

An Uncharted
Worlds expansion

By Searl
Gomes



F.B.I.H

FAR BEYOND HUMANITY



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Far Beyond Humanity

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Cover Art by Aurore Folny
Interior Art by Juan Ochoa
Misc Graphics and Art by Sean Gomes
Additional Images by NASA

Edited by Julie Dubé
Book Design by Sean Gomes

Dedicated to my wife Julie and my son Leo, the binary star system that brightens and warms my world.

Special thanks:

To D. Vincent Baker, for creating the Apocalypse engine and inspiring the creation of this game.

To my weekly playtest group: Josh, Michael, Chad, and Jon for putting up with my random game designs week after week.

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DISTRICT 01 - CENTRAL

Introduction

The Central chapter deals with creating and running an Uncharted Worlds campaign using the new Far Beyond Humanity resources:

What is Far Beyond Humanity: An overview of this book and how to use it in conjunction with Uncharted Worlds.

Designing a Campaign: Guidelines for crafting different styles of campaign.

Long-Term Advancement: Alternate character advancements to purchase with XP.

Group Careers/Assets: Defining the theme of the group of characters.

*“Go make some new disasters. That’s what I’m counting on.”
- GLaDOS, Portal 2*

What is Far Beyond Humanity?

Far Beyond Humanity is a supplement to the Uncharted Worlds roleplaying game. It expands the character creation options of Uncharted Worlds, opening the door to aliens, robots, and strange cultures and careers.

Far Beyond Humanity explores the vast and truly bizarre realms beyond the boundaries of humanity. It's a suite of origins, careers, and assets that can be pick-and-mixed to dictate the shape of your Uncharted Worlds universe. The book provides advice about handling these new frontiers, and a selection of new rules and custom Moves to flesh out the game.

The core principles of Uncharted Worlds are still very present in Far Beyond Humanity. It is still a narrative-driven roleplaying game which seeks to lovingly recreate the larger-than-life adventure of the space opera genre. While the basic game is very humanocentric and grounded in a fictional sort of reality, this book greatly widens that scope, allowing gaming groups to simulate the more transmundane aspects of their favorite flavors of space opera.

Whether your table wants to hunt rogue telepaths and alien infiltrators, clash against the xeno-invaders in an inter-species galactic war, fight for robotic emancipation, or face the horrors that exist beyond the stars, Far Beyond Humanity can take you there.

You will need Uncharted Worlds to use this book

Since this book is a supplement, it doesn't include the basic rules of Uncharted Worlds, nor does it teach you how to play the basic game. Reminder sections are present, so the reader doesn't have to flip back and forth excessively between the two books, but the reader is expected to have at least a passing knowledge of the core mechanics and themes of Uncharted Worlds.



Designing a Campaign

When creating a campaign, it's unlikely that every aspect presented in this book will be applicable to the joint vision that all the players had. More often than not, only certain careers, origins or rules will be added, and the rest set aside.

Before starting the game, make sure that everyone is on the same page as to the scope and style of game. When choosing a setting during campaign setup (Sector 11 in *Uncharted Worlds*), be clear about what elements of *Far Beyond Humanity* would be appropriate with that vision. It helps to use television shows, movies, and books as points of reference. Note that "elements" doesn't always directly refer to individual origins, careers, and so on, but may refer to a more general style, theme or trope.

Example Campaign Styles:

Far Future Tech: Human and robotic characters. Technocrat and Augmented careers are very common. Cybernetic upgrades are the social norm. Primitive, Isolated, and Rustic origins are vanishingly rare. Psionics are unlocked through science/implants, Psychics are more common than Kinetics. There are no Shaper or Chosen careers, no supernatural assets.

Technomancy: No non-human characters. Most technology has a ritual or mystical aspect. Jump travel crosses through bizarre outer realms. Arcane and Chosen careers are common, dangerous, and mistrusted. Mutations are often incurable, mutants are very common. Demons, abominations, and elder beings lurk below fetid hive cities and in the darkness between the stars.

Galactic Empires: Alien species are very common. A number of species have formed empires that divide up known space. Most other species have strong cultures. Humanoid species each have an affinity for a different "exotic" or "supernatural" technique (telepathy, telekinesis, shaping, cybernetics, etc.).

Imperial Might: One dominant faction or empire-level species. Other species are less common and hold little social power, or are enemies of the State. Supernatural careers are heavily restricted or illegal, used only by the State. Robots and AI are used as slave labor. A rigid caste system means a character's Origin determines their status in day-to-day society.

Use broad strokes to get a general idea of the universe, and let the players discover the world-building details during play, where they will no doubt cause a stir. As always, paint in primary colors.

Introducing elements to an existing campaign

Groups with ongoing *Uncharted Worlds* campaigns can choose to integrate the *Far Beyond Humanity* material into their current or upcoming narrative. Adding the fantastic or otherworldly aspects in this book will most likely have deep impacts on the story. Thus the choice of which element or elements to add is also a vote as to the direction of the short-term narrative, and shapes the long-term world-building.

Long-Term Advancement

These new advancement rules are balanced for long-running campaigns, reducing skill-bloat and giving more options for spending XP in campaigns that last dozens of sessions.

Maximum 7 Skills

The rules for gaining new career skills are unchanged from the original rules: gaining a new skill costs an amount of experience equal to the number of skills the character currently has (including Origin and Career skills, plus any Species and/or Group skills). A character's fifth skill would cost 4xp, the sixth would cost 5xp, and the seventh would cost 6xp.

However, **a character can only have a maximum of 7 skills**, including Origin, Species, Group, and Career. Any further XP earned can only be used to gain alternate advancements (For more information, see the following section). Characters can gain alternate advancements before they have reached their maximum number of skills.

Alternate Advancements

When a character has significant downtime, the player can spend XP to gain one of the alternate advancements listed on [page 9](#). The following rules apply:

XP can only be spent on a character during downtime that lasts at least a few days. Some advancements require more time than others, especially those that require "extended downtime".

Only one advancement can be pursued at a time. Even if a character has accrued enough XP to purchase multiple advancements, they can only actively pursue a single one until the next downtime.

The chosen advancement should make narrative sense to the character and the current situation. Characters should avoid choosing advancements which would be nonsensical or impossible, such as trying to adopt a Primal lifestyle (Adapt) while on a space station.

Choosing a new Advancement Trigger

Once they have advanced their character, a player can choose to change their Advancement Trigger.

Unlike the base advancement rules, it is not necessary to choose a new Trigger each time the character advances. However, the player is strongly encouraged to reconsider their Advancement Triggers after certain major milestones or life changes (such as critical injuries, emotional turning points, story arc completion, changing careers with the Renounce advancement, etc.).

Alternate Advancements. Spend XP during downtime to choose an Advancement.

<i>Advancement</i>	<i>Cost</i>	<i>Description</i>
Research	1 XP	Gain a Data point about the subject that you spent all your downtime studying, or about a topic related to your field of expertise.
Therapy	2 XP	Ongoing physiotherapy/ psychotherapy erases your current major debilities. The third such therapy also turns a trauma into a Scar.
Relate	3 XP	Choose an NPC who you frequent during the downtime, and describe your new closer personal or professional relationship. The NPC still has their own life.
Plan	4 XP	Describe a goal, event, or act. The GM will provide you with a lead, the first step to accomplishing that goal. <i>Example: Liberate Novanna station, find my parents, dismantle the smuggler network, start a criminal cartel, etc.</i>
Acquit	5 XP	Choose a Faction. You spend your downtime negotiating, mitigating, or obfuscating your outstanding Debts. Reduce your Debt to the chosen Faction by 1, to a minimum of 1.
Prosper	6 XP	Your personal wealth has increased, improving your overall lifestyle. It remains to be seen whether you can maintain this new level of prosperity.
Establish	7 XP	Choose a workspace from any Career. You establish, claim, or otherwise create that workspace, appropriate to the current setting (Starship room, Colony building, City business, etc.).
Refine	8 XP	Choose a skill from one of your Careers to refocus your efforts. You may discard one of your Career skills (of any Career) and replace it with the chosen skill.
Adapt	9 XP	After extended downtime immersed in a new way of life, you forgo your Origin, and take on that way of life as your new Origin. You lose your old Origin skill, and choose a new one.
Renounce	10 XP	Choose a Career. After extended downtime immersed in that trade, replace one of your current Careers with the new one. Name a new archetype. Replace any old Career skills with skills from the new Career.

Group Careers

A Group Career is a campaign option that creates a common thread tying all the characters together.

While the character creation rules allow players to assemble the archetypes they'd most like to play in a space opera setting, it can also lead to a rag-tag, eclectic group of protagonists that don't share motivations, methods, or skill-sets. The Group Career option seeks to create a more unified and established group of protagonists.

Declaring a career

After deciding on the setting and style of campaign, the players choose the style of the group of characters by selecting a single career that fits the shared vision for the campaign.

The Group Career offers a bonus skill that ties the characters to the career and to each other. It also ties the characters together thematically, and dictates what opportunities they'll pursue and what problems they'll be called to fix.

Gain a bonus skill during character creation

Continue with character creation as normal, with the knowledge of what the team's career is. When choosing skills for a character, pick an additional skill from the group's career. Each character will have the following:

- 1 Origin skill, representing the character's youth and formative years
- 3 Career skills, representing the character's professional growth
- 1 Group skill, representing the character's integration/role in the team

It's entirely possible (even likely) for a character to have the same career as the group career. In that case, the group career is simply a continuation of the character's personal career growth.

Adding new characters to the group

The bonus Group Career skill represents a well-established working relationship. When a new character is added to the team (a new player joins the group, or an old character is retired or killed), they do not immediately get to choose a group skill.

Instead, they'll spend play-time "joining" the group, integrating and finding their niche within the team dynamics. This usually comes after a major story wrap-up, a long period of downtime, or a particularly important act where the new character "proves themselves".

Once the players feel that the new character is part of the group, the character gains the bonus skill from the Group Career.

Skill choices

Usually, each player chooses the group skill that most represents their character's role within the group, how they contribute to the group's success, or the thankless task that has been foisted on the character.

Examples:

A Military group will undoubtedly see a lot of combat, acting as soldiers, raiders, bounty hunters, spec ops, etc. The Military career skills provide a variety of battlefield roles: Tactics, Authority, Unique Weapon, Toughness, or Heavy Lifting.

A Chosen group are figures of destiny, agents of a higher power. Their cause is just, their path is righteous. The skill each chooses is the way the divine manifests itself through them: Lay on Hands, Pact, Relic, Wisdom, or Inscription.

Note that these roles don't override the character's archetype. They can still be a Gunslinger in a Chosen group, or a Field Researcher in a Military group. The bonus skill merely situates the character, no matter who they are, within the context of the team. The characters themselves will vary wildly in archetype and career combinations, but their group skill is where their purpose and methods converge with the rest of the group.

Group Assets

As an alternative to the Group Career, each character in the new campaign can be granted a particular Asset that drives home the style of the campaign itself, creating unity without forcing the characters to spend their own Asset choices.

Examples:

In a Colony setting, each character designs a personalized Class 1 Land Vehicle to race around the sand-dunes and be witnessed.

In a Grand Starship or Space Station setting, each character could have their own Class 1 Flyer which also has the Sealed upgrade as a bonus. This could be a campaign about an attack wing of fighter ships, or mining and transport barges operating off the main ship/station, or a motley collection of salvage and repair vessels.



DISTRICT 02 - JUDICIAL

Updated Rules

The Judicial chapter updates rules from the Uncharted World core book, bringing them in line with the new elements in this book or providing new optional variants.

Updated Stats: Broadens the interpretation of each of the five stats to include the new elements of this book.

Command: Intelligent vs Mindless: Rules for using Command on non-sentient beings such as robots, golems, and zombies.

Cramped Quarters: Community and Isolation: Broader scope for the Cramped Quarters Move.

Cargo: Fuel Shortage: A rules alternative that makes fuel a precious commodity.

Magic: Integrating arcane, divine, and psionic magic into a game.

*“Pray I do not alter it further.”
- Darth Vader, The Empire Strikes Back*

This chapter provides optional rule alterations to the Uncharted Worlds core rules. Many of these new rules complement the new mechanics found elsewhere in this book, but are not intrinsically tied to them and can be applied separately.

Updated Stats

Because Far Beyond Humanity is adding many new concepts that weren't included in the core Uncharted Worlds game, the characters will doubtlessly run into situations that are not covered in their standard Stat description.

Rather than introduce new stats to handle the new mechanics, each of the 5 core stats (Mettle, Physique, Influence, Expertise, and Interface) has increased in scope to accommodate the new dangers and opportunities the characters will face.

Mettle is focus and willpower. It provides the unwavering mental fortitude needed to control volatile inner forces and face cosmic horrors.

Physique extends beyond the self. It is a measure of one's raw inner strength made manifest. It is body language, a tool of physical expression.

Influence is more than words. It is a fundamental understanding of mental and emotional manipulation, of how to plant and cultivate an idea.

Expertise is a measure of learned skills, education, and raw talent. It applies equally to practical handiwork, academic studies, or more esoteric and arcane pursuits.

Interface approaches everything through the lens of data. It sifts and parses everything; digital code, raw thoughts, the interwoven lines of magic, and so forth.



Command: Intelligent vs. Mindless

In Uncharted Worlds, the Command Move mostly applies to groups who are inclined to follow orders. It is intended to be used to accomplish tasks by directing and coordinating people (mostly Crews). The Command Move uses Influence as its stat, because convincing multiple people to do anything is a difficult job in its own right.

Far Beyond Humanity introduces new kinds of Crews that can be Commanded: the mindless. They are the animate objects, the undead, the artificial life forms, the robot drones, and mechanical servitors.

The mindless are made to be servile, and don't need to be convinced, or inspired, or led. They obey. However, a mindless Crew also doesn't improvise, or learn, or take the initiative. Being unable to think for themselves means they can't make decisions.

Mindless Crews and entities are Commanded with +Interface, not +Influence.

When Commanding a mindless group, the character isn't leveraging their influence and leadership. Instead, the character is providing direct instructions that will be obeyed to the best of the group's ability. The character is verbally programming the mindless group in real-time, trying to make their orders and sequencing as precise as possible. They have to account for complications that could disrupt the orders, and avoid open-ended or recursive instructions.

Command Prompt

Of course, mindless beings are usually slaved to a single person or group. The loyalty of intelligent beings is notoriously fickle, and they can be convinced, intimidated, bribed, and so forth. Mindless beings need to be Accessed to "convince" them to obey (Uncharted Worlds core book, page 25).

Artificial Intelligence (AI)

Artificial Intelligence is a special case, where the subject is both intelligent and free-willed enough to respond to influence, but is often programmed to obey. An AI can be Commanded by +Interface only by the AI's owner (if any). Anyone else has to Command an AI with +Influence, just like any other intelligence. The AI's owner can still use +Influence to Command their AI, rather than invoking the encoded obedience.

COMMAND (+Influence / +Interface)

When you issue a command to an intelligent group that is inclined to follow your orders, **Roll+Influence**.

When you issue a command to a mindless group that obeys your orders, **Roll+Interface**.

On a 10+, they follow those orders to the best of their ability, though there may be costs in time, resources, or personnel.

On a 7-9, as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

Cramped Quarters: Community and Isolation

Cramped Quarters is intended to be a social “downtime” Move, either improving or harming relationships, or exploring what we know about the characters themselves. Uncharted Worlds applies this Move primarily to starships and other small-group settings.

Far Beyond Humanity introduces variant applications of the Cramped Quarters Move, applying it to communities and isolation.

Community Life

As empires spread across the stars, the opportunity for multi-species communities becomes more and more common. Creatures of different shapes, cultures, diets, and ideologies live together, though rarely in harmony.

When characters spend time in a community as an obvious outsider, the GM can call on them to make Cramped Quarters checks. The result will dictate how deftly the character navigates the socio-political landscape, what misunderstandings or faux-pas the character commits, or what trouble they attract from the locals.

When using Cramped Quarters in this way, the “other character or NPC” is the community as a whole, the figures of authority, and the people who live there.

- A 10+ fosters understanding or respect between the character and the locals, through language, customs, festivals, friendships, etc.
- The secrets revealed on a 7-9 are usually embarrassments, denigrations or debasements, secret shameful acts, growing prejudices, etc.
- A 6- creates further complications as the character runs afoul of some aspect of the society: prejudices, authorities, cultural pressures, ideologies, etc.

Isolation

There will be times when a character is alone with their best friend and worst enemy: themselves. It may be forced isolation or self-imposed meditative seclusion. The experience will likely have a lasting impact on the way the character thinks and how they feel about themselves.

When a character spends an extended period of time isolated from all social contact, the GM can have them make Cramped Quarters checks. The result will determine how well the character handles the isolation.

When using Cramped Quarters this way, the “other character or NPC” is the character themselves.

- On a 10+, the character finds a small measure of contentment or fulfillment in their solitude. Their relationship with themselves improves.
- The secret revealed on a 7-9 is an important act of introspection, a truth they’ve previously ignored, forgotten, repressed, or refused to admit.
- On a 6-, the character takes a turn for the worse. They begin to develop negative behaviors or thoughts.

Cargo: Fuel Shortage

Out on the fringes of known space, beyond the refineries of civilization, lies a frontier where decent fuel is vanishingly scarce. Communities are forced to subsist on a smattering of inferior, unrefined fuels harvested from mines, asteroids and local gas giants. Taken for granted in the core worlds, fuel is the lifeblood of commerce, exploration, safety, and colonization on the ragged edge of space.

Fuel Shortage is a variant set of rules for frontier settings in campaigns where scarcity plays an important role. Adopting this rule set will make a campaign feel more desperate, with tighter profit margins and a greater focus on trade and profitability to stay aloft. Ships will need to refuel between trips, and it's possible for a ship to stall or even become stranded if its fuel supply runs out. Fuel itself becomes a much sought-after commodity.

Fuel as Cargo

In a Fuel Shortage campaign, units of fuel count as a special type of Cargo (Uncharted Worlds core book, page 126). Like any other Cargo, fuel is graded from Class 0 to Class 4. A fuel's value depends on its source, purity and level of refinement. Some, like hydrogen, are plentiful but inefficient. Others, like dark matter or cordeliarite, are incredibly powerful but rare.

Fuel units can be used as part of a Barter to gain Cargo units, and Cargo can be used to Barter for Fuel. Fuel can also be sold as part of Acquisitions.

Fuel takes up as much space as a vehicle or unit of Cargo, and must be transported in the cargo space of starships and aboard vehicles with the Transport upgrade.

Running on Fumes

Starships must always have a unit of Fuel loaded into their reactor. Once loaded, the unit of fuel doesn't take up Cargo space anymore, but is not recoverable. Reactors can only accept one unit of Fuel at a time, and old Fuel has to be jettisoned before new, better Fuel can be added.

While routine starship operations can be maintained for a very long time, taxing maneuvers may result in a ship running out of fuel during the attempt. Taxing maneuvers include overuse of energy weapons, heavy use of shields, extended atmospheric flight, and of course Wild Jumps.

When pushing a ship in these situations, use the Run On Fumes custom Move. Failures and Partial Successes will reduce the class of the Fuel loaded into the reactor. Should the Fuel's class fall below 0, the Fuel is expended.

A starship without Fuel is effectively dead in space, drifting powerlessly with only emergency life support.

RUN ON FUMES (+Fuel Class)

When you push your ship in a Fuel-scarce situation, **Roll + the loaded Fuel's Class**.

On a 10+, the Fuel supply holds.

On a 7-9, reduce the Fuel's class by 1.

On a 6-, reduce the Fuel's class by 3.

Magic

Fantastical elements such as mysticism and magic are both very easy and very dangerous to add to a space opera setting. On the one hand, they are elements of unexplained wonder, inherently filled with romanticism and mystery. On the other hand, they must be carefully balanced against the power of technology and science, lest the two clash and create narrative pitfalls.

In a sci-fi setting, supernatural powers are best kept to the margins, limited by secrecy, difficulty, or fear, and often dismissed as mere superstition.

Harnessing the Supernatural

Supernatural powers are tools that the characters can harness to perform acts beyond their usual abilities. They allow characters to approach problems from a new direction. However, unless otherwise noted, the standard rules for using stats still applies; +Mettle for precision and focus, +Physique for strenuous activity, and so forth.

As with any other action, using magic does not inherently trigger a Move. In many cases, magical talents can be folded into mundane activities without triggering a Move. A character can cook a meal by Evoking flames, or use a Barrier to keep the rain off while they work, or use Precognition to catch the ending of a favorite soap opera's current storyline.

Types of Magic

Supernatural power can come from a number of sources, which can limit or expand the prevalence of magic in a campaign.

Arcane magic is an overt expression of raw power. It bends reality to its will through sheer force. It is volatile, capricious, and riddled with unexpected rules and complications. Some practitioners spend years or decades painstakingly recreating spells and rituals from ancient texts. Others find themselves naturally inflicted with these barely controlled powers from a young age.

Divine might is granted by a greater being, by gods, cosmic entities, eldritch horrors, or even stranger things. The powers are manifestations of the patron's will. Should faith fail, or should the patron become displeased, such powers can dwindle or vanish altogether. Some practitioners devote their lives to the service of these great and terrifying patrons in exchange for power. Others are chosen by their patrons, often against their will.

Psionic control is subtle, internal and disciplined. It is a manifestation of pure inner willpower, a living expression of mind over matter. In exchange for supernatural power, psionic power demands supernatural discipline and control. Practitioners spend years honing their minds and bodies to harness the power within.

Arcane Equipment

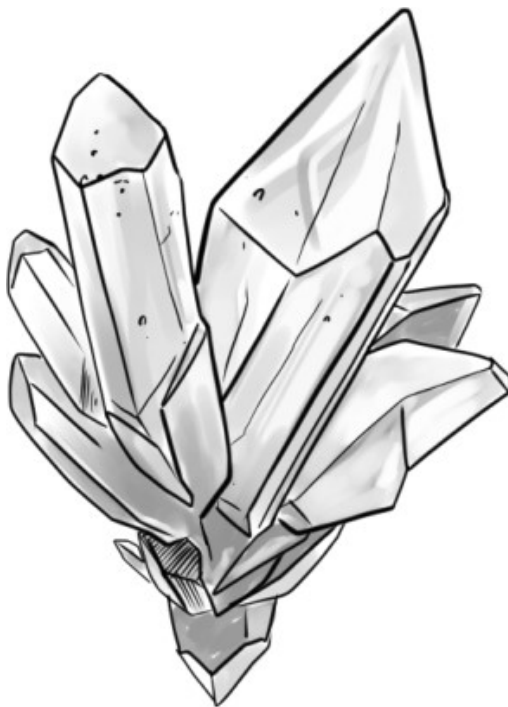
Objects can also be imbued with the supernatural. Even campaigns without direct magic may still have enchanted objects; relics from the distant past, remnants of an ancient species, oddities that defy the known laws of reality, or technology so advanced that it is indistinguishable from magic. While such enchantments can technically be applied to any weapon, armor, or vehicle, many of these Assets take archaic or esoteric forms; holy swords, blessed robes, or spears and magic helmets.

Many of the new upgrades presented in Chapter 7 ([page 87](#)) are pseudo-magical in nature or interact with the supernatural in some way. Most of the standard upgrades from the Uncharted Worlds core book can also be granted by magic rather than technology.

Magic Assets function just like their mundane counterparts. Their differences are mostly descriptive.

“Over the centuries, mankind has tried many ways of combating the forces of evil... prayer, fasting, good works and so on. Up until Doom, no one seemed to have thought about the double-barrel shotgun. Eat leaden death, demon...”

- Sir Terry Pratchett (GNU)





DISTRICT 03 - INDUSTRIAL

Technology

The Industrial chapter introduces new tools and machinery that fundamentally alters the technological landscape of a campaign:

Cybernetic Modules and Bio-Modification (Mods): These pieces of technology replace and improve the character's body.

The SectorNet: A maze-like virtual reality that links a society's systems together.

Alternate FTL Travel: Replacement options for Jump travel.

Vessels: Massive starship-level vehicles: mega tanks, airships and giant robots.

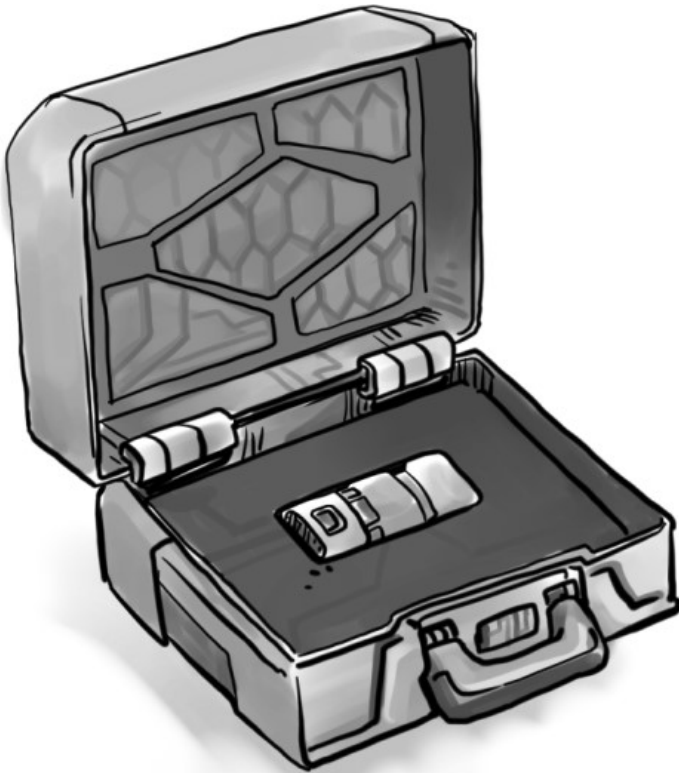
*“And the people bowed and prayed, to the neon god they made.”
- Simon and Garfunkel, The Sound of Silence*

Cybernetic Modules and Bio-modification (Mods)

As technologies advance, many species find themselves stunted not by their tools, minds, or determination, but by their own physical limitations. Cybernetics and Bio-modification (Mods) are two fields of research that seek to artificially enhance the individual and break through those limitations. Each Mod is designed to enhance a certain aspect of the subject, such as senses, resilience, multitasking, beauty, and so forth.

Mods are Class 1 Assets. Like all the Assets presented in *Uncharted Worlds*, Mods grant narrative tools to the characters (*Uncharted Worlds* core book, page 110). Unlike other Assets, Mods are relatively permanent and can't be swapped out at a moment's notice. On the other hand, they can't easily be stolen or lost (without a lot of messy side-effects).

A character's body can only support ONE Mod. Each additional Mod grants a permanent major Debility until removed.



Creating a Mod:

1. Choose either Cybermod or Biomod.
2. Select Mod type (see list below).
3. Determine its form and where it will be attached.
4. Name the Mod.

Adaptation	Choose a type of environment. You can function normally in that environment.
Amplifier	Increases memory, attention, thought speed, and the range of supernatural abilities.
Beauty	Designed to be stunning, dazzling, and distracting.
Camouflage	Blend into your surroundings, especially when not moving.
Connector	Choose a type of vehicle, system, or organism. You can physically attach yourself to it, allowing a direct neural interaction.
Implements	Choose a Kit. It is built directly into your body.
Link	Share thoughts and emotions with others who have the same link.
Locomotion	Choose a new means of locomotion: slithering, leaping, climbing, swimming, gliding, hovering.
Perception	Choose a type of information. You can receive sensory data about it when you focus. The more specific the type of information, the more detailed the data collected.
Projectile	Create effects/projectiles like a Class 1 Firearm. Biomod: Regrow/refill ammunition over time. Cybermod: Spent ammo/cells can be replaced.
Prehensile	Independent extra limb (or pair of limbs) ending in a Class 0 Melee weapon.
Reinforced	+ 1 Armor. Difficult to damage/break.
Replacement	Create a Class 1 Melee Weapon that replaces a limb. Manual tasks using that limb are Clumsy without an appropriate upgrade (Glove, Flexible, Hidden, Living, etc.). Does not count towards Mod support maximum.
Storage	Hollow section which can store a variety of small objects. Resists scans.

Cybernetics

Cybernetic modules, or Cybermods, are synthetic Mods commonly available to high-tech societies. They are electronics and machinery directly connected to, and driven by, one's body. The most basic Cybermods are prosthetics: synthetic replacements for missing/damaged parts and organs which simply replicate usual bodily functions. More sophisticated cybernetics seek to improve upon nature, rather than merely replace missing pieces.

Acquisition

Cybernetics can be purchased from most major Markets, and almost any Tech Market will have a wide array of synthetic organ and limb replacements.

Installation

Attaching a piece of cybernetic equipment almost always requires extensive surgery. The component has to be connected to the subject's existing physiology, and often interfaces directly with the brain in some way. To avoid rejection, infection, or cyber-psychosis, the surgery is best handled by elite tech surgeons in specialized surgical facilities (hired in major Markets with an Acquisition).

Damage

Cybernetic pieces tend to be more durable than the flesh and bone they're replacing. Injuries from non-Destructive sources rarely cause damage to cybernetic components. However, most Cybermods are vulnerable to EMP damage.

Repair/Replacement

Cybermods can be repaired and replaced like any piece of machinery. Surface damage and malfunctions can be repaired in situ by an engineer with the appropriate skills. Internal damage, especially to the interface between body and machine, requires a skilled surgeon.

Example Cybermods:

<i>Name</i>	<i>Body Part</i>	<i>Effect</i>
Servo-Arm	Shoulder	Prehensile [Glove]
Rebreather	Face	Adaptation [Toxic]
Digit-Tools	Hands	Implements [Engineering]
Ocular Implant	Eye	Perception [Distant]
Targeting Eye	Eye	Perception [Locked Target]
SectorNet Skulljack	Head	Connector [SectorNet]
Holo-Tattoos	Skin	Beauty
Eye Beam	Eye	Projectile [Laser]
Subdermal Plating	Skin	Reinforced

Bio-Modifications

Biological modifications, or Biomods, are organic Mods commonly available to very advanced and alien societies, especially those that favor the organic over the synthetic. Biomods are made of living tissue, grown or grafted to living hosts. They are flesh, bone, skin, organs, glands, limbs, and so forth.

Acquisition

Biomods are occasionally available in major Markets, especially ones that offer advanced medical treatments. Rare flesh markets offer bizarre, experimental, and unique Biomods, often at bargain prices.

Installation

The Biomod grafting process itself is a relatively simple medical procedure. The subject then undergoes several weeks of uncomfortable growth and adjustment before the Biomod is fully incorporated and usable. Expensive maturation procedures can accelerate the growth and bonding, reducing the “installation” time to mere days.

Damage

Biomods are as much a part of the host’s body as any of their other limbs and organs, and extreme bodily harm could result in a broken, ruptured, or burst Biomod. Weapons that have particularly nasty effects against flesh (Chemical, Messy, Shredding, etc.) are equally harmful to Biomods.

Repair/Replacement

Biomods can repair themselves using the body’s natural regenerative capabilities. More severe damage might require medical intervention, coupled with an extended recovery period. Finally, a critically damaged Biomod must usually be amputated or surgically removed before being replaced by a freshly grown replacement.

Example Biomods:

<i>Name</i>	<i>Body Part</i>	<i>Effect</i>
Shifting Skin	Skin	Camouflage
Acid Spit	Mouth	Projectile [Chemical: Acid]
Razor Quills	Back	Projectile [Shrapnel]
Bio-electric Field	Skin	Projectile [Shock]
Redundant Organs	Organs	Adaptation [Disease]
Gills	Neck	Adaptation [Water]
Hive Mind	Brain	Link
Chemical Hunter	Nose	Perception [Smell]
Claws	Hands	Retractable [Severing]
Scales	Skin	Reinforced
Tail	Spine	Prehensile [Flexible]
Proboscis	Mouth	Connector [Blood]

The SectorNet

SectorNets handle the information traffic for an entire star-system, linking planets, space stations, and outposts, all with minimal communication lag. All but the most backwater star-systems have at least some version of the SectorNet that coordinates everything from traffic to crop harvests to Jump Point priorities to school testing schedules.

Common SectorNet Activities:

- Seeking common information is an Assessment using +Interface.
- Social interactions requires +Influence, as if the participants were face to face.
- Minor purchases are still based on the character's wealth, but are anonymous.
- Major purchases made over the SectorNet are Acquisitions, as per normal.

When a civilization's information flow becomes too dense, it often requires a virtual reality interface to handle the sheer volume of data. These digital realms are built entirely out of information and user-interfaces, an endless stream of knowledge and secrets stitched into three-dimensional gridscaapes.

Gridscaapes

Gridscaapes (also simply known as "scapes") are shifting virtual realities forged of pure data, created by large clusters of SectorNet-enabled technology. Each major network has its unique gridscape within the SectorNet, while minor networks or independent systems get randomly clustered together.

Scape Appearance

From the inside, each scape is a self-contained digital labyrinth of glowing geometric forms. The more data stored in a gridscape, the more densely packed the shapes are. High-traffic scapes are ever-shifting realms of speeding geometries, while long-term data cold-storage manifest as megalithic tombs.

The shapes and colors of these data-structures are arbitrary, though powerful cyber-presences curate and shape the geometry of their personal corner of the SectorNet. Over the years, many long-standing scapes are molded to reflect their hosts and owners. Fragile virtual gardens, shrines and museums can be found hidden amid the glowing geometric mazes.

Scape Connections

Gridscaapes are connected by proximity. If they are not blocked by their respective administrators, adjacent scapes naturally form connections through regular communication. Uplink towers and downlink satellites create long-distance, orbital and interplanetary SectorNet connections that bypass this circuitous networking.

Secret access points and backdoors between secured scapes crop up regularly as intruders make their own paths through the SectorNet. These security breaches quickly degrade or are patched over in security sweeps.

Navigating the Gridscape

To enter and experience the gridscape in its “true” form, a character needs access to a SectorNet-enabled system, known as the Host, and one of the following:

- Attire with the “Connected” upgrade (grid-suit).
- A SectorNet “Connector” cybermod/biomod (skull-jack, grid-socket).
- A virtual reality Kit (VR gear).

Once in the gridscape, a character is no longer aware of their real-world surroundings and is barely aware of their own vital signs. They see, hear, and feel the pulse of the SectorNet. From their Host, they can interact with other denizens of the SectorNet, travel on open system routes, make data queries, and freely interface with public access-points.

Threats on the Gridscape

Passive, mindless and intelligent Threats exist in this reality as well, creating extra layers of danger when exploring the Gridscape. Characters must Face Adversity using their +Mettle or +Expertise, or +Influence in the case of intelligent Threats (Uncharted Worlds core book, page 44).

Passive Threats include firewalls, mazes, lockouts, alarms and booby-traps. They are deliberate threats that exist to deter intrusion from undesirables. These threats almost always perform an authentication pass before triggering, and ignore users with appropriate credentials.

Mindless Threats are sifters, brute forces, corruptions, viruses and overloads. These are relentless dangers, constantly performing their task until disabled. They frequently cause collateral damage, and can spread from scape to scape if left unchecked. Some “dark” programs create focused mindless threats, hunters, and trace-backs that single-mindedly pursue their target.

Intelligent Threats are other users, system admins and artificial intelligences. These threats run the full gamut of motivations and methods. Some are benign protectors of their Hosts. Others are devious con artists. Others are malicious hackers who prey on the weak and unprotected.

Breaching

Invading a system from the outside requires an Access Move to defeat that system's protections and open it to the character. However, Access requires direct contact with the system in question, or at least physical proximity. This isn't always possible, since so many of the most lucrative targets are locked away behind real-world security as well.

Breaching approaches the problem from the inside, breaking into the system through its gridscape. The character enters the SectorNet and navigates from their Host scape to their target. If they are able to defeat the target's defenses, they Access the system from within.

Using the SectorNet to breach a system is a special Move, a cross between Access and Launch Assault.

Breaches play out much like Launch Assaults, with rapid-fire back and forth between the characters and the GM. However, the shifting, malleable simulated reality grants the opportunity to create and shape the environment as part of the Breach. Physics-defying stunts and reality-warping exchanges are the norm during heated scape battles. Naturally, system admins will have much more power and control on their home turf.

BREACH (+Interface)

When you invade a gridscape, describe your tactics and target system, then **Roll+Interface**.

On a 10+, you successfully breach the gridscape. The defenses are overcome and the targeted system is open to you. This counts as a successful Access.

On a 7-9, as above, but the GM chooses 1:

- **Traceback:** The scape's admins have identified the Host's location. Expect retaliation (electronic, legal, violent, etc.).
- **Stack Overflow:** Random harm is dealt to devices and users in the Host, target, or intermediary gridscales.
- **Fragmentation:** You suffer physical, mental or emotional Debilities. The stronger the defenses, the worse the harm.



Alternate FTL Travel

The Jump Points and Wild Jumps at the core of Uncharted Worlds provide a binary choice for faster-than-light (FTL) travel. Characters can choose to travel slowly and safely, or they can opt for fast, risky and potentially rewarding. This section provides guidelines for alternate methods of interstellar travel: Warp travel, Gate travel, and no faster-than-light travel at all. Each method will change the dynamics of the game.

Warp Travel

Warp is an especially advanced form of interstellar travel which accelerates ships along a straight line to their destination. Since warp travel is linear, the duration of the trip is entirely distance-based.

Warp travel is especially safe, needing only an unobstructed line of acceleration until the ship reaches faster-than-light speeds. At that point the only danger to the ship is internal damage, decelerating into solid matter, or running through disruptive stellar phenomena.

Wild Jumps in a Warp-capable setting rarely happen, and are usually caused by natural phenomena like wormholes.

Gate Travel

Gates are massive structures that link two points in space. They allow any type of ship to travel across vast distances without a dedicated FTL drive. Ships in Gate settings almost never have FTL drives, save for the few rare capital ships that can effectively generate their own temporary one-way gate.

Gate travel naturally creates interstellar networks. Easily defended cul-de-sac systems connect to hub systems, which branch off into long trade lanes that snake across the galaxy.

Wild Jumps in Gate networks are caused by taking a gate with an inactive exit point. Doing so will likely dump the ship somewhere in the gulfs of space between the entrance and its destination.

No FTL Travel

In settings without faster-than-light drives, travel is restricted to week- and month-long trips between neighboring planets, moons and space stations.

Because of the length of travel, interplanetary vessels in these settings usually have cryochambers for passengers, with a skeleton crew that rotates in and out of cryo-sleep.

Wild Jumps in settings without faster-than-light travel are reserved for those suicidal enough to use highly experimental, highly dangerous Jump drives, assuming such devices even exist.

Vessels

“Vessel” is the catch-all term for large, powerful vehicles: colossal mechs, heavy tanks bristling with guns, sleek grav-platforms, titanic crawlers, and so forth. Most notably, starships are also Vessels.

Vessels are a huge step above the commonly available vehicle Assets. These titanic machines are usually narrative objects, without stats or upgrades, entirely constrained by fiction. Most are so large that they act as locations or background elements. Each of these Vessels represents millions or billions of credits worth of technology, components, and labor.

While this level of granularity is not often needed over the course of an Uncharted Worlds story, the custom rules presented in this chapter can be used to create mechanically consistent Vessels should the campaign style or current situation warrant it.

Vessel Operations

The rules that govern Starship operations (Uncharted Worlds core book, page 143) apply just as well to all other types of Vessel.

All of a Vessel’s systems and capabilities are tied to stations on board. Characters use these stations to act, perform tasks, and generally control the Vessel. Stations are assigned to various sections of the Vessel, and characters will have to move from section to section within the Vessel in order to use the different components.

When using a station to accomplish an opposed task, the character will usually Face Adversity using an appropriate stat. Mettle (precision), Expertise (repairs) and Interface (calibration) tend to be the most applicable stats when crewing a Vessel.

Vessel Damage

Vessels shrug off most types of damage, and can only be harmed by weaponry capable of Breaching, such as static defenses, high explosives or the guns of other Vessels.

Guidelines for assigning damage severity:

- **Minor:** Caused by point defense guns, heavy weapons.
- **Major:** Caused by heavy weapons with Breaching, smaller collisions, short falls.
- **Severe:** Caused by artillery strikes, anti-tank mines, same-size collisions.
- **Critical:** Caused by artillery missiles, larger collisions, crash landings.
- **Fatal:** Caused by extreme crash landings, reactor overload/explosion.

BRACE FOR IMPACT (+Armor)

When the Vessel would suffer harm, the GM will declare the Severity. The pilot **Rolls+Armor**.

If the Vessel has a Shield Generator, anyone operating that station **adds their +Interface** to the roll.

On a 13+, the severity is reduced by two levels.

On a 10-12, the severity is reduced by one level.

On a 7-9, suffer damage of that severity.

On a 6-, the Vessel also suffers malfunctions or incurs costs/troubles, at the GM’s discretion.

Creating a Vessel

Designing a Vessel is similar to creating an Asset. Follow these steps:

1. Choose a **form** to define how the Vessel moves ([page 32](#)).
2. Select **upgrades** to define what the Vessel can do ([page 33](#)).
3. Determine the Vessel's **tier** based on the number of upgrades.
4. Assign **sections** for Tier II and higher. (1 section per tier.)

Each selected upgrade increases the Class of the Vessel. Unlike Assets, these machines are not limited to a maximum Class 3. Vessels have no upper limit of upgrades. Instead, higher Class machines are measured in tiers, and are larger and far more costly than their lower-tier equivalents.

Forms

The Vessel's form is chosen from page 32, and determines its shape and mobility. The most common shapes are Crawler, Grav-Flyer, Grav-Platform, Humanoid Mecha, Quadruped Mecha, Watercraft and, most importantly, Starship.

Upgrades

Upgrades are chosen from the list on page 33. Each upgrade provides new capabilities for the Vessel. Upgrades can be selected more than once. Once selected, all upgrades need to be assigned to the appropriate sections of the Vessel. If an upgrade provides multiple systems/components, they can be distributed between multiple sections. Characters control the ship through these stations.

X: Many Vessel upgrades provide X of something. **X is always equal to the Vessel's tier.** For example, a Tier III Vessel with 2 Turret upgrades would have 6 mounted turrets, since each Turret upgrade grants 3 because of the Vessel's tier.

Tiers

The true might of the Vessels is measured by tier. **For every 3 upgrades, a Vessel increases by one tier.** Tier I: Class 0-3, Tier II: Class 4-6, Tier III: Class 7-9, and so forth. A Vessel's tier dictates its scale; its size, weight, energy consumption, and the scale of all upgrades. The tier also exponentially increases production cost, materials, and construction time.

Sections

Larger machines are divided into interconnected sections, each with its own role. A Vessel has one section per tier. From Tier II onwards, at least one section must be designated as the helm which houses the steering, and one as engineering which houses the machine's power source. Additional sections are added with each tier, and are usually assigned roles based on the configuration of the vehicle itself.

Vessel Forms

Crawler

Land Vessel. Moves overland on wheels or treads. Does not suffer additional damage if locomotion is disabled. Easiest Vessel to build, fix and maintain. Negligible penalties for excess weight.

Grav-Flyer

Sky Vessel. Fast moving plane/grav-tank, propelled by gravity engines. Must keep moving. Can land and take off on prepared surfaces (landing strips). Low stability, can be destabilized by harsh weather and environmental dangers. Will crash if gravity engines fail.

Grav-Platform

Sky Vessel. Slow moving skyship held aloft by gravity engines. Can hover in place. Can land and take off on almost any surface. Extremely stable. Will crash if gravity engines fail.

Mecha, Humanoid

Land Vessel. Strides across terrain on two legs. Full range of humanoid motion. Capable of picking up, carrying, and manipulating objects. Ignores normal “Sections” rules, instead has 5 Sections (Torso, Left Arm, Right Arm, Left Leg, Right Leg). All aspects of the Mecha are controlled from the Torso section. Damage to the legs causes a short fall.

Mecha, Quadruped

Land Vessel. Strides across terrain on four legs. Greater stability and terrain navigation. In addition to the usual compliment of sections, it has four additional sections (Front Left Leg, Front Right Leg, Back Left Leg, Back Right Leg). Damage to the legs causes a short fall.

Starship

Space Vessel. Operates in vacuum, can enter and exit planetary atmospheres. Tier I-II can land on any surface, Tier III-IV can land on prepared surfaces (landing pads). Tier V+ count landings as crash landings. Vulnerable to hull breaches (decompression).

Watercraft

Ocean Vessel. Floats on or under liquid or semi-liquid surfaces. Does not suffer additional issues/damage if locomotion is disabled. Vulnerable to hull breaches (sinking).

Vessel Upgrades *(Reminder: X is equal to the Vessel's Tier.)*

Armored	Gain +1 when rolling Brace for Impact. Vessel is slightly slower, bulkier and heavier for each instance of Armored.
Artificial Gravity	Creates its own internal gravity. Can create small gravitational fields to stabilize or tractor in nearby objects.
Artillery	Design an Artillery Weapon (page 96). The Vessel has that weapon attached.
Automated	Choose an upgrade installed on this Vessel. That upgrade doesn't need to be manually operated, and will act as programmed.
Boosters	Allows non-flying Vessels to jump, hover, or fly. Gives airborne Vessels a massive burst of speed. Requires a Reactor.
Cargo Bay	Holds X Cargo containers.
Cloak	The Vessel fades from view, and is almost undetectable. It moves slowly and can't attack while Cloaked. Requires a Reactor.
Jump-Drive	Starship only. Allows the Vessel to use Jump Points and make Wild Jumps. Requires a Reactor.
Launch Bay	Holds X Vehicles. Vehicles can be launched/deployed from here.
Life Support	Creates its own oxygen. Recycles water and waste for up to 10 people per tier. Necessary for Starships.
Massive	Built at a greater scale, increase the Vessel's Tier by 1.
Pivot	The section where this is installed is can rotate/pivot independently of the angle of the rest of the Vessel.
Quarters	Choose X: Single luxury suite, 2 regular rooms, common room for 4 people, or 8 cryochambers.
Reactor	A dedicated energy source for demanding systems like Boosters, Jump-Drives, Shields, or Cloak. Can only power one system at a time.
Sensors	Long-range detection across multiple bands. Includes advanced targeting and satellite uplink.
Shields	Deflects environmental harm and debris. Can be actively used by a character to add their +Interface to the Vessel's Brace For Impact roll.
Stylish	Impressive, unique, artistic, inspires awe and/or fear.
Turrets	Design a Heavy Weapon (page 94). The Vessel has X turrets equipped with that weapon. Each turret covers a semi-spherical arc.
Weapon	The Vessel's hull is equipped with a massive weapon that can be used to ram or sideswipe. Mecha Vessels swing this as a Melee weapon.
Workspace	Choose a workspace from any career to install in this section. The higher the tier of Vessel, the larger the workspace.



DISTRICT 04 - SLUMS

Adversity

The Slums chapter deals with all the hardships and adversity that the characters will have to face:

Villains: A powerful enemy that will pose a challenge for an entire group of characters.

Overwhelming Foe: A nigh unstoppable enemy that can only be beaten through sacrifice and attrition.

Horror: Turning Uncharted Worlds from space opera to sci-fi horror.

Trauma: All the pain, suffering, and glimpses of unfathomable evils eventually take their toll on even the strongest bodies and minds.

*“Fear is the mind-killer. Fear is the little-death that brings total obliteration.”
- Bene Gesserit Litany, Dune*

Villains

Space opera characters (i.e. big damn heroes) are usually the narrative equivalent to a dozen thugs, several soldiers/enforcers, a few elite troopers, or a single important antagonist.

The addition of fantastical elements to a campaign also introduces the other end of that spectrum, where a greater villain is too mighty, skillful, or empowered for one hero to handle. These beings don't succumb to conventional tactics, and will need a coordinated effort.

Villains as Layered Threats

The Threats and Combat chapter of *Uncharted Worlds* (*Uncharted Worlds* core book, page 43) frames obstacles, dangers and antagonists as “threats”. Villains are single entities that can only be expressed as a collection of interlocking threats, similar to the rules governing enemy starships during space battles. The villain’s “core” self is surrounded and protected by their powers.

The villain itself is the core threat that must be defeated. This is the agenda, the motivation, the driving force. It is an Intelligent Threat, a nuanced danger with secondary agendas.

The core threat is protected by the villain’s powers. These defensive threats deflect, cancel or punish attacks on the villain. Powers are the villain’s might made manifest, the reason why victory will take the concerted efforts of multiple characters. Powers are usually Passive or Mindless Threats.

Powers

Whenever characters take on a villain, determine whether that approach will cause one or more of the villain’s powers to hinder or harm the characters.

Like an external threat, the power must be overcome, circumvented or disabled in order to even have a chance to take on the villain themselves. Overcoming a power can be an arduous task in its own right, and characters will need to coordinate to create that opening.

<i>Example Power</i>	<i>Agenda</i>
Telekinetic Might	Deflect projectiles. Pull weapons from hands. Push attackers away.
Acidic Blood	Spray everywhere when injured. Dissolve metal, flesh, bone.
Incredible Speed	Dodge attacks. Traverse great distances quickly. Surprise attacks.
Weapon Mastery	Block, deflect, and parry attacks. Cut victims to ribbons.
Regeneration	Ignore damage. Regrow lost limbs. Reform after death.
Terrifying Presence	Cause panic, terror. Break the will of attackers.
Invisibility	Can't be seen. Can't be hit.
Pacifying Aura	Pacify and calm. Render others suggestible.
Miasma	Cloud vision. Sap strength. Poison. Choke.

Establishing a Villain's Power Level

Since so much of Uncharted Worlds gameplay relies on honest agreement of what is a narratively plausible course of action, establishing the power level of a newly-introduced antagonist is highly recommended.

A villain's powers limit the characters' options. Players need to know what tactics and solutions are off the table. Having a broad inkling as to the villain's powers will save a lot of player frustration and encourage creative solutions.

The easiest way to establish an antagonist's power is to overtly express it in the narrative, using the NPCs, the backstory, or the character's own gut feeling as a voice. Their might is known through rumors or legends, or can be palpably felt.

The knowledge can be imparted well ahead, to the point of foreshadowing: *"The trail of dismembered corpses and acid-chewed walls mark the creature's passage through the ship. Spent casings show that pulse rifles didn't have enough accuracy or stopping power to put it down."*

The knowledge can be imparted right before a character commits to a course of action, a gut feeling or sixth sense or last-second awareness that makes them reconsider: *"As you line up your sniper sights on the cultist leader, a faint distortion catches your eye. Some sort of advanced kinetic shield. Damn. No way your shot goes through as long as it's up."*

Don't Roll Unless You Mean It

If a GM calls for a player to roll a Move, the GM implicitly agrees to abide by the result of that Move.

If a player's action would run right into a villain's strength, especially if that strength had yet to be revealed, then the GM should force a "rebuff" instead of rolling.

A rebuffed character simply bounces off the villain's power. Describe how the villain's power counteracts the character's Move without harming the character in return. The character should not suffer any form of penalty or consequence for this, and is instead rewarded with information about the villain.

If the characters are fully aware of a villain's power and decide to throw themselves into the foe's jaws anyway, then they still don't get to make a Move and will suffer for their arrogance.

Overwhelming Foe

When an enemy proves to be unstoppable, the characters' only hope is a valiant last stand.

These variant rules should not be used lightly and should be reserved for final confrontations against impossible odds. It's very likely that at least one character will be killed. Fair warning.

STAND AGAINST THE DARKNESS (+Stat)

When you stand between an overwhelming foe and their goal, **Roll+Stat**.

On a 13+, suffer a consequence from the list and the foe is slowed, driven back, distracted. The third time this happens, the foe is defeated.

On a 10-12, you create an opening. All further attempts to Stand Against the Darkness gain a cumulative +1.

On a 7-9, +1 to all further Stand Against the Darkness, and suffer a consequence from the list.

On a 6-, suffer 2 consequences from the list.

The 'Stand Against the Darkness'

Move is triggered when a character does anything to impede the unstoppable villain. This Move is called instead of whichever Move would normally be triggered.

When you stand between an overwhelming foe and their goal...

- ...using firepower, precision, or sheer bravery, **Roll+Mettle**.
- ...using melee, grappling, or just brute force, **Roll+Physique**.
- ...using leadership, taunts, or impassioned speech, **Roll+Influence**.
- ...using machinery, vehicles, or explosives, **Roll+Expertise**.
- ...using programming, electronics, or hacking, **Roll+Interface**.

If a character would suffer a consequence while Standing Against the Darkness, they must choose 1 of the options from the following list. **Each option can only be selected once by anyone.** Once selected, the same option cannot be selected again by any character against this foe.

List of consequences

- You are disarmed, paralyzed, or otherwise rendered harmless.
- You disappear: lost, thrown far away, or are forced to flee.
- Massive damage is done to surrounding property.
- Innocent bystanders are maimed or killed.*
- You suffer a severe injury. You may Brace for Impact.
- You suffer a critical injury. You may Brace for Impact.
- You suffer a fatal injury. You may Brace for Impact.
- You suffer a physical or psychological trauma (see [page 42](#)).
- You die. Quickly.
- You die. Painfully.
- You die. Messily.
- The villain achieves their goal.

(*Cannot be selected if there are no innocent bystanders)

Altering the Result

Characters can Get Involved when their allies Stand Against the Darkness, and can push a result of 10-12 to a 13+! However, every Get Involved result of 7-9 or 6- is a consequence that has to be chosen from the list.

Data Points can be spent to alter the result. Know thy enemy.

Horror

While most of *Uncharted Worlds* focuses on producing that iconic, primary-color, lasers and spaceships-style space opera, the sci-fi genre is rife with opportunities to descend into the realm of horror. Characters are routinely put into isolated situations, forced to crawl through dark, claustrophobic environments, and regularly come into contact with unknown creatures and phenomena.

Creating a horror experience is all about pacing. The cycle of Rising Tension and Horror Revealed builds tension, keeps characters on their toes, and keeps them wondering Who Will Be Next. The cycle of tension is:

- **Rising Tension:** Important or long-term actions increase the level of tension. The tension can be increased further as a cost or consequence of failed and partially successful Moves.
 - **Emerging Horror (optional):** The GM prompts the characters as they discover new, disturbing information. The details shape the nature of the Horror.
- **The Horror Revealed:** When a player rolls lower than the level of tension during a Move, the horror becomes part of the scene and all consequences are greatly increased.
- **Safe for Now:** If the characters escape or drive the Horror off, the tension resets to 1.

Rising Tension

Keep track of the level of tension where the players can see it, using counters or simply marking it on a piece of paper. The tension level starts at 1. Each time a character does something important, risky or time-consuming, increase the level by 1, even if that action did not trigger a Move.

While the tension is rising, consequences from failed or partially successful Moves should be relatively “soft” (*Uncharted Worlds* core book, page 36). The consequences themselves will usually involve wasting time, consuming resources, and putting the characters into unfavorable positions that attract the Horror. Most importantly, a failed or partially successful Move will also increase the tension level by an additional 1.

When a character makes a Move and the roll is lower than the tension level, the Horror immediately becomes part of the scene (see *Horror Revealed*, [page 40](#)).

Get Involved: The Get Involved Move is an exception to the above rule; it never triggers the Horror Revealed event. Also, since Get Involved only alters the result of a Move, and does not change the roll, it cannot prevent the Horror Revealed from triggering.

Data Points: A spent Data Point does increase the roll, and can be used to prevent the Horror Revealed from triggering.

Emerging Horror (GM Prompting in a Horror Scenario)

There will be occasions where the Horror that threatens the characters will be obvious: the rising dark waters, the creature they observed from afar, the elder being they've been studying, etc. Other times, the GM will see an opportunity to inject a bit of dread into the narrative without a specific terror in mind.

Like every other aspect of an Uncharted Worlds game, the GM can prompt the players to collaboratively discover the Horror that awaits them all. Prompting allows the GM to leave important gaps in their knowledge, and get the answers from the perspective of the characters. (For more on Prompting, see the Uncharted Worlds core book, page 40).

Tips for Prompting Horror

- Use other senses: Actually seeing the Horror is the last thing that should happen (and may well be the last thing a character will ever see). Instead, prompt the character to describe their other senses; what they hear, what they smell, what they feel. For example:
 - What chilling noise crackles over the comm-line?
 - What do you hear while crawling in the vents? Which way is it coming from?
 - That's an unusual smell, certainly not normal. How would you describe it?
- Show the Horror's passage: The Horror's effect on the environment or its victims goes a long way to understanding it. Prompting the characters to describe the damage the Horror has caused will give everyone a good idea of its capabilities. For example:
 - What's the state of the colonists' remains? Can you tell how they died?
 - This was supposed to be a dead end, how did it get through?
 - What just landed on your shoulder?
- Build up the suspense: At low levels of tension, the prompts should lead to vague, mysterious, and disturbing hints of what the Horror truly is. As the tension rises, the prompts will naturally build on the previous discoveries and become more focused.

The answers will collaboratively sketch an outline for the moment the Horror is revealed. Depending on how long it took for the Horror Revealed to trigger, details about the Horror could be fairly scarce or very well defined. It is up to the GM to glean information from the prompting and introduce the Horror based on that information, filling in details as necessary.

Horror Revealed

When a character makes a Move and the roll is lower than the level of tension, then the Horror immediately becomes part of the scene.

From this point on, and until the characters escape or drive away the Horror, all consequences will be significantly harsher. Don't pull punches, use hard GM Moves that cause significant harm or puts the characters in dire situations.

A Horror can't be defeated by usual means, if at all. If the Horror is a physical entity and the characters are foolish enough to try to tackle it head-on, it should be considered an Overwhelming Foe (see [page 38](#)).

Safe for Now

If the characters manage to escape the Horror or drive it off, reset the tension to 1 and return to the Rising Tension phase ([page 39](#)). The cycle of Rising Tension and Horror Revealed will continue as long as the Horror is present.

While the initial Rising Tension is used to foreshadow the Horror itself, subsequent Rising Tensions are opportunities to explore solutions; how to defeat, imprison or cure the horror, or at least how to permanently escape it and let it be someone else's problem.

Example Horrors

<i>Horror</i>	<i>Rising Tension</i>	<i>Horror Revealed</i>
The Tide	Leaks, drips, sound of sloshing water, creak of high pressure.	Walls/doors bust, rooms flood, equipment shorts out, victims drown.
The Swarm	Skittering in the vents, chewed material, egg clusters, slime.	Swarms pour out of cracks/holes, biting, devouring, victims reduced to skeletons.
The Warp	Whispers, disturbing dreams, time shifts, ritual markings, chanting.	Distortion of physics, incomprehensible visions, victims liquefied or insane.
The Infected	Injury, exposure to foreign environments, mistrust, paranoia.	Take control of victim, kill those nearby, burst out of victim, find new host.
The Shadow	Darkness, silence, disappearances, hissing, moving shadows.	Sudden deadly attack, no witnesses, victim killed quickly, Horror vanishes.
The Undead	Rotting smell, chewed corpses, blood, moaning, missing people.	Horde breaks through doors/barriers, bitten victims become undead.
The Slayer	Gruesome murders, heavy breathing, loud footsteps.	Traps cripple, debilitate, cause suffering. Victims slowly, gruesomely killed.

Long-Term Horror

The narrative structure of horror does not lend itself well to long-term campaigns. To maintain its effectiveness, the Horror must always pose a very real, tangible threat to the survival of the protagonists. If the Horror fails to kill the characters again and again, it loses much of its terrifying aspect and merely becomes another threat that the characters have to deal with. The alternative is that the Horror wins, which usually marks a gruesome end to the story as a whole.

Even if a sweet-spot can be found between an ineffectual Horror and party-wipe, the constant tension would prove exhausting. The Horror rules are best used as part of a one-shot or short campaign. For longer campaigns, allow for a few “rest” sessions before starting a new horror-style story, possibly with a new or evolved variant of the previous Horror.

Trauma

Physical and Psychological trauma are long-lasting debilities that characters will carry with them throughout their story. When a character is subjected to events beyond their limits, they may come out of the experience carrying more than mere scars.

Trauma is an adversary that vexes, antagonizes, and punishes the character at every turn. Trauma is a personal, internal villain that takes heroic effort to overcome again and again.

Inflicting Trauma

Trauma is by far the harshest condition that can be inflicted on a character this side of death. It is not merely an injury; it will become an antagonist, a part of that character's personal story. As such, traumas should be reserved for appropriately dire situations, the turning point in a character arc. More importantly, make sure that the character's player and the rest of the table are on-board with the idea. Otherwise, simply use Major Debilities (Uncharted Worlds core book, page 54).

Physical Trauma is the result of the character's body being pushed past its breaking point. This most often comes from a near fatal injury that leaves the character with long-lasting physical impairment. For example:

- A character suffers a Critical Wound and rolls a 6- on their Brace For Impact. The resulting injury will turn into a trauma when healed, rather than a Scar.
- A character that suffered a Fatal Wound in a particularly heroic or spectacular act could barely survive, but carry a physical trauma with them.
- A botched Patch Up of a Critical Wound may cause permanent damage, especially if performed in unsuitable conditions or without appropriate medical equipment.
- Deadly diseases, infections, and poisons can cause trauma if not cured in time (Major Debilities, Uncharted Worlds core book, page 56).

Psychological Trauma is the result of overwhelming distress. This is most often the result of disturbing experiences that violate the character's fundamental understanding of their reality. For example:

- Any of the causes of physical trauma above can also be jarring enough to cause a psychological trauma instead.
- A character can develop a trauma after being subjected to extended periods of suffering, such as starvation, isolation, torture, etc.
- Catastrophic loss or betrayal has a significant chance of causing trauma, especially if they destroy the character's deepest convictions.
- Exposure to supernatural terrors always carries a risk of permanent trauma, as the mind is unable to process that which should not be.
- Gross misuse and violations of Psychic powers can cause permanent mental injuries in the victim and/or the practitioner.
- Robotic characters can develop psychological trauma after being subjected to powerful electromagnetic harm.

Suffering Trauma

Once a character is afflicted with trauma, the following happens:

- The character records the trauma as an Injury on their character sheet.
- The character gains a new XP trigger in addition to their existing one:
 - “A victory in spite of trauma.”

From that point on the trauma acts much like a Passive Threat (Uncharted Worlds core book, page 45) that only targets the character themselves. Others may not even be aware of it unless they notice the shift in the character’s behavior.

The GM can choose to inflict a trauma-induced debility as part of a GM Move, usually as part of a failed Move that involved the traumatized character. The GM can also inflict a trauma-induced debility after an extended period of down-time.

Trauma’s primary agenda is to occasionally impede the character by afflicting them with minor debilities (Uncharted Worlds core book, page 56), usually at the worst possible time. The debilities include stiffness, nausea, depression, insomnia, and so forth. Without treatment, debilities will get more severe, leading to paralysis, hallucinations or suicidal ideation.

Overcoming Trauma

The minor debilities caused by trauma can be treated by a Patch Up, just as any other minor debility. Whether this Patch Up takes the form of medication or therapy, ultimately it only serves to treat the symptoms of the trauma. Overcoming the trauma itself is a far more arduous task.

Treatment of physical or emotional trauma range wildly, depending on the technological and sociological advancement of local markets (see Market Types, [page 88](#)). Treatment can include extended physiotherapy and psychotherapy, invasive and complicated neurosurgeries, bizarre and inscrutable rituals, and stranger, more alien methods.

No matter what form the therapy takes, **the character will have to undergo the Therapy Advancement three times** from the Advancement track ([page 9](#)) on three separate occasions. Each round of the Therapy Advancement takes place over an extended downtime and costs 2xp.

After the third successful Therapy, the trauma becomes a Scar, permanently recorded in the character’s injuries, but no longer actively vexing them. The character triggers their “A victory in spite of trauma” XP trigger one last time, and then erases it.



DISTRICT 05 – RESIDENTIAL

Characters

The Residential chapter offers exotic new career and origin options to mix and match with the careers from the Uncharted Worlds core book:

New Careers: Augmented, Chosen, Consul, Fanatic, Kinetic, Psychic, and Shaper.

New Origins: Forlorn, Occult, Primal, Programmed, and Spiritual.

*“We prefer your extinction to the loss of our job.”
- Calvin and Hobbes*

New Careers

This supplement introduces 7 new careers from a variety of mundane and supernatural fields. The new careers are designed to be combined with each other or with the 10 original careers from the *Uncharted Worlds* core book, increasing the number of possible career-career combinations from 45 to 136. For a quick glance at the original careers, refer to [page 62 and 63](#) of this book.

Supernatural Careers

A number of careers presented in this chapter defy mundane explanation. The Shaper and Chosen careers involve manipulating reality by invoking ancient secrets or communing with cosmic entities, while the Kinetic and Psychic careers are about asserting mind over body, giving the character the ability to manipulate minds and matter through rigorous self-discipline and mastery.

Consider the shape and thematic elements of a character's power when choosing a supernatural skill from one of these careers. Ensure that the fiction of the skill is a good match for both the character and the setting. When in doubt, present an interpretation to the table and discuss if it could be made to fit (and how).

Example: JinLai chose a Mad Chemist archetype. She's an Academic Shaper in order to have access to Chemistry and Alchemy. However, JinLai's player states that despite being "arcane", the character's theme and fiction is firmly rooted in 'weird science', rather than hokey mystic mumbo-jumbo.

Similarly, a supernaturally-inclined archetype can tie mundane skills to their theme.

Example: Krov is a Kinetic Military. The character's fiction leans heavily on their telekinetic abilities. Even though their Toughness and Heavy Lifting skills are mundane skills from the Military career, they can easily be re-framed as byproducts of Krov's kinetic mastery.



Augmented

(page 48)

Improved by science and technology, piece by piece.

Harder: Automatically reduce damage by one step.

Better: Support two additional Cybernetic Mods.

Faster: Perform extreme acts of acrobatics and flexibility.

Stronger: Destructive, Impacting and Penetrating strikes.

Technologic: Establish wireless mental connections.

Chosen

(page 50)

Communion with a higher power, shielded and guided by faith.

Pact: Your deity is a Faction, prayers call in Favors.

Lay On Hands: Patch Up takes only a touch and word.

Wisdom: Peace, quiet, enlightenment, and introspection.

Relic: Gain a sacred Class 3 melee weapon.

Inscribe: Add an Attire upgrade to a person or Attire.

Consul

(page 52)

Well-travelled, adaptive, and subtly manipulative.

Trinkets: Free Class 1 Cargo from foreign societies.

Linguist: Read, write, and speak almost all languages.

Adaptive: Use alien tools and equipment, eat their food.

Advice: Steer someone towards a decision or desire.

Mediate: Inform, escalate, or defuse an argument.

Fanatic

(page 54)

Fearless, relentless, and obsessive pursuit of one's goals.

Bravery: You and your Crew are fearless.

Nemesis: Gain a Data Point about the cause of a failure.

Obsession: Data Points are always about this subject.

Terrify: Roll +Influence or Physique to terrify others.

Martyr: Interpose yourself and suffer harm instead.

Kinetic

(page 56)

Mental command of the fundamental laws of physics.

Telekinesis: Project physical actions at a short distance.

Launch: Throw objects with +Mettle or +Physique.

Barrier: Create a barrier with your +Mettle.

Animate: A collection of objects becomes a Class 1 Crew.

Flight: You can glide, soar, and hover.

Psychic

(page 58)

Extension of the senses into the past, the future, and the minds of others.

Telepathy: Communicate mentally and sense life force.

Probe: Access people's heads as if they were computers.

Compel: Give a Command that cannot be refused.

Precognition: Suffer minor mental harm, reroll a Move.

Clairvoyance: +Mettle Assessment over any distance.

Shaper

(page 60)

Molds and shapes the very fabric of reality as if it were clay.

Teleport: Move instantly to a location you see or know.

Regenerate: Reduce injury severity, regrow limbs.

Evoked: Create fire, frost, lightning, light, and darkness.

Alchemy: Patch Up can corrupt, cleanse or transmute.

Transform: Take on the form of what you studied.

AUGMENTED

Career Path – Physique/Interface/Mettle



The Augmented career is the source of a wide variety of permanent physical and mental enhancements through deep cybernetics (though gene-modding and mutations can bring about similar effects). People from all walks of life embrace the Augmented lifestyle to upgrade their capabilities. Augmented Technocrats are hyper-connected; they are able to converse directly with their systems. Clandestine Augmented are swift, stealthy cyber-ninjas.

Industrial Augmented are perpetually upgrading themselves with new add-ons.

Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Harder:** Automatically reduce damage by one step.
- **Better:** Support two additional Cybernetic Mods.
- **Faster:** Perform extreme acts of acrobatics and flexibility.
- **Stronger:** Destructive, Impacting and Penetrating strikes.
- **Technologic:** Establish wireless mental connections.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Wired, Rusty, Polished, Glitchy, Chrome, Patched.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Powered:** A powerful generator or backup system. Converts fuel into power, can recharge batteries and energy cells.
- **Collector:** Tools and machinery designed to gather a specific type of fuel into appropriate storage units.

Advancement:

Choose one of the following triggers to gain XP during the game.

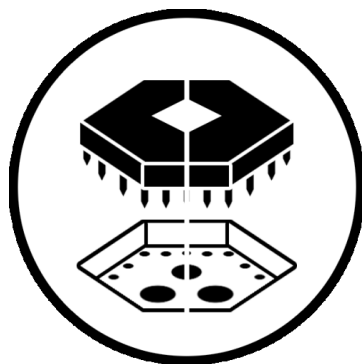
Each session, all characters mark XP the first time:

- A surgical encounter is endured.
- A key component is installed.
- A limitation is surpassed.
- A body's limits are reached.
- An old wound causes new pain.

Harder

You resist damage as a Vehicle would: Incoming damage is reduced by one step before you Brace for Impact, unless that damage has Penetrating or Breaching.

Work it...



Better

Your body can support two additional cybernetic Mods. You gain two free cybermods if this Skill was chosen during character creation.

Make it...

Faster

Your run speed and reaction time are incredibly fast. You can include extreme acts of acrobatics, reflexes, and/or flexibility in your Moves (quick-drawing weapons, catching bullets, running up walls, outrunning explosions, sprinting on water, etc.).

Do it...

Stronger

Your unarmed and melee attacks are Destructive, Impact, and Penetrating.

Our work is never over.

Technologic

You can establish a wireless mental connection to any computer system within line of sight. Open and Accessed systems remain connected to you as long as you are within signal range.

Write it, cut it, paste it, save it, load it, check it, quick, rewrite it.

CHOSEN

Career Path – Influence/Expertise/Physique

The Chosen career channels the powers of great, unknowable cosmic forces, often characterized as holy or unholy. The level of absolute faith required is exceptionally rare, but can manifest in any other career. Industrial Chosen are machine-worshipping tech-priests. Chosen Academics are healers and scholars, unravelling the mysteries of faith. Chosen Explorers are pilgrims and wanderers, seeking the divine in the most remote corners of untamed worlds.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Pact:** Your deity is a Faction, prayers call in Favors.
- **Lay On Hands:** Patch Up takes only a touch and word.
- **Wisdom:** Peace, quiet, enlightenment, and introspection.
- **Relic:** Gain a sacred Class 3 melee weapon.
- **Inscribe:** Add an Attire upgrade to a person or Attire.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Tranquil, Radiant, Ominous, Emaciated, Ancient, Distant.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Ceremonial:** An elaborate, gaudy space, covered in trappings of religious and/or spiritual significance, suitable for religious celebrations.
- **Holy:** A peaceful, austere space wholly dedicated to a greater being or spiritual force. A place of quiet contemplation and prayer.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- A heresy is vanquished.
- A scripture is fulfilled.
- A prayer is heeded.
- A sinner repents.
- A death is denied.

Pact

Create a Faction consisting of just your deity. You gain 1 Favor and 3 Debt with it. You communicate with your deity through prayer and can call in Favors. Your deity makes demands and calls in your Debts through dreams and prophecy.

So shall it be.



Lay On Hands

Your Patch Up takes only a few seconds. You do not need tools or materials to perform a Patch Up, just a touch and a word.

Just say the word and I shall be healed.

Wisdom

When you are in Cramped Quarters with yourself or another, choose any number of the following:

- **Peace:** Each participant recovers from a minor debility.
- **Quiet:** Get Involved has no effect on the Cramped Quarters.
- **Enlightenment:** Do not roll, simply use the 7-9 result.
- **Introspection:** Each participant may change their XP trigger.

Balance in all things.

Relic

Create a Class 3 melee weapon. Choose one:

- It is a symbol of your order.
- It is a sign of your greatness.
- It is feared and reviled.

A Relic is almost indestructible. If you become separated, you always have a vague, painful sense of where it is.

A weapon for a more civilized age.

Inscribe

When you perform a Patch Up using a Ritual Kit, you can very temporarily add an Attire upgrade to a person or set of Attire.

Enchantment!

CONSUL

Career Path – Influence/Mettle/Expertise

The Consul career employs diplomacy, politics, and a keen understanding of empires, species, and peoples. This deep understanding of others can prove invaluable to many other careers. Commercial Consuls are intergalactic entrepreneurs, dealing in the most exotic goods. Military Consuls are interpreters and cultural guides for peacekeeping forces. Consul Starfarers have Been There and Done That, no matter how far There is and how bizarre That may be.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Trinkets:** Free Class 1 Cargo from foreign societies.
- **Linguist:** Read, write, and speak almost all languages.
- **Adaptive:** Use alien tools and equipment, eat their food.
- **Advice:** Steer someone towards a decision or desire.
- **Mediate:** Inform, escalate, or defuse an argument.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Servile, Quirky, Effacing, Polite, Snobbish, Painted.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Habitat:** Highly controlled, sealed space. Mimics natural habitats or planetary environments. Self-contained life support, gravity simulators, and so on.
- **Culinary:** Designed to produce and serve food, either providing a wide variety of dishes, or tailored to a specific species or culture.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- An abuse of power is resisted.
- A taste of exotica is enjoyed.
- A voice is no longer silenced.
- An embarrassment proves critical.
- A foreign belief is embraced.

Trinkets

Whenever you successfully engage a foreign society (visit, experience, infiltrate, attack, etc.), gain a Class 1 Cargo of miscellaneous baubles, trinkets, and other cultural detritus.

No finer pots in brass or silver.



Linguist

You can communicate passably in the languages of all known societies and species. A successful Assessment of a newly-encountered or long-dead culture grants you permanent access to their written and/or spoken language.

Fluent in over six million forms of communication.

Adaptive

You can partake of all the most exotic consumables (food, drink, narcotics, etc.) avoiding those that are poisonous to your species. You can use machinery, games, devices, vehicles, tools, equipment, and weapons not designed for your species.

Allamaraine!

Advise

When you steer someone towards a decision or desire, **Roll+Influence.**

On a 10+, they readily accept your advice and will act on it if they can.

On a 7-9, they're cautious, conflicted or confused. They need time before they're ready to act.

It's just a wafer thin mint.

Mediate

When you successfully interfere or Get Involved in an interpersonal situation (including Cramped Quarters), choose 1:

- Each participant gains a Data Point about another participant.
- Escalate the situation. The choices are now Fight or Flight.
- Defuse the situation. Violence is currently not an option.

Or so help me I'll turn this starship around!

FANATIC

Career Path –Mettle/Physique/Influence



The Fanatic career is one of zealous devotion to a cause or ideal, focusing mind and body towards a singular purpose. Other careers benefit greatly from the Fanatic's single-minded fervor. Clandestine Fanatics are exceptionally paranoid inquisitors. Fanatic Personalities are passionate, patriotic, inspirational demagogues. Fanatic Scoundrels are desperate freedom fighters, willing to sacrifice all for their cause.

Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Bravery:** You and your Crew are fearless.
- **Nemesis:** Gain a Data Point about the cause of a failure.
- **Obsession:** Data Points are always about this subject.
- **Terrify:** Roll +Influence or Physique to terrify others.
- **Martyr:** Interpose yourself and suffer harm instead.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Haggard, Twitchy, Frothing, Intense, Loudmouthed, Wild-Eyed.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Discipline:** Secure, private, sound-proofed confines. Provides extreme mental and physical conditioning, exertion, torture, or self-punishment.
- **Shrine:** A deeply personal space entirely devoted to your obsession, filled with samples, inspirations, trinkets and memorabilia.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- An opponent is shown the error of their ways.
- A problem is purged by fire.
- A fear proves to be justified.
- An injustice is rectified.
- A hero suffers for their cause.

Bravery

You feel no terror, revulsion or hopelessness. You never have to Face Adversity to overcome emotions. Any Crew you Command is Fearless.

Fear is the mind killer.



Nemesis

Whenever you fail a Move, declare who or what caused you to fail. You gain a Data Point about that subject.

What doesn't kill you will wish it had.

Obsession

Choose the subject of your Obsession. When you would gain a Data Point about a tangentially related subject, gain a Data Point about your Obsession instead.

I want to believe.

Terrify

When your presence becomes known, **Roll+Influence** or **+Physique**.

On a 10+, people are meek and respectful.

On a 7-9, people are cautious and worried.

On a 6-, people are panicked and hostile.

It is safer to be feared than loved.

Martyr

When a nearby victim would suffer harm or consequences, you may interpose yourself and **Roll+Mettle**.

On a 10+, they are protected, and you suffer a lesser consequence.

On a 7-9, you suffer instead of them.

On a 6-, you share in their suffering.

I will be your shield.

KINETIC

Career Path –Physique/Mettle/Interface



The Kinetic career takes control of fundamental physical forces; projecting, accelerating, suspending and redirecting. Such direct control over physics can be leveraged by many other careers. Kinetic Starfarers are graceful masters of gravity manipulation. Augmented Kinetics are cybernetic monks, able to project terrific destructive punches. Industrial Kinetics are inventive artificers, surrounded by golems and force shields.

Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Telekinesis:** Project physical actions at a short distance.
- **Launch:** Throw objects with +Mettle or +Physique.
- **Barrier:** Create a barrier with your +Mettle.
- **Animate:** A collection of objects becomes a Class 1 Crew.
- **Flight:** You can glide, soar, and hover.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Pushy, Stout, Jittery, Sturdy, Light, Flexible.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Arena:** Open area designed for physical activity. Contains protective measures and equipment appropriate to the activity.
- **Shielded:** A workspace designed to either provide a force field or augment existing defenses. Creates barriers between or within other workspaces.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- A single pebble causes a landslide.
- A plan is thwarted by gravity.
- A great weight is lifted.
- A danger is turned aside.
- A moment balance is achieved.

Telekinesis

You can project physical actions over a short distance (interact, carry, punch, etc.), using the appropriate +Stats as if you were physically there.

Nothing is beyond my reach.



Launch

You can propel small, inanimate objects with deadly speed and precision using +Mettle. Large, oddly shaped or defiant subjects (small vehicles, people) tend to be clumsier projectiles, and are propelled with +Physique.

Catch!

Barrier

You can project a flat or hemispherical barrier of force that deflects or resists impacts, leveraging your +Mettle as a manifestation of solid willpower. This is extremely encumbering; you will be Clumsy while maintaining it.

Weather any storm.

Animate

Choose a collection of objects. Those objects become a Class 1 Artificial Crew (see page 101) with an upgrade that matches the materials used. You can only have one Animated Crew at a time.

Some assembly required. Batteries not included.

Flight

You can soar, glide, and hover in midair.

The knack lies in learning how to throw yourself at the ground and miss.

PSYCHIC

Career Path – Interface/Influence/Mettle

The Psychic career extends the senses, able to gaze into the past, glimpse the future, and reach into the hearts and minds of those nearby. Many careers have come to rely on this invasive knowledge. Psychic Personalities are councillors and viziers, staying behind the scenes. Psychic Technocrats are terrifying mind-benders, able to download, erase, and reprogram minds. Commercial Psychics are commercial telepaths, making business transactions at the speed of thought.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Telepathy:** Communicate mentally and sense life force.
- **Probe:** Access people's heads as if they were computers.
- **Compel:** Give a Command that cannot be refused.
- **Precognition:** Suffer minor mental harm, reroll a Move.
- **Clairvoyance:** +Mettle Assessment over any distance.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Somber, Introspective, Sedate, Blank-eyed, Whispering, Unnerving.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Tranquil:** A peaceful, austere, quiet space, suitable for meditation and deep thought. Simple decorations and few distractions.
- **Nullified:** Sound absorbing, featureless, with full light control. Cancels and suppresses weak forms of psionic and supernatural energies.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- An unwilling pawn acts.
- A future refused to change.
- A mind is opened.
- A great disturbance gives pause.
- An unquiet psyche finds rest.

Telepathy

With a moment of focus, you can:

- Communicate mentally with someone within line of sight.
- Communicate mentally with someone you know well.
- Sense the general life force, health, and emotional state of everyone within a given area.

That's right. I think words I would never say.



Probe

Grasping the head of another being allows you to forcefully Access their mind (with +Interface), exactly as if it was a computer system.

Your thoughts, to my thoughts.

Compel

You can Command any group or individual, no matter their disposition, no matter the command. On a 10+, choose 1 consequence. On a 7-9, choose 2 consequences.

- They only obey non-harmful parts of your command.
- They are stilted, clumsy, and obviously controlled.
- You suffer a mental or emotional debility as backlash.

Go about your business. Move along.

Precognition

If your mind is clear, you may suffer a minor mental debility (headache, nausea, vertigo, etc.) to declare that a roll you just made was merely a glimpse of possible future. Briefly describe the immediate or long-term consequences of that future, then reroll.

It was all just a dream. Or was it?

Clairvoyance

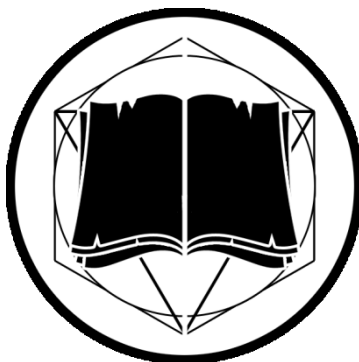
Meditation allows you to use your +Mettle to make Assessment about specific people, objects, and locations over any distance. The glimpses granted by a failed Clairvoyance can be extremely disturbing.

Seek and ye shall find.

SHAPER

Career Path – Expertise/Mettle/Physique

The Shaper career pushes at the very boundaries of reality, tapping into vast, primordial energies of the cosmos and making them dance. Shaper training provides controlled, reality-warping power to other careers. Military Shapers wield flame and lightning as weapons. Shaper Explorers adopt the forms of each new life they encounter. Academic Shapers are elusive magi, unravelling the mysteries of reality itself.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

- **Teleport:** Move instantly to a location you see or know.
- **Regenerate:** Reduce injury severity, regrow limbs.
- **Evolve:** Create fire, frost, lightning, light, and darkness.
- **Alchemy:** Patch Up can corrupt, cleanse or transmute.
- **Transform:** Take on the form of what you studied.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).

Wizened, Gruff, Enigmatic, Rune-Marked, Near-sighted, Muttering.

Workspace:

Choose a single workspace from the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector, or building.

- **Mystic:** Full of ancient tomes, curios, and baubles. Equipped for magical study and experimentation. Marked with runes of protection and binding. Cannot be entered or exited by supernatural beings, unless allowed.
- **Elemental:** Tied to a specific element (fire, frost, lightning, light or darkness). Generates and/or contains that element.

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

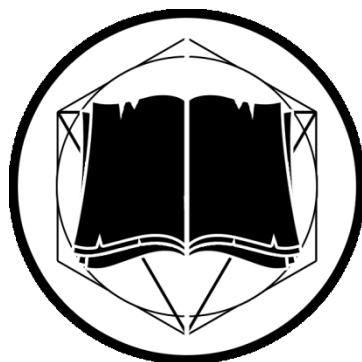
- An environment shifts to suit one's needs.
- A universal law is transgressed.
- A step is taken between two worlds.
- A fundamental change is wrought.
- A hard truth is reached.

Teleport

You can instantly move yourself and nearby targets across any distance, using +Mettle to overcome potential adversity, if you either:

- See your destination clearly.
- Know the destination intimately.
- Don't care where you end up, as long as it's Not Here.

Are we there yet?



Regeneration

A moment of stillness allows you to reduce the severity of one of your injuries by one step, if available. This can regrow limbs/organs lost to Critical Injuries, and happens while you are dead.

Just a flesh wound.

Evoke

Each time you Evoke the elements, choose between Fire, Frost, Lightning, Darkness, and Light. You may create and manipulate that element as part of any Move or Skill. You may wield it as a weapon when you Launch Assault or Open Fire. You may only Evoke one element at a time.

By your powers combined...

Alchemy

When using a Ritual Kit to Patch Up a person, object, or material, choose from this list instead of the standard Patch Up:

Spread rust, rot, or erosion.
Purify, clean, and rejuvenate.
Transmute one material into another.

Equivalent exchange.

Transform

You can take on the form and bodily capabilities of a physical subject up to three times bigger or smaller than you...

- Immediately after an Assessment of the subject.
- At any time by spending a Data Point about the subject.

You can return to your original form at any time. Assuming a shape larger than the available area is a bad idea.

They told us we could be anything...

Reference: Careers from Uncharted Worlds core book.

Academic
(UW page 76)

Education: When you gain a Data Point, share it with your allies.
Chemistry: Roll+Expertise to create antidote, drug, poison, etc.
Surgery: Your Patch Up treats critical injuries, installs cybernetics.
Deduction: Discover vulnerabilities, dangers, or causes.
Technobabble: Command grants technical knowledge, uses +Expertise.

Clandestine
(UW page 78)

Stealth: Vanish while unobserved, then show up at any point.
Sabotage: Roll+[Stat] to cause plans, machines, situations to fail.
Assassination: A 10+ Roll that kills someone leaves no evidence.
Surveillance: After an Access, you can continually track that person.
Interrogation: Gain 3 Data Points about someone at your mercy.

Commercial
(UW page 80)

Outfit: Gain a custom-designed Class 3 Attire.
Marketing: Immediately find Elite, Secretive, or Motivated markets.
Acumen: Find what to exploit, what's in demand, or who's in charge.
Luxury: Lavish lifestyle. Gain an NPC retainer (butler, consort, etc.).
Bribe: Acquisition makes political, legal and diplomatic purchases.

Explorer
(UW page 82)

Boldly Go: Roll+Mettle, find something profitable, useful, or awesome.
Reconnaissance: Wilderness Assessments gain 3 data points on success.
Survival: Scrounge up food, medicine, wilderness kits, melee weapons.
Recklessness: Roll 1d6, 50/50 chance of huge success or abject failure.
Custom Vehicle: Gain a custom-designed Class 3 Land Vehicle.

Industrial
(UW page 84)

Repair: Your Patch Up repairs critical breakages, rebuilds machines.
Construction: Build shelters, defenses, concealment or workspaces.
Tinker: Assemble shoddy weapons, explosives and engineering kits.
Upgrade: Add an extra upgrade to a weapon or vehicle.
Dismantle: Roll+Physique to dismantle something quickly, quietly, etc.

Reference: Careers from Uncharted Worlds core book (continued).

Military
(UW page 86)

Tactics: You choose the consequences of Launch Assault/Open Fire.
Toughness: You can suffer two injuries of each severity.
Unique Weapon: Gain a custom Class 3 Firearm or Heavy Weapon.
Heavy Lifting: Ignore Clumsy caused by heavy weights.
Authority: Commands given while in power override loyalty.

Personality
(UW page 88)

Fame: People know you/your work. Allies can use your +Influence.
Leadership: Gain a hand-picked Class 3 Crew.
Contacts: Introduce a new NPC whenever you go anywhere civilized.
Inspiration: Roll+Influence or +Physique to spread an emotion.
Diplomacy: Calling in a Favor will never be denied or prevented.

Scoundrel
(UW page 90)

Criminal: Crimes that roll 10+ leave no evidence.
Sneak Attack: Roll+Mettle to kill, injure, rob, or capture a victim.
Scapegoat: Roll+Expertise to redirect social/legal/financial harm.
False Identity: Maintain fake identities, cannot incur Debt or Favor.
Addict: Choose a stat. Gain an extra +1, or -2 if you can't get drugs.

Starfarer
(UW page 92)

Weightless: Ignore the Clumsy trait while flying, falling, or in zero-G.
Cosmopolitan: Successful cultural Assessments grant 3 Data Points.
Navigation: Plan voyages that are fast, safe, pleasant, or profitable.
Calibrations: Get Involved+Interface to prepare a vehicle/console.
Custom Flyer: Gain a custom-designed Class 3 Flyer.

Technocrat
(UW page 94)

Upload: Spend a Data Point to erase, spread, or alter facts about it.
Hijack: Access locks out everyone else.
Program: After Accessing a system, choose a behavior and a trigger.
Network: Track, Get Involved, and issue Commands remotely.
Artificial Intelligence: Gain a loyal AI NPC that can inhabit systems.

New Origins

Far Beyond Humanity introduces 5 new Origins to expand the character creation options available to players.

Like the Origins from the Uncharted Worlds core book, the Far Beyond Humanity's Origins provide two character customization options. The first option is the Unique skill that each Origin provides. The second (but by no means lesser) option is a selection of cross-career skills.

All Origins are highly reliant on greater social contexts, especially species and society (see Species, [page 75](#)), and are open to many different interpretations.

Unique Origin Skill

Each Origin provides one skill that alters the character's basic stat-line (Mettle, Physique, Influence, Expertise, Interface). Each Origin in the Uncharted Worlds core book grants a +1 to a particular stat, along with hints at their lives, their behaviors, or their mores.

Each Origin introduced in Far Beyond Humanity provides a stat-replacement effect. A character following the behavior outlined in the skill can use the skill's favored stat instead of the usual stat called for by the rules. For example, the Primal Origin allows characters to use their +Physique if they approach any problem with violence and brute force.

The last line of each of the 5 unique Origin skill is a guideline for GMs. They are not hard-and-fast consequences, merely suggestions. It is important to note that while these skills do allow stat replacement, they should not be applied to every single situation. It's up to the table, both GM and players, to ensure that the narrative isn't being unduly bent out of shape to accommodate implausible descriptions.

Cross-career Skills

Each Origin also offers the choice of 3 other skills. Each of these 3 skills comes from a different career, providing a more diverse selection of skills to start with. These skills are useful when the player had a specific skill combination in mind, or when the Origin fits the character's history, but the Unique skill was not in line with the player's vision for the character.

When creating a character, consider how a skill manifests, given its provenance. Despite the fact that these skills come from specific careers, the "dressing" of the skill will prove very different if it comes from an Origin. For example, the Primal Origin allows characters to learn the skill "Launch", a skill that allows the character to throw things with great force and accuracy. While this is a skill that belongs in the Kinetic career, the Primal character approaches it very differently. A Kinetic character propels objects with precise telekinetic bursts. A Primal character just chucks a scooter at some poor jacksheet's head. Same game mechanics, very different flavor.

Origin Interpretations

Origins represent a character's youth. The environment in which they grew up shaped them in many, many ways; physically, mentally, emotionally, spiritually. Most of the character's behaviors, beliefs, and prejudices can be traced back to these years. As such, the choice of Origin will almost always color the career choices the characters make later in life.

Origins are designed to portray as many lifestyles as possible and are mostly centered around popular tropes found in science fiction. Like so much else in Uncharted Worlds, they are painted in broad strokes, in primary colors. Through play, the character will provide detail and nuance to their unique version of that Origin.

The descriptions presented in the Origins are far from written in stone. The permutations of lifestyles are endless, doubly so when we add more fantastical elements to the mix. Groups are strongly encouraged to re-interpret the Origins presented here and in Uncharted Worlds so that they fit the story they wish to tell, rather than the other way around. What may seem like a missing Origin may in fact have multiple applicable origins, with just a bit of creative re-imagining.

For example, a cloned character has a Humanoid "Cloned" species and can be:

- Part of a large batch of similar clones (Crowded).
- A one-off work of experimental science (Advanced).
- Groomed to replace someone important (Privileged).
- A sleeper agent, unaware they are a clone (Programmed).
- Part of a super-soldier program (Regimented).



List of New Origins

Forlorn

([page 67](#))

Lost souls, far from their own people, so very alone.

Insolence: Defy customs and propriety to use +Mettle.

Boldly Go: Find something profitable, useful, or awesome.

Navigation: Voyages are fast, safe, pleasant, or profitable.

Trinkets: Free Class 1 Cargo from foreign societies.

Occult

([page 68](#))

Shaped by the bizarre, the disturbing, the mystical.

Ritual: Perform rituals, hexes and charms to use +Expertise.

Alchemy: Patch Up can corrupt, cleanse or transmute.

Relic: Gain a sacred Class 3 melee weapon.

Animate: A collection of objects becomes a Class 1 Crew.

Primal

([page 69](#))

Powerful and passionate inhabitants of savage worlds.

Strength: Use violence, rage and brute force to use +Physique.

Terrify: Roll +Influence or Physique to terrify others.

Launch: Throw objects with +Mettle or +Physique.

Stronger: Destructive, Impacting and Penetrating strikes.

Programmed

([page 70](#))

Indoctrinated subjects with minds full of secrets.

Abnegation: Surrender to indoctrination to use +Interface.

False Identity: Maintain fake identities, no Debt or Favor.

Obsession: Data Points are always about this subject.

Linguist: Read, write, and speak almost all languages.

Spiritual

([page 71](#))

Serene and disciplined followers of ascetic faiths.

Tranquility: Invoke koans and parables to use +Influence.

Pact: Your deity is a Faction, prayers call in Favors.

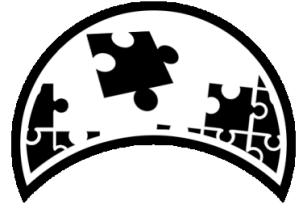
Precognition: Suffer minor mental harm, reroll a Move.

Inspiration: Roll+Influence/+Physique to spread an emotion.

FORLORN

Origin

The Forlorn are the lost, the forgotten, those far away from the bones of their ancestors. They were abandoned, or abducted, or are simply the last of their kind. The Forlorn grew up surrounded by societies and people that didn't understand them, that may have even feared or reviled them. In their hearts, the Forlorn know that they are alone. That they can rely on no one but themselves.



Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your careers).

Distrustful, Intrepid, Grim, Mismatched, Independent, Rude.

Skills: Choose 1

Insolence

When you solve a problem by defying customs, propriety, and the desires of those around you, you can roll +Mettle instead of whatever the usual stat would be. This will likely be selfish, rude, and possibly hurtful.

I won't do what you tell me.

Boldly Go

When leading an expedition into the unknown, **Roll+Mettle**.

On a 10+, choose 1.

On a 7-9, the GM will choose 1.

You encounter...

- something potentially profitable.
- something currently useful.
- something uniquely awesome.

The final frontier.

Navigation

When you plan a long voyage, choose 1. The voyage will be:

- **Fast:** You know a shortcut.
- **Safe:** Choose a Faction to avoid.
- **Pleasant:** +2 to Cramped Quarters rolls.
- **Profitable:** If you deliver the passengers who are asking for passage.

Should have taken that left turn at the Albuquerque nebula.

Trinkets

Whenever you successfully engage a foreign society (visit, experience, infiltrate, attack, etc.), gain a Class 1 Cargo of miscellaneous baubles, trinkets, and other cultural detritus.

No finer pots in brass or silver.

OCCULT

Origin

The Occult grew up surrounded by the strange and the powerful. They come from cultures deeply rooted in mysticism and the supernatural. Their way of life has been molded by rituals and secrets. They hail from heretic cabals or prestigious mystic academies. Many lived on the very edge of the abyss, and have spent their lives gazing into the dark heart of the cosmos.



Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your careers).

Peculiar, Solitary, Bleak, Haunted, Raving, Eccentric.

Skills: Choose 1

Ritual

When you entrust a situation to the power of your rituals, fortunes, hexes, and charms, you can roll +Expertise instead of whatever the usual stat would be. This will likely be complicated, unpredictable, and deeply unsettling.

Ph'nglui mglw'nfhah wghah'nagl fhtagn!

Alchemy

When using a Ritual Kit to Patch Up a person, object, or material, choose from this list instead of the standard Patch Up:
Spread rust, rot, or erosion.
Purify, clean, and rejuvenate.
Transmute one material into another.

Equivalent exchange.

Relic

Create a Class 3 melee weapon. Choose one:

- It is a symbol of your order.
- It is a sign of your greatness.
- It is feared and reviled.

A Relic is almost indestructible. If you become separated, you always have a vague, painful sense of where it is.

A weapon for a more civilized age.

Animate

Choose a collection of objects. Those objects become a Class 1 Artificial Crew (see page 101) with an upgrade that matches the materials used. You can only have one Animated Crew at a time.

Some assembly required. Batteries not included.

PRIMAL

Origin

The Primal hail from savage, primeval worlds. Their lives lack all but the most basic technologies. They are forced to fight for survival, for dominance, red in tooth and nail. From this crucible come the fiercest beings to step onto the galactic stage. Whether they are from a lost colony, an exiled people, or an uplifted species, they are intelligent, adaptable, passionate, and fierce beyond measure.



Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your careers).

Feral, Brutish, Titanic, Stilted, Slow, Ravenous.

Skills: Choose 1

Strength

When you handle a situation with rage, violence, and brute force, you can roll +Physique instead of whatever the usual stat would be. This will likely be loud, ugly, and possibly painful.

You wouldn't like me when I'm angry.

Terrify

When your presence becomes known, **Roll+Influence** or **+Physique**.

On a 10+, people are meek and respectful.

On a 7-9, people are cautious and worried.

On a 6-, people are panicked and hostile.

It is safer to be feared than loved.

Launch

You can propel small, inanimate objects with deadly speed and precision using +Mettle. Large, oddly shaped or defiant subjects (small vehicles, people) tend to be clumsier projectiles, and are propelled with +Physique.

Catch!

Stronger

Your unarmed and melee attacks are Destructive, Impact, and Penetrating.

Our work is never over.

PROGRAMMED

Origin



Where others have childhoods, the Programmed have indoctrination. Some are sleeper agents, living weapons in the arsenal of their creators. Others are members of interconnected hive-minds, carrying deeply-rooted genetic memories. They carry dormant knowledge and directives in their minds, never knowing when their latent indoctrination will surface next.

Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your careers).

Harmless, Exhausted, Skittish, Mercurial, Orderly, Interested.

Skills: *Choose 1*

Abnegation

When you black out and allow your programming to take over in order to solve a problem, you can roll +Interface instead of whatever the usual stat would be. Your programming won't undermine its own agenda.

Two by two. Hands of blue.

False Identity

You maintain a number of fake identities that have neutral standing with all factions. As long as a chosen identity holds, your actions do not incur Debt or earn Favor.

You have me confused with someone else.

Obsession

Choose the subject of your Obsession. When you would gain a Data Point about a tangentially related subject, gain a Data Point about your Obsession instead.

I want to believe.

Linguist

You can communicate passably in the languages of all known societies and species. A successful Assessment of a newly-encountered or long-dead culture grants you permanent access to their written and/or spoken language.

Fluent in over six million forms of communication.

SPIRITUAL

Origin

The Spiritual are born to serene lives of quiet contemplation. They come from distant monasteries, secluded temples and hidden shrines. Surrounded by strict asceticism, far away from temptation and worldly concerns, they train their bodies, minds, and souls for the eventual day when they must leave their cloistered lives.



Descriptions:

Choose 1 description from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your careers).

Venerable, Serene, Abstinent, Stern, Demure, Sensible.

Skills: Choose 1

Tranquility

When you handle a situation with the wisdom of a koan, parable, or aphorism, you can roll +Influence instead of whatever the usual stat would be. This will likely be soft, subtle, and slow.

Leaves from the vine, falling so slow.

Pact

Create a Faction consisting of just your deity. You gain 1 Favor and 3 Debt with it. You communicate with your deity through prayer and can call in Favors. Your deity makes demands and calls in your Debts through dreams and prophecy.

So shall it be.

Precognition

If your mind is clear, you may suffer a minor mental debility (headache, nausea, vertigo, etc.) to declare that a roll you just made was merely a glimpse of possible future. Briefly describe the immediate or long-term consequences of that future, then reroll.

It was all just a dream. Or was it?

Inspiration

Choose an emotion and the medium/art with which you convey it, then Roll+Influence or +Physique. On a 7-9, the emotion takes hold of your audience.

On a 10+, as above, and choose 1:

- You gain a keen admirer.
- You are treated lavishly.
- You can Command the audience.

What is art?

Reference: Origins from the Uncharted Worlds core book.

Advanced
(UW page 97)

Cutting Edge: +1 Interface, to a maximum of +2.
Surveillance: After an Access, you can continually track that person.
Artificial Intelligence: Gain a loyal AI NPC that can inhabit systems.
Custom Flyer: Gain a custom-designed Class 3 Flyer.

Brutal
(UW page 98)

Branded: +1 Physique, to a maximum of +2.
Assassination: A 10+ Roll that kills someone leaves no evidence.
Toughness: You can suffer two injuries of each severity.
Sneak Attack: Roll+Mettle to kill, injure, rob, or capture a victim.

Colonist
(UW page 99)

Resourceful: +1 Expertise, to a maximum of +2.
Tinker: Assemble shoddy weapons, explosives, and engineering kits.
Custom Vehicle: Gain a custom-designed Class 3 Land Vehicle.
Heavy Lifting: Ignore Clumsy caused by heavy weights.

Crowded
(UW page 100)

Affable: +1 Influence, to a maximum of +2.
Contacts: Introduce a new NPC whenever you go anywhere civilized.
Network: Track, Get Involved, and issue Commands remotely.
Bribe: Acquisition makes political, legal and diplomatic purchases.

Galactic
(UW page 101)

Fine Tuning: +1 Expertise, to a maximum of +2.
Repair: Your Patch Up repairs critical breakages, rebuilds machines.
Weightless: Ignore the Clumsy trait while flying, falling, or in zero-G.
Program: After Accessing a system, choose a behavior and a trigger.

Reference: Origins from the Uncharted Worlds core book (continued).

Impoverished
(UW page 102)

Scrappy: +1 Mettle, to a maximum of +2.
Stealth: Vanish while unobserved, then show up at any later point.
Recklessness: Roll 1d6, 50% spectacular success, 50% abject failure.
Criminal: Crimes that roll 10+ leave no evidence.

Privileged
(UW page 103)

Decorum: +1 Influence, to a maximum of +2.
Fame: People know you/your work. Allies can use your +Influence.
Luxury: Lavish lifestyle. Gain an NPC retainer (butler, consort, etc.).
Scapegoat: Roll+Expertise to pass on social/legal/financial harm.

Productive
(UW page 104)

Vocation: +1 Expertise, to a maximum of +2.
Calibrations: Get Involved+Interface to prepare a vehicle/console.
Education: When you gain a Data Point, share it with your allies.
Acumen: Find what to exploit, what's in demand, or who's in charge.

Regimented
(UW page 105)

Disciplined: +1 Mettle, to a maximum of +2.
Leadership: Gain a hand-picked Class 3 Crew.
Tactics: You choose the consequences of Launch Assault/Open Fire.
Deduction: Discover vulnerabilities, dangers, or causes.

Rustic
(UW page 106)

Hard Labor: +1 Physique, to a maximum of +2.
Construction: Build shelters, defenses, concealment, or workspaces.
Survival: Scrounge up food, medicine, wilderness kits, melee weapons.
Chemistry: Roll+Expertise to create antidote, vaccine, drug, poison, etc.



DISTRICT 06 - IMMIGRATION

Species

The Immigration chapter deals with the creation of alien species and their societies. These species can then be used by players to make their characters.

Alien Forms: Determine the shape and abilities of a given alien: Humanoid, Robotic, Xeno, Evolved, or Symbiotic.

Alien Societies: Determine how the alien's society fits in with the rest of the galaxy: Independent, Cultural, or Imperial.

*"It's a rock! It doesn't have any vulnerable spots!"
- Jason Nesmith, Galaxy Quest*

Players can now choose a species for their character during character creation. The species itself should be designed as a group, as part of world building and character creation.

To design an alien species:

- Choose the **form** of that species (below).
- Decide what kind of **society** they have ([see page 82](#)).

When creating a character, choosing an alien species other than humanoid costs one of that character's starting Career Skills. Non-humanoid characters choose 1 Origin Skill and 2 Career Skills during character creation.

Alien Forms

Forms are the broadest physical outline of the species. The form determines the layout of the species' limbs, the composition of their bodies, and any unique physiological abilities they may have.

Humanoid (page 77) The most common, ubiquitous kind of starfaring species. No special advantages or disadvantages.

Robotic (page 78) Resilient constructs created by another species. Does not suffer from organic needs and weaknesses (air, food, water, disease, etc.).

Xeno (page 79) A species with a non-humanoid bodily configuration. Gains many unique physical features.

Evolved (page 80) A species with a very advanced and useful evolutionary adaptation. Gains a physiological trait that mimics a Skill.

Symbiotic (page 81) A tiny organic species that inhabits another species in either a symbiotic or parasitic relationship.

Humanoid

Humanoids are by far the most common type of spacefaring species. They have the same general body shape; two arms, two legs, a head that contains most of their sensory and cognitive organs, and a trunk-like body that contains the remaining organs.

Humanoid species differentiate themselves from each other based on much smaller details, such as skin, diet, and secondary facial and body features. A Ta'th is a Human with scales and four glowing eyes, a Human is a Radhi with brown skin and hair instead of horns, and so forth.

When designing a humanoid species, name it, and describe one or more unique physical aspects of the species (compared to most other humanoids). For example:

- Dietary restrictions or preferences.
- Skin texture/pigment, including phenotype variations.
- Number/placement of eyes, mouth(s).
- Horns, hair, ridges, or other features.
- Preferred environments (gravity, air composition, etc.).
- Sexual/reproductive peculiarities.

When creating a humanoid character, follow the steps of character creation as normal (See page 74 of the Uncharted Worlds core book). Rules-wise, there are no notable differences between humanoid species.



Robotic

As a species, robots are humanoid constructs built by another species, often with a subservient role in mind. Humanoid robots tend to share certain broad physical characteristics with their creators, especially size and bodily proportions, since the two need to function in the same spaces and use the same technology.

Though considerably more uniform than organic species, robots of the same species can come from different generations, production runs, or model types.

When creating a robotic character, that character gains the following additional rules but only selects two Career skills instead of three:

- Inorganic (Ignore organic weakness)
- Electronic (Harmed by EMP)
- Repairable (Does not heal naturally)
- Upgradable (Support for 2 additional cybernetic Mods)

Inorganic: Robots are immune to the weaknesses and needs that affect organic species. Robotic characters don't need to eat, drink or breathe to function. They are unaffected by organic dangers such as asphyxiation, bleeding, infection and intoxication. While they are aware of physical contact, robots are not incapacitated by pain and can ignore physiological discomfort.

Electronic: Electromagnetic pulses and shock damage can cause significant damage to a robot's mind/central processor. Indirect exposure to electromagnetic harm can cause minor sensory, mental and emotional debilities in a robotic character, while full-force EMP damage could cause permanent trauma (see Trauma on [page 42](#)).

Upgradable: Robots can readily accept cybernetic upgrades to their base form. As such, robotic character can support 2 additional Mods. Mods are purchased and installed as normal (see Mods on [page 22](#)). However, robots can only support cybernetic modules, and cannot have bio-mods installed.

Repairable: Any damage or debility needs to be repaired. Patch Up will fix most issues, though severe damage requires a hired technician or a character with the Repair skill. The only truly essential components are the power core and their central processor. Other repairs, such as limb reattachment or replacement, are fairly routine procedures without much risk.

Xeno

While the vast majority of spacefaring species are bipedal humanoids, every so often a species with a very different configuration reaches the stars. These xeno species have unique evolutionary advantages which set them apart from the usual bipeds.

When designing a xeno species, create 3 Biomods from the Mod section on [page 22](#). These “biomods” are evolutionary traits shared by the entire species, and every member of the species has them. Their society and culture will likely be affected by these traits as well, and their tools and equipment will likewise be very different.

When creating a xeno character, the character automatically gains their species’ traits, but only selects two Career skills instead of three. The species traits do not count towards the character’s limit of Mods. Any starting Assets are assumed to be designed for that character’s traits. Any Crew chosen as a starting Asset may take the “Xeno” upgrade for free, as long as the Crew is of the same xeno species as the character.

Examples:

Insectoid

- Hive Mind (Link – Brain)
- Scythe Claws (Prehensile [Severing] – Shoulders)
- Bounding Leaps (Locomotion [Leaping] – Legs)

Jellyfish

- Bio-electric Field (Projectile [Shock] – Skin)
- Tentacles (Prehensile [Flexible] – Lower Body)
- Bioluminescence (Beauty – Skin)

Silicate

- Rock Solid (Reinforced – Flesh)
- Fireproof (Adaptation – Fire)
- Density (Adaptation – High Pressure)

Evolved

The physiology of certain bipedal species grants them innate abilities that would take others decades to master. The species' cultures, societies, and technology tend to revolve around this natural propensity, and it is often a source of both prejudice and pride when dealing with other peoples.

When designing an evolved species, choose a skill from any Career and describe the physiological adaptation that grants the skill in question (see the Characters chapter on [page 45](#)). Every member of the evolved species exhibits that physiological characteristic.

When creating an evolved character, the character automatically gains their species' natural gift, but only selects two Career skills instead of three. Any starting Assets are assumed to be designed for that character's particular physiology. Any Crew chosen as a starting Asset may take the "Alien" upgrade for free, as long as the Crew is of the same evolved species as the character.

Example evolved species:

- **Winged**
Flight (from the Kinetic career)
The species has large wings which allow it to hover, glide, and soar.
- **Pheromones**
Leadership (from the Personality career)
The species naturally attracts servile followers.
- **Telepathic**
Telepathy (from the Telepath career)
The species can read emotions and communicate telepathically.
- **Massive**
Heavy Lifting (from the Military career)
The species is wide and solid, able to lift great weights effortlessly.
- **Fluid**
Transform (from the Arcane career)
The species are natural shapeshifters, able to take on many different forms.

Symbiotic

Symbionts are very small organic creatures whose unique biology requires them to inhabit a host humanoid in order to travel and interact with the galaxy at large. The relationship between a symbiont and their chosen host varies from species to species, though most tend towards some form of parasitism.

Though each transference from one host to another can be a painful ordeal, symbionts often have dozens of host bodies during their exceptionally long lifetimes. Some destructive or capricious symbionts change hosts as frequently as other species change their clothing. Symbiotic species cannot survive outside of a host body for very long unless they are stored in artificial life-support.

When designing a symbiotic species, choose its relationship to its host:

- **Ascendant:** The former host personality is preserved. The host is aware of its surroundings, and maintains its own thoughts and feelings. It can communicate with the symbiont.
- **Dominant:** The former host is dormant and unaware of anything that transpires while the symbiont is in control.
- **Absolute:** The former host personality is destroyed when the symbiont takes over the body. The body dies when the symbiont leaves.

When creating a symbiotic character, the character gains the “Joining” Move but only selects two Career skills instead of three. Describe the body they currently inhabit.

When a symbiont character takes a host:

- The symbiont’s natural health (+Physique) asserts itself over the host’s physiology.
- Any injuries or physical debilities are left behind on the old body. The symbiont retains any mental and emotional debilities.
- Any cybernetics or biomods are left behind on the old body. The symbiont gains any cybernetics or biomods on the new body.
- Redistribute the character’s Debt between available factions, based on the new host’s relationships with said factions.
- The host’s memories can be Accessed as if they were a computer system; a higher +Interface allows the symbiont to parse memories and thoughts to find what they want to know.

JOINING (+Physique)

When you enter a helpless or willing humanoid and assert control, **Roll +Physique**.

On a 10+, choose 1 flaw:

On a 7-9, choose 2 flaws:

On a 6-, the GM chooses 3 flaws:

- The host’s memories can’t be Accessed.
- Occasional resistance, disobedience, unbidden memories or residual behaviors.
- Gain unexpected Debts (GM redistributes existing Debt).
- The host is flawed (-1 to a chosen stat while Joined).
- Gain unexpected, problematic contacts.
- The joining was traumatic (see page 42).
- The host will die when you leave.

Alien Societies

After designing a species' form, choose what kind of society they have.

Societies are the measure of how unified a species is when it comes to social and cultural behaviors. The society determines a species' most likely Origins, their strongest drives and beliefs, and the traits and stereotypes that others assign to the species.

Independent

([page 83](#))

The species has no particular unity of belief. They can be found alone or in small groups across the galaxy.

Cultural

([page 84](#))

The species favors certain origins and careers, either socially or physiologically.

Imperial

([page 85](#))

The species is also a Faction, and all members of that species ascribe to its ideologies.

Independent

An independent species has no unified society or identity. Various notable groups and ideologies may exist on a national or community level, but no one social structure comes close to dominating the species. There is little overarching species-level solidarity to speak of, though smaller community/in-group tribalism is still very present.

Out beyond their homeworld, members of this species rarely form species-based communities or enclaves. They can be found in ones and twos across the galaxy, working alongside any other species or society.

Many members of independent species adopt local beliefs and traditions, or simply maintain their neutrality. Some favor pragmatism and adaptability, while others become fiercely attached to their new way of life.



Cultural

A cultural species shares a strong, vibrant identity that shapes almost all members of that species. The shared beliefs and values of the species are instilled from a young age, shaping each generation into socially acceptable members of the species. While this kind of species is active on the galactic scale, it lacks the might and scope of an empire-level species, and has a much smaller impact on galactic affairs.

When introducing a cultural species, choose 1-2 Origins and 1-2 Careers that are heavily favored by that species (see the Characters chapter on [page 45](#)). These Origins and Careers define the species socially and culturally.

The members of the species were born and raised in those conditions, and with those values. The society as a whole heavily favors those careers. Their ethics and morality revolves around those ideals. Every member of the species encountered is of the favored Origin or engages in the favored Career, or both.

When creating a character of a cultural species, the character's Origin should be one of the favored Origins, and at least one of their Careers should be a Career favored by their species. If not, the character will be considered a deviant, outcast, traitor or pariah by their own species, making interactions with them considerably more hostile.

Imperial

An imperial species has reached the stars as a unified galactic power, and functions as a Faction. Almost all members of the species are also proud members of the empire. While other species may live within or work alongside an empire, the faction's primary goal is almost always to serve the interests of its own species.

When introducing an imperial species, follow the usual method for introducing a Faction, describing their Power, Reach, Structure and Ideology (Uncharted Worlds core book, page 129).

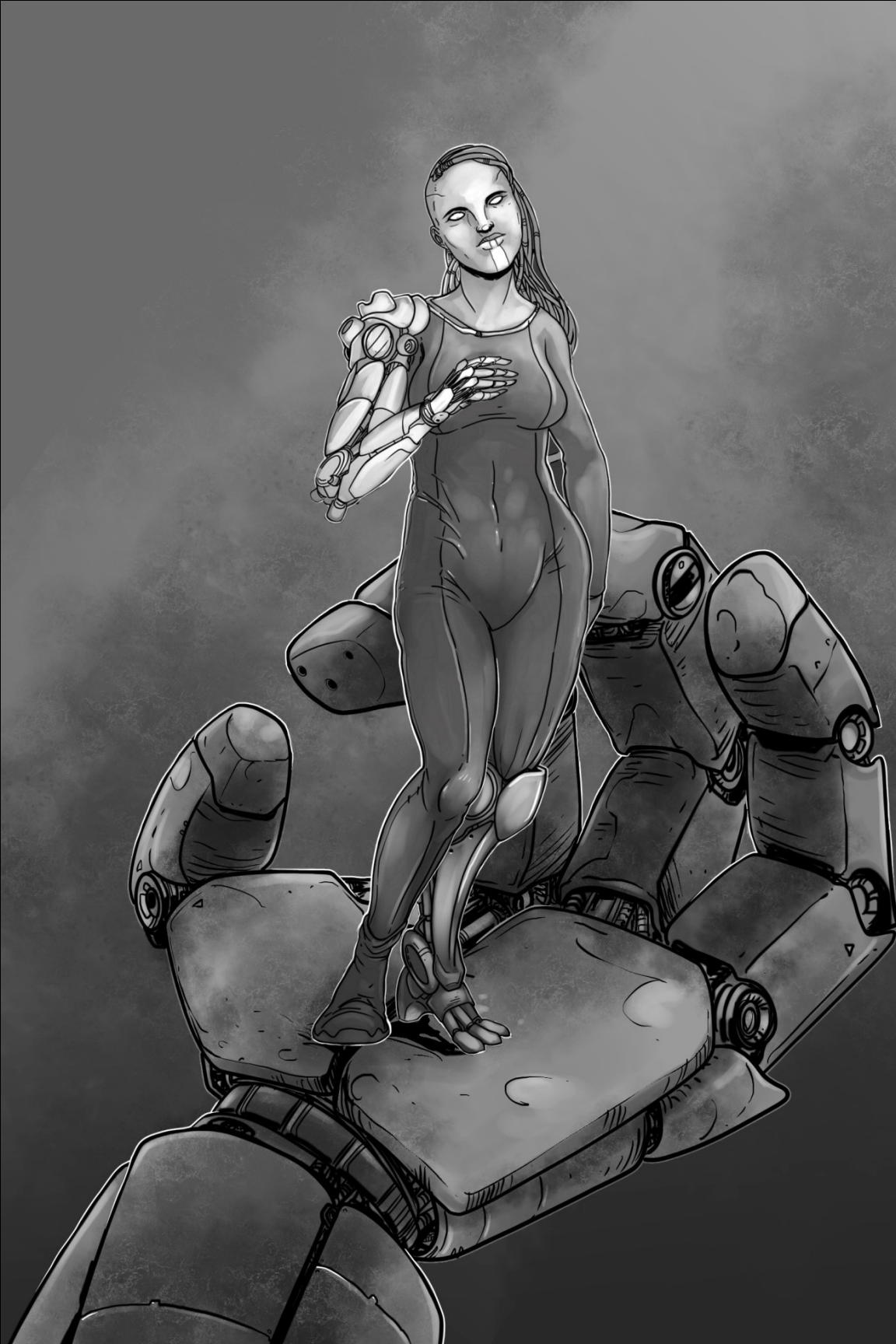
The source of an empire's **Power** is its sheer size. Most other Factions can't hope to match the raw workforce and resources of an entire species. Most of the aspects of that power (military, economy, production, science) are needed to simply support and protect the stability of the empire. It takes great and terrible times to mobilize an empire towards a singular goal.

Wherever a member of the species is found in a position of power or authority, there too is the extent of the empire's **Reach**. Most empires establish colonies, starbases, and listening posts out on the fringes of space, and even the most insular empires will have agents stationed in major cities across the galaxy.

An empire's **Structure** is most often some form of centralized government which pursues diplomatic, commercial and military agendas. And when an empire acts on the galactic stage, it affects the reputations and lives of all members of that species. Beyond the government, the species organises itself by family, clan, pod, or other such tribal models.

The empire's **Ideology** forms the very core identity of all members of the species, and has done so for decades if not centuries. The empire is unified and strengthened by its shared beliefs and practices, and in turn it cultivates and promotes the ideals that make it strongest.

When creating a character of an imperial species, it is very likely that the character will start the game having sworn allegiance to the empire, starting with 3 Debt of social obligation and 1 Favor to call upon from their people. If not, at least 1 Debt must be placed with the empire, representing the nigh-inescapable familial, societal, and professional obligations to their people (Uncharted Worlds core book, page 132).



DISTRICT 07 - COMMERCIAL

Assets

The Commercial chapter introduces new types of Assets and new upgrades for existing Assets.

Market Types: Seed a campaign with a diverse collection of marketplaces, each with its own opportunities.

Asset Standards: Alter the basic functionality/pattern of any kind of Asset.

Assets: Melee Weapons, Firearms, Heavy Weapons, Explosives, Artillery, Attire, Mods, Land Vehicles, Flyers, Crew, Beasts, and Kits.

*“It’s not stupid. It’s ADVANCED.”
- Almighty Tallest, Invader Zim*

In addition to providing all-new upgrades for existing Assets, Far Beyond Humanity also introduces entirely new Asset types and technologies that can fundamentally alter the style and tone of the game.

Like the Assets in the original Uncharted Worlds, the new Asset types grant narrative tools to the character, allowing them to solve (and cause) problems in strange and wonderful new ways.

Market Types

The Assets chapter of Uncharted Worlds assumes a similar level and style of technology across the galaxy. The potential for greater variety and sheer alien oddity in Far Beyond Humanity necessitates markets that are just as varied. Use this section rather than the Minor, Standard, and Major Markets from Uncharted Worlds.

When introducing a new market, choose the Origin that most closely expresses its general tone, spirit, and technology level. This will provide a narrative guideline as to what the characters can expect to find. See [page 89](#) for examples of each kind of market. A particularly important and complex marketplace could be expressed through a combination of two Origins.

Market Distribution

The frequency of new markets should depend on the scope of the game. The further and faster the characters are expected to travel, the more space each market takes up.

In a standard Starship game, where players are free to fly from star system to star system, they can expect to find a single market per planet or space station. In a City game, each district of the city would have its own unique market that matches the district's motif. And so forth.

Secondary Markets

Sub-markets can exist within a major market. These secondary markets tend to be exclusive, secretive, dangerous, and/or illegal. Characters can risk seeking them out if the primary market can't provide them with the kinds of Assets they need.

Note that the Commercial career's Marketing skill (Uncharted Worlds core book, page 81) allows characters to find secondary markets with ease.

Evolving Markets

Markets will change as the story progresses. Major events and shifts in the balance of power will change the Market type. If the Scientific Cabal faction takes over a space station that was once Crowded, that market will probably be Advanced or Galactic the next time the characters visit. Wars and great catastrophes can turn any market into an Impoverished or Brutal market.

Market Types

Advanced	Highly competitive, cutting-edge market. Class 2 Assets available, Class 1 Assets commonplace, occasional Class 3 prototype. Advanced medical procedures (cybermods) performed regularly.
Brutal	Vile, despicable, and dangerous market. Every Asset and service available for a price, no matter how illegal or depraved. Slave Crews indoctrinated with free Loyalty upgrade.
Colonist	High demand for food, medical supplies, tools, and work vehicles. Few goods or services for sale, mostly Class 0 Assets and excess survival supplies.
Crowded	Chaotic, unpredictable market. Eclectic selection of goods and services that changes from day to day. Mostly junk, but many Class 0 and Class 1 goods available. Diverse selection of Crews.
Forlorn	Isolated, independent market. Factions have no direct control of the market. Characters cannot call in Favors here. Equal parts trash and treasure.
Galactic	Cultural cross-roads market. Assets from the far reaches of the galaxy. Class 1 and Class 2 assets in a wide variety of cultural styles and variations. Non-humanoid Attire and Crew often available.
Impoverished	Meager market, with no real value. High demand for basic necessities, little to no profit or trade potential. Abundant Class 0 Crews. Occasional unique Asset, traded out of desperation.
Occult	Bizarre, confusing, exotic market. No “normal” Assets, only strange, alien goods. Market likely to follow strange trading customs, or have unusual currency/measure of exchange.
Primal	Primitive, archaic market. Deals uniquely in very low tech Assets (melee weapons, animals, etc.). High technology viewed with suspicion. No medical care beyond crude Patch Up.
Privileged	Market that caters to a specific in-group, rarely dealing with the unprivileged. All Assets are of superior craftsmanship, often have the Stylish upgrade. Class 2 Assets, occasional Class 3. No Class 0.
Productive	Abundance of manufactured goods. High demand for raw materials, processed materials and basic components. Class 0 Assets commonplace, all Class 1s readily available.
Programmed	A digital marketplace. Trades primarily in information. Data Points can be purchased through Acquisition (3 Data Points about a single subject). Goods ordered and fulfilled anonymously.
Regimented	Strictly controlled market. All transactions are done through a regulatory body, usually a Faction. Extensive list of restricted and banned Assets and cargo types. Fill out form 76-F in triplicate.
Rustic	Simple goods available, mostly Class 0 goods with a few Class 1s. Cargo types limited to natural resources, food, and hand-made items.
Spiritual	Religious, often theocratic market. Goods exchanged for religious services: blessings, prayers, healing, indulgences, political favor, etc. Blessed items and religious Crews available, though rare.

Asset Standards

The Asset default forms and upgrades presented in the Uncharted Worlds are shaped by a number of sci-fi tropes about science, technology, and armaments. In Far Beyond Humanity, different standards apply in certain markets or across a campaign setting as a whole.

A “Standard” means that all Assets of a certain type (weapons, attire, crew, etc.) will have default Upgrades assigned to their base template. A new “reverse” Upgrade is usually available to remove or counteract that standard.

Asset Standards should not be applied lightly. They represent a very fundamental philosophical decision made by that market or culture, something they have embraced and enforced society-wide.

Example Standards

Standard: Keyed Weapons

All commercial and military firearms and heavy weapons, even Class 0, have the Keyed upgrade for free. The weapon is genetically printed, only usable by its owner, and is easily traceable by authorities. The following illegal upgrade replaces Keyed and can be purchased for firearms and heavy weapons.

Unlocked

Can be fired by anyone. Untraceable, does not have a registry or signature.

Standard: Stunners

The Stun upgrade is the default for commercial firearms. Weapons designed for civilian protection and law enforcement are always non-lethal. Taking an upgrade that alters the weapon’s damage type (laser, severing, etc.) also removes the Stun feature.

Standard: Energy

Weapons that fire physical projectiles have been entirely phased out and replaced by energy weapons. All firearms and heavy weapons automatically gain Laser as a free upgrade. The following archaic upgrade replaces Laser and can be purchased for firearms and heavy weapons.

Bullets

Fires fast-moving physical projectiles rather than energy. Good against shields.

Standard: Organic

All available weapons and attire are organic in nature, and have the “Living” upgrade. Additionally, when designing a Class 0 land vehicle or flyer, the only available design is “Beast”. The following upgrade is available for all weapons and attire:

Synthetic

Made of inorganic materials. Does not heal naturally, but can be repaired.

Asset Types

Many Assets in the following chapter are updates to Assets from the Uncharted Worlds core book (page 113), each with a handful of additional upgrades. Far Beyond Humanity also introduces new types of Assets: Mods (cybernetics and biomods), artillery and beasts.

<i>Asset Type</i>	<i>Description</i>
Melee Weapons (page 92)	Weapons for close-quarters combat. 1 free upgrade.
Firearms (page 93)	Pistol (one-handed) or Rifle (two-handed) ranged weapons.
Heavy Weapons (page 94)	Clumsy, destructive long range weapons.
Explosives (page 95)	Grenade (thrown), Charge (placed), or Missile (launched).
Artillery (page 96)	Massive weaponry, needs to be mounted on buildings/vehicles.
Attire (page 97)	Clothes, protective gear, specialty equipment, or armor.
Mods (page 98)	Cybernetic modules and Biomodifications. Class 1 Assets.
Land Vehicles (page 99)	Bike, Groundcar, Walker, and Quadwalker transportation.
Flyer (page 100)	Speeder (small, fast) or shuttle (large) flying vehicle.
Crew (page 101)	Squad, Techs, Gang, Staff, or Artificial followers.
Beasts (page 102)	Loyal, well trained guard animals and beasts of burden.
Kits (page 103)	Tools needed to perform specific jobs. Class 1 Assets.

Melee Weapons

Melee Weapon Design: *All Class 0 Melee Weapons have the following properties:*

- Optimal Ranges: Melee.
- Choose 1 free upgrade (weapon form).

New Melee Weapon upgrades

Consecrated	Dedicated to a cause. Causes great harm to enemies of the cause.
Dangerous	Causes harm to anyone but its true owner.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Elemental	Creates a lasting elemental reaction. Ex: fire, corrosion, frost, smoke, etc.
Living	A living organic creature. Minor mobility. Regrows and regenerates if hurt.
Paired	Two weapons that act in perfect tandem. Mediocre if used separately.
Radiant	Glow with light. Unleashes blinding flashes.
Specialized	Choose a skill. Lessens/diverts/absorbs some of the consequences of failures.
Summoned	Called into existence from nothing, can be dismissed.
Switching	Choose 2 basic upgrades. The weapon can switch forms between those two.
Syphon	Choose the element or concept this weapon drinks (heat, blood, fear, etc.).
Virtual	A cyber weapon program that also exists inside the SectorNet.

Basic Melee Weapon upgrades (Reprinted from Uncharted Worlds page 115)

Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
Defensive	Can parry, deflect, and disarm.
Destructive	Causes property damage and damages machinery and vehicles.
Energy	Glow with incandescent energy, melts, burns, cauterizes.
Flexible	Whip-like length capable of binding and lashing. Optimal Range: Adjacent
Glove	A heavy, weaponized glove. Can still manipulate objects.
Hafted	Two handed. Long reach. Sweeping attacks. Range: Melee, Adjacent
Heavy	Two handed. Massive, resilient. Heavy, devastating attacks, hard to block.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Piercing	Can pin targets, pierce thin materials, and stab with great accuracy.
Ripper	Loud mechanical motion rips, tears, grinds or shreds
Severing	Chops, cuts, causes bleeding and can sever limbs.
Shock	Electrocutes, harms electronics and robots. Can stun on low settings.
Stylish	Looks impressive, distinctive, and unique.
Thrown	Range: Adjacent, Close. Handful of one-handed throwing weapons.

Firearms

Firearm Design: Choose one of the following basic designs for a Class 0 Firearm:

- **Pistol:** One-handed ranged weapon, Optimal Ranges: Adjacent, Close.
- **Rifle:** Two-handed ranged weapon, Optimal Ranges: Close, Far.

New Firearm upgrades

Channel	Choose a Skill. Characters with that Skill can use it through the weapon.
Charged	Takes significant time to charge up, vastly increased damage at full charge.
Consecrated	Dedicated to a cause. Causes great harm to enemies of the cause.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Living	A living organic creature. Regrows its own ammo over time.
Paired	Two pistols that act in perfect tandem. Mediocre if used separately.
Radiant	Projectiles unleash blinding flashes and illuminate targets.
Ricochet	Projectiles bounce off hard surfaces, allowing for trick shots.
Summoned	Called into existence from nothing, can be dismissed.
Switching	Choose 2 basic upgrades. The weapon can switch forms between those two.
Syphon	Choose the element or concept this weapon drinks (heat, blood, fear, etc.).
Virtual	A cyber weapon program that also exists inside the SectorNet.

Basic Firearm upgrades (Reprinted from *Uncharted Worlds* page 116)

Attachment	Attach Class 0 Small weapon with Sharp, Ripper, Energy or Shock.
Burst	Instead of a single shot, sprays shots in a wide cone.
Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
Chemical	Creates a lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Destructive	Causes property damage, damages machinery and vehicles.
Explosive	Loud. Causes messy wounds and property damage near the point of impact.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Keyed	Can only be fired by you unless you unlock it.
Laser	Projects focused beams of energy that can cut or melt materials.
Launcher	Lobbed, arcing projectile with a modest area of effect.
Mounted	Mounted to a forearm or shoulder rig, keeps hands free.
Penetrating	Ignores Armor.
Plasma	Fires bright bolts of supercharged, burning energy.
Rapid Fire	Unleashes suppressing fire at multiple targets.
Scope	Can fire at distant objects. Optimal Ranges: Far, Distant.
Shock	Electrocutes, harms electronics and robots.
Shrapnel	Causes heavy bleeding and disfigurement around the target.
Silenced	Suppressed muzzle flash and practically silent shot.
Stabilized	No recoil, can be used in micro-gravity environments.
Stun	Non-lethal. Stuns, snares, or renders unconscious.
Stylish	Looks impressive, distinctive, and unique.

Heavy Weapons

Heavy Weapon Design: *All Class 0 Heavy Weapons have the following properties:*

- **Two-handed ranged weapon.** Optimal Range: Far, Distant.
- **Destructive** Causes property damage, damages machinery and vehicles.
- **Clumsy:** Heavy and awkward, forces Face Adversity on physical activity while carrying it.

New Heavy Weapon upgrades

Charged	Takes significant time to charge up, vastly increased damage at full charge.
Consecrated	Dedicated to a cause. Causes great harm to enemies of the cause.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Implosion	Creates a brief implosion that draws in nearby targets and objects.
Living	A living organic creature. Regrows its own ammo over time.
Ricochet	Projectiles bounce off hard surfaces, allowing for trick shots.
Summoned	Called into existence from nothing, can be dismissed.
Switching	Choose 2 basic upgrades. The weapon can switch forms between those two.
Turret	Can be deployed and given simple directives. Fires using your +Interface.
Virtual	A cyber weapon program that also exists inside the SectorNet.
Volatile	Breaching, Impact, and Detonation on a roll of 10+, then needs to recharge.

Basic Heavy Weapon upgrades *(Reprinted from Uncharted Worlds page 117)*

Breaching	Damages starships and reinforced structures.
Chemical	Creates a lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Concussive	Exceptionally loud and bright. Stuns, deafens, blinds, and knocks away.
Detonation	Explodes in a large blast radius.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Keyed	Can only be fired by you unless you unlock it.
Laser	Projects focused beams of energy that can cut or melt materials.
Penetrating	Ignores Armor.
Plasma	Fires bright bolts of supercharged, burning energy.
Seeking	Projectile arcs towards a moving target.
Shock	Electrocutes, harms electronics and robots.
Shrapnel	Causes amputation, bleeding, and disfigurement in a wide radius.
Spray	Reduces distance but increases coverage to a wide cone. Optimal Range: Close.
Stun	Non-lethal. Stuns, snares, or renders unconscious.
Stylish	Looks impressive, distinctive, and unique.
Sustained	Unleashes a constant suppressing fire at multiple targets.

Explosives

Explosive Design: Choose one of the following basic designs for a Class 0 Explosive:

- **Grenade** (One-handed thrown explosive. Optimal Range: Close)
 - **Timed:** Explodes after fixed time.
- **Charge** (Two-handed placed explosive. Optimal Range: Melee)
 - **Triggered:** Explodes when conditions are met (signal, proximity, etc.)
 - **Destructive:** Causes property damage. Damages machinery, vehicles.
- **Missile (new design)** (Launched. Optimal Range: Distant, Very Distant)
 - **Massive:** Must be dropped from a vehicle or launched from artillery.
 - **Impact:** Explodes when it collides with a solid object.
 - **Destructive:** Causes property damage. Damages machinery, vehicles.

New Explosive upgrades

Consecrated	Dedicated to a cause. Causes great harm to enemies of the cause.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Implosion	Creates a brief implosion that draws in nearby targets and objects.
Ongoing	Continuous effect for several minutes, or repeats multiple times over an hour.
Scanner	Sends back telemetry needed to perform an Assessment. Non-lethal.
Seeking	Grenade/Missile only. Used with +Interface, seeks target before exploding.
Summoned	Called into existence from nothing, can be dismissed.
Triggered	Grenade only. Explodes when conditions are met (signal, proximity, etc.).
Virtual	A cyber weapon program that also exists inside the SectorNet.
Volatile	Becomes Breaching, Concussive, and Kinetic on a roll of 10+ when using it.

Basic Explosive upgrades (*Reprinted from Uncharted Worlds page 118*)

Breaching	Breaches reinforced buildings and starships. Charge only.
Chemical	Creates a lasting chemical reaction. Ex: incendiary, corrosion, frost, smoke etc.
Cluster	Scatters secondary explosives in the area, which detonate moments later.
Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
Concussive	Exceptionally loud and bright. Stuns, deafens, blinds, and knocks away.
Destructive	Causes property damage, damages machinery and vehicles. Grenade only.
Focused	Directed high explosive force, little collateral damage.
Haywire	Scrambles and disrupts electronic systems, scanners, and advanced weaponry.
High Yield	Massive area of effect, city block or more. Charge or Missile only.
Kinetic	Heavy kinetic force that breaks bones and knocks people over.
Plasma	Creates a nova of incandescent energy that vaporizes matter.
Shock	Electrocutes, harms electronics and robots.
Shrapnel	Causes heavy bleeding, dismemberment, and disfigurement.
Sticky	Attaches itself to any surfaces, difficult to remove.
Stun	Non-lethal. Stuns, snares, or renders unconscious.
Stylish	Creates impressive, distinctive, and unique visual effects.

Artillery

Artillery is a class of massive, long-range weapons of war. They are so huge that they cannot be carried, and must be mounted to a vehicle, vessel or stationary emplacement before they can be fired. Artillery is often used as a defensive measure for military bases and space stations, or as offensive weapons on war ships and heavy tanks.

Excessive Force: Artillery is not limited to being Class 3. Powerful military factions can fund the construction of truly massive weapons up to Class 9.

Artillery Design: *All Class 0 Artillery have the following properties:*

- **Optimal Range:** Distant, Very Distant.
- **Breaching:** Damages starships and reinforced structures.
- **Penetrating:** Ignores Armor.

Upgrades: *Pick 1 upgrade when designing a Class 1 Artillery, pick 2 for a Class 2, etc.*

Armored	Resists non-Breaching damage. Crew +2 Armor from outside harm.
Charged	Takes significant time to charge up, vastly increased damage at full charge.
Chemical	Creates a lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Concussive	Exceptionally loud and bright. Stuns, deafens, blinds, and knocks away.
Consecrated	Dedicated to a cause. Causes great harm to enemies of the cause.
Detonation	Explodes in a large blast radius.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Implosion	Creates a brief implosion that draws in nearby targets and objects.
Keyed	Can only be fired by its owner unless they unlock it.
Laser	Projects focused beams of energy that can cut or melt materials.
Launcher	Launches Missile explosives (see page 95).
Living	A living organic creature. Minor mobility. Regrows its own ammo over time.
Ongoing	Constant effect for several minutes, or repeats multiple times over an hour.
Plasma	Fires bright bolts of supercharged, burning energy.
Portable	Can be disassembled, carried, and set up elsewhere. Must be set up to fire.
Seeking	Fired with +Interface. Projectile arcs towards a moving target.
Shielded	Crew gains +1 Armor. Blocks remote Access and hacking.
Shock	Electrocutes, harms electronics and robots.
Shrapnel	Causes amputation, bleeding, and disfigurement in a wide radius.
Spray	Reduces distance but increases coverage to a wide cone. Optimal Range: Far.
Stun	Non-lethal. Stuns, snares or renders unconscious.
Stylish	Looks impressive, distinctive, and unique.
Summoned	Called into existence from nothing, can be dismissed.
Sustained	Unleashes a constant suppressing fire at multiple targets.
Switching	Choose 2 upgrades. The weapon can switch forms between those two.
Volatile	Concussive, Impact, and Detonation on a roll of 10+, then needs to recharge.

Attire

Attire Design: Choose one of the following looks for Class 0 Attire:

- **Rugged:** Crude, patched, aged, and worn.
- **Simple:** Utilitarian, favors function over looks.
- **Cultural:** Incorporates popular styles/elements of a culture.
- **Formal:** Well cut and stylish.
- **Uniform:** Easily identifiable as belonging to a specific faction or group.

New Attire upgrades

Consecrated	Dedicated to a cause. Grants +2 Armor against enemies of that cause.
Disruptive	The wearer and those nearby cannot use supernatural abilities.
Emotional	Constantly creates the chosen mental state (rage, bliss, focus, etc.).
Folding	Aspects of the attire inconspicuously fold away, deployed when needed.
Living	A living organic creature. Heals and regrows naturally if damaged.
Sharp	Bladed, spiked, etc. Limbs and body count as Severing melee weapons.
Shifting	Mimic different Designs at will (rugged, simple, cultural, formal, uniform).
Summoned	Called into existence from nothing, can be dismissed.
Virtual	A cyber armor program that also exists inside the SectorNet.

Basic Attire upgrades (Reprinted from *Uncharted Worlds* page 119)

Armored	+2 Armor.
Carapace	Clumsy, +3 Armor.
Comms	Can receive and broadcast signals over great distances.
Connected	Built in computer with eye-piece HUD, connects wirelessly to other systems.
Impressive	Ostentatious, distinctive, intimidating, with embellishments and accessories.
Jump Jets	Can give small burst jumps, slow descent, and controlled flight in zero-g.
Meshweave	+1 Armor that looks like normal fabric.
Rig	Choose the Kit that is integrated in the suit. A second Kit can still be carried.
Tough	Protects from elements, hard to damage, easy to repair.
Sealed	An airtight suit, helmet and oxygen tank. Functions in space or under water.
Sensor	Choose a type of information. Screen scans and displays that information.
Shielded	+1 Armor provided by thin, invisible energy shield projected by the suit.
Stealthy	Muffled, blends in to environments and is difficult to pick up on scanners.
Visor	Choose a type of information. The visor detects that subject.

Mods (Cybernetic Modules and Bio-modification)

Mod Design

- Choose a body part to receive the Mod.
- Mods are Class 1 Assets.
- A character's body can only support ONE Mod.
- See [page 22](#) for more details about Mods.

Adaptation	Choose a type of environment. You can function normally in that environment.
Amplifier	Increases memory, attention, thought speed, and the range of supernatural abilities.
Beauty	Designed to be stunning, dazzling, and distracting.
Camouflage	Blend into your surroundings, especially when not moving.
Connector	Choose a type of vehicle, system, or organism. You can physically attach yourself to it, allowing a direct neural interaction.
Implements	Choose a Kit. It is built directly into your body.
Link	Share thoughts and emotions with others who have the same link.
Locomotion	Choose a new means of locomotion: slithering, leaping, climbing, swimming, gliding, hovering.
Perception	Choose a type of information. You can receive sensory data about it when you focus. The more specific the type of information, the more detailed the data collected.
Projectile	Create effects/projectiles like a Class 1 Firearm. Biomod: Regrow/refill ammunition over time. Cybermod: Spent ammo/cells can be replaced.
Prehensile	Independent extra limb (or pair of limbs) ending in a Class 0 Melee weapon.
Reinforced	+ 1 Armor. Difficult to damage/break.
Replacement	Create a Class 1 Melee Weapon that replaces a limb. Manual tasks using that limb are Clumsy without an appropriate upgrade (Glove, Flexible, Hidden, Living, etc.). Does not count towards Mod support maximum.
Storage	Hollow section which can store a variety of small objects. Resists scans.

Land Vehicles

Land Vehicle Design: All Land Vehicles have a base 2 Armor.

Choose one of the following basic designs for a Class 0 Vehicle:

- **Bike:** A fast, wheeled vehicle with a maneuverable frame. Up to one passenger.
- **Groundcar:** A sturdy wheeled transport. Fits a driver and up to 4 passengers.
- **Walker:** A bipedal humanoid chassis with lifter arms. 1 pilot suspended within.
- **QuadWalker:** A quadruped vehicle for up to 3 people. All-terrain mobility with stability.

New Land Vehicle upgrades

Battering	Deals extra ramming damage. +6 Armor against head-on collisions.
Bladed	Covered in sharp implements. Can cut down or impale targets on foot.
Containment	Locked, sealed, shielded compartment. Special codes/keys needed to open.
Folding	Aspects of the vehicle inconspicuously fold away, deployed when needed.
Keyed	Designed to be piloted by a chosen person, hostile/resistant to other pilots.
Living	A living organic creature. Heals and regrows naturally if damaged.
Platform	Can attach an Artillery weapon (see page 96). Vehicle is slow and Clumsy.
Shielded	+1 Armor (grav field). Blocks remote Access and hacking.
Summoned	Called into existence from nothing, can be dismissed.
Transforming	Chose a Vehicle/Flyer design. Can change to that design and back again.
Virtual	A cyber vehicle program that also exists inside the SectorNet.

Basic Land Vehicle upgrades (*Reprinted from Uncharted Worlds page 121*)

Agile	Quick, maneuverable, able to perform stunts.
Armed	A heavy weapon attached to the vehicle, fired by the pilot.
Boosters	Greatly increases overland speed. Allows short jumps.
Controlled	Can be remotely activated and given directions.
Luxury	Impressive, high quality, comfortable. Various quality-of-life features.
Plated	+3 Armor.
Reinforced	Ponderous. +3 Armor. Ignores non-Breaching damage.
Rugged	Protects from elements, resists environmental damage, easy to repair.
Sealed	Fully enclosed frame, oxygen source. Can function in space, under water, etc.
Sensors	The vehicle gathers various types of information.
Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
Transport	Can carry a dozen people or a cargo container. Groundcar/Quad Walker only.
Turret	A heavy weapon on a swivel mount, fired by a passenger.
Workspace	Choose a Kit to be integrated into the vehicle.

Flyers

Flyer Design: Choose one of the following basic designs for a Class 0 Flyer:

- **Speeder:** Tiny, maneuverable flying vehicle. Space for a pilot and one passenger.
- **Shuttle:** A flying vehicle for up to six people that can hover and take off vertically.

New Flyer upgrades

Battering	Designed for ramming. Head-on collisions only cause Major damage.
Bladed	Covered in sharp implements. Can cut down or impale targets on foot.
Containment	Locked, sealed, shielded compartment. Special codes/keys needed to open.
Folding	Aspects of the vehicle inconspicuously fold away, deployed when needed.
Keyed	Designed to be piloted by a chosen person, hostile/resistant to other pilots.
Launcher	Can carry and launch Missile explosives (see page 95).
Living	A living organic creature. Heals and regrows naturally if damaged.
Summoned	Called into existence from nothing, can be dismissed.
Transforming	Chose a Vehicle or Flyer design. Can change to that design and back again.
Virtual	A cyber vehicle program that also exists inside the SectorNet.

Basic Flyer upgrades (*Reprinted from Uncharted Worlds page 122*)

Agile	Quick, maneuverable, able to perform stunts.
Armed	A heavy weapon attached to the vehicle, fired by the pilot.
Armored	+2 Armor
Controlled	Can be remotely activated and given directions.
Luxury	Impressive, high quality, comfortable. Various quality-of-life features.
Rugged	Protects from elements, resists environmental damage, easy to repair.
Sealed	Fully enclosed frame, oxygen source. Can function in space, under water, etc.
Sensors	The vehicle gathers various types of information.
Shielded	+1 Armor provided by extended grav field. Blocks remote Access and hacking.
Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
Transport	Can carry a dozen people or a cargo container. Shuttle only.
Turret	A heavy weapon on a swivel mount, fired by a passenger.
Workspace	Choose a Kit to be integrated into the vehicle.

Crew

Crew Design: Choose one of the following basic designs for a Class 0 Crew:

- **Squad:** Disciplined and stolid. Equipped with a similar type of weaponry (pistols, stun batons, rifles, etc.). Able to guard areas and engage in small-scale combat.
- **Techs:** Educated and well trained. Equipped with basic tools. Able to provide technical or manual assistance to a variety of scientific or engineering projects.
- **Gang:** Crude and self-reliant. Equipped with a smattering of mismatched weaponry (pistols, shotguns, chains, knives, etc.). Able to attack people or break things.
- **Staff:** Refined and professional. Able to serve guests, keep accounts, prepare meals and perform daily household chores.
- **Artificial (new design):** Choose form (robot, undead, golem, spirit, etc.). Obedient, but rarely takes initiative or acts on their own. Commanded with +Interface.

New Crew upgrades

Alien	Belongs to an existing Xeno or Evolved species, shares that species' traits.
Attuned	Resists and makes use of chosen element (fire, ice, acid, dark, light, etc.).
Cybernetic	Each member has an augmented sense, implanted armor, or grafted weapon.
Enigmatic	Powerful, mysterious, and have their own inscrutable agenda.
Regenerating	Crew eventually rebuilds, reconstructs, or restores itself after harm/losses.
Spiritual	Able to perform minor rituals or assist in larger rites.
Summoned	Commanded into existence. Dismissed when their task is complete.
Virtual	Their avatars automatically follow you into the SectorNet.
Zealots	Dedicated to a cause. Will try to advance the cause when they have no orders.

Basic Crew upgrades (*Reprinted from Uncharted Worlds page 124*)

Armed	Choose a Class 1 Firearm. The crew is equipped with it and trained in its use.
Artillery	Able to bombard with artillery, turrets, or starship weaponry.
Athletic	Graceful, swift, strong, and flexible. Much better than average, physically.
Beautiful	Chosen for their good looks and wit. Able to distract and entertain.
Builders	Able to build small structures or assist in construction projects.
Criminal	Able to commit small-scale criminal activities or assist with larger crimes.
Equipped	Choose a Kit. The crew carries various tools from that kit and can use them.
Fearless	Never afraid or intimidated, will follow insane orders, but often go too far.
Imposing	Imposing in some way. Able to frighten, threaten, dissuade, etc.
Informants	Able to collect information and report back, or pass on information.
Loyal	Only take orders from you. Quickly recover to their normal disposition
Mechanics	Able to service and maintain machinery, and assist in repairs and overhauls.
Medics	Able to provide long-term convalescent care or assist in medical procedures.
Numerous	There are a large number of them, you have trouble keeping track of them all.
Rugged	Can work in harsh climates for extended periods of time.
Stealthy	Able to sneak into (or out of) places, and pass unnoticed.
Teamsters	Able to quickly load, unload, assemble, and pack away heavy objects/cargo.
Wreckers	Able to destroy terrain and structures.

Beasts

Beasts are xeno-fauna trained to serve a master. They usually serve as guardians, companions, mounts, or beasts of burden. While most societies have replaced these by robotic servants (see Artificial Crew, [page 101](#)), many low-tech markets rely on local animals to fill those roles, especially Colony, Rustic, and Primal markets.

Call to Heel: Beasts respond to Command (+ Influence) just like Crew would. Their low intelligence and manual skill limits what task they can reasonably be Commanded to perform.

Beast Design: Choose one of the following basic designs for a Class 0 Beast:

- **Natural Weapon:** Choose a Melee Weapon upgrade. The beast uses that as a natural weapon to hunt or defend themselves. Can be Commanded to attack.
- **Natural Locomotion:** Choose a means of locomotion for the beast (slithering, leaping, climbing, swimming, gliding, hovering, flying).

Adaptation	Perfectly at home in the chosen environment. Can survive harsh climates.
Attuned	Resists and makes use of chosen element (fire, ice, acid, dark, light, etc.).
Beautiful	Impressive, aesthetically pleasing. Can distract, charm, and entertain.
Bond	Share thoughts and emotions with their master and others with this bond.
Deadly	Choose a melee weapon upgrade. They attack with that upgrade.
Destructive	Causes property damage, harms vehicles.
Dextrous	Able to carry objects with their hands and perform simple manipulations.
Disruptive	Harms shields, supernatural forces, magic, and incorporeal creatures.
Emotional	Constantly creates a chosen mental state (rage, bliss, focus, etc.).
Mighty	Can carry or drag heavy burdens for extended periods of time.
Mount	Large. Can be ridden. Steered with +Influence or +Physique.
Movement	New locomotion: slithering, leaping, climbing, swimming, flying, hovering.
Pack	Several animals that work as a team. They take up more room and food.
Perception	Choose a sense (sight, hearing, smell, vibration, etc.). It is extremely advanced.
Protective	Able to interpose themselves to protect others.
Stealthy	Camouflaged, silent, able to sneak and pass unnoticed.
Summoned	Commanded into existence. Dismissed when their task is complete.
Terrifying	Able to frighten or threaten.
Tiny	Very small. Can fit on a shoulder or in a pouch. (Cannot be a Mount).
Tough	Can survive most harm with only minor injuries.
Virtual	Their avatars automatically follow you into the SectorNet.

Kits

Kit Design:

- Kits are Class 1 Assets.
- Carrying more than 1 Kit makes a character Clumsy.

Art Kit (New)	Tools to create visual artwork. Paints, brushes, writing implements, paper, chisels, files, twine, tarps, music instruments, etc.
Broadcast Kit	Tools to send and receive signals. Collapsible broadcast antenna, signal boosters, wires, vid screens, recording hardware, portable data drives, etc.
Computer Kit	Tools to access, program, diagnose and repair computer systems. Laptops, diagnostic tools, wires, handheld power sources, portable data drives, etc.
Engineering Kit	Tools to repair and dismantle machinery. Hammers, drills, cutters, wrenches, welders, grips, cables, diagnostic tools, cage lamps, miscellaneous spare parts, etc.
Infiltration Kit	Tools to gain access to forbidden places. Mechanical lockpicks, intrusion hardware, chloroform, glass cutters, disguises, ropes, climbing tools, etc.
Medical Kit	Tools to perform medical treatments. Bandages, scalpels, gels, stims, scissors, pain killers, surgical braces, dermal regen spray, etc.
Research Kit	Tools to study and experiment out in the field. Specimen jars, hammer and chisel, scalpels, chemical analyser, data recorder, etc.
Ritual Kit (New)	Tools to practice religious and mystic ceremonies. Candles, incense, chalk, dusts, oils, texts, totems, charms, etc.
Survey Kit	Tools to observe and monitor. Range finders, tracking devices, motion sensors, deep scanner tripod, holo-map projector, data recorder, deployable transmitter, etc.
VR Kit (New)	Tools to connect to local cyberscapes. Virtual reality headset, vital-sign monitors, glove-based interface, universal jacks, external storage drives, etc.
Wilderness Kit	Tools to traverse hostile landscapes. Ropes, climbing tools, light sources, breather mask, tent, sleeping bag, heat lamp, thermal blanket, water filter, etc.



DISTRICT 08 - THEATER

Kickstarter Thanks

My most heartfelt thanks to the Uncharted Worlds community for all your support. I don't think I'll ever get over how amazing it is to have so many people playing and enjoying my game.

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*“You must construct additional Pylons.”
- Protoss Advisor, Starcraft*

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