

THE FIRST SESSION

THE WORLD BEFORE

What sort of area is the game taking place in? *Offworld colony, asteroid, wilderness, city.*
What signs of the old civilisation remain?

Buildings, engineered genes, weather patterns, lights in the sky.

Draw the general shape of the world on the map.

THE FALL

How did it fall down? *Tech advance too far, natural disaster, resource exhaustion, mutually-assured destruction.*

What monsters and hazards did it create?

Mutated citizens, rogue servants, extra-dimensional invaders, feral memes.

Mark the map with signs of the World Before's collapse.

SETTLEMENTS

For each player (including the GM), make a settlement. **Place it on the map, and give it:**

- A name
- A unique resource/advantage
- A characteristic tradition
- A cultural taboo

Do more if you like!

THE THREAT

Create a pressing threat that might wipe out the whole Homeland. **Each player creates one sign of the threat, and marks it on the map.**

FAMILIES

Each player makes a family. Whether Nomadic, Dispersed or Settled, work out where they're living at game start and alter the map to show the impact you have on it.

