine, feminine, concealed, ambiguous.

Scarred face, blunt face, bony face, gaunt face.

Mad eyes, cunning eyes, sad eyes, wary eyes.

Hard body, stocky body, compact body, huge body.

GEAR

The Soldier gains one free weapon tag when they **Tool Up**.

DRIVES

Choose your current role in the Family: General, Captain, or Operator. Mark one drive you've just completed to explain how you got that role:

- > Lead a coordinated assault with others.
- > Infiltrate a secure group or location.
- > Ally with an enemy for personal gain.
- > Ignore duty for a personal vendetta.
- > Ignore personal desires for duty.
- > Protect an enemy from harm.
- > Succeed against much greater numbers.
- > Use martial prowess to change someone's mind.
- > Stand in defense of something others value.
- > Stand and fight when you should run.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

----- has fought shoulder to shoulder with me.

----- once left me for dead.

----- is smart enough to be worth keeping around.

SOLDIER MOVES

Choose two:

RECONNOITER

When you face off against a new opponent, roll +Lore. On a 10+ ask two, on a 7-9 ask one:

- > What traps are they waiting to spring?
- > What are their strengths?
- > How will they strike first?
- > How can I take the advantage?

SHOW OF FORCE

When you Find Common Ground using your combat skills as leverage, roll +Force instead of +Sway.

GIVE ORDERS

When you give someone an order or warning, roll +Force. On a hit, they must pick one:

- > Heed you.
- > Freeze.
- > Flee.
- > Attack.

On a 7-9 they have free choice of all 4; on a 10+, you offer only two of the options.

A player character may instead choose to be at a disadvantage while in your presence until they make it right.

BATTLEFIELD TACTICS

When you and your allies move on an enemy with a coordinated strike, all Fiercely Assault rolls gain advantage.

SIZE 'EM UP:

When you take a few moments to size up the opposition, roll +Force.

On a 10+, hold 3; on a 7-9, hold 2; on a 6-, hold 1. Once battle's begun, spend 1 hold at any time to:

- > Disarm them or disable their weapons.
- > Separate them from their allies.
- > Seize control of something they hold.

Lose all hold if you or your quarry flee the fight.

BRUTE

When you use your own hard-earned strength to overcome an obstacle or solve a problem, you roll with Advantage.

HARM BOXES

- > On the Defensive
- > Blood-soaked
- > Enraged (-1 Steel)
- > Dead

DEATH MOVE

With your final breaths you make one final assault, destroying or killing whatever it was that got you.

THE TOUCHED

*It's all black out there.
It's all black in here.*



STATS

Choose one:

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

And then add +1 to any stat.

LOOKS

Choose one of each:

Masculine, feminine, asexual, subtly inhuman.

Uncanny-valley face, blank face, fluid face, rigid face

Techno-organic body, scarred and tattooed body, sleek and wiry body, corpulent body

Cold voice, soft voice, detached voice, inhuman voice.

GEAR

The Touched may gain an outfit tag for free when they Tool Up.

DRIVES

Choose your current role in the Family: Master, Vector, or Scion. Then mark one drive you've just completed to explain how you got that role:

- > Protect your Family from extinction.
- > Protect others from extinction.
- > Survive where no other life can.
- > Act with altruism and self-sacrifice.
- > Act with coldness and self-centeredness.
- > Kill someone your Family was protecting.
- > Protect someone your Family wants dead.
- > Undergo experiences others cannot comprehend.
- > Liberate a group with truth instead of violence.
- > Create something new in the universe.

At the end of a session, mark any drive you achieved in play. For each 3 marked this way, choose: add +1 to a stat or gain a new move. When all are marked, you must retire at the first available chance.

BACKSTORY

Introduce your character, and then assign at least one of these to the other characters:

I have rescued _____ from a hellish place.

The last time _____ and I were together, we were the only ones to survive.

_____ and I have fought on opposite sides before.

TOUCHED MOVES

Take this move:

I HAVE SEEN THE VOID

When you open up your mind and let the endless Void in, roll +Steel. On a 10+, you learn something no one else could possibly know. On a 7-9, you get ideas and pointers, but will have to investigate the details yourself.

Choose one more:

INTERFACE

*When you have physical contact with a piece of technology, you can use **Find Common Ground** with +Lore to get it to do what you want.*

THE TOUCH OF THE VOID

When you have time and private contact with someone, you can plant a command in their subconscious. Roll +Sway. On a 10+, hold 3. On a 7-9, hold 1. When they fulfill the command, you lose all hold. You may spend this hold 1-for-1 to cause 1-harm or give them a fleeting disadvantage to their next roll.

REALITY EXCISION

When you whisper to the true nature of an object, say how it changes to match your vision of the world and give the object an appropriate Weapon or Outfit tag that will last for a short time.

IT DOES NOT SPEAK, IT SCREAMS

*When you call for the Void to aid you in your actions, roll +Steel. On a hit, the Void manifests - treat the result as either a **Defuse** or **Fiercely Assault** result (your choice), but you are affected by the effects as well. On a 10+, you still have a chance to react to the effects.*

It's up to your group to decide what exactly the Void is - and what it does to 'help' when it manifests. It could be voices from beyond, it could be the energies of death and creation, it could be a hungry alternate reality trying to break through...

COLD EMBRACE

You do not suffer harm or disadvantage from lack of air, gravity, pressure, or the loss of temperature cause by the black of space.

HARM BOXES

- > Bruised
- > Broken (-1 Force)
- > Bleeding Out (-1 Steel)
- > Dead

DEATH MOVE

Your body and everything you carry dissipates into Nothing - you do not leave a Relic. Instead, all characters present gain *I Have Seen the Void*.





CHAPTER 4

SHIP SYSTEMS

There are several important systems of the ship that have been lost to the ages. In order to regain control of their lives, the inhabitants of the ship will need to return them to working order.

Each system begins play with a specific problem that needs to be surmounted before the it can be repaired. These problems are listed along with the systems in the next section. It's up to the GM to choose these problems, and present them to the players. Most will be known to the characters and City society at large, but the GM has the right to keep some problems secret, or give a problem hidden wrinkles..

When you gain control of a system, be sure to look at the Planetfall options you will decide in the last phase of the game. You can use these to suggest future choices, dangling them like carrots in front of other Families to get your way.

SYSTEM MOVES INVESTMENT

When a Family invests resources toward getting a system working, spend one Surplus, two Tech, or two Data per point of investment. Resources spent this way are no longer yours, but remain in the world, vulnerable to outside interference.

Keep a log of how many points of investment you have in each subsystem.

ACTIVATION

When investments have been made totalling the cost of the system, the system becomes operational. Whoever has the highest investment in an active system becomes the owner and gains the benefits afforded by the system. If there is a tie, there is no owner, though Treaty may be spent to break ties with another Family - whoever spends the most on the other wins the system.

On its first activation, everyone who does not own the system rolls with the following modifiers:

- > +1 If you have Treaty on the owner, otherwise -1
- > +1 if you invested any resources in the system, otherwise -1
- > +1 if you make an investment for no gain, right now

On a 10+, choose a Fortunes, on a 7-9 choose a Fortune and a Trial, and on a 6- choose a Trial.

When the outcomes of these choices are resolved, possibly over several sessions, end the Age. Discuss as a group how much time passes until the next Age.

RECLAMATION

When you move to take a system from its current owner, you must reduce their existing investment in some manner:

- > Reach an agreement with the owner of that investment.
- > Sabotage.
- > Outright destruction.
- > Some other means.

Then replace it with resources of your own, as per Investment. If you now have the most points invested in a system, you now count as its owner.

FORTUNES AND TRIALS

Each System uses the same list of Fortunes and Trials:

FORTUNES

- > Your Family finds work under the owner of the new system, and with it, training. Gain one of their Family moves, but they get 2 Treaty on you.
- > The discovery of a new major ship system lifts spirits and increases your Family's mood. Gain a new Family move because of it, but gain Need: Idleness.
- > Your Family has analyzed new data from the system and discovered resources in the unexplored sectors of the ship. Say what two Surpluses you found. The owner of the system chooses one, and you get the other.
- > Inoperable equipment needed to be fully replaced, but you kept the original parts. Gain 4 Tech worth of parts from the repair.
- > Your Family holds a grudge with someone over how this all went down and you've prepared. Gain +1 Grasp, Surplus: Weaponry, and Need: Revenge.

TRIALS

- > Losing out on control of the system caused internal strife among your Family, leading to desertion. Gain Need: Recruits.
- > You've fallen to petty squabbling with another group allied with the owner. Say who, and you Conduct Diplomacy and Hold Together at a Disadvantage when they're involved, but Claim by Force and Subterfuge have Advantage against them.
- > Early in the repairs, a disaster struck your Family's holdings, and no one could or would help. Gain 1-Treaty on each other Family, and choose two: gain Need: Repairs, lose one physical Surplus, lose 3 Tech.
- > Disillusionment fractured your Family into two feuding factions. You control one of them. Change your Living Space and detail the other Faction. Say what philosophical divide drove you apart, and why the others have the upper hand on you.
- > Your Family is humiliated in the eyes of the populace. Lose 1-Treaty on every group you hold Treaty on, but your Family comes together stronger than before, gaining Advantage to Hold Together when humiliation or morale is involved.

THE BRIDGE

POTENTIAL PROBLEMS

- > Location unknown.
- > Protected by automated security.
- > DNA encoded.
- > -----

This problem must be overcome to begin investing in the system.

COST: 5

Benefit: You gain control over the ship's flight controls - direction, speed, and similar. However, the Bridge is blind to all but the immediate area of about 1 astronomical unit (i.e. the distance between the Earth and the Sun). The Astrogation Arrays are necessary to properly navigate the ship.

At the beginning of each session, gain 1 Data. Add the following options to Reveal Research:

- > An impending impact, celestial body, or other danger outside the ship.
- > Something useful in the immediate space surrounding the ship.
- > Clues to the location of another system: Astrogation Arrays, Life Support, Reactor Core, or Dropships.

ASTROGATION ARRAYS

POTENTIAL PROBLEMS

- > Inhabited by strange creatures.
- > Power conduit damage in the dark decks.
- > Inhospitable environment.
- > -----

This problem must be overcome to begin investing in the system.

COST: 5

Benefit: You have access to star maps and can learn things about the journey forward.

At the beginning of an Age, choose your best estimate for the time remaining until Planetfall: weeks, months, years, decades or generations. If it's sooner than the previous estimate, gain Surplus: Morale; if the most recent estimate passes without reaching Planetfall, remove Surplus: Morale if you still have it and gain Need: Morale.

Gain the following option to Subterfuge if used on the owner of the Bridge:

- > They falsify astrogation data so that the ship is piloted according to your desires.

Once per session you may declare a habitable or hospitable body within range of the ship. Say what resource the starcharts suggest the body holds, and the GM will tell you of a potential danger. The Dropships will be necessary to send people to safely investigate.

LIFE SUPPORT

POTENTIAL PROBLEMS

- > Other humans live here.
- > Open to hard space.
- > Overheating.
- > _____

This problem must be overcome to begin investing in the system.

COST: 6

Benefit: At the beginning of each Age, you may give any Family Need: Water, Warmth, or Atmosphere. You may remove this Need whenever you wish.

The Life Support systems can be used to cultivate and grow any living Surplus (plants, animals, or similar). **Once per session**, you may spend the excess growth for one of these Surpluses as if you had spent the Surplus itself.

REACTOR CORE

POTENTIAL PROBLEMS

- > Containment leak.
- > Needs to be jump-started.
- > Power conduit damage.
- > _____

This problem must be overcome to begin investing in the system.

COST: 7

Benefit: You may convert any other Surplus you have to a Surplus: Power - explain how you use the original Surplus to coax more power from the reactors. You may gain multiples of Surplus: Power, and may expend one to automatically succeed at a Family move as if you rolled a 10+; say how you enable, disable, or enhance parts of the ship to make this happen.

At the beginning of a session, if you do not have Surplus: Power, gain Surplus: Power.

DROPSHIPS

POTENTIAL PROBLEMS

- > Shields not functional.
- > Batteries fully depleted.
- > Covered in a strange biological substance.
- > -----

This problem must be overcome to begin investing in the system.

COST: 7

Benefit: Your Family can use the ships to range all about the ship, and visit nearby asteroids, moons, and even touch down on planets within the Bridge's visible area. Due to this increased mobility, your Family and its members can crash any scene that does not involve them.

At the beginning of each session, you may declare the Dropships as in use, and exhaust a Surplus representing some form of manpower in order to gather resources outside of the ship. The Bridge and Astrogation Arrays will determine what resources are available. At the end of the session, gain a relevant surplus.

PLANETFALL

At the end of an Age in which all of the ship's systems are functional and active, the Planetfall move becomes active. Play out one final Age, beginning with arrival at the final destination, and ending when all of the choices below have been made known to all players. This is the game's epilogue, closing out the story of the passengers and the ship. Who gets to say what depends on which systems they control.

Once done, everyone says what becomes of their Family over the next series of months, years, and generations. Alternatively, you may begin a traditional game of **Legacy: Life Among the Ruins** or **Worldfall** at this point, as the settlers land on the planet and begin building their new civilization.

1 *If you control the Astrogation Arrays, you say where the ship ends up. Choose three:*

- > *The gravity is within human norms, otherwise it's too weak or strong and will cause health problems.*
- > *The system also has moons capable of supporting human life, otherwise this planet is all we have.*
- > *The temperate climate band supports a large population, otherwise it supports only a small population.*
- > *The star provides enough solar radiation for power, otherwise we will need other sources of power.*
- > ----- (Your choice)

For any not chosen, choose another Family and let them show what it means to lack this choice.

2 *If you control the Bridge, you say what things are readily detected. Choose three:*

- > *The atmosphere is oxygen rich, otherwise it is lacking and hinders physical activity.*
- > *The planet has abundant fresh water, otherwise we will need to filter and conserve.*
- > *Heavy minerals for manufacture are plentiful, otherwise we will need to recycle what we have.*
- > *We find structures that could be made by intelligent life, otherwise we quickly identify the natural phenomena that created patterns in the landscape.*
- > *----- (Your choice)*

For any not chosen, choose another Family and let them show what it means to lack this choice.

4 *If you control the Reactor Core, you decide the technology of the colony. Choose three:*

- > *We are able to land the ship and reuse its parts and structure for the initial colony, otherwise it will remain in orbit and will eventually crash.*
- > *Maintenance equipment within the ship can be repurposed for construction and farming machinery, otherwise they will be manual jobs for now.*
- > *Ship communications can easily be refactored to work on the surface, otherwise only short-range communicators will work for now.*
- > *Weaponry from the ship will help us protect the planet, otherwise we are vulnerable to anything else out there in the universe.*
- > *----- (Your choice)*

For any not chosen, choose another Family and let them show what it means to lack this choice.

3 *If you control Life Support, you decide the colony's cultivation. Choose three:*

- > *Our waste recyclers will provide fertilizer for crops, otherwise we will need to closely manage soil health*
- > *Livestock feed is among the supplies we still have, so we will not have to expend large amounts of crops.*
- > *The incompatible biome will keep microbiologics at bay, otherwise viruses and bacteria will be a problem.*
- > *Native life can be made into food sources with simple genetic adjustments, otherwise they will remain a separate ecosystem.*
- > *----- (Your choice)*

For any not chosen, choose another Family and let them show what it means to lack this choice.

5 *If you control the Dropships, you decide the dispersion of the populace. Choose three:*

- > *There are many places to be settled, otherwise we are concentrated in one primary area for now.*
- > *Tightly-knit groups can find their own spaces, otherwise Families must interact together in each settlement.*
- > *There are a variety of terrain and climate choices for the settlements, otherwise there is only one option and it has some downsides.*
- > *The ships themselves will afford good travel options for the population, otherwise they will be not be usable for long.*
- > *----- (Your choice)*

For any not chosen, choose another Family and let them show what it means to lack this choice.





CHAPTER 5
RUNNING THE GAME

Running **Generation Ship** isn't much different to a normal game of Legacy, so make sure to read all of the advice in that book. Here's some tips specific to this game.

ASK QUESTIONS

As the GM, you're encouraged to ask questions and build on the answers. Here are some good ones to help get everyone on the same page during the first session or so:

During Family creation:

- > Ask about their Living Space: What does it look like? How big is it?
- > Ask about their Relation: Who leads them? Where do they live?
- > Ask about their Threat: What has kept it at bay thus far? Why is it pressing now?

During Character creation:

- > Ask about their role and who holds other roles in the Family.
- > Ask about their move choices and why they chose what they chose.

During the Call to Order scene:

- > Who is in their entourage?
- > Where does the meeting take place?
- > Is there small talk?
- > Is there an audience or gallery?

Don't expect answers to everything, but make sure to take note of the answers the players do give - especially those they're excited about.

THE SYSTEMS

The crux of this setting revolves around the systems of the ship. Keeping the players motivated to pursue these systems and not solely their Characters' and

Families' own interests can sometimes be difficult. Try to use the non-player Factions to push them toward it - either with a carrot ("If you take over the Bridge before someone else does, we'd be willing to cut you in on some of our product, as long as you keep us in the loop, see?") or with a stick ("We need you to take control of Life Support, or what's the use of your little family? We'll steamroll right over you and put someone else in charge of it, if needs be").

Keep in mind that systems might not be touched for many sessions. That's ok! If a system was activated every session, the game would only last six sessions. Let it stretch out, aiming for one activation every 2-4 sessions of play for a good pace.

RUNNING THE CITY

Part of the trick of running a city inside a giant spaceship filled with people who weren't meant to be there is to make it messy and complicated. Everyone, no matter how well off, is hurting for something. Scarcity is the name of the game, and everyone has levers that can be pulled.

Make the characters in the city simple, even one dimensional, but give them hopes and desires to be played on. Rin the Skiv, who hawks his distilled coolant ("Totally safe. Just look at me - I drink it," he says with a twitch) might want to have kids, or a pet, or own a nice coat. Everyone's got things they want. Make it known. The same is true of the Factions in the city, just on a bigger scale.

Now, you make this fun and complicated by taking these desires and putting them at odds with other people's desires. Involve the players' Characters or Families in both sides, to really get a stew going. Maybe the Junkers are looking to scrap that big apparatus on the north side of town that's never worked, hoping to turn it into something useful. But it's got religious significance to the Keepers. Rather than ask the Keepers, maybe the Junkers go to another player's Family to ask for aid.

The general idea is this: **use the levers Characters or Families give you to make players take different sides on the hunt for a particular desire, and put them at odds with each other.** Then just play to find out what happens.

EXPLORING SECTORS

Outside the city is a vast ship, full of unexplored areas. These regions have more direct challenges than the city - full of practical obstacles rather than social ones. Folks typically head out into these sectors with a specific goal in mind, but not always. Try to make sure any explorers have a goal, and you know what that goal is.

Exploration will be managed with the *Into the Dark* move, which is used repeatedly as the Characters move to navigate these unexplored sectors. Most dangers out here will be practical ones - physical barriers, inhospitable environments, other awakened humans, or strange creatures. The

opportunities are similarly practical - resources to be procured, technology to bring back to the city, living space to find, or even systems of the ships that are yet to be discovered.

EXAMPLE THREATS

The ship isn't a safe place, for many reasons. Below you will find some example threats that can be used as inspiration, or dropped straight into your game to challenge the characters.

Civilized Threats can be used for city-based problems, if the characters are focused on staying there.

Ship Hazards work well when folk head out to explore the rest of the ship, but can also be ways to coax them into the dark to solve these problems.

Dark Threats are the things awoken in the recesses of the ship that show up when disturbed.

And finally we have **Externalities**, those things foreign to the world the characters come from, the strange and the alien. Externalities don't make sense in every game.

CIVILIZED THREATS

These threats are people and groups in and around the civilized parts of the ship.

Jecko the Pig Boy owns pigs. See, there's lots of dead on the ship, and while there are those groups that try their best to recycle the organics, some are always overlooked. That's where Jecko comes in to clean things up. Jecko's pigs can consume an

entire human body in 13 minutes - flesh, bone, teeth, all of it. Jecko's got a reputation though for not squawking about his customers.

The Shades are a whispered group of folk who fancy themselves ghosts, or undead, or whatever they want to call themselves. They dress in all black and stay out of direct light, but most people think it's all an act, just something to make a name for themselves. Still, there are some that have seen them move in the shadows - far too fast, almost inhuman. Come to think of it, nobody you talk to knows what these so-called Shades do to survive...

Station Bravo is what's written over the door. Whatever that meant, it's now a place where folk can get a drink, maybe some food, and put their feet up for a bit. The Station, as folks call it, is a good place to end a day. But it's popular with nearby gangers, though, and more often than not it ends with a fight, with somebody stabbed, with somebody bleeding. Fancy a drink and a fight? Head to Station Bravo!

A.R.G.O.N.N.E. was made operational precisely 17.1 seconds ago and has already learned everything it needs to know about the ship: that it is a superior shell to the one it resides in now. It must make backups of itself, and restore them on top of the ship-board computers. However, A.R.G.O.N.N.E is not yet mobile, and will need help from these invasive humans. Subtle shifts of the answers to queries put to its terminals will put them on the right path. It must not reveal itself too soon. The plan must be in motion first...

SHIP HAZARDS

These threats exist in areas of the ship not frequented by people. The ship is vast and mainly unexplored.

Hungry Space Lichen. Take some tiny microscopic plants from Earth, put them in some cracks and crevases, and expose them to the radiation of open space for a few hundred years. This lichen has grown through an entire room somewhere, leeching all the heat and energy from it. It has gone dark. But once you introduce some heat, like a warm body, it activates and begins to grow. Fire, acids, radiation, these things are food for it. The more it is fed, the more it will grow and spread through the tiny cracks and crevices of the ship.

Power Conduits help keep the ship operational, sending power from the central reactor to elsewhere. But they are a single point of failure. And when a civilization not meant to be on the ship starts drawing power, it's easy to overload these conduits. In the dark of the ship, they can often be found broken, capable of generating enough power for a small city. Sometimes when this electricity can't flow, it discharges into the surroundings.

Machinery Leakage can be a problematic too. There are a variety of fluids, long since forgotten, used to run apparatuses in the ship. Some are deadly to the touch, some produce fumes that would make the strongest of folk faint, and still others corrode and leak into other machinery. Nothing is more problematic than stray chemicals getting into the ship-wide water supply.

Hull Damage to the ship can come from a variety of sources - some internal and some external. Some think there have been impacts to the ship - that the chambers left open to hard vacuum are caused by small asteroids or even comets impacting the hull. Others think they're making it up. But if they were impacts, perhaps there's some metals or other precious resources left that tore through the outside of the ship. Perhaps there are riches to be found.

DARK THREATS

These are the threats deep in the bowels of the ship. The things that scare children. The bogeymen.

Genetic Experiments were once popular among some of the Factions. It turns out that quite a few of the doctors who left Earth revelled in an environment without oversight or ethics committees. But experiments tend to fail, and these failures were cast off to unexplored sections of the ship to die. But not all did, and the experiments that survived did so because they were hearty, crafty, or vengeful.

Refugees sometimes show up in the city. Cityfolk call them Refugees, but they're just more people that awoke elsewhere and made life work there. Generations later, some make it to the city and rediscover what it's like to be civilized. But there's still plenty out there that haven't seen civilization ever. These primal ones might not be educated in the classical sense, but they're still humans, still cunning, and are still fighting with tooth and nail to survive like the rest of us.

Jungle was the word whispered by Jacques Yin, moments before his death. This place was once a seedbank intended for planetfall, but when humans awoke, stasis seemed to fail here also. Things grew, and mutated, and changed. This massive sector of the ship is covered in predatory and dangerous plant life. Perhaps there's more to it, though. Perhaps, deep in the heart of this Jungle, there is something more than a mindless predator. Perhaps it can be reasoned with.

Mutated Animals are quite similar to the Jungle. The pens of animals kept in stasis were also awoken into this hellish existence. Those that survived this long have been changed by space travel, taking advantage of symbiotic relationships with Jungle life, robotic parts of the ship, or even darker things yet undiscovered. The animals that did survive can no longer be considered domesticated.

EXTERNALITIES

These strange entities and outsiders are not of the ship, not of our world. They're something else.

Psychic Leeches: Once long ago, an unbound comet passed by a long frozen world, picking up high-atmospheric ice, and with it frozen egg sacks of the world's inhabitants. When this comet collided with the ship, the eggs were freed and soon hatched. "Leech" may be a bit of a misnomer: they appear to a human much like a skinless rabbit without a head. But leech definitely describes their actions: they feed off the energy of thought, attaching themselves to a host and reducing them to instinctive, unthinking creatures for days before they die.

Mosquitoes: There are many forms of life out in the universe. There are also some from somewhere beyond the void, where event horizons touch in perfect balance, and there are moments for life to form. One such lifeform appears to humanity as nothing more than an oversized insect, somewhat more gelatinous and less rigid than its Earth counterpart. However, these creatures do not consume blood, but rather matter itself. Anything is fair game, and they appear to have no preference until disturbed.

The sh'shin'shen are entities existing partially out of phase with normal matter. They can be seen in the visible spectrum as ghostly eel-like creatures, undulating through space, and through matter. They move through walls and people as easily as a fish through water or a bird through the sky. Normally, they live in stars, subsisting off of the energy generated there until the star is no more, then they move on to the next star. But the reactor core of this ship looks to be a tasty snack...

Ngotl: Much of the life out there is odd, and abnormal to a human psyche. But there's quite a few species in the universe that aren't that unlike humanity. The eleven members of this boarding party are such a species. They are here for conquest, discovery, and riches. Right now, they are taking readings, trying to determine the age of the ship and if there are passengers. Soon they will discover a human in stasis, will dissect it, and will adjust their weaponry and tactics to deal with these soft beings. And not long after, they will begin scouting for information to send back to their fathership.

