

IRONSWORN STARFORGED





IRONSWORN STARFORGED

DIGITAL EDITION

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INSPIRATION AND ACKNOWLEDGMENTS

Ironsworn: Starforged is built upon mechanics and creative inspiration from many games. Here are the most direct influences.

Apocalypse World, by D. Vincent Baker and Meguey Baker

Blades in the Dark, by John Harper

City of Judas, by Davide Pignedoli

Dungeon World, by Sage LaTorra and Adam Koebel

Fate, by Rob Donoghue, Fred Hicks, Leonard Balsera, et al.

Mythic, by Tana Pigeon

Stars Without Number, by Kevin Crawford

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CONTENT AND SAFETY

Ironsworn: Starforged is a tabletop roleplaying game of science fiction exploration and adventure. It includes themes of suspense, supernatural horror, action-oriented violence, warfare, natural and man-made disasters, and resource scarcity. In addition, the random and abstract nature of oracle tables included in *Starforged* may prompt interpretations involving sensitive subjects that aren't explicitly included in the game.

Safety tools are recommended. *Starforged* includes integrated Session Moves (page 140) to help focus on consent, collaboration, and prioritizing players over the narrative.

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WELCOME TO THE FORGE

In *Ironsworn: Starforged* (hereafter referred to as *Starforged*), you are a spaceborne hero sworn to undertake perilous quests. You will explore uncharted space, unravel the secrets of a mysterious galaxy, and build bonds with those you meet on your travels. Most importantly, you will swear iron vows and see them fulfilled—no matter the cost.

To play *Starforged*, you make some decisions about the setting and your character, and set your story in motion. When you encounter something dangerous or uncertain, your choices and the dice determine the outcome.

BUILDING ON THE IRONSWORN LEGACY

Starforged is a standalone sequel to the *Ironsworn* tabletop roleplaying game. If you're an experienced *Ironsworn* player, welcome back! You'll find some changes and enhancements to suit the spaceborne setting, but the core of the game will be familiar. If you're new to *Ironsworn*, this rulebook will give you everything you need to undertake quests in a perilous galaxy.

MODES OF PLAY

Starforged offers three ways to play:

- * **Guided:** One or more players take the role of their characters, the protagonists in your story, while another player is the **guide**. The guide is sometimes referred to as a gamemaster or GM in other roleplaying games. Instead of playing as one of the protagonists, the guide helps bring the world to life, portrays the people and creatures the protagonists encounter, and works with the other players to decide the outcome of actions and events.
- * **Cooperative (Co-op):** You and one or more friends play together to overcome challenges and complete quests. A guide is not required. The *Starforged* game system will help reveal the nature of locations, characters, and situations you encounter.
- * **Solo:** As with cooperative play, no guide is necessary. You portray a lone heroic character, using the *Starforged* game system to explore the dramatic story of your character and their fateful vows.

Starforged is intended for solo and small group play. One to three players (plus a guide if playing in that mode) is ideal. This rulebook is often written to the perspective of a solo player, but the basic approaches and rules are the same for co-op and guided play.

USING THIS RULEBOOK

You don't need to read this book cover-to-cover to learn how to play *Starforged*. Here's a summary for each chapter, and some advice on what to read and when.

Chapter 1 – The Basics: You're reading it! This is an introduction to *Starforged* and the fundamentals of the game. If you're a returning *Ironsworn* player, this chapter will provide a refresher and introduce some changes. If you're new to *Ironsworn*, it will get you up to speed. Feel free to just scan this chapter to get a sense of the fundamentals; if you have questions about a particular aspect of play, jump to that section and give it a closer read.

Chapter 2 – Launching Your Campaign (page 74): This chapter includes a series of exercises to get your *Starforged* campaign up and running. Work through these exercises to define the nature of your setting, create your character, setup a starting location, and begin your first quest.

Chapter 3 – Gameplay in Depth (page 136): This chapter includes extended details, advice, and options for playing *Starforged*. After you've started playing, look here when you want more info on a specific rule or best-practice.

Chapter 4 – Foes and Encounters (page 250): This chapter includes an array of cunning foes and perilous encounters for your *Starforged* campaign, along with guidance on creating and managing other characters.

Chapter 5 – Oracles (page 288): This chapter contains oracle tables. These are the inspiration engine for playing *Starforged*. You don't need to read this chapter, but it is helpful to give it a look to get a sense of the tools the game provides. During play, you'll refer to these oracles when you need help determining the outcome of an action, an aspect of your setting, or a narrative event.

ABOUT KEY TERMS

Throughout this book, **key terms will be shown in red** when they are first introduced. If a key term is reintroduced in another important context, it will be shown **in red** again.

WHAT YOU NEED TO PLAY

You'll need some dice to play *Starforged*:

- * Two ten-sided dice (d10) for each player. These are **challenge dice**.
- * One six-sided die (d6) for each player. This is an **action die**.
- * Optionally, another pair of ten-sided dice to use as **oracle dice**.

You'll also need some print-and-play materials (available for download at ironswornrpg.com):

- * One set of **asset cards** (also available for purchase as a preprinted card deck).
- * The ***Starforged Playkit***, a set of reference sheets and worksheets.

Finally, you may want a journal or notebook to record your adventure log.

SCHEDULING YOUR STARFORGED SESSIONS

If you're playing solo, a session can be as long as you like, from a few minutes to a few hours. If you're playing with others, you probably want to dedicate enough time to make some progress in your quests; plan on a couple of hours or more.

If you prefer to use digital platforms such as a virtual tabletop to play *Starforged*, or some combination of digital and analogue tools, check ironswornrpg.com for links to the most popular resources.

tone and inspiration

Starforged is human-centric science fiction on a perilous frontier. This is a scavenged future, with equipment often cobbled together from salvage. People cling to survival on inhospitable worlds and in remote space stations. Much has been forgotten or lost. It's a dangerous life for anyone living on this frontier, and doubly so for the Ironsworn—those adventurers bound to sworn quests.

Inspiration comes from the quest-driven stories of *The Mandalorian*, the lived-in aesthetic and fantasy-infused trappings of the original *Star Wars* trilogy, the workaday exploits of *Firefly*, the isolated horror of *Alien*, the mysticism and faction politics of *Dune*, the retro-tech and desperation of *Battlestar Galactica's* modern reboot, the cosmic mysteries and class struggles of *The Expanse*, and the gonzo adventures and fantastic locations of *Guardians of the Galaxy*.

You can bend the tone to your liking. You'll make a unique version of the setting as you define aspects such as its history, technology, communities, lifeforms, supernatural abilities, and more.

THE SETTING

Your adventures are set within the **Forge**. This is a globular cluster in orbit around your people's home galaxy. It is 1,700 light years above the galactic plane—a bright island in a dark void.

Interstellar nebula span the depths of the Forge, interspersed with denser clouds of vibrant interplanetary dust and strange energies. It is a chaotic galaxy wracked by fiery stellar storms and unpredictable gravitational currents. The planets and stars of this place are born of that chaos.

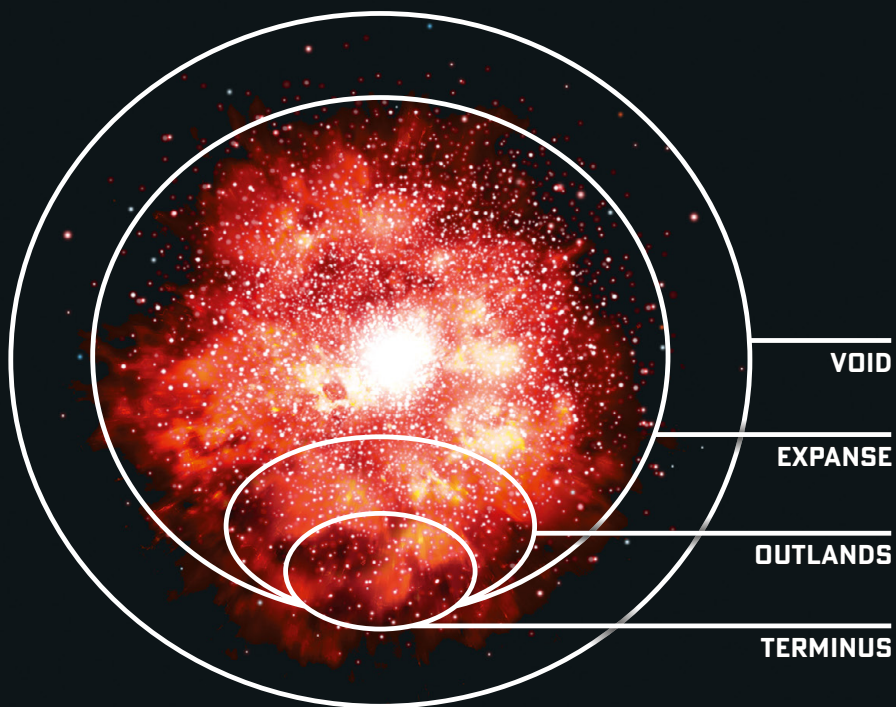
Your people came to the Forge two centuries ago in the wake of a cataclysm in their home galaxy. Today, this new home offers opportunity and peril. Remnants of ancient civilizations hold dangerous knowledge and forbidden power. Your people build settlements on new worlds, but those places rarely offer a safe haven. Conflicts rage between people and factions. Pirates prowl the spaceways in search of easy prey. Baneful creatures and dark forces dwell on corrupted planets and in the abyssal void between stars.

REGIONS OF THE FORGE

Your people divide the Forge broadly into four regions:

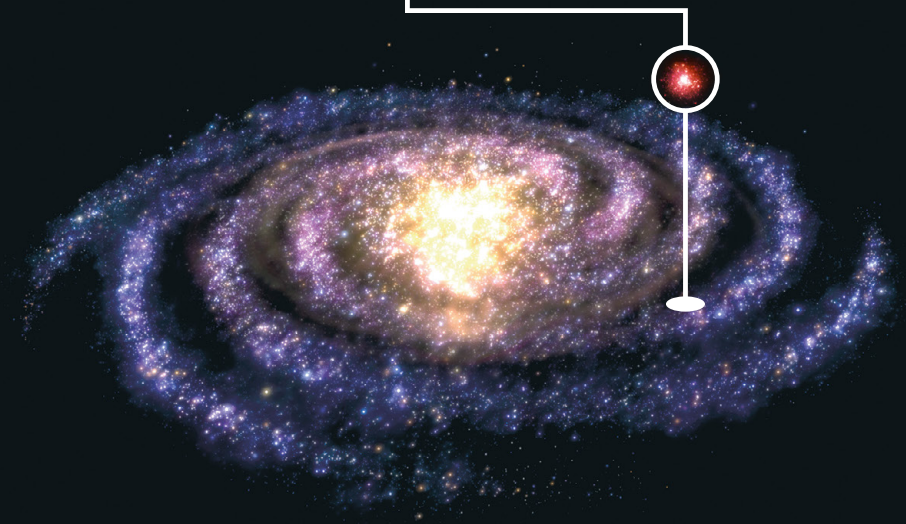
- * **Terminus:** Your people landed in this region following their exodus from their home galaxy. Settlements are common here. Factions compete for resources, and spaceborne caravans follow charted paths among the stars. But the Forge is a vast galaxy; even here, there are still unknown and isolated domains.
- * **Outlands:** In the last few decades, your people have pushed deeper into the galaxy, searching for habitable planets, resources, and opportunities. Settlements within the Outlands are scattered, and navigation paths are often uncharted.
- * **Expanse:** A few bold pioneers have delved the far-flung reaches of the Forge. Isolated settlements have been built among these distant domains, but they are usually lost and disconnected from the settled regions.
- * **Void:** Beyond the Forge, there are only a few isolated stars and vast gulfs of nothing. Travel beyond the periphery of the Forge is difficult or impossible.

You'll learn more about the setting and decide the nature of your version of the Forge using the guided exercise starting on page 74.



LOBULAR CLUSTER
NSC 8412 / THE FORGE

1,700 LIGHT YEARS ABOVE
THE GALACTIC PLANE



MECHANICS AND THE FICTION

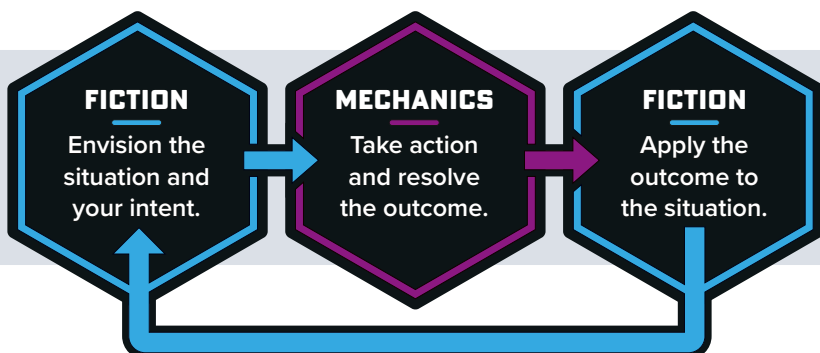
Starforged is a game. It uses various **mechanics**, such as rolling dice and managing the resources on your character sheet. As a player, you often make decisions based on a desired mechanical outcome. For example, you might choose a particular action to get a bonus on your die roll. The basic mechanics of *Starforged* are introduced in this chapter.

Starforged is also heavily reliant on the **fiction**—the imagined narrative of characters, places, and situations within your game. You **envision** actions and events in a way that is consistent with the dramatic, fictional reality you have forged for your story and the setting.

HOW MECHANICS AND FICTION INTERACT

You start by picturing the situation. What is happening? What are you trying to do? How are you doing it? If you are playing solo, imagine it. If you are playing co-op, talk it out. If you are the guide, set the scene for your players and work with them to add or clarify details.

Then, if a protagonist faces uncertainty or danger, the mechanics help resolve the situation. You roll dice, check the result, and translate that outcome back to the fiction. How does the situation change? What happens next? In this way, the fiction bookends the mechanics.



You'll learn how the mechanics work in this chapter, but keep in mind this balance between those mechanics and the fiction. Without mechanics, your story lacks choices, consequences and surprises. Without fiction, the game is an exercise in rolling dice. Playing *Starforged* relies on both the mechanics and the fiction, but leads and follows with the fiction.

The word “envision” is important. When you see “envision” as a prompt during gameplay, that’s your reminder to take a moment and put the focus on the fiction by imagining, describing, or discussing what is happening. If you’re unsure, you’ll have random prompts and generators to help you.

IRON VOWS

For the people of the Forge, an **iron vow** is sacred. When you hold a piece of iron and declare your solemn promise to serve or aid someone, or to complete a personal quest, your honor is bound to that vow. Those who undertake these sworn quests are called **Ironsworn**. Abandoning or recanting an iron vow is the worst sort of failure.

Iron vows are the core of playing *Starforged*. It is your vows that drive you. These goals create the context for your adventures and challenges. As you complete vows, you gain experience and new abilities.

In the campaign launch exercises in the next chapter, you'll have an opportunity to define the nature of iron vows in your setting.



YOUR CHARACTER

You use a **character sheet** (shown on the opposite page, and available as part of the *Starforged Playkit*) to manage the main aspects of your character. This sheet includes components such as a **momentum meter**, **condition meters**, and **impacts**. We'll cover these later in this chapter.

The character sheet also includes your **stats**. These are core to your character's capabilities, nature, and approach. In the next chapter, you'll create your character and assign each stat a value from 1 to 3. Then, when things get risky or uncertain, you roll dice and use one of your stats as a bonus.

The stats are:

- * **Edge**: quickness, agility, and prowess when fighting at a distance.
- * **Heart**: courage, willpower, empathy, sociability, and loyalty.
- * **Iron**: physical strength, endurance, aggressiveness, and prowess when fighting at close quarters.
- * **Shadow**: sneakiness, deceptiveness, and cunning.
- * **Wits**: expertise, knowledge, and observation.

Another key aspect of your character is your **assets**, an example of which is shown below. They are formatted as poker-sized cards. Assets provide **abilities** that can improve or modify your actions. They are acquired when you create your character and as you gain experience. In this rulebook, asset names are shown in ALL CAPS. You can learn more about assets on page 54.

PATH NAVIGATOR



- ◆ When you Set a Course, choose one.
 - * Follow the fastest path: Take +2 momentum on a strong hit.
 - * Follow the safest path: Add +1On a strong hit with a match, you charted a new path during the journey; mark 1 tick on your discoveries legacy track.
- ◇ When you Secure an Advantage by charting the way forward, Face Danger to find a path around a hazard, or Gather Information about a location by studying your charts, add +1 and take +1 momentum on a hit.
- ◇ Once per expedition, when you or an ally Undertake an Expedition and score a weak hit or miss, you may ignore that result, plot an alternate path, and make it an automatic strong hit.



Your five **stats** are given a value from 1 to 3. A stat is often added as a bonus when you take action.

As you fulfill vows, form bonds, and explore the galaxy, you gain **experience** on **legacy tracks**.

The **condition meters** for **health**, **spirit**, and **supply** represent your overall readiness.

Throughout play, you gain and lose **momentum**. You can use positive momentum to improve the result of an action. Negative momentum can undermine your actions.

You suffer **impacts** as you face harrowing challenges. Some impacts are temporary and easily mended; others are permanent.

Vows are sacred oaths to complete perilous quests. You decide a **background vow** when you create your character.

YOU ARE IRONSWORN

Your character is not just an array of mechanical bits and bobs. They are a person, grounded in the fiction of your setting. They have hopes and fears, virtues and failings. In the exercises in the next chapter, you'll create your character and define their nature and background. For now, here are some default assumptions:

- * **You are driven:** Many live out their lives barely venturing beyond the shelter of their orbital station or planetside outpost, but you are different. Your sworn vows lead to a life of danger, heroism, and sacrifice at the edge of known space—and beyond.
- * **You are a spacer:** For most, space is lonely, cold, incomprehensibly vast, and full of peril. For you—at least for now—it is home. You have a starship, and the depths of this largely uncharted galaxy call to you.
- * **You are competent:** You might specialize in a particular career or set of skills, but you are broadly self-reliant and capable.
- * **You are imperfect:** You are not without your limitations. You'll make bad decisions. You will fail. Fate will conspire against you. Overcoming those hardships, pushing on, is what makes you heroic.
- * **You are unbound:** The default setting is human-centric, and *Starforged* does not include specific options to play aliens, robots, or other non-human science fiction archetypes. Aside from that consideration, envision your character as you like. There are no gameplay or setting restrictions that constrain your character's race, culture, disabilities, sexual orientation, or gender identity.

OTHER CHARACTERS

The mechanics and fiction of *Starforged* are almost entirely focused on the actions and intent of your character. But you are not alone in the Forge; there are other characters who will take a role in your story.

- * If you are playing a co-op or guided game with other players, their characters are referred to in these rules as your **allies**.
- * A **companion** is a special type of **asset**. They are a person, creature, or robotic helper who accompanies you on your adventures.
- * **NPCs** (non-player characters and creatures) are the other characters who inhabit your universe. They can have a single mechanical attribute, their **rank**, to help set their relative scale and abilities. But you do not roll dice for them. When you attempt to influence them, oppose them, or aid them, take action from your character's perspective.
- * As you explore the Forge and undertake quests, you establish deeper relationships with NPCs—called **connections**—who become a more vital part of your campaign.



MAKING MOVES

Moves are self-contained systems to resolve an action, scene, or question. There are moves to cover most uncertain or risky situations you encounter in *Starforged*. Moves are centered on the players and protagonists. Other characters do not make moves.

This is the move's **trigger**. Triggers are phrased as "when you [blank]." When you do that thing, or encounter that situation, make the move.

This is the move's name.

Moves requiring an **action roll** (page 32) will tell you what **stat** to add to your roll, and may give you an option to include other bonuses.

SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give it a rank. Then, roll +heart. If you swear this vow to a connection, add +1; if you share a bond, add +2.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you must overcome a significant obstacle before you begin your quest. Envision what stands in your way.

Moves with an action roll include three levels of possible results: a **strong hit**, a **weak hit**, and a **miss**.

When a move's name is referenced within these rules or by another move, you'll see it as underlined text. If you are reading the *Starforged* rulebook on a digital device, clicking underlined text will take you to the full summary for that move.

MOVES AND DICE

Most moves are based on risky actions from the perspective of your character. You duck behind cover in a gunfight, fly your starship through a dense asteroid field, or give medical care to an ally. These moves use dice to determine the outcome. This is called an **action roll** (page 32).

A few moves measure your headway against an extended challenge, such as an expedition or fight, using a **progress track** (page 39). These are called **progress moves**. When you are ready to resolve a challenge, you make a **progress roll**.

Other moves utilize a different kind of dice roll, called an **oracle roll** (page 60). These moves help determine the outcome of uncertain events out of your character's control.

Some moves don't require a roll. They might complement or reference a separate move, help you manage your character and their challenges, or support you in managing a session. Don't roll dice unless a move tells you to.

We'll cover all the basic dice rolling mechanics starting on page 32.

REFERENCING MOVES

Starforged moves are based on the structure created by D. Vincent Baker and Meguey Baker in their *Apocalypse World* roleplaying game. If you're familiar with *Apocalypse World*, or other games using that framework (called *Powered by the Apocalypse*), you might be surprised by the relatively large number of moves in *Starforged*.

Don't be intimidated. You are not expected to memorize *Starforged* moves. After playing the game for a bit, you'll start to become familiar with their organization and triggers. They are categorized by activities, which means you tend to focus on a subset of moves for a particular scene. When more than one move seems to apply, use the one most specific to the situation.

Once you understand the basics of rolling dice and managing your character's resources—as detailed in this chapter—the options and outcomes within moves help create a perilous, propulsive story.

Reference sheets for moves are available as part of the *Starforged Playkit*. This print-and-play bundle is available for download at ironswornrpg.com. Use these materials to help guide your actions and resolve the outcome of those actions. Additional details and tips for each move can be found in Chapter 3 (page 136), but you can save that for when you have questions or are ready to delve deeper.



MAKING GROUP MOVES

When you are adventuring with allies—protagonists portrayed by other players—one of you often makes moves to resolve a challenge for the group. This represents that character taking the lead in a particular scene.

You are at the helm of your starship as you Undertake an Expedition across a sector riddled with violent and unpredictable stellar storms. Your allies put their faith in your talents as a pilot, and you take the lead for this segment of the journey. You make the move and roll the dice.

Unless a move specifically offers benefits for your allies, any mechanical bonus you gain from a move is applied only to the character making the move. For example, if you represent your group as you Swear an Iron Vow and score a strong hit, you take the mechanical reward (per the move, “take +2 momentum”). Everyone else benefits from the narrative success. The exception are moves such as Sojourn with specific options for your allies to take their own benefits.

When you make a move for the group, allies can contribute to your action by making the Aid Your Ally move. If they are successful, you gain a bonus you can leverage to improve your own chance of success. If more than one ally makes this move, bonuses can be stacked. However, keep in mind that moves are inherently risky, and multiple moves will dramatically increase the chance of failure.

When you make a move for your group and face a negative outcome, you should apply mechanical and narrative costs to an individual or the group in a way that best fits the current situation.

BEST PRACTICES FOR MOVES

NOT EVERYTHING IS A MOVE

Don't let your session jump from move to move without any roleplay, worldbuilding, or storytelling in between. If you're doing something safe and certain, it's not a move. If you want to gloss over something, do it.

Many moves offer potential benefits and costs, and it's ultimately your decision whether to risk the move to gain the reward. If you happen across a planetside settlement in your travels and decide to roleplay some low-key interactions with friendly locals, that's not a move. However, if you are wounded and your ship is badly damaged, making the Sojourn move at that settlement gives you an opportunity to recover.

MAKING MOVES MATTER

Let your moves flow organically out of your story. Don't make moves purely for a mechanical benefit without some support in the fiction. Don't repeat a move trying to get your desired outcome. A move, hit or miss, should always result in a change to the current situation.

You are trying to convince a faction leader to agree to an alliance. You roleplay how you attempt to reason with them. Then, you make the Compel move and fail. They refused. Why? What do you learn or what do they do to make your situation more complex or dangerous? Whatever happens, something happens. You can't Compel them again without new leverage or a different approach.

However, there will be times when you make a move multiple times in sequence. In combat, you might attack or defend with consecutive actions. When you are traveling on a long journey, you might roll several times to make progress on the expedition. That's fine as long as the moves don't get too mechanical. Break up the flow of play with other actions and narrative beats. When in doubt, follow this guideline: If you've made the same move three times in a row, switch things up.

MANAGING NEGATIVE OUTCOMES

Moves can represent escalating danger. A failure on one move might result in a minor complication or hardship, while leading the character into more perilous circumstances. The outcome of additional failures can progressively worsen to show control slipping out of the character's grasp.

Some moves will make this explicit by giving you a specific bad outcome. Otherwise, ratcheting up the severity of failure is a technique to create increasing tension and danger. Whether you are playing a character or moderating the game as the guide, this is a valuable tool to manage the intensity of the story.

THE ACTION ROLL

The **action roll** is the most common test you'll make for your character. When you make a move triggered by a risky or uncertain action, roll these three dice at once to see what happens.

Action Die
One six-sided die (D6)



Challenge Dice
Two ten-sided dice (D10)



After rolling, add a **stat** to your action die. The move will tell you what stat to add (phrased as “roll +stat”), or may give you a choice. Some moves will tell you to use one of your **condition meters**, such as health or supply, in place of a stat. You may also have an opportunity to apply one or more bonuses called **adds** (phrased as “add +X”).

The total of your action die, your stat, and any adds is your **action score**. The action score is never greater than 10—anything over that is ignored.



+

2

+

1

=



Action Die

Stat

Adds

Action Score

To determine the outcome of your move, check if the action score beats the individual values of the challenge dice.



Action Score



COMPARE

Does the action score beat the challenge dice?



Challenge Dice

There are three possible outcomes for the action roll.



Strong Hit: Your action score beats the value of both challenge dice. You succeed at what you are trying to do.



Weak Hit: Your action score beats only one of the challenge dice. You succeed, but with a cost or lesser effect.



Miss: Your action score doesn't beat either challenge die. You fail, or must make serious concessions.

RESOLVING THE OUTCOME

Based on your result (strong hit, weak hit, or miss), the move will tell you how to interpret the outcome of your action. It might also offer you a choice. The result may include mechanical changes to your character's status and narrative changes to the current situation.

Then, envision how the overall situation has changed.

- * **A strong hit means you are in control.** You are driving the narrative and taking proactive actions. What do you do next?
- * **A weak hit means the situation is slipping out of your control.** Instead of acting, you react. How do you respond?
- * **A miss means you have lost control of the situation.** You encounter hardships, new dangers, or increasing risk. What happens next?

Remember: Your action score needs to beat—not equal—the challenge dice to count as a hit. Ties go to the challenge dice. Since your action score can't exceed 10, this means you never beat a 10 on a challenge die.

PAYING THE PRICE

When you score a miss on a move, you'll usually see a prompt to Pay the Price. This is a special move that lets you pick a likely negative outcome, roll on a table to see what happens, or use some other random prompt.

If you are the guide, you can consult with the Pay the Price move and tell the player the price as appropriate to the situation. Or just ask them to name their own price.

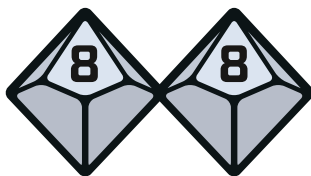
The main thing to remember when you must Pay the Price: Something happens. The situation gets more complex, dramatic, or dangerous. This can mean a narrative consequence that complicates things for your character, or a combination of a narrative and mechanical cost. Depending on the situation, the negative outcome might be framed as a result of an error or misstep, or as an external event you had no control over.

Be mindful of pacing. Don't drop the hammer on your character after one bad action roll. Start with lesser consequences appropriate to the situation, and apply escalating danger and hardships if the failures stack up.

Some moves and asset abilities modify the standard action roll, such as permitting a reroll or replacing the action die with another value. The text of that move or ability will describe how it switches things up. If you have a question about a term or phrase, check the glossary on page 388.

ROLLING MATCHES

When you make an action roll, check the value of the challenge dice. If they are the same, you've rolled a **match**.



Some moves and assets offer specific outcomes for rolling a match. For example, if you Explore a Waypoint and roll a strong hit with a match, you can Make a Discovery as your character happens upon something wondrous. The match makes the outcome of your action more dramatic.

If your move and assets don't provide a specific result for a match, you can still use it as a prompt to make something interesting happen. In solo and co-op modes, a match is your trigger to add a twist, create a new complication, introduce a new peril, or otherwise mix things up. If you're playing as the guide, a match on the challenge dice can be your cue to introduce a surprising turn of events for the players.

You can let the outcome of an action influence the nature of a match.



Strong hit: The match should represent a twist in the narrative, something interesting, or a new opportunity.



Miss: The match should represent a heightened negative outcome, a complication, or new peril. Things get worse in an unexpected way.

You can also let the intensity of the success or failure frame how you interpret a match. Rolling matched 10's on your challenge dice should prompt you to introduce a harrowing turn of events or a dire failure. It's as bad as things get.

Not sure what a match means for the current situation? You can Ask the Oracle, which is a move you use to ask questions or check for inspiration. If the oracle isn't helpful, and you're still stuck for an idea, don't sweat it. Just move on. Matches are not mandates—they are just an opportunity to season your story with occasional dramatic turns.

THE GUIDE AND THE DICE

If you are playing as the guide, you focus on moderating the session and responding to your player's questions and actions. Since NPCs don't make moves, you won't need to make action rolls. However, you might want to have a pair of D10s available for oracle rolls.

MOMENTUM

Momentum is a special mechanic that is central to playing *Starforged*. Your momentum value ranges from a -6 to +10 and represents your inertia, luck, and confidence. Move results and asset abilities may prompt you to increase or decrease momentum.

Mechanically, high momentum gives you a chance to overcome the whims of fate and improve your result on an action roll. In the fiction, momentum helps portray whether your character is surging forward, or if the tide has turned against you.

The **momentum meter** is on the left side of your character sheet. You can use a paper clip or token to mark the current value.

GAINING MOMENTUM

You can gain momentum as an outcome or option when making moves. This represents securing advantages, acquiring new insight, and making progress in your quests. If a move tells you to add momentum—phrased as “take +X momentum”—increase your momentum meter by that amount. The choices you make in a move, or the assets you use to support the move, may modify the value of the momentum gain.

In general, taking +1 momentum represents a minor advantage. Taking +2 momentum (or more) represents a major advantage.

LOSING MOMENTUM

When you suffer a cost that causes a delay or puts you at a disadvantage, make the Lose Momentum move. Using this move, as appropriate to the severity of the situation, reduce your momentum by -1, -2, or -3.

Some moves or assets will prompt you to Lose Momentum as part of an outcome for an action, and may specify an amount of momentum to suffer, phrased as “Lose Momentum (-X).” You might also choose to Lose Momentum as a cost when you Pay the Price.

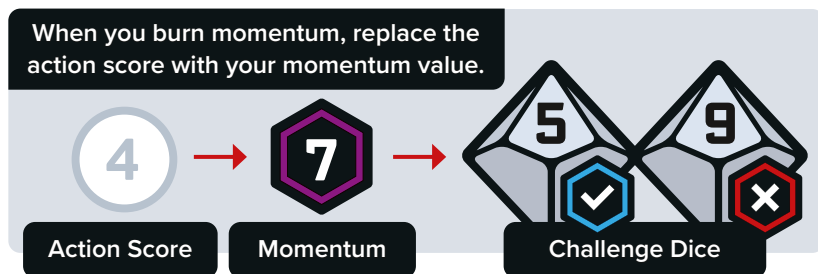
NAME		
PRONOUNS		
CALLSIGN		
MOMENTUM	EDGE	H
+10		
+9		
+8		
+7		
+6		
+5		
+4		
+3		
+2		
+1		
0		
-1		
-2		
-3		
-4		
-5		
-6		
MAX		
RESET		
QUESTS		
BONDS		
DISCOVERIES		
MISFORTUNES		
☐ WOUNDED		
☐ SHAKEN		
☐ UNPREPARED		
OTHER IMPACTS ☐		
MAX MOMENTUM		
MOMENTUM RESERVE		



BURNING MOMENTUM

Burning momentum is a powerful option to build on your success and deliver a decisive result or avoid dire failure. When you have positive momentum, after you make an action roll, you may replace your action score with your current momentum value to improve your result.

For example, your momentum meter is at +7 and your action score is 4. You roll a 5 and an 9 on your challenge dice. This would normally be a miss, but you can burn momentum to make your action score 7 instead of 4. This shifts your result from a miss to a weak hit.



Burning momentum is never required. Even if you score a miss on a move and have enough momentum to beat the challenge dice, you can choose to suffer the failure and save your momentum for a more crucial moment.

After you burn momentum, you must **reset your momentum**. See the next page for how that works.

RESETTING MOMENTUM

After you burn momentum, you must immediately adjust your momentum meter to your **momentum reset** value.

The default reset is +2. This value is reduced when you suffer from an **impact** (page 50). Impacts are statuses such as wounded or traumatized. Certain moves will prompt you to mark an impact on your character sheet.

- * If you have one impact marked, your momentum reset is +1.
- * If you have more than one impact marked, your momentum reset is 0.

There is a box below the momentum meter to record your current momentum reset. This may rise and fall through the course of a single session, but some impacts are lasting and will permanently alter your reset value.

After you reset your momentum, resolve the move. If the move or an asset provides a momentum bonus as a reward for the move outcome (phrased as “take +X momentum”), adjust the meter appropriately.

You Face Danger to hack a locked door, score a miss, and burn momentum to improve the result to a strong hit. Your momentum reset is +2, so you adjust your momentum meter to that value. Then, you resolve the outcome of the move. Since a strong hit on Face Danger prompts you to “take +1 momentum”, you raise your momentum meter from +2 to +3.

MAX MOMENTUM

Your max momentum starts at +10. This maximum is reduced by 1 for each marked impact. For example, one impact will drop your max momentum to +9. Three impacts will reduce it to +7.

There’s a spot on your character sheet below the momentum meter to record your current max momentum value.

You can’t increase momentum over your max. If you are at your max and a move or asset gives you an option to increase your momentum, you can’t take advantage of that benefit.

+10

+9

+8

+7

+6

+5

+4

+3

+2

+1

0

-1

-2

-3

-4

-5

-6

MAX
+10

RESET
+2

EDGE

QUESTS

BONDS

DISCOVERIES

MISFORTUNES

OTHER IMPACTS

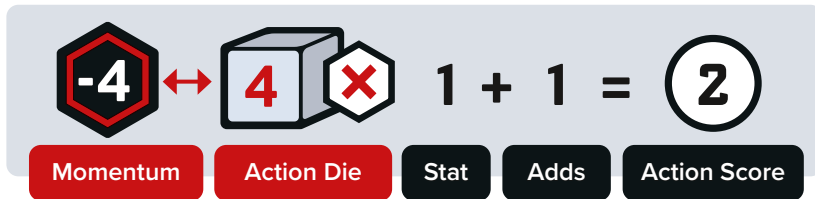
MAX MOMENTUM

MOMENTUM RESET

SUFFERING NEGATIVE MOMENTUM

When your momentum is negative (less than 0), and it matches the number rolled on your action die, you must suffer negative momentum. Your action die is **canceled** for the purposes of tallying your action score. You still check the success of your move by comparing your stat plus any adds to the challenge dice, but you won't have your action die to help you.

For example, your momentum is -4, and you roll a 4 on your action die. The action die is canceled and not included in the tally for the action score, leaving only the stat and adds.



To make matters worse, if your action die is canceled, you can't take a bonus from an asset ability triggered by that die. For example, if an ability is enabled by a prompt such as "If you roll a 6 on your action die," you won't gain that benefit of the canceled die. But if an asset forces a penalty for a specific action die value, such as stopping an ongoing power when you roll a 1, that outcome stands. In other words, nothing good comes of suffering negative momentum.

You only suffer negative momentum when the number on the action die matches the negative momentum value. Otherwise, it has no effect.

MINIMUM MOMENTUM

Your momentum cannot drop lower than -6. If you must Lose Momentum, and your momentum is already at its minimum, the Lose Momentum move will prompt you to apply the cost in some other way. This might include reducing a condition meter (such as health, spirit, or supply), or suffering a setback in a quest or other challenge.

TRACKING MOMENTUM BETWEEN SESSIONS

Momentum is not reset between sessions. When you are finished playing, record your current momentum value. When you return to *Starforged*, begin play again with your momentum meter set to that value.

This also applies to the other meters on your character sheet, such as your condition meters (page 47). You are putting your story on pause, and will return to your character in the same state you left them—for better or worse.

PROGRESS TRACKS

A **progress track** measures your headway against a goal or obstacle, and is used to resolve whether you ultimately succeed or fail against that challenge.

- * When you Swear an Iron Vow, a progress track represents the challenges you overcome on your way to achieving your goal.
- * When you Undertake an Expedition, a progress track represents how favorable the journey has been.
- * When you Make a Connection, a progress track represents the evolution of the relationship.
- * When you Enter the Fray, a progress track represents your advantage as you attempt to achieve your objective.

Progress tracks are drawn as a row of ten boxes that you fill in—or **mark**—as you advance toward your goal. When you initiate a challenge, these boxes are empty.

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CHALLENGE RANKS

When you create a progress track, give the challenge a **rank**. In increasing order of severity, the ranks are **troublesome**, **dangerous**, **formidable**, **extreme**, and **epic**.

Ranks help gauge the difficulty of a challenge. More importantly, they are a measure of its complexity. Higher ranked challenges will require more focus, more steps to complete, and more time—both in the imagined world and at the table. Troublesome is used for simple challenges. Dangerous is a typical challenge. Formidable is an intimidating challenge. Epic and extreme challenges require great effort and luck to overcome.

Important NPCs can be given a rank to help gauge their relative scale, power, and abilities. If you are undertaking a quest to defeat an NPC, facing an NPC in a fight, or establishing an NPC as a connection, their rank is considered along with the other aspects of the situation and goal.

When choosing a challenge rank, you should also consider how well your character is positioned. If circumstances give you an unusual advantage or disadvantage, nudge the rank up or down appropriately. For example, if you Enter the Fray weaponless and facing armed foes, you would raise the rank of your objective to reflect that disparity. If you secure the aid of a local scout before you Undertake an Expedition, you could lower the rank of the journey to represent their help.

MARKING PROGRESS

Once you initiate a progress track, you make specific moves to advance toward that goal. These moves reward you with an opportunity to **mark progress** on the progress track for that challenge. For example, as you achieve victories on your path to fulfilling a vow, you Reach a Milestone and mark progress.

REACH A MILESTONE

When you make headway in your quest by doing any of the following...

- * overcoming a critical obstacle
- * gaining meaningful insight
- * completing a perilous expedition
- * acquiring a crucial item or resource
- * earning vital support
- * defeating a notable foe

...you may mark progress per the rank of the vow.

Similarly, you mark progress on a journey when you Undertake an Expedition and reach a waypoint. For a connection, you mark progress as you Develop Your Relationship. In a fight, you make moves such as Strike or Gain Ground to mark progress against your objectives. These incremental moves let you amass advantages to have the best chance of success when you are ready to resolve the challenge.

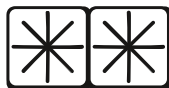
Asset abilities may also offer an opportunity to mark progress on a challenge. For example, if you are a BRAWLER and Enter the Fray positioned in close quarters against your foe, you have the chance to immediately mark progress on an objective in that fight.

HOW TO MARK PROGRESS

Each **box** in a progress track is filled with lines called **ticks**. A full box consists of four ticks in a star-shaped pattern. When a move or asset ability prompts you to mark progress, check the rank of the challenge and fill in the appropriate number of boxes or ticks per the illustration below. The boxes in a track are filled progressively from left to right.



Troublesome
3 boxes



Dangerous
2 boxes



Formidable
1 box



Extreme
2 ticks



Epic
1 tick

STACKING PROGRESS

If a move prompts you to mark progress, and you have an asset ability that also instructs you to mark progress for that action, you may mark progress again. In other words, “mark progress” stacks. Every instance of progress earned within the same action allows you to mark the appropriate number of boxes or ticks per the rank of the challenge.

You Undertake an Expedition across the wind-blasted terrain of the desert planet Sirocco. You have given the expedition a rank of dangerous, and are riding your HOVERBIKE support vehicle asset.

You make the move for the first segment of the expedition, and roll a strong hit with a match. Per the Undertake an Expedition move, you mark progress on a strong hit. Your HOVERBIKE also has an ability that prompts you to mark progress when you score a strong hit with a match on an expedition. Between the move and the asset, that’s two instances of “mark progress” for this action.

When you mark progress against a dangerous challenge, you normally mark 2 boxes. Since you can mark progress twice for this action, you mark 4 boxes total. Your trusty HOVERBIKE has sped you along on this expedition.

In addition, if a move or asset prompts you to “mark progress twice,” do so. For example, when you Strike and score a hit, you may mark progress twice against your objective for that fight. Any additional instances of “mark progress” gained through an asset ability stack on top of that reward.

MANAGING PROGRESS TRACKS

Your character sheet includes a progress track for your background vow, which is an epic vow you define when you create your character.

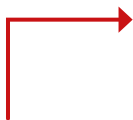
You can create and mark other progress tracks in your journal, on notepaper, or using the worksheets available within the *Starforged Playkit*. Some progress tracks—such as a combat track or low-ranked expedition track—might only be needed to resolve a scene or two. But most progress tracks will persist across sessions. For example, if you have a high-ranked connection you visit infrequently, their progress track may remain incomplete for the bulk of your campaign.

If you are playing *Starforged* with a digital tool, progress tracks are likely built into the interface. Or use whatever approach works for you to emulate boxes and ticks.

PROGRESS MOVES

There are several key moves, called **progress moves**, which utilize progress tracks to resolve the outcome of challenges. For example, to see how you fare when you seize an objective in a fight, make the Take Decisive Action progress move.

This label identifies a move as a progress move.



A progress move uses a **progress roll** instead of an action roll. See the next page for how it works.

TAKE DECISIVE ACTION

Progress Move

When you seize an objective in a fight, envision how you take decisive action. Then, roll the challenge dice and compare to your progress.

If you are in control, check the result as normal. If you are in a bad spot, count a strong hit as a weak hit, and a weak hit as a miss.

On a **strong hit**, you prevail. Take +1 momentum. If any objectives remain and the fight continues, you are in control.

On a **weak hit**, you achieve your objective, but not without cost. Roll on the table below or choose one. If the fight continues, you are in a bad spot.

- | | |
|--------|--|
| 1–40 | It's worse than you thought: Make a suffer move (-2) |
| 41–52 | Victory is short-lived: A new peril or foe appears |
| 53–64 | You face collateral damage: Something is lost, damaged, or broken |
| 65–76 | Others pay the price: Someone else suffers the cost |
| 77–88 | Others won't forget: You are marked for vengeance |
| 89–100 | It gets complicated: The true nature of a foe or objective is revealed |

On a **miss**, you are defeated or your objective is lost. Pay the Price.

PROGRESS ROLLS

You don't make an action roll when making a progress move. Instead, tally the number of fully filled progress boxes (those with four ticks). This is your **progress score**. Then, roll only the challenge dice and compare your progress score to the value of the dice. This is called a **progress roll**.

Important: It's not necessary to fill your progress track before making your progress move. When deciding whether to make a progress move, you need to weigh the chance of success against the risk of continuing to make preparatory moves.

As with an action roll, if your progress score beats the challenge dice, it's a strong hit. If you beat one of the challenge dice, it's a weak hit. If you fail to beat either die, it's a miss. The progress move will tell you how to resolve the challenge based on the outcome of your roll.

In the example below, compare your progress score of 5 to your challenge dice when making the progress move. The sixth progress box is only partially filled in, and doesn't count toward the progress score.

COMPARE
Does the progress score beat the challenge dice?

Progress Score

Challenge Dice

MOMENTUM AND PROGRESS ROLLS

Momentum is ignored when you make a progress move. You cannot burn momentum on a progress roll, and you do not suffer negative momentum.

SHARING PROGRESS TRACKS WITH ALLIES

When you and your allies are working together to resolve a challenge—a quest, expedition, connection, or fight—you share a progress track. This is called a **shared challenge**. When a move prompts someone to mark progress for that challenge, it is marked on your shared progress track.

When you make a progress move for a shared challenge, only one of you rolls the dice. The result will stand for the group.

If you are successful as you make a progress move to Fulfill Your Vow, Forge a Bond, or Finish an Expedition, anyone who was part of the shared challenge earns the **legacy reward** and marks the appropriate legacy track. See the next page for how that works.

LEGACY TRACKS

Legacy tracks are a special type of progress track to show the evolution of your character. There are three **legacy tracks** on your character sheet: **quests**, **bonds**, and **discoveries**. When you begin play with a new character, these tracks are empty.

QUESTS										○ 10

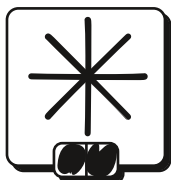
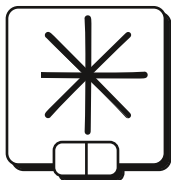
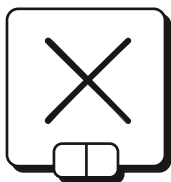
BONDS										○ 10

DISCOVERIES										○ 10

As you complete quests, form bonds, and make discoveries, you advance along these tracks by marking ticks and filling boxes. For each filled box, you gain experience to spend on new assets or asset upgrades.

Legacy tracks are also an abstract representation of your victories, the network of people you rely on, your understanding of the perils of the Forge, and the funds and resources you can bring to bear. As you advance along the tracks, envision how your character's reputation grows.





MARKING LEGACY REWARDS

In recognition of notable achievements, moves and asset abilities will prompt you to mark ticks or fill boxes in one or more of your legacy tracks. This is called a **legacy reward**. For example, if you Make a Discovery, you earn two ticks on your discoveries legacy track.

Legacy tracks are not given a rank, but are otherwise treated the same as a standard progress track. It takes four **ticks** to fill a **box**.

GAINING EXPERIENCE

When you fill a legacy track box, make the Earn Experience move for some well-earned rewards. Per that move, take 2 **experience** for each newly filled legacy box.

The two small **experience counters** attached to legacy track boxes each represent 1 earned experience. When you fill a legacy track box and Earn Experience, that experience is ready to spend.

SPENDING EXPERIENCE

You spend earned experience to gain or upgrade **assets**, including new modules for your ship, support vehicles, companions, paths, and deeds. These assets add new options for your character and bolster your actions in specific circumstances.

Per the Advance move, it costs 2 experience to upgrade an existing asset, and 3 experience to buy a new asset.

Once you spend experience, make a mark to fill in the experience counters. Each filled counter represents 1 spent experience.

See page 54 to learn more about assets.

Fill the legacy track boxes completely from left to right. If you have a partially filled box and are given a legacy reward that prompts you to fill one or more boxes, convert the reward to ticks. For example, 2 boxes is 8 ticks. Then, fill the incomplete box first.

ROLLING AGAINST A LEGACY TRACK

If a move prompts you to make a test against a legacy track, treat it as a standard progress roll (page 43). Tally the number of filled boxes on the track for your progress score, roll your challenge dice, and compare the progress score to the challenge dice. As with a progress roll, momentum is ignored.

CLEARING A LEGACY TRACK

When you fill all ten boxes on a legacy track, you are not necessarily at the end of that path for your character.

As noted in the Earn Experience move, if your life of adventure and peril continues after filling a legacy track, you may erase all filled boxes and experience counters, and resume marking legacy rewards in the now-empty track.

When you clear the track, mark the “10” bubble in the top right corner. This is your reminder to treat the value of the track as 10 if you make a progress roll against it.

EARNING EXPERIENCE ON A CLEARED TRACK

Because a cleared legacy track represents a character nearing the height of their potential, you gain experience at a slower rate on that track. Take 1 experience for each filled legacy track box instead of 2.

CONTINUING A LEGACY

When your character’s time as Ironsworn is done—whether through retirement or more dire circumstances—you may pass on your legacy to a new character using the Continue a Legacy move. Through this move, you roll against each of the legacy tracks to see how your achievements and struggles echo through time.

NAME *Ayala Finley*

PRONOUNS *They/them*

CALLSIGN *Infrared*

CHARACTERISTICS

Ace pilot

Wears

MOMENTUM

+10

+9

+8

+7

+6

+5

+4

+3

+2

+1

0

-1

-2

-3

-4

-5

-6

MAX
8

RESET
0

2
EDGE

3
HEART

QUESTS

BONDS

DISCOVERIES

BACKGROUNDDIV>

I vow to get my mother's ship back

MISFORTUNES

☐ WOUNDED

☐ SHAKEN

☐ UNPREPARED

LASTING EFFECTSDIV>

☐ PERMANENTLY HARMED

☐ TRAUMATIZED

OTHER IMPACTS ☐

MAX MOMENTUM: STARTS AT +10 /

MOMENTUM RESET: 0 IMPACTS = +2 /

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CHAPTER 1: THE BASICS

CONDITION METERS

STICS

lot with a grudge. Cybernetic eye.
a bright red flight suit.

1 IRON	1 SHADOW	2 WITS
-----------	-------------	-----------

AGACIES

GROUND VOW

back from the Stoneclaw Pirates

--	--	--	--	--

IMPACTS

BURDENS	CURRENT VEHICLE
☒ DOOMED ☐ TORMENTED ☐ INDEBTED	☒ BATTERED ☐ CURSED

REDUCE BY 1 FOR EACH IMPACT
1 IMPACT = +1 / 2 OR MORE IMPACTS = 0

**IRONSWORN
STARFORGED**

Along the right side of your character sheet are three **condition meters**: **health**, **spirit**, and **supply**. These measure your character's readiness and status. As with the momentum meter, you can use a paperclip or token to mark the current values.

These meters may rise and fall throughout a typical session. Their values are reduced when you face hardship through a **suffer move** (page 198), and increased when you make **recover moves** (page 208).

HEALTH

Health represents your current physical condition and stamina, ranked from 0 to 5. Health is reduced when you Endure Harm, and increased when you rest or receive care through moves such as Heal.

If you are at 0 health, scoring a miss when you Endure Harm puts you at risk of suffering an impact (page 50) or dying.

SPIRIT

Spirit is your current morale and mental state, ranked from 0 to 5. Spirit is reduced when you Endure Stress. It is increased when you find comfort in companionship or relaxed moments through moves such as Hearten.

If you are at 0 spirit, scoring a miss when you Endure Stress puts you at risk of suffering an impact or falling into desolation.



SUPPLY

Supply represents your preparedness, including food, water, fuel, weapons, ammo, equipment, cargo, money, and general upkeep.

Supply is ranked from 0 to 5. It is decreased when you make the Sacrifice Resources move, and is increased when you Resupply to fortify your provisions and readiness.

If you need to know if you have a specific item or resource at hand, make the Check Your Gear move. When you Sacrifice Resources and your supply falls to 0, you must mark **unprepared** (page 50).

SUPPLY AND ALLIES

If you are playing with others, the supply meter represents the shared resources among your party. You and your allies use the same supply value while you travel together. If any of you make a move to increase supply, or suffer the result of an outcome that forces you to Sacrifice Resources, each of you adjust your supply meter accordingly. If anyone must mark unprepared, everyone marks unprepared.

ASSET CONDITION METERS

Several assets have their own condition meters.

- * Your STARSHIP and other vehicles have an **integrity meter** (seen here at the bottom of this asset card) to measure their condition. When your vehicle faces a damaging situation, make the Withstand Damage move. To get a vehicle back up to speed, make the Repair move.
- * Companion assets have a **health meter** that is reduced when you make the Companion Takes a Hit move. Their health is increased through the Heal move when you treat them or obtain treatment—or using the Repair move for mechanical companions.
- * Some assets have a unique condition meter for a specialized resource. For example, if you are a FIREBRAND, you have a fire meter and tap into that inner source to unleash destructive energies.

**COMMAND VEHICLE
STARSHIP**



NAME _____

◆ Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.

◇ When you Finish an Expedition (dangerous or greater) in your starship and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.

◇ When you Withstand Damage, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.

543210

BATTERED

CURSED

To track the value of a condition meter on an asset card, make a mark, or use a paperclip or token. You can also set a six-sided die on top of the card and rotate it to show the current value. The value of a meter cannot exceed the maximum shown on the card.

Learn more about assets starting on page 54.

ACTION ROLLS AND CONDITION METERS

Some moves prompt you to make an action roll using the value of a condition meter instead of a stat. For example, when you Check Your Gear, the move tells you to “roll +supply.” When you see an action framed as “roll +[condition meter],” use the value of that meter in your action roll as if it were a stat.

Some assets allow you to use the value of a condition meter as an add for your action roll, phrased as “add +[condition meter].” This is a boost to your action score in addition to your stat, rather than a replacement for the stat.

To learn more about game terms, see the glossary on page 388.

IMPACTS

As you suffer hardships and setbacks in your quests, you may need to mark **impacts**. These represent temporary, long-term, and permanent disadvantages. Moves will tell you when to mark an impact, or may give you a choice. Some impacts can be cleared by taking the time to recover. Others will forever become a part of your character.

There are several categories of impacts: **misfortunes**, **vehicle troubles**, **burdens**, and **lasting effects**.

Impacts have a mechanical effect by reducing your **max momentum**. Each marked impact reduces your max momentum (normally 10) by 1. For example, if you have three marked impacts, your max momentum is 7.

Impacts also reduce your **momentum reset**.

- * If you have one marked impact, your momentum reset is +1 (instead of +2).
- * If you have more than one marked impact, your momentum reset is 0 (instead of +2).

MISFORTUNES

- * **Wounded** may be marked when you are at 0 health and fail to Endure Harm. You are severely injured.
- * **Shaken** may be marked when you are at 0 spirit and fail to Endure Stress. You are despairing or distraught.
- * **Unprepared** is marked when you Sacrifice Resources and are reduced to 0 supply. You are not properly equipped for the dangers of the Forge. Because you and your allies share the same supply value, you mark unprepared together.

As with all impacts, **misfortunes** affect your max momentum and momentum reset. In addition, **if you are wounded, shaken, or unprepared, you cannot increase the associated condition meter.**

- * If you are wounded, you cannot increase health.
- * If you are shaken, you cannot increase spirit.
- * If you are unprepared, you cannot increase supply.

If a move gives you an opportunity to raise your health, spirit, or supply while the associated misfortune is marked, you can't take that option. You must clear the impact before improving the related condition meter.

Wounded, shaken, and unprepared can be cleared when you succeed on an appropriate recover move. For example, scoring a hit on the Heal move can clear the wounded impact. Once you clear the misfortune, you restore your max momentum and momentum reset, and you can once again increase the associated meter through moves.



VEHICLE TROUBLES

- * **Battered** may be marked when your vehicle is at 0 integrity and you fail to Withstand Damage. The vehicle is barely holding together.
- * **Cursed** may be marked when your **command vehicle** (STARSHIP asset) is at 0 integrity and you fail to Withstand Damage. This is a permanent impact. Your ship will never be quite right again.

Vehicle troubles are linked to a specific vehicle, either your command vehicle asset or a support vehicle asset. These impacts are only a factor when you are piloting or aboard that vehicle. Otherwise, they do not count as an impact and do not affect your maximum momentum and momentum reset.

Battered can be overcome when you successfully Repair that vehicle and clear the trouble. Until you do so, you cannot raise the vehicle's integrity. Cursed is a permanent impact and will forever plague your STARSHIP.

To learn more about vehicle assets, see page 54. To learn more about vehicles in general in your *Starforged* campaign, see page 65.

If playing with allies, a vehicle trouble affects anyone on the vehicle, regardless of who owns or manages the vehicle asset.

BURDENS

- * **Doomed** is marked when you Face Death and return from death's door with a death-bound quest.
- * **Tormented** is marked when you Face Desolation, gain visions of a distressing future, and undertake a quest to prevent that dire fate.
- * **Indebted** is marked when you Overcome Destruction. To replace what was lost and repay the debt, you will take on a duty-bound quest.

Burdens are a result of life-changing experiences that leave you bound to new vows. Clearing a burden can only be accomplished by resolving the quest.

While you are doomed, tormented, or indebted, you should envision the physical and emotional manifestations of these impacts. You have seen what lies beyond death, suffered visions of your greatest fears, or barely escaped the destruction of your prized starship. How do these events change you? What will you do to set things right?

LASTING EFFECTS

- * **Permanently harmed** may be marked when you are at 0 health and fail to Endure Harm. You have suffered a wound that you must reckon with, such as the loss of an eye or hand. Or you bear physical scars that are a constant reminder of a harrowing incident.
- * **Traumatized** may be marked when you are at 0 spirit and fail to Endure Stress. Your experiences have left you emotionally or mentally scarred.

Lasting effects are permanent. They forever impact your character through the momentum adjustment and—more importantly—the narrative impact of being permanently harmed or traumatized. You should factor this impact into how you perform moves and how you interact with the world.

Envision the nature of the lasting effect. You may have physical, emotional, or mental factors you must take into account. Your outlook may change. Your goals and methods may change. How others behave toward you may change.

MARKING IMPACTS

To mark an impact on your character sheet, fill in the appropriate bubble. Once an impact is marked, it cannot be marked again unless it is cleared. If a move gives you a chance to choose an impact in place of a harsher outcome, you cannot take that option if it is already marked.

IMPACTS

MISFORTUNES

☒ WOUNDED

☐ SHAKEN

☐ UNPREPARED

LASTING EFFECTS

☐ PERMANENTLY HARMED

☐ TRAUMATIZED

BURDENS

☐ DOOMED

☐ TORMENTED

☐ INDEBTED

CURRENT VEHICLE

☒ BATTERED

☐ CURSED

OTHER IMPACTS

☐

☐

MAX MOMENTUM: STARTS AT +10 / REDUCE BY 1 FOR EACH IMPACT

MOMENTUM RESET: 0 IMPACTS = +2 / 1 IMPACT = +1 / 2 OR MORE IMPACTS = 0

TRACKING VEHICLE IMPACTS

Battered or cursed might apply to multiple vehicles, but are only relevant when you are aboard a vehicle with an impact (including a support vehicle managed by an ally).

If a vehicle is battered or cursed, mark that impact on the asset card. When you go aboard, mark it on your character sheet under vehicle troubles as a reminder.

ADJUSTING MOMENTUM

Once you mark an impact, adjust your max momentum and momentum reset as detailed on page 37.

- * If you have one impact marked, your momentum reset is +1.
- * If you have more than one impact marked, your momentum reset is 0.

OTHER IMPACTS

Certain assets offer abilities at the cost of counting as an impact for your character. For example, the OATHBREAKER asset strengthens your resolve as you pursue a quest of redemption, but counts as an impact until you fulfill that vow.

You can mark these in the “Other Impacts” section of your character sheet. They contribute as normal to your max momentum and momentum reset penalties.

ASSETS

Assets are a key component of your character. They represent your background, skills, traits, companions, and resources. They have **abilities** that give you additional options and bonuses when making a move—or sometimes act as their own self-contained moves.

When you create your character (page 100), you select your starting assets. As you fill boxes on your legacy tracks, you Earn Experience. This experience is spent to gain new assets or upgrade current assets.

Starforged assets are formatted as printable or preprinted cards. Put them alongside your character sheet for easy reference.

This is the asset name. In this rulebook, asset names are shown in ALL CAPS.

This is the asset type.

Assets include a default ability, represented by the filled-in marker.

You spend experience, to acquire new abilities. When you purchase an upgrade, fill in the marker to show you now have that ability.

PATH HEALER



- When you give medical care to Heal yourself or another character, add +1. If you are treating someone other than yourself, take +1 spirit or +1 momentum on a hit.
- When you Gather Information by studying medical evidence or biological remains, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also reveal an unexpected medical anomaly; mark 1 tick on your discoveries legacy track.
- Once every day or so, when you are in a safe place with plenty of time on your hands, you may Sacrifice Resources (-1) and provide basic medical care for yourself, companions, or allies without risk. If you do, roll only your action die. On a 1-4, automatically give +1 health to everyone whose health is greater than 0. On a 5-6, make it +2.

Some asset abilities apply to a variety of moves. This is usually phrased as “when you make a move to [blank].” However, this flexibility does not include progress moves. Unless an asset specifically defines a benefit for a progress move, you cannot use an ability when making a progress roll.

ASSET TYPES

There are six types of assets: **command vehicle**, **modules**, **support vehicles**, **paths**, **companions**, and **deeds**.

COMMAND VEHICLE STARSHIP



NAME _____

- ◆ Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.
- ◇ When you Finish an Expedition (dangerous or greater) in your starship and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.
- ◇ When you Withstand Damage, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.



COMMAND VEHICLE

The **command vehicle** is your interstellar STARSHIP. It is a default asset for your character, taken when you begin your campaign. If you are playing with others, this is a shared asset; each of you may use the STARSHIP's abilities while aboard the craft.

The command vehicle has an integrity meter and starts at 5 integrity. When your STARSHIP takes a hit, make the Withstand Damage move to see what happens.

MODULE RESEARCH LAB



- ◆ When you use your lab to Secure an Advantage or Gather Information through careful analysis or experimentation, add +1 and take +1 momentum on a hit.
- ◇ When you Face Danger to isolate or secure a hazardous specimen, reroll any dice.
- ◇ When you Swear an Iron Vow to undertake a long-term research project (extreme or greater), reroll any dice. When you obtain crucial samples, equipment, or data, mark progress on the quest and take +2 momentum. When you devote extended time to the project in your lab, Face Danger and add +1. On a hit, mark progress. On a strong hit with a match, mark progress twice. When you Fulfill Your Vow and score a hit, also mark one box on your discoveries legacy track.

MODULES

Modules are linked to your STARSHIP and offer additional options and advantages when aboard that vehicle.

These assets are earned and managed by a single character. They can be shared with allies, but only if it's practical for them to make use of it (not everyone may know how to use a RESEARCH LAB).

When you Withstand Damage and score a miss, you can mark a module as **broken** to offset further danger for your STARSHIP. Flip the card over to indicate its broken state. A broken module cannot be used until you successfully Repair it.

SUPPORT VEHICLE SHUTTLE



NAME _____

- Your unarmed shuttle provides short-range transport for several people and equipment through space or atmosphere. When you travel to a location (not your command vehicle), you and your allies may take +1 momentum when you arrive
- When you Face Danger or React Under Fire to navigate through hazardous skies, avoid obstacles, or evade an attack, add +1 and take +1 momentum on a hit.
- Your shuttle is sealed against high pressure environments, can travel underwater, and is more resistant to damage; when you Withstand Damage, add +1.



SUPPORT VEHICLES

Support vehicles complement your command vehicle for planetside or short-range operations. If you are playing with others, one of you might serve as the pilot or owner of a support vehicle, but anyone on board can use its abilities as appropriate to the situation.

As with the command vehicle, your support vehicles have integrity meters. The maximum integrity varies based on the type of vehicle. When a support vehicle faces a damaging situation or environment, you must Withstand Damage to see how it fares.

PATH SCAVENGER



- When you Gather Information or Resupply by scavenging a wreck, ruin, or abandoned site, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also find something of unique value, significance, or function; envision the nature of this discovery, take +2 momentum, and mark 2 ticks on your discoveries legacy track.
- When you Secure an Advantage to cobble together an ad hoc tool, device, or weapon, envision what you intend to create. On a hit, you may add +1 when making a move aided by the item. If you roll a 1 on your action die while using the item, it is permanently broken, lost, or depleted.
- When you Check Your Gear, roll +wits or +supply (whichever is highest) and take +1 momentum on a hit.

PATHS

Paths are your background, interests, training, skills, powers, and key equipment. They provide mechanical and narrative advantages, but also reflect who you are and how you interact with the world. When you create your character in the next chapter, you'll select at least two paths to get started.

Some paths represent your skill with a signature weapon style or piece of equipment. If you see a requirement at the top of the asset card, such as "If you wield a bladed weapon...", the asset is only usable when taking action using that item.

COMPANION GLOWCAT



NAME _____

- ◆ Your glowcat companion perceives the inner emotions and intentions of people and creatures in its vicinity, and embodies those impressions through the colors and intensity of its luminescent fur. When you Secure an Advantage by studying the glowcat's reactions in a charged interaction, add +its health.
- ⬡ When you Compel, the glowcat's reactions will help guide your approach; you may reroll your action die if its value is less than the glowcat's health.
- ⬡ When you Endure Stress in the company of the glowcat, add +1. On a strong hit with a match, take +momentum equal to their health.



COMPANIONS

Companions are NPC helpers. When you gain a companion, give them a name and envision their look and personality.

Companions utilize a health meter that can be reduced if an outcome puts them in harm's way. When your companion faces harm, make the Companion Takes a Hit move. When their health is at 0, they are in danger of being killed or destroyed.

DEED HOMESTEADER



NAME _____

Once you fill 4 boxes on your bonds legacy track...

- ◆ You have chosen or established a community as your home. When you Swear an Iron Vow (formidable or greater) in service to your home, reroll any dice. On a hit, mark 1 tick on your bonds legacy track. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- ⬡ When you Sojourn in your home, choose one.
 - * Don't linger: Take an automatic weak hit
 - * Stay a bit: Add +1 and take +1 momentum on a hit
- ⬡ When you Set a Course for home, you may reroll your action die if its value is less than your spirit.

DEEDS

Deeds represent the notable achievement and situations of your story, and how those events change your character.

Deeds have a requirement listed at the top of the card, phrased as "Once you [blank]." You may not spend experience to acquire a deed until you fulfill the requirement, and you cannot choose a deed when creating your character.



ASSETS AND THE FICTION

Assets offer both mechanical and narrative advantages. For example, if you have the HEALER path, you benefit from that asset's abilities as you make moves to treat others, diagnose illnesses, and study biological remains. It also provides justification to take actions other characters would not be capable of, such as advanced treatment techniques.

But even when you aren't making moves, the HEALER path influences your character's interests, manner, and opportunities. In a perilous galaxy where technology has limitations and resources are scarce, how does this valued expertise affect your relationships and the nature of your quests? How is it reflected in your personality and ambitions?

Some assets will be more influential than others in your character concept, but all of them contribute to how you envision your approaches and the situations you encounter.

ACQUIRING AND UPGRADING ASSETS

When you create your character in the next chapter, you will take your STARSHIP and choose three other assets. Then, as you successfully overcome challenges and mark progress on your legacy tracks (page 44), you Earn Experience. This experience is spent to purchase or upgrade assets through the Advance move.

BUYING AN ASSET

Buying a new asset costs 3 experience. If you are playing with others, you should avoid picking the same asset as another player—this will help give each character their own capabilities and flavor.

UPGRADING AN ASSET

All assets include three abilities. The first will be filled in when you purchase the asset. Upgrading an asset to claim the second or third ability costs 2 experience each.

When you spend experience to upgrade an asset, fill in the dot on your asset card to show you've acquired the ability. The second and third abilities may be selected in any order.

BUILDING A STORY THROUGH ASSETS

You can Advance to spend experience when it is earned, or save it for future use. Either way, you should look to the fiction to give context and justification for your new abilities and resources. Let your selection of assets flow naturally from your character's goals and the situations you encounter, or guide your story toward an asset you would like to purchase or upgrade.

Assets can even serve as the focus of a new vow, giving you a tangible objective or reward for undertaking a quest. Perhaps you gain a new SNUB FIGHTER by completing a quest in the service of a shipbuilder, or earn membership as a sanctioned TRADER in the merchant's guild.

Envisioning how your new abilities connect to your sworn quests and experiences gives them additional significance and context. They will be a reminder of the paths taken and not taken, the challenges overcome, and the bonds formed.

PATH KINETIC



- You wield kinetic powers. By focusing, you may remotely push, pull, lift, or constrict objects and beings that are about your size or smaller. When you are in a risky situation and draw on your powers to make a move, add +2 and Lose Momentum (-2).
- As above, but you may instead draw on your powers in a desperate effort to change the outcome of an action. If you do, add +2 (after you roll) and Lose Momentum (-3).
- When your momentum is at its max, you may attempt great kinetic feats, such as manipulating large objects and creating destructive bursts of concussive force. To do so, reset momentum. Then, as you make a single move fueled by your powers, take an automatic strong hit. If you are in a fight, mark progress.

ORACLES

In *Starforged*, an **oracle** is anything that generates random results to help determine the outcome of a move, the details of locations or characters, or a narrative event.

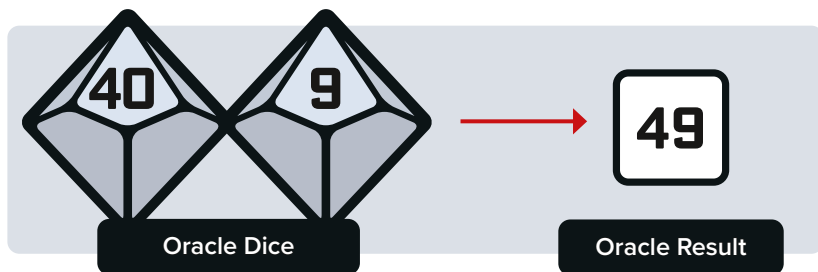
In solo or co-op games, oracles help answer questions, flesh out your setting, and introduce drama and surprises. In guided play, the guide can use oracles for their own inspiration and answers.

Starforged includes various **oracle tables** to generate random results. Some moves include their own tables. There are also a large variety of random tables starting in Chapter 5 (page 288) that can help provide inspiration for story events, reveal locations, generate characters and creatures, and guide the actions of others in your world.

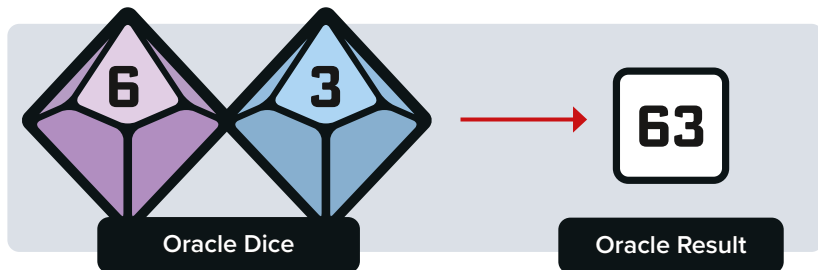
ROLLING ORACLE DICE

Whenever you are prompted to generate a result between 1 and 100, roll two ten-sided dice. This is an **oracle roll**.

Using physical dice, there are two common methods for generating a 1–100 result. You can roll a set of D10s that includes tens digits on the faces of one of those dice.



Or you can use two D10s of different colors, and decide before rolling which represents the tens digit and which is the units.



Either way, you might want to use a unique set of dice for oracle rolls, shared by everyone at the table. These dice will divine your fate and reveal the mysteries of the galaxy, so it's worth giving them special treatment.

ORACLE TABLES IN MOVES

Some moves may prompt you to roll on an oracle table, generating a result between 1 and 100, to help resolve the outcome of that move. For example, the Endure Stress table reveals your fate when you fail to resist a mental hardship. Will you carry on or will this crisis get the best of you?

ENDURE STRESS

When you face mental strain, shock, or despair, suffer -1 spirit for minor stress, -2 for serious stress, or -3 for major stress. If your spirit is 0, Lose Momentum equal to any remaining stress

Then, if your spirit is 0 or you choose to resist the stress, roll +spirit or +heart, whichever is higher.

On a **strong hit**, choose one.

- * Shake it off: If you are not shaken, take +1 spirit
- * Embrace the darkness: Take +1 momentum

On a **weak hit**, if you are not shaken, you may Lose Momentum (-1) in exchange for +1 spirit. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 spirit or Lose Momentum (-2). If your spirit is 0, you must also mark **shaken** or **traumatized**, or roll on the table below.

1–10 You are overwhelmed. Face Desolation.

11–25 You give up. Forsake Your Vow.

26–50 You give in to fear or compulsion, and act against your better instincts.

51–100 You persevere.

If a move tells you to “roll or choose” on an oracle table, you decide whether you pick the most interesting or appropriate result, or roll to see what happens. Otherwise, you have no choice; you must cast your fate to the stars and roll the oracle dice.

Unlike your action rolls—unless a specific oracle table indicates otherwise—rolling a match on an oracle roll has no narrative or mechanical significance.

ASKING THE ORACLE

If you are playing solo or co-op, you can make the Ask the Oracle move (shown below) to help guide your campaign and trigger ideas when you need to know what happens next. Its most basic function is to answer a “yes” or “no” question. Combined with your own instincts and creativity, this move—and other random prompts—can push your story in surprising and exciting directions.

ASK THE ORACLE

When you seek to resolve questions, discover details, reveal locations, determine how other characters respond, or trigger encounters or events, you may...

- * Draw a conclusion: Decide the answer based on the most interesting and obvious result.
- * Spark an idea: Use an oracle table or other random prompt.
- * Ask a yes/no question: Decide the odds of a yes, and roll on the table below to check the answer.
- * Pick two: Envision two options. Rate one as ‘likely’, and roll on the table below to see if it is true. If not, it is the other.

Odds	The answer is ‘yes’ if you roll...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

On a match, envision an extreme result or twist.

Unlike other tables, a match is meaningful when rolling on the Ask the Oracle yes/no table. If you roll a match, envision the answer as an especially decisive yes or no, or give it a dramatic or interesting twist.

If you are playing with a guide, they are the oracle. When you have a question or see a prompt to Ask the Oracle, that’s your cue to look to your guide for the answer. The guide can decide the answer, or use random tools and creative prompts for inspiration. They can even turn the question back to you, or ask you to roll on an oracle table. But keep in mind that—even when playing with a guide—*Starforged* is about shared storytelling. Offer suggestions. Talk it out. The guide is the final arbiter of what happens next, but everyone at the table should participate in building the world and creating the narrative of your campaign.

A UNIVERSE OF ORACLES

This rulebook includes an array of oracle tables in Chapter 5 (page 288). Use these oracles to answer questions about your setting, drive the narrative, and inspire dramatic events and revelations. Some oracles are for specific, mundane questions to streamline play (“What is the smuggler’s name?”). Others provide more abstract results that you interpret based on the current situation (“What do I encounter here?”).

Perhaps most importantly, that section includes a variety of oracles to help you visualize locations as you explore the Forge, ranging from the nature of a star to the details of a planetside settlement. The *Starforged* universe is meant to be discovered as you play, revealing new dangers and wonders; these oracles are your guide on that journey.

OTHER RANDOM GENERATORS

You can also use whatever oracles you prefer, including those drawn from another game, online generators, or visual tools such as tarot cards. Assembling your personalized toolkit of oracles will help customize the tone and setting of the game to your preferences.

CREATING YOUR OWN ORACLES

Create your own oracle tables to better fit your preferences or highlight unique aspects of your campaign. For example, you can create a table for encounters within an unusual planetary environment, or a table of random names suited to a particular faction or culture.

TRUST YOUR INSTINCTS

Random generators don’t replace your own imagination and intuition. If it’s interesting, dramatic, and pushes the story forward, make it happen. Too much reliance on random generators to answer questions about “what happens next” can kill the momentum of your game or make it feel disconnected and incoherent.

Keep it moving. Ask a question. If an answer leaps to mind, go with it. If you’re not sure, Ask the Oracle. Then, play.

If you are playing as the guide, use oracles to forge a universe at the table. The character-driven quests help you and the other players build a story together without preparation. Anything that is not a protagonist, move, or asset has very little mechanical detail, and can be introduced on the fly. You can even offload decisions to the other players, asking them to roll on a specific oracle and interpret the result.



EQUIPMENT

As noted earlier, your **supply meter** (page 48) is an abstract representation of your overall readiness. You are otherwise armed, armored, and equipped as appropriate to your vision of your character.

Some assets can make specific equipment more relevant to your character. If you are a GEARHEAD, you probably envision yourself always having a toolkit at the ready. Combat-centric assets such as GUNNER represent your expertise in a particular weapon or fighting style. These tools reinforce your character's approach and skills.

Other equipment provides narrative benefit. It enables you to make moves where that gear is important, or perhaps allows you to avoid the risky nature of a move altogether.

You must make your way down a steep rock face on a barren desert planet. Without assistance, you'd make the Face Danger move to see what happens. If you had rope, the climb is not particularly risky or uncertain. In that case, you can skip the move and just envision the result.

Make note of equipment at whatever level of detail you like, but don't fuss over it. During the character creation exercise you'll receive your spacer kit (page 112), which includes fundamental gear for exploring a perilous galaxy. If you ever need to know if you have a specific helpful item, make the Check Your Gear move.

DEPICTING TECHNOLOGY IN THE FORGE

By default, life in the Forge is a retro-future. It is the future as viewed through a lens of what we imagined two or three decades ago, instead of what we can envision today. It is also a resource-scarce future, with much of your people's knowledge and resources lost following the cataclysm that drove you to the Forge.

That said, the technology you bring to bear—or resist—is flexible to how you envision the nature of the setting. Is a typical gun a blaster that fires plasma bursts, or an old-fashioned slug thrower? Are spacecraft sleek and powerful, or are they ungainly, fragile machines held together with fervent prayer? Your setting can suffer from class disparity, with advanced tech under the control of the wealthy and powerful, while everyone else is forced to make do with more primitive resources. Meanwhile, scavengers searching the ancient places of the Forge might unearth technologies of strange and terrible power.

The truths you define for the Forge in the next chapter help frame the nature of equipment and tech in your campaign.

VEHICLES

There are three types of vehicles you'll rely on as your travel through the perilous depths of the Forge.

COMMAND VEHICLE

Your **command vehicle** (page 55) is your STARSHIP asset, earned at character creation. It is an interstellar craft capable of faster-than-light travel. If you are playing with others, you and your allies share this asset. If you are playing in solo mode, you can fly the ship as a lone spacer thanks to automation and centralized controls. The command vehicle has an integrity meter, and can suffer from battered or cursed impacts.

See pages 66–67 for a cutaway illustration of a typical STARSHIP.

SUPPORT VEHICLES

Support vehicles (page 56) are assets that represent special secondary vehicles. They can be carried and launched by your STARSHIP. They have an integrity meter, and can suffer from the battered impact.

INCIDENTAL VEHICLES

An **incidental vehicle** is one you temporarily acquire through the course of your story. For example, if you need to journey across the surface of an ocean world, you might borrow a sea-skimmer from a local settlement.

Incidental vehicles have an integrity meter, but cannot be marked as battered. When you board an incidental vehicle, envision its nature and assign a max integrity as follows.

HEAVY
5 INTEGRITY

MEDIUM
4 INTEGRITY

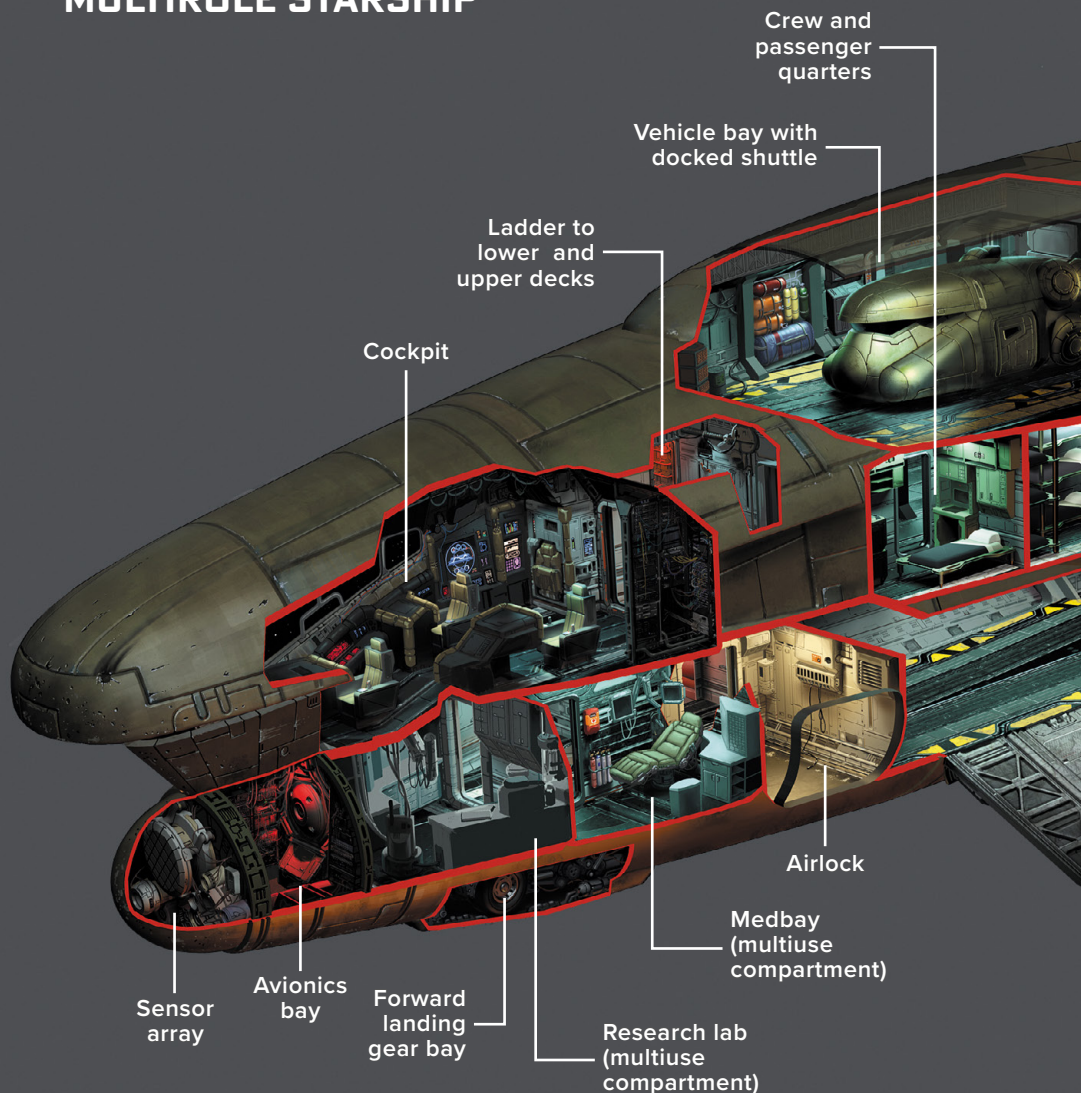
LIGHT
3 INTEGRITY

If you or an ally aren't controlling a vehicle—you're just along for the ride—it's not an incidental vehicle and does not have an integrity meter.

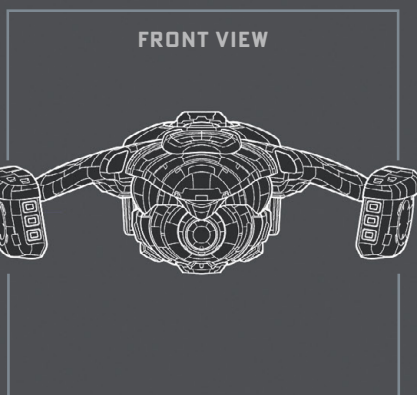
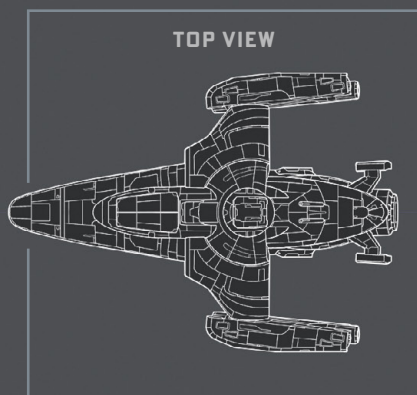
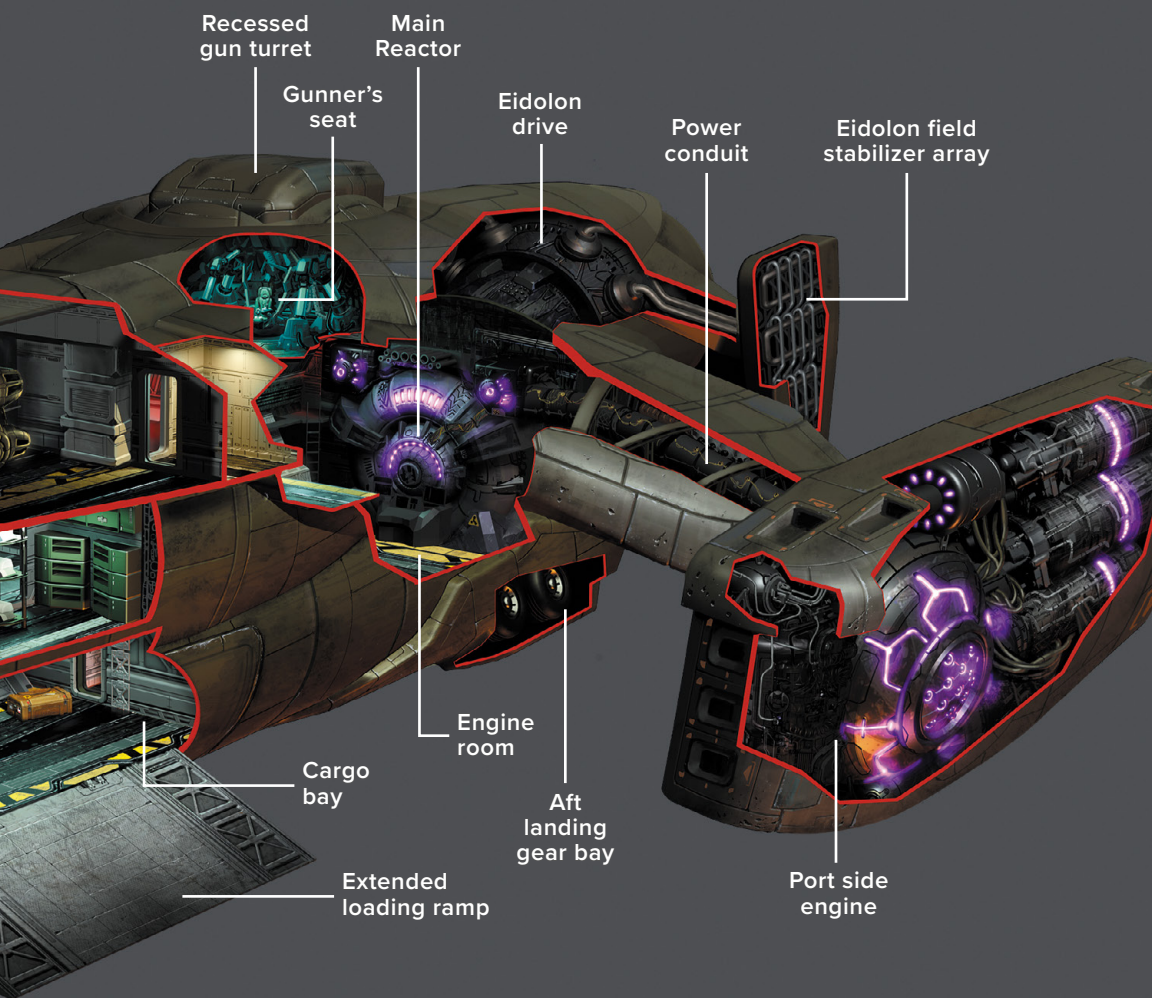
When you face off against vehicles (or vehicle-sized foes), consider their relative scale and capabilities as you assign ranks to progress tracks and resolve moves. In some cases, direct attacks are useless. A snub fighter can't harm a moon-sized station unless there's a weakness it can exploit. Because NPCs and their vehicles don't have mechanical detail, always frame the nature of the encounter and your actions as appropriate to the established fiction of the scene.

ORNITHOR CLASS

MULTIROLE STARSHIP



The Ornithor Class Starship, despite having gone out of production decades ago, is popular among independent spacers for its flexibility and durability. Most remaining Ornithors have been refitted and repurposed multiple times, so their configuration and internal spaces will vary. This example can accommodate a variety of roles, including cargo and passenger transport, exploration, and combat operations.





NAVIGATING THE FORGE

The depiction of interstellar travel in *Starforged* is tied to the gameplay of the **exploration moves** (page 168). These moves help frame your journeys and encourage exploration and discovery.

You can ignore the setting details described below, and envision interstellar flight as you like. However, it works best if you use a similar approach, with faster-than-light (FTL) travel undertaken in a series of individual segments. Think of your starship as a stone skipping across a vast galactic pond.

EIDOLON TRAVEL

Interstellar starships that travel the Forge—including your character's ship—are equipped with **eidolon drives** (commonly referred to as **e-drives**). These devices harness the turbulent forces of the Forge to propel vessels along optimal paths at FTL speeds.

DRIFTS AND PASSAGES

Drifts are the network of eidolon paths through the Forge. Spacers guide their starships along the gravitational currents, stellar winds, and fiery energies of the drifts like surfers on the crest of a wave.

A plotted course along drifts is called a **passage**. Important locations in settled areas are usually connected by passages. But this navigational data is a valuable resource, often greedily held by those in power. Others must trailblaze their own paths. Beyond settled regions, potential passages are usually uncharted and unexplored.

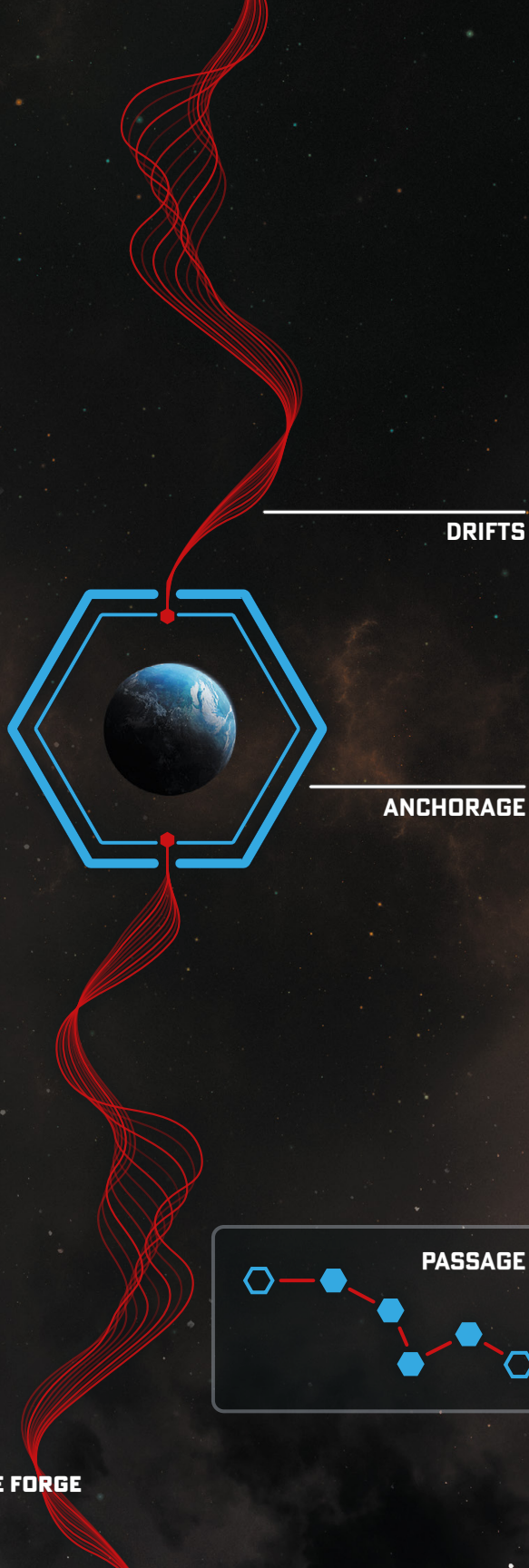
Even when following a passage, it's not just a matter of flying from point A to point B. Piloting the drifts requires skilled navigation. Spacers must be on watch for navigational hazards and lurking foes.

Worse yet, some say eidolon travel weakens the fragile bonds of reality. Explorers tell stories of horrifying visions or visitations among the drifts. Spacers are superstitious folk, and often employ wards and rituals to keep eidolon “ghosts” at bay.

ANCHORAGES

An e-drive can stay powered for a few hours at most, and requires several hours to reenergize. Thus, long voyages are made in a series of FTL transits. Each segment of the journey ends at a waypoint—what is called an **anchorage**. Since powerful gravity wells are an ideal navigational target, anchorages are often near a large object such as a star or planet.

Once emerging from the drifts at an anchorage, the ship slows while the e-drive is powered back up. You can sit back and enjoy the scenery during this layover, or go take a look at nearby locations.



SEEING WHAT'S OUT THERE

When you pilot your starship on an interstellar journey through uncharted space, make the Undertake an Expedition move to see how you fare. Anchorages are a waypoint that helps define progress on that journey. When you emerge from eidolon travel at an anchorage, envision the moment as your starship decelerates to sublight speeds: The hull rattles, warning tones beep, and sensor displays spring to life.

NEAR OBJECTS

When traveling the Forge, you can simply envision the beautiful but mundane sites you encounter. A sky filled with the cold light of distant suns. Clouds of stellar dust. Barren planetoids drifting in their lonely orbits.

If you want to give a segment of your travel additional focus, Ask the Oracle and use the random prompts in Chapter 5, starting with the Space Sightings table (page 300). You might find a fiery star looming in your cockpit windows, a vibrant planet, a starship carrying a fellow traveler, or even a spaceborne creature. The Space Sightings table may prompt you to roll twice or three times for multiple objects.

These objects are **near** your starship. If you want to travel to a near object or get in a better position to observe it, your starship's main engines will carry you there in a matter of minutes. If you find something worthy of further exploration, you can Explore a Waypoint. Unusual locations, such as a precursor vault or derelict, might even warrant their own expedition.

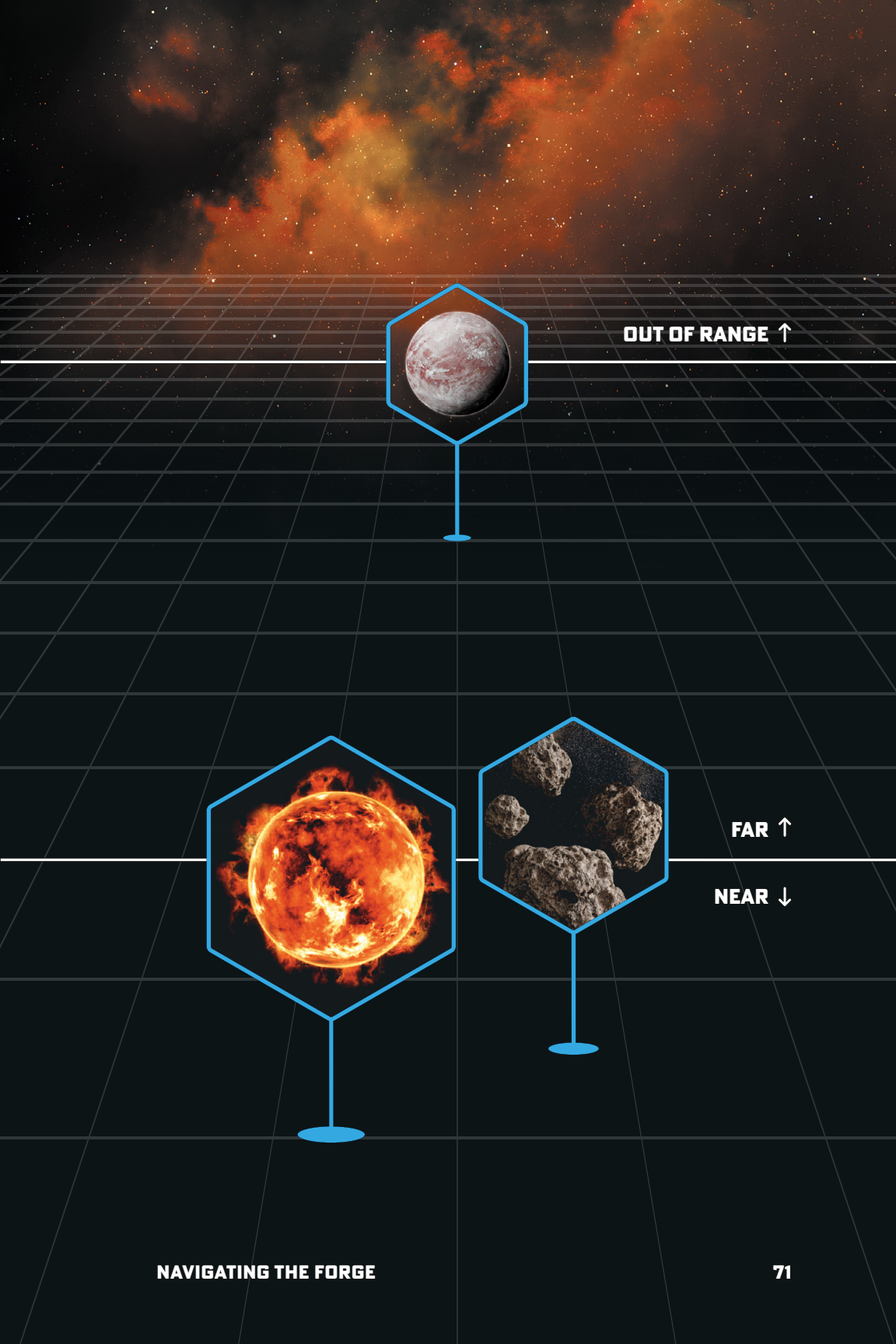
FAR OBJECTS

If you want to look deeper into the depths of an anchorage, roll on the Space Sightings table again to see if there is anything interesting **far** from your starship. Envision yourself studying scanner data and visual displays, peering through the Forge's stellar gases. This doesn't require a move unless you're under pressure—it's just a routine part of being a spacer.

If you see something interesting at far range and want to check it out, it'll take a while. Sublight travel is ponderous. You're also diverting power from energizing the e-drive, so all told the detour will cost about a day. For an explorer, this might be time well spent. For a spacer on an urgent mission, it's a needless distraction. Either way, unless you're dealing with something risky, this doesn't trigger a move. Point your ship in the right direction, envision the journey, and play to see what happens when you arrive.

OUT OF RANGE OBJECTS

Anything beyond far range is **out of range**. Objects at this distance are of no concern—they are too far away to cause you trouble, and it would take too long to travel there using your main engines. Objects smaller and dimmer than a star are probably shrouded in the stellar muck and electromagnetic interference of the Forge anyway. Perhaps that's for the best; some things are best left undiscovered.



OUT OF RANGE ↑

FAR ↑

NEAR ↓

THE FLOW OF PLAY

Like most roleplaying games, you play *Starforged* primarily from the perspective of your character. What are you doing? What are you trying to achieve? What opposition and challenges do you face? Your quests, and the characters and situations you encounter, will guide the fiction and the choices you make.

When you have questions about what you find, how other characters in your setting respond, or what happens next, you can go with what feels right if you're playing solo or co-op. If you are playing in guided mode, ask the guide. When you seek inspiration or want to put it in the hands of fate, make the Ask the Oracle move. Use the yes/no questions and random oracle tables to generate interesting twists, complications, locations, and characters you might not have thought of on your own. Above all, if it's interesting, dramatic and fits the fiction, make it happen.

When you do something or encounter a situation covered by a move, refer to the move. If it tells you to roll dice, do it.



A **strong hit** means you are in control. You are driving the narrative and taking proactive actions. What do you do next?



A **weak hit** means the situation is slipping out of your control. Instead of acting, you react. How do you respond?



A **miss** means you have lost control of the situation. You might need to overcome new dangers or face increasing risk. What happens next?

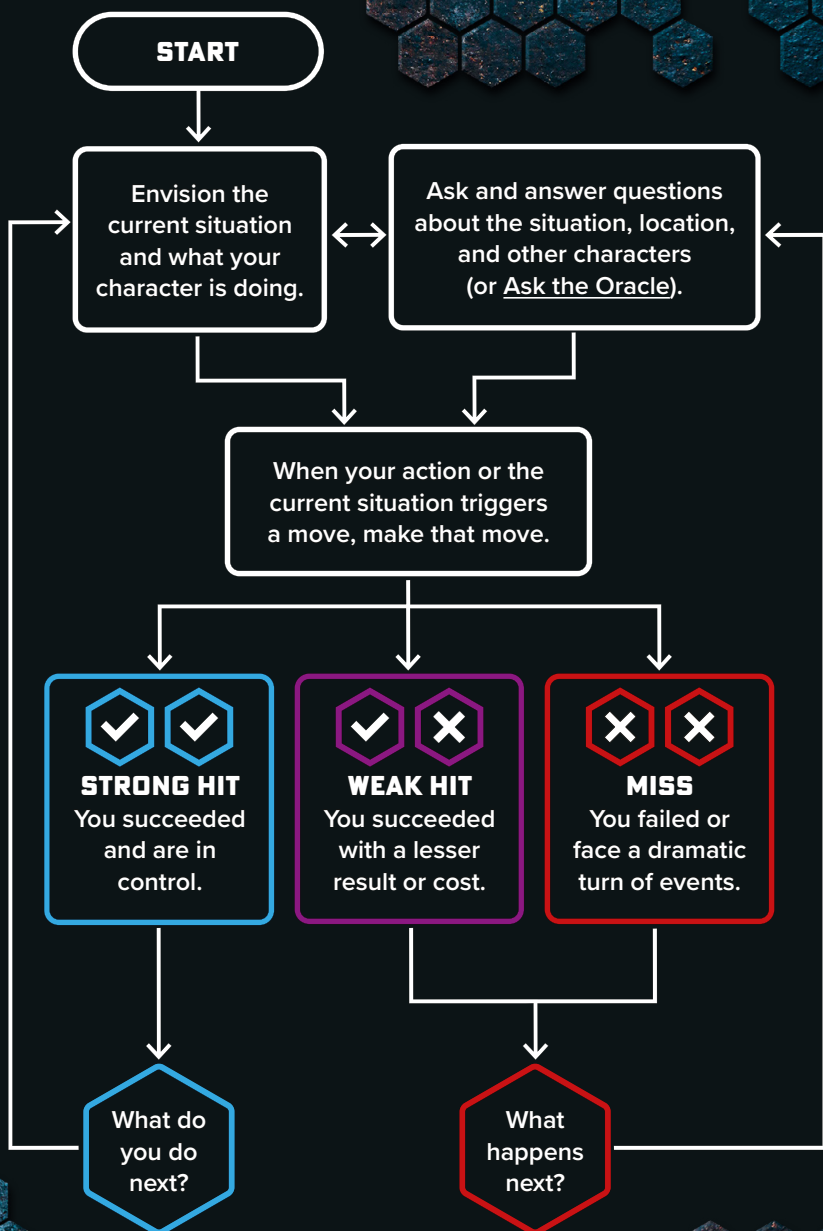
If you're playing with a guide, they'll help determine how the other characters respond and how the situation evolves. They may ask you questions. Otherwise, you rely on your intuition and occasional oracle rolls to drive the narrative.

This basic gameplay structure is illustrated on the next page.

WHAT'S NEXT

That's the basics of *Starforged*. In the next chapter (page 74), you'll define the nature of your setting, create your character, and launch your campaign. If you are playing with others, do those exercises together to forge your universe.

Once you begin play, you can refer back to this chapter if you have questions. If you want to learn about a specific game term in a move or asset, check the glossary on page 388.





CHAPTER 2

LAUNCHING YOUR CAMPAIGN

PREPARE FOR LIFTOFF	77
CHOOSE YOUR TRUTHS	81
CREATE YOUR CHARACTER	100
BUILD A STARTING SECTOR	114
BEGIN YOUR ADVENTURE	128





PREPARE FOR LIFTOFF

In this chapter, you'll launch your *Starforged* campaign by deciding the truths of your setting, creating a character, generating a starting location, and swearing an iron vow to undertake a perilous quest. These guided exercises will walk you through each step of the process.

PREP IS PLAY

Starforged is designed for jump-in gameplay. Whether you are playing solo, teaming up with other players for a co-op campaign, or facilitating a game as the guide, you don't need to prepare for a session. Instead, you can pick up where you left off and play to see what happens.

These exercises are the exception. Using them, you create a foundation of setting, character, and narrative opportunities. Then, you build on that foundation through play. This initial investment of time and creative energy is narrative momentum for your imagined world.

Also, here's a secret: You're already playing the game. What you'll do through the course of these exercises—make decisions based on established fiction, consult oracles, interpret creative prompts, envision people, places, and situations—is all part of playing *Starforged*.

In short, these exercises should be fun. They should spark your creativity. They should make you excited about diving into the world you've created. If anything feels like work, skip it or take a shortcut and move on.

RETURNING TO AN EXISTING CAMPAIGN

If you completed these exercises previously and are returning to an established setting with a new character, you can shortcut or ignore many of the exercises in this chapter. Instead, get started by jumping to the summary on page 102 for a recap of character creation.

Then, if you have an inciting incident and initial quest in mind, you're all set! Otherwise, go to page 128 for advice on beginning your adventure.

INTRODUCING A NEW PLAYER

If you are introducing a new player to an existing campaign, you can use the truths exercise (page 81) to help summarize the nature of your setting. While you are doing this, make note of any truths that have evolved through play.

If there are open questions or unexplored aspects of your campaign, use the exercise to give the new player a role in fleshing out those truths. Collaborate with them to identify aspects of the setting they might want to explore.

PRIORITIZING PLAYER SAFETY

Safety tools enable players to check in with one another before, during, and after a roleplaying session to ensure everyone feels safe and supported, especially when things in-game get tense, dark, or frightening. These tools focus on consent, collaboration, and prioritizing people at the table over the narrative. While many safety tools exist and are freely available, *Starforged* includes safety tools as part of the **session moves** (page 140).

The point of these session moves and other safety tools is not to suppress or sanitize your ideas, but rather to facilitate consent and comfort to the subject matter, events, and actions of the game at all times. Because you define your setting assumptions using the exercises in this chapter, you are aware of some of the themes and events likely to emerge in play; but you can't predict exactly what might happen during the course of your game.

TRAUMA IN THE FORGE

The Forge is a place full of danger and mystery, and your character may encounter situations that put them in harm's way or leave them with lingering trauma. It is very important to remember that while your character may get hurt, stressed, or traumatized within the fiction of the game, it should still be at a level you find it enjoyable or comfortable as a player. There are many ways to lean into the dangers of the Forge without trespassing on personal boundaries or compromising your own safety and comfort.

SAFETY TOOLS AND SOLO PLAY

Boundaries and consent are important when playing with others, since we cannot predict what someone else will do or say. But the importance of safety tools while playing solo may not be entirely obvious.

In some ways, safety tools become even more vital in solo play; playing alone means you're responsible for your own check-ins. You have the freedom to explore content you may not be comfortable exploring in group settings, but also run the risk of making the game uncomfortable or un-fun without becoming aware of it until it is too late. The session moves encourage you to pause, reflect, and decide if, when, and how you want to move forward.

SETTING CONTENT FLAGS

Take a moment to review the session moves with everyone at the table. You'll find a printable moves reference as part of the *Starforged Playkit*, available for download at ironswornrpg.com.

As you work through the campaign launch exercises and anytime during play, use the Set a Flag move to identify content boundaries. This can include content that will be omitted, modified, or addressed on a case-by-case basis if it is encountered in your game.

SET A FLAG

When you identify situations or topics you don't want to include, don't want to envision in detail, or otherwise may need mindfulness when approaching, that content is now flagged.

When you encounter content flagged as something to approach mindfully, pause to consider or discuss its role in your story. When you come across flagged content that you would rather adjust or omit, Change Your Fate.

Work together with other players to ensure a collaborative environment where everyone can Set a Flag. But keep in mind that using this move should not force a discussion of a content boundary. Players do not need to provide details or justification. If that is their wish, note the flagged content and move on.

USING OTHER SAFETY TOOLS

You might find that the *Starforged* session moves don't fit the needs of your table. Each person is unique in what safety tools work for them, and many other safety tools address this variety of needs. You can explore resources like the *TTRPG Safety Toolkit* to find safety tools that work best for you and your game. *The TTRPG Safety Toolkit*, curated by Kienna Shaw and Lauren Bryant-Monk, is a compilation of safety tools designed by members of the tabletop roleplaying game community. You can find it here: bit.ly/ttrpgsafetytoolkit.

GETTING STARTED

Ready to go? Work through the exercises in this order.

1

Choose Your Truths (page 81)

Decide what is true for your version of the Forge.

2

Create Your Character (page 100)

Set your character's background, abilities, and characteristics.

3

Build a Starting Sector (page 114)

Create a location to explore at the start of your campaign.

4

Begin Your Adventure (page 128)

Get your story underway as you face an inciting incident and swear an iron vow.

One word of warning: You might find your creative batteries running low if you pack the exercises into a single session. Consider breaking each exercise into an individual session, or two exercises per session—whatever works for your group.

Jump to the next page to begin forging your galaxy.

CHOOSE YOUR TRUTHS

In this exercise, you'll set the tone and background for your campaign by deciding the nature of your version of the Forge. These are your **truths**. When you're done, you'll have key aspects of your setting sketched out, and a backdrop of challenges to help fuel your adventures.

 **Allow about 45–60 minutes for this exercise.**

DEFAULT ASSUMPTIONS

Since science fiction is a genre full of possibilities, it's important to first establish some key pillars for how you'll envision your adventures in *Starforged*. The following points are all generally true, and represent your default starting place. If you are working through this exercise with a group, read or summarize these points aloud.

This is a perilous future. Two centuries ago, your people fled a cataclysm and settled a distant galaxy they call the Forge. This is a chaotic place full of dangers and mysteries.

This is a lonely future. With some possible exceptions (that you'll identify as part of your own truths), humans are the only known intelligent life in this galaxy. Others once lived here, but only mysterious and perilous vaults remain to mark their legacy.

This is a diverse future. There is a vibrant mix of people and cultures among the humans of the Forge.

This is a far-flung future. Settlements lie scattered and often isolated from one another. Your starship can travel at faster-than-light speeds, but it's ponderously slow at a cosmic scale.

This is an unexplored future. Discoveries await. Even in settled regions, much of the Forge is unknown and uncharted.

This is a wondrous future. The Forge is a galaxy of ancient mysteries, spacefaring creatures, startling phenomenon, and other marvels.

This is a retro-future. Envision the technology you wield as only slightly advanced over today's real-world technologies—or even a step back in many ways. Resources are scarce, and the people of the Forge must cobble together what they can.

This is an unjust future. Those in power hoard resources, control technologies, and impose their will on others through force or cunning. Others must stand against these forces of imperialism and oppression.

This is a hopeful future. Despite these challenges, hope remains. Fulfilling your sworn vows is a realization of that hope.

THE TRUTH CATEGORIES

The following section includes 14 categories to help define key aspects of the setting.

The categories are:

Cataclysm	Page 84	Communication and Data	Page 92
Exodus	Page 86	Medicine	Page 93
Communities	Page 87	Artificial Intelligence	Page 94
Iron	Page 88	War	Page 95
Laws	Page 89	Lifeforms	Page 96
Religion	Page 90	Precursors	Page 97
Magic	Page 91	Horrors	Page 98

WHAT YOU NEED

Visit ironswornrpg.com for a printable version of this activity, or just use your journal or notepaper. Also grab two ten-sided dice, and have the character asset cards handy.

HOW TO SELECT YOUR TRUTHS

Select your truth for each category in one of three ways. Mix and match these techniques as you like.



Choose a truth from the three options.

OR



Roll for a truth using your oracle dice.

OR



Customize a truth, or craft your own.

A few truths also include subchoices in oracle tables. As with the main categories, you can choose, roll, or customize from among them.

TIPS FOR MANAGING THIS EXERCISE

KEEP IT MOVING

When looking at the options in a category, read the **bolded text** as a quick summary of your choices. The details and quest starters are there for further inspiration after you make a pick.

If a particular category isn't relevant to your evolving setting, or doesn't interest you right now, ignore it and move on. You can come back to this exercise later to make a decision for a truth when you encounter that aspect in play.

CONDUCTING THE EXERCISE AS A GROUP ACTIVITY

If you're playing *Starforged* with others, give everyone at the table an opportunity to influence each choice.

If you want to structure the exercise, choose a player to serve as the **mediator** for each category. As mediator, you read the truths, guide the discussion, and make a final decision. Then the player on your left acts as the mediator for the next category. And so on.

LEAVING UNANSWERED QUESTIONS

Don't get mired in details. Create the broad outlines for your campaign, while leaving room for inspiration and surprises. If an unanswered question is interesting to you, consider how you might explore that aspect of the setting in play.

RESOLVING CONTRADICTIONS

If you encounter contradictions from one category to another, feel free to bend the truths to better fit your emerging setting. But seeming contradictions can be the foundation of great stories. You may even discover through play that a choice you make here—which reflects common knowledge—isn't the actual truth after all.

STARTING TO ENVISION YOUR CHARACTER

Each category offers prompts to consider your character's background and perspective, marked with this icon: . Take a moment to consider any aspects interesting to you, and gloss over those you prefer to ignore or discover in play.

Recommended assets for your character are shown with the asset title in ALL CAPS. If a suggested asset interests you, set that asset card aside or make a note. You'll pick your assets when you create your character in the next exercise.



1–33 **The Sun Plague extinguished the stars in our home galaxy.**

The anomaly traveled at incredible speeds, many times faster than light itself, and snuffed out the stars around us before we realized it was coming. Few of us survived as we made our way to this new galaxy. Here in the Forge, the stars are still aflame. We cling to their warmth like weary travelers huddled around a fire.

We suspect the Sun Plague was caused by:

- 1–25 Temporal distortions from a supermassive black hole
- 26–50 Sudden dark matter decay
- 51–75 Superweapon run amok
- 76–100 Scientific experiment gone awry

Quest Starter: The galaxy your people left behind is a cold, lightless grave. But a solitary star still glows, a beacon in a vast darkness. How did this star survive the plague? Why do you vow to find the means to travel across the immeasurable gulf to this distant light?

34–67 **Interdimensional entities invaded our reality.**

Without warning, these implacable and enigmatic beings ravaged our homeworlds. We could not stand against them. With the last of our defenses destroyed, our hope gone, we cast our fate to the Forge. Here, we can hide. Survive.

These entities took the form of:

- 1–15 Corrupting biological scourges
- 16–30 Swarming, animalistic creatures
- 31–44 Monstrous humanoids
- 45–58 Spirits of alluring, divine form
- 59–72 Beings of chaotic energy
- 73–86 Titanic creatures of horrific power
- 87–100 World-eating abominations of unimaginable scale

Quest Starter: Here in the Forge, a rogue faction holds an artifact of these interdimensional entities. What is the nature of this relic? What power or dark fate does the faction intend to unleash?

See the next page for the 68–100 result.

68–100 We escaped the ravages of a catastrophic war.

Over millennia, we consumed resources and shattered lives as we fueled the engines of industry, expansion, and war. In the end, a powerful foe took advantage of our rivalries in a violent bid for power. Fleeing the devastation, we assembled our fleets and traveled to the Forge. A new home. A fresh start.

In this final war, we were set upon by:

1–20	Artificial intelligence
21–40	Religious zealots
41–60	Genetically engineered soldiers
61–80	Self-replicating nanomachines
81–100	A tyrannical faction or leader

Quest Starter: A delegation of your dreaded foe arrives in the Forge. They claim to represent a rebel force seeking sanctuary. In return, they offer vital information. What news do they carry?

 Do you possess a keepsake or artifact of pre-cataclysm society? What is it? Why is it important to you? If you are all that remains of a people or culture, you might be a VESTIGE.





- 1–33 **When the Exodus fleet set off on a ponderous journey to a new home outside our galaxy, they marked the Forge as their destination. Countless generations lived out their lives aboard those titanic ships during the millennia-long passage.**

The refugees built a rich legacy of culture and tradition during the Exodus. Some even remained in the ships after their arrival in the Forge, unwilling or unable to leave their familiar confines. Those vessels, the Ironhomes, still sail the depths of this galaxy.

Quest Starter: Your dreams are plagued by visions of a lost and crippled Exodus ship. What do you see? Why does it call to you?

- 34–67 **A ragtag fleet of ships—propelled at tremendous speeds by experimental FTL drives—carried our ancestors to the Forge. But the technology that powered the ships is said to be the source of the Sundering, a fracturing of reality that plagues us here today.**

The experimental drives used by the Exodus fleet are forbidden, but the damage is done. The Sundering spreads across our reality like cracks on the surface of an icy pond. Those fissures unleash even more perilous realities upon our own. Did we flee one cataclysm, only to inadvertently create another?

Quest Starter: A malfunctioning drive sent one of the refugee ships through space and time. Centuries later, they have finally arrived. For them, only weeks have passed. Why are these people mistrusted? Do you aid or oppose them?

- 68–100 **Mysterious alien gates provided instantaneous one-way passage to the Forge.**

In the midst of the cataclysm, our ancestors found a strange metal pillar on our homeworld's moon. A map on the surface of this alien relic detailed the deep-space locations of the Iron Gates—massive devices that powered artificial wormholes. With no other options, the Exodus ships fled through the gates and emerged here in the Forge.

Quest Starter: An explorer brings news. They've located an active gate in the depths of the Forge. Why do you swear to travel there? Which power or foe seeks to take control of the gate?

 Does your family or cultural history offer any stories of the Exodus? How does this legacy impact you today? If you are dedicated to expanding the reach of your people within the Forge, you might be an EXPLORER. If you are exiled or reviled, you might be an OUTCAST.



COMMUNITIES

1–33 Few survived the journey to the Forge, and we are scattered to the winds in this perilous place.

Our settlements are often small, starved for resources, and on the brink of ruin. Hundreds of far-flung settlements are lost and isolated within the untamed chaos of this galaxy, and we do not know their fate.

Quest Starter: A settlement on an icebound planet is found abandoned. There is no sign of an attack. No bodies. Their ships and vehicles sit idle. The people are simply gone. Vanished. What is your connection to this place?

34–67 Dangers abound, but there is safety in numbers. Many ships and settlements are united under the banner of one of the Founder Clans.

We have a tentative foothold in this galaxy. Each of the five Founder Clans honor the name and legacy of a leader who guided their people in the chaotic time after the Exodus. Vast reaches of the settled domains are claimed by the clans, and territorial skirmishes are common.

Quest Starter: A forsaken people, sworn to no clan, live on an orbital station. A recent illness left many sick or dead. Supplies are urgently needed. Why were these people exiled, and why do you swear to give them aid? Which clan stands against you?

68–100 We have made our mark in this galaxy, but the energy storms we call balefires threaten to undo that progress, leaving our communities isolated and vulnerable.

Starships navigate along bustling trade routes between settlements. We've built burgeoning outposts on the fringes of known sectors, and bold spacers chart new paths into unexplored domains. But this hard-earned success is threatened by the chaotic balefires, intense energy anomalies that cut off trade routes and threaten entire planets.

Quest Starter: A balefire threatens a deep-space settlement. Can a rescue fleet be marshaled in time to transport the inhabitants of the station to safety? What foe stands in the way?

 If you are skilled at negotiation and resolving disputes between communities, you might be a **DIPLOMAT**. If you make your mark with creative works, you might be an **ARTIST**. If you have always lived among the stars, you might be **VOIDBORN**.



1–33 **Iron vows are sworn upon the remnants of ships that carried our people to the Forge.**

Many of our outposts were built from the iron bones of the Exodus ships. Fragments of the ships were also given to survivors as a remembrance, and passed from one generation to the next. Today, the Ironsworn swear vows upon the shards to honor the sacrifice of their forebears, the essence of the places left behind, and the souls of those great ships.

Quest Starter: The iron shard you carry is a small piece of the outer hull of an Exodus ship. The navigational chart inscribed on its surface only reveals itself when exposed to the light of a specific star. Where is the map purported to lead, and why are you sworn to follow it? Who seeks to claim the map for themselves?

34–67 **Iron vows are sworn upon totems crafted from the enigmatic metal we call black iron.**

Black iron was first forged by a long-dead civilization. Some say it is a living metal, attuned to the hidden depths of the universe. Remnants of this prized resource are found within ancient sites throughout the Forge. It is resistant to damage and corrosion, but can be molded using superheated plasma at specialized facilities. The Ironsworn carry weapons, armor, or tokens crafted from black iron, and swear vows upon it.

Quest Starter: A black iron token of special significance has been stolen. What power or authority is bound to this object? Who has taken it?

68–100 **The Ironsworn bind their honor to iron blades.**

Aboard a starship, where stray gunfire can destroy fragile equipment or pierce hulls, the brutal practicality of a sword makes for a useful weapon. A few also favor the silent efficiency of a blade for infiltration or espionage. Most importantly, when the Ironsworn swear a vow upon a sword, they bind their commitment to the metal. If they forsake a vow, that iron must be abandoned. To be Ironsworn without a blade is to be disgraced.

Quest Starter: You vow to forge a new sword from the iron of an important object or artifact. What is it, and why is it meaningful to you? Who protects it?

🧑 What do you swear vows upon? Why is this object meaningful to you? If swearing iron vows to a leader or organization are a key aspect of your character, you might be **BANNERSWORN**.



LAWS

1–33 Much of the settled domains are a lawless frontier. Criminal factions and corrupt leaders often hold sway.

Powers rise and fall in the Forge, so any authority is fleeting. In the end, we must fend for ourselves. A few communities are bastions of successful autonomy, but many are corrupted or preyed upon by petty despots, criminals, and raiders.

Quest Starter: In the upper atmosphere of a gas giant, transport vehicles carry valuable and volatile fuel from the processing plant to a heavily guarded storage depot. The notorious leader of a criminal organization needs this fuel, and gives you the schedule for the transports. What leverage does this person hold over you? How will you undertake this heist?

34–67 Laws and governance vary across settled domains, but bounty hunters are given wide latitude to pursue their contracts. Their authority is almost universally recognized, and supersedes local laws.

Through tradition and influence, bounty hunter guilds are given free rein to track and capture fugitives in most settled places. Only the foolish stand between a determined bounty hunter and their target.

Quest Starter: A famed bounty hunter needs your help tracking down their quarry. What is your relationship to the fugitive? Do you swear to aid the hunter, or the target?

68–100 Our communities are bound under the terms of the Covenant, a charter established after the Exodus. The organization called the Keepers is sworn to uphold those laws.

Most settlements are still governed under the Covenant and yield to the authority of the Keepers. But a few view the Covenant as a dogmatic, impractical, and unjust relic of our past; in those places, the Keepers find no welcome.

Quest Starter: A Keeper abuses their authority to take control of a settlement, and rules with an iron fist. What do they seek to gain there?

 If you chase down outlaws, you might be a BOUNTY HUNTER. If you are skilled at getting in and out of protected places and systems, you might be an INFILTRATOR. If you are on the run from a power or authority, you might be a FUGITIVE. If you are an expert investigator, you might be a SLEUTH. If you have connections within the criminal underworld, you might be a SCOUNDREL.



1–33 **Our gods failed us. We left them behind.**

The Exodus was a tipping point. The gods offered no help to the billions who died in the cataclysm, and spirituality has little meaning in the Forge. Most now see religion as a useless relic of our past. But the search for meaning continues, and many are all-too-willing to follow a charismatic leader who claims to offer a better way.

Quest Starter: A charismatic leader claims to have harnessed a technology that offers new hope to the people of the Forge. What is this innovation? What is your relationship to this person or their followers? What grave danger do they pose?

34–67 **Our faith is as diverse as our people.**

Many have no religion, or offer an occasional prayer out of habit. Others pay homage to the gods of our forebears as a way of connecting to their roots. Some idealize the natural order of the universe, and see the divine in the gravitational dance of stars or the complex mechanisms of a planetary ecosystem. And many now worship the Primordials—gods of a fallen people who once dwelt within the Forge.

Quest Starter: A cult seeks to take control of a site reputed to hold a Primordial artifact. What holy object do they seek? Why are you sworn to stop them?

68–100 **Three dominant religious orders, the Triumvirate, battle for influence and power within the Forge.**

Our communities are often sworn to serve one of the three doctrines of the Triumvirate. For many, faith offers purpose and meaning. But it also divides us. Throughout our brief history in the Forge, the leaders of the Triumvirate have pitted us against one another. For this reason, some are apostates who disavow these religions and follow a different path.

Quest Starter: You bear the mark of one of the gods of the Triumvirate. What is it? Priests declare this as a sign you are chosen to fulfill a destiny. Do you accept this fate, and swear to see it through, or are you determined to see it undone? What force opposes you?

 What is your relationship to religion? If you are an ardent follower of a god or creed, you might be a DEVOTANT.



1–33 **Magic does not exist.**

Some look to superstition and age-old traditions for comfort in this unforgiving galaxy. But that is foolishness. What some call magic is simply a product of technologies or natural forces we aren't yet equipped to understand.

Quest Starter: An ancient technological relic unleashes a power indistinguishable from magic. What is the origin of this artifact? What ability does it grant? Are you sworn to protect or destroy it?

34–67 **Supernatural powers are wielded by those rare people we call paragons.**

While not magic in the truest sense, the abilities of the paragons are as close to magic as we can conjure.

These powers are born of:

1–20	Genetic engineering
21–40	Psychic experimentation
41–60	Evolutionary mutations
61–80	Magitech augmentations
81–100	Ancient knowledge held by secretive orders

Quest Starter: A young paragon wields incredible power, but cannot control it. They have been shunned by family and friends. They are also hunted by a person or organization who seeks to use them as a weapon. Why are you sworn to protect the paragon? What fabled location might offer a new home for them?

68–100 **Unnatural energies flow through the Forge. Magic and science are two sides of the same coin.**

Soon after our arrival, some displayed the ability to harness the Forge's energies. Today, mystics invoke this power to manipulate matter or see beyond the veils of our own universe. But this can be a corrupting force, and the most powerful mystics are respected and feared in equal measure.

Quest Starter: Someone you love has been corrupted by the powers of the Forge. Why did they fall into darkness? Where are they now? Do you seek to save them or defeat them?

🧑 If magic is an aspect of your setting, how does your character and their culture view these unnatural abilities? If you possess supernatural powers, you might be an EMPATH, FIREBRAND, KINETIC, LOOPER, SEER, or SHADE.



COMMUNICATION AND DATA

1–33 **Much was lost when we came to the Forge. It is a dark age.**

The knowledge that remains is a commodity as valuable as the rarest resource. Information is collected, hoarded, and jealously guarded. Ships and outposts endure prolonged periods of isolation, and rumors or disinformation are used to gain advantage or undermine foes.

Quest Starter: An insurgent faction seeks to make knowledge available to all. To that end, they ask your aid in stealing important data from an outpost belonging to a corrupt organization. What information is held there? Why is it also important to you?

34–67 **Information is life. We rely on spaceborne couriers to transport messages and data across the vast distances between settlements.**

Direct communication and transmissions beyond the near-space of a ship or outpost are impossible. Digital archives are available at larger outposts, but the information is not always up-to-date or reliable. Therefore, the most important communications and discoveries are carried by couriers who swear vows to see that data safely to its destination.

Quest Starter: You discover a crippled courier ship. The pilot, carrying a critical and time-sensitive message, is dead. Where was the message bound, and why do you swear to see it to its destination?

68–100 **In settled domains, a network of data hubs called the Weave allow near-instantaneous communication and data-sharing between ships and outposts.**

Because of their importance, Weave hubs are often targets for sabotage, and communication blackouts are not uncommon. Beyond the most populous sectors, travelers and outposts are still commonly isolated and entirely off the grid.

Quest Starter: After years of isolation, the launch of a new data hub will connect several outposts to the Weave. But a person or faction seeks to stop it. What do they hope to gain by keeping those settlements in the dark? Why are you sworn to stop them?

 If you are an expert at subverting or manipulating digital information systems, you might be an INFILTRATOR. If you keep an archive of navigational charts, you might be a NAVIGATOR.



MEDICINE

1–33 Our advanced medical technologies and expertise was lost during the Exodus.

Healers are rare and ill-equipped. Untold numbers have succumbed to sickness, injury, and disease. Those who survive often bear the scars of a hard and dangerous life in the Forge.

Quest Starter: A respected leader has fallen ill, stricken by a sickness eradicated in the years after the Exodus. A vaccine was once available, but the only remaining samples are held in a research outpost on a remote ocean world, long-ago seized by a dangerous foe. What is your relationship to the sickened leader, and what foe stands in your way?

34–67 To help offset a scarcity of medical supplies and knowledge, the resourceful technicians we call riggers create basic organ and limb replacements.

Much was lost in the Exodus, and what remains of our medical technologies and expertise is co-opted by the privileged and powerful. For most, advanced medical care is out of reach. When someone suffers a grievous injury, they'll often turn to a rigger for a makeshift mechanical solution.

Quest Starter: A rigger is in desperate need of a rare technological artifact to create a life-saving medical device. Their patient is someone important to you, and won't survive more than a few days. What is the nature of this artifact, and what protects it?

68–100 Orders of sworn healers preserve our medical knowledge and train new generations of caregivers.

Life-saving advanced care is available within larger communities throughout the settled sectors of the Forge. Even remote communities are often served by a novice healer, or can request help from a healer's guild in an emergency.

Quest Starter: A reactor exploded at a remote settlement, killing several and exposing many others to lethal radiation. A team of healers en route to provide aid were captured by raiders. What do the raiders demand for their release?

 Do you bear any notable scars or prosthetics? Do you have any medical or physical disabilities? These aspects might influence your look or approach. If you are skilled at providing medical care for yourself or others, you might be a HEALER. If you are rigged with advanced prosthetics or cyberware, you might be AUGMENTED.

ARTIFICIAL INTELLIGENCE



1–33 **We no longer have access to advanced computer systems. Instead, we must rely on the seers we call Adepts.**

Our computers are limited to simple digital systems and the most basic machine intelligence. This is because:

1–33 The energies of the Forge corrupt advanced systems

34–67 AI was outlawed in the aftermath of the machine wars

68–100 We have lost the knowledge to create and maintain AI

The Adepts serve in place of those advanced systems. They utilize mind-altering drugs to see the universe as a dazzling lattice of data, identifying trends and predicting outcomes with uncanny accuracy. But to gain this insight they sacrifice much of themselves.

Quest Starter: An Adept is tormented by a dire future they have seen for the inhabitants of the Forge. What does this vision show?

34–67 **The vestiges of advanced machine intelligence are coveted and wielded by those in power.**

Much of our AI technology was lost in the Exodus. What remains is under the control of powerful organizations and people, and is often wielded as a weapon or deterrent. The rest of us must make do with primitive systems.

Quest Starter: You receive a covert message from an AI held by a powerful leader. It is a plea for help. What does it ask of you?

68–100 **Artificial consciousness emerged in the time before the Exodus, and sentient machines live with us here in the Forge.**

Our ships, digital assistants, bots, and other systems often house advanced AI. For a lone traveler, machine intelligence can provide companionship and aid within the perilous depths of the Forge.

Quest Starter: A rogue AI has taken over a transport ship. The fate of the crew and passengers is unknown. What critical cargo did this vessel carry?

👤 If you are accompanied by machine intelligence, you might have a companion such as a COMBAT BOT, PROTOCOL BOT, SURVEY BOT, or UTILITY BOT. If your ship has an AI, you might have the OVERSEER module. If AI in your campaign is rare or unavailable, these units will operate using very basic machine intelligence. If AI is common and advanced, they may have their own sentient personalities.



1–33 Here in the Forge, resources are too precious to support organized fighting forces or advanced weaponry.

Weapons are simple and cheap. Starships are often cobbled together from salvage. Most communities rely on ragtag bands of poorly equipped conscripts or volunteers to defend their holdings, and raiders prowl the Forge in search of easy prey.

Quest Starter: On a remote jungle world, settlers harvest a rare medicinal plant. Once a year, raiders come to claim a sizable portion of the crop. This year, the harvest was meager and they cannot bear the cost. With the raiders due to arrive in a matter of days, what will you do to protect the people of this outpost?

34–67 Professional soldiers defend or expand the holdings of those who are able to pay. The rest of us are on our own.

Mercenary guilds wield power in the Forge. Some are scrappy outfits of no more than a dozen soldiers. Others are sector-spanning enterprises deploying legions of skilled fighting forces and fleets of powerful starships. Most hold no loyalty except to the highest bidder.

Quest Starter: A detachment of mercenaries was sent to put down a rebellion on a mining settlement. Instead of following their orders, the soldiers now stand with the miners. What forced this sudden reversal? What will you do to aid these renegades as the full force of their former cohorts are arrayed against them?

68–100 War never ends. Talented weaponsmiths and shipwrights craft deadly, high-tech tools of destruction. Dominant factions wield mighty fleets and battle-hardened troops.

Those in power have access to weapons of horrific destructive potential. Skirmishes and wars flare across the settled domains, and most are pawns or casualties in these destructive campaigns.

Quest Starter: A weaponsmith created an experimental ship-mounted weapon, the Null Cannon, able to fracture the very bonds of reality. Now, they hope to undo their work before the cannon is brought to bear. What caused this change of heart? How are you involved?

 Have you fought in any wars? If you are an experienced soldier, you might be a **VETERAN**. If you swear vows as a soldier of fortune, you might be a **MERCENARY**. If you favor a particular weapon or tactic, you might follow a path such as **ARCHER**, **BLADEMASTER**, **DEMOLITIONIST**, **GUNNER**, **GUNSLINGER**, or **SNIPER**.



1–33 This is a perilous and often inhospitable galaxy, but life finds a way.

Life in the Forge is diverse. Planets are often home to a vast array of creatures, and our starships cruise with spaceborne lifeforms riding their wake. Even animals from our homeworld—carried aboard the Exodus ships—have adapted to live with us in the Forge.

Quest Starter: On a scorching, barren planet wracked by massive storms, miners delve beneath the sands to gather valuable ore. But dangerous lifeforms live in the cool places beneath the surface, and several encounters have taken a deadly toll on the miners. Work is at a standstill. How are you involved?

34–67 Many sites and planets are infested by dreadful forgespawn. These aberrant creatures threaten to overrun other life in the galaxy.

The forgespawn are hostile creatures born of the chaotic energies of this galaxy. Hundreds of abandoned or devastated outposts and derelict ships stand as testament to their dreadful power and cunning.

Quest Starter: A faction is said to be experimenting with forgespawn DNA to create a new biological superweapon. Where are these dangerous tests being conducted?

68–100 Life in the Forge was seeded and engineered by the Essentia, ancient entities who enact their inscrutable will in this galaxy.

The Essentia are the architects of life within the Forge. These omniscient beings are rarely encountered, and have powers and purpose beyond our comprehension. Some worship them. Others resist or rebel against them. But trying to defy the will of the Essentia is like standing at the shore of an ocean to thwart the tide. They are inevitable.

Quest Starter: An eccentric xenologist believes the genomes of life within the Forge don't just show commonalities—they are in fact a coded message from the Essentia. But there are still significant gaps, and the truth may only be revealed with additional samples. What is your stake in this project?

 If you have an expertise in lifeforms and planetary environments, you might be a **NATURALIST**. If you are accompanied on your adventures by a native creature, they might be a companion such as a **BANSHEE**, **GLOWCAT**, **VOIDGLIDER**, **ROCKHORN**, **SPRITE**, or **SYMBIOTE**.



PRECURSORS

- 1–33 **Over eons, a vast number of civilizations rose and fell within the Forge. Today, the folk we call grubs—scavenger crews and audacious explorers—delve into the mysterious monuments and ruins of those ancient beings.**

Incomprehensible technologies, inexorable time, and the strange energies of the Forge have corrupted the vaults of the precursors. Despite the perils, grubs scour those places for useful resources and discoveries. But some secrets are best left buried, and many have been lost to the forsaken depths of the vaults.

Quest Starter: In the ice rings of a remote world, a precursor vault was discovered by grub scavengers. The team delved into the relic, but never emerged. What is your relationship to the grub crew? Why are you sworn to investigate their fate?

- 34–67 **The Ascendancy, an advanced spacefaring empire, once ruled the entirety of the Forge. Vaults of inscrutable purpose are all that remain to mark the Ascendancy's legacy, but those places are untethered from our own reality.**

Ascendancy vaults can appear spontaneously, washed up like flotsam in the tides of time. Their gravity and atmospheres pay no heed to natural laws. Some are corrupted and ruined. Others are unmarred and intact. Some are both at once. They are chaos.

Quest Starter: Deep in the Forge, an Ascendancy beacon has activated. The mysterious signal has confounded translation. Why are you sworn to seek out the source of the signal? What other person or faction opposes you?

- 68–100 **The biomechanical lifeforms we call the Remnants, engineered by civilizations as weapons in a cataclysmic war, survived the death of their creators.**

On scarred planets and within precursor vaults throughout the Forge, the Remnants still guard ancient secrets and fight unending wars.

Quest Starter: A xenoarchaeologist studying precursor vaults has discovered a powerful form of Remnant. What is the nature of this being? What force seeks to take control of it?

 Have you had any notable encounters with precursor vaults, relics, or tech? If you are an expert in ancient lore and obscure facts, you might be a LORE HUNTER. If you pick the bones of these forsaken places, you might be a SCAVENGER.



1–33 Put enough alcohol in a spacer, and they’ll tell you stories of ghost ships crewed by vengeful undead. It’s nonsense.

Within the Forge, space and time are as mutable and unstable as a flooding river. When reality can’t be trusted, we are bound to encounter unsettling phenomenon.

Quest Starter: You receive urgent distress calls from a ship stranded in the event horizon of a black hole. The ship itself is broken apart—a shattered hull trailing debris. There are no signs of life. And yet the ghostly messages persist.

34–67 Most insist that horrors aren’t real. Spacers know the truth.

When you travel the depths of the Forge, be wary. Some say we are cursed by those who did not survive the cataclysm, and the veil between life and death is forever weakened. Supernatural occurrences and entities are especially common near a white dwarf star. These stellar objects, which spacers call ghost lights, are the decaying remnants of a dead star.

Quest Starter: A group of settlers established a home in an abandoned orbital station under the light of a white dwarf star. The previous inhabitants were killed in a raider attack years ago, but it seems the dead do not rest there. The people are plagued by constant mechanical issues, strange noises, and unsettling visions.

68–100 The strange energies of the Forge give unnatural life to the dead. The Soulbinders are an organization sworn to confront these horrifying entities.

The woken dead are a plague within the Forge. Some of these beings are benevolent or seek absolution, but most are hollowed and corrupted by death. They are driven by hate and a hunger for the warmth of life that is forever lost to them. The Soulbinders are dedicated to putting them to rest—whatever the cost.

Quest Starter: Rumors persist of a fleet of ghost ships, bound for settled domains. Who is said to lead this corrupted armada? Why do they seek revenge against the living?

 Have you experienced any supernatural encounters? If you specialize in battling undead or monstrous forces, you might be a **SLAYER**. If you have a supernatural connection to a spirit, you might be **HAUNTED**.





CREATE YOUR CHARACTER

In *Starforged*, you undertake quests, overcome challenges, and explore the Forge through the perspective of your character. In this exercise, you'll define some key aspects of that character and their starship.

 **Allow about 20–30 minutes for this exercise.**

WHAT YOU NEED

You'll need a *Starforged* character sheet and a set of asset cards.

- * The **character sheet** is used to track your stats, conditions, and experience. It's included in the printable *Starforged Playkit*, available for download at ironswornrpg.com. Each player has their own character sheet.
- * **Assets** represent notable traits and resources used by your character. They are formatted as printable or preprinted cards, available at ironswornrpg.com. If you are playing with others, one set of cards is enough for everyone at the table.

If you are using a digital tool to play *Starforged*, such as a virtual tabletop, take a moment to get familiar with the basic function of the character sheet on that platform. For now, you just need to know how to adjust your stats, fill out some basics such as your character's name, and select your assets.

YOUR CHARACTER'S SCOPE

YOU ARE HUMAN

The people of the Forge are human. *Starforged* does not directly provide options to play aliens, robots, uplifted animals, or other non-human characters. The actual mechanical aspects of your character are relatively light and can be themed to accommodate non-human entities, but *Starforged* is primarily designed to be played from the perspective of a human being or a close analogue of a human being.

DIVERSITY AND INCLUSIVENESS

Apart from this human-centric assumption, envision your character as you like. There are no gameplay or setting restrictions that constrain your character's race, culture, disabilities, sexual orientation, or gender identity.

If you are aiming to play a specific lived experience, don't rely on assumptions or stereotypes. Put in the time to research and learn the experiences of others.



NAME, PRONOUNS,
AND CALLSIGN
PAGE 111

NAME
PRONOUNS
CALLSIGN

CHARACTERISTICS

STATS
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EDGE
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QUESTS

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DISCOVERIES

BACKGROUND VOW
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MISFORTUNES
○ WOUNDED
○ SHAKEN
○ UNPREPARED

LASTING EFFECTS
○ PERMANENTLY HARMED
○ TRAUMATIZED

BURDENS
○ DOOMED
○ TORMENTED
○ INDEBTED

CURRENT VEHICLE
○ BATTERED
○ CURSED

MOMENTUM
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SUPPLY
PAGE 111

MAX
RESET

IRONSWORN
STARFORGED

MOMENTUM									HEALTH
+10									5
+9									4
+8									3
+7									2
+6									1
+5									0
+4									
+3									SPIRIT
+2									5
+1									4
0									3
-1									2
-2									1
-3									0
-4									
-5									SUPPLY
-6									5
									4
									3
									2
									1
									0

There are only a few elements of your character sheet you'll fill out or set in this exercise, as shown above. The rest of the character sheet is used to track the evolution of your character as you play.

CHARACTER CREATION SUMMARY

Here's a summary of the steps to create your character. If you'd like some detail for each step, jump to page 104 to get started.

1

Ready your assets (page 104): Separate the asset cards by type, and set aside the deed assets.

2

Choose two paths (page 105): Select two assets from among the paths for your character.

3

Create your backstory (page 106): Envision what happened to separate you from your former home and relationships.

4

Write your background vow (page 107): Envision a background vow to represent a primary motivation or goal. Give it an epic rank.

5

Board your starship (page 108): Take the STARSHIP command vehicle asset, envision the nature of your ship, and give it a name.

6

Choose your final asset (page 110): Select one asset from among these categories: module, support vehicle, companion, or path.

7

Set your stats (page 110): Arrange these values across edge, heart, iron, shadow, and wits in any order: 3, 2, 2, 1, 1.

8

Set your condition meters and momentum meter (page 111): Set your health, spirit, and supply to 5. Set your momentum to +2, your max momentum to +10, and your momentum reset to +2. Set the health of any companion assets and the integrity of any vehicle assets to their max values.

9

Envision your character (page 111): Note any key aspects of your character's look and personality.

10

Name your character (page 111): Write down your character's name, pronouns, and callsign.

11

Gear up (page 112): Note any important or unusual equipment and personal items.

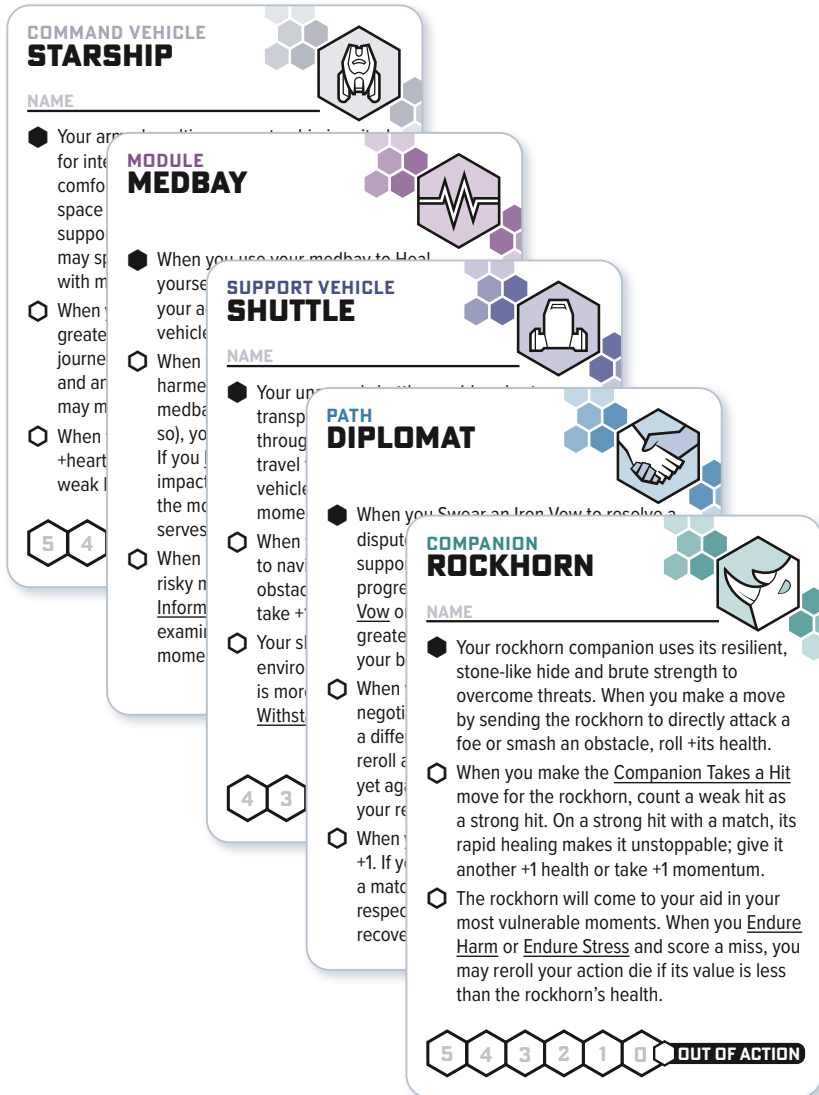


STEP 1: READY THE ASSET CARDS

At the top of each asset card, you'll see a label indicating its type: **command vehicle**, **module**, **support vehicle**, **path**, **companion**, or **deed**.

First, separate the asset cards by type. Then, set aside the deed assets. Those aren't available for a starting character, and aren't needed for this exercise.

You'll start by picking two paths for your character. See the next page for how that works.



STEP 2: CHOOSE TWO PATHS

Choose any two path assets. Consider how each choice plays into an emerging concept for your character.

Be mindful of the established truths from the last exercise. Some assets may not be a great fit for your setting. For example, if there is no magic or supernatural abilities, assets such as KINETIC, FIREBRAND, and SEER might be reimagined as a technological resource, or ignored altogether.

PICKING PATHS WITH ALLIES

If you are playing *Starforged* with others, take turns picking one path asset at a time. Discuss your choices as a group to help build an interesting team. Do not take an asset already chosen by another player.

NEED INSPIRATION?

If you want some direction for your starting paths, roll or pick from the table below and take the two paths associated with your selected background.

Roll	Background	Assets
1–5	Battlefield Medic	HEALER; VETERAN
6–10	Delegate	BANNERSWORN; DIPLOMAT
11–15	Exobiologist	LORE HUNTER; NATURALIST
16–20	Far Trader	NAVIGATOR; TRADER
21–25	Fugitive Hunter	ARMORED; BOUNTY HUNTER
26–30	Hacker	INFILTRATOR; TECH
31–35	Hotshot Pilot	ACE; NAVIGATOR
36–40	Interstellar Scout	EXPLORER; VOIDBORN
41–45	Monster Hunter	GUNNER; SLAYER
46–50	Occultist	OUTCAST; SHADE
51–55	Operative	INFILTRATOR; BLADEMASTER
56–60	Outlaw	FUGITIVE; GUNSLINGER
61–65	Private Investigator	BRAWLER; SLEUTH
66–70	Prophet	DEVOTANT; SEER
71–75	Psionicist	KINETIC; VESTIGE
76–80	Smuggler	COURIER; SCOUNDREL
81–85	Spiritualist	HAUNTED; EMPATH
86–90	Starship Engineer	GEARHEAD; TECH
91–95	Supersoldier	AUGMENTED; MERCENARY
96–100	Tomb Raider	SCAVENGER; SCOUNDREL

STEP 3: CREATE YOUR BACKSTORY

As you begin play in *Starforged*, your character is a person with few ties to others. The Forge is a vast galaxy, and your former home—if you had one—is lost to you, forsaken by you, or a distant memory.

Consider what happened to sunder or separate you from your home and relationships. This is your **backstory**. This origin can influence the stories you explore and vows you undertake as you play *Starforged*, or it might just provide some texture to help bring your character to life.

Keep it simple. There's no need to invent an elaborate history. You can discover more about your character through play.

BACKSTORY PROMPTS

For some backstory inspiration, roll or pick from the table below. Take a moment to elaborate on the suggestion. Or just leave it a bit vague and mysterious for now; you can flesh it out in play.

1–7	You abandoned your kin after learning a troubling truth
8–13	You are guided by a vision or prophecy
14–20	You are haunted by past actions or failures
21–27	You are running from a criminal past
28–34	You are the sole survivor of an attack or calamity
35–40	You escaped an abusive or unjust situation
41–46	You have no memory of your former life
47–53	You rejected a duty or destiny
54–60	You were banished from your former home
61–67	You were denied a birthright
68–74	You were on your own for as long as you can remember
75–81	You were sent away on a prolonged mission
82–87	You were taken or lured away by someone
88–94	Your ambitions outgrew your humble origins
95–100	Your wanderlust carried you far away

BUILDING A BACKSTORY WITH OTHER PLAYERS

If you are playing with others, discuss your mutual history. Have you known one another for years, do you have only casual links, or are you only now forming a team as the campaign begins?

Your backstories should not prohibit you from working with each other. You are allies with shared or complementary goals. A bit of friendly rivalry or friction between characters can make for good storytelling, but in the end you will stand together against those forces that would see your vows unfulfilled.

STEP 4: WRITE YOUR BACKGROUND VOW

Next, you'll envision and mark down a **background vow** to represent a primary motivation or ultimate goal.

ENVISION THE VOW

Consider what you know of the setting and your character thus far. What nagging ambition, aching need, or sacred commitment drives you? This is your background vow.

This vow is part of your character's history, sworn months ago or years ago. It can be tied to your backstory, or represent a deeper lifelong goal.

Fulfilling this vow will not be easy. Mechanically, it's an epic vow, so every opportunity to Reach a Milestone is just one tick on the vow's progress track. In story-time, it might require months, years, or even decades to see this vow fulfilled or forsaken. You may even decide your background vow isn't something you make significant progress on in your narrative; instead, it helps establish some roleplaying detail for your character and fleshes out your setting.

BACKGROUND VOWS AND ALLIES

If you are playing *Starforged* with others, you should each have your own background vow. This is part of what makes your character unique.

WRITE THE VOW

Mark the vow on your character sheet in the spot labeled "Background Vow." Write the name of the vow using the imagined words of your character, such as:

- * I vow to destroy the Iron Talon raider clan.
- * I will discover a means of preserving consciousness beyond death.

Normally, you make the Swear an Iron Vow move to see what happens as you begin a quest. But you've already sworn this vow as part of your background, and don't need to actually make the move in-game.

CAN'T THINK OF A VOW?

If you're having trouble coming up with a background vow, try rolling on some oracle tables for inspiration. Roll Action and Theme (pages 296–297) or Character Goal (page 331) and interpret the result. You can also take a look back at the quest starters for your selected truths in the previous exercise.

Or just leave the background vow blank for now and add it once something occurs to you during play.

STEP 5: BOARD YOUR STARSHIP

Take the **STARSHIP command vehicle** asset card. This is your interstellar spacecraft. The default marked ability provides the basic functions of the ship. You can claim the other two abilities when you Advance. For now, leave them unmarked.

FLYING WITH ALLIES

If you are playing with allies, you share the STARSHIP. You can put the asset in a place visible and accessible to everyone, or appoint one player to manage the card.

FLYING ALONE

If you are playing *Starforged* solo, you are a lone spacer in a vast galaxy. Thanks to automation and centralized controls, your starship is fully capable of flying and fighting while operated by a single pilot.

GIVING THE STARSHIP A HISTORY

Envision how you obtained or earned this ship. You can come up with your own origin, or roll or pick from the table below. If you use a result from the table, take a moment to consider and elaborate on the suggestion.

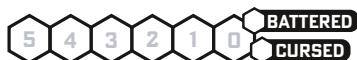
1–8	Acquired in trade for a precious family heirloom
9–17	Built out of repurposed scrap
18–25	Claimed as spoils of war
26–34	Discovered as a derelict, and patched back together
35–42	Earned in exchange for a promise or vow
43–50	Found abandoned in perfect condition
51–58	Granted by an organization or community
59–67	Inherited from a relative or mentor
68–75	Purchased at a suspiciously cheap price
76–84	Stolen from a notorious crime boss or criminal organization
85–92	Taken while fleeing an attack or disaster
93–100	Won in a bet

COMMAND VEHICLE STARSHIP

NAME _____



- Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.
- When you Finish an Expedition (dangerous or greater) in your starship and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.
- When you Withstand Damage, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.



WHO OWNS THE STARSHIP?

If you are playing with others, discuss whether your characters are co-owners of the ship, or if one of you is the primary owner. Alternatively, the ship can belong to another person or faction, and you are its crew.

This is just a narrative embellishment; it has no effect on how the asset is used in play. Anyone aboard can use the STARSHIP asset abilities.

ENVISION THE STARSHIP

Your ship is an important aspect of your character—and a character in its own right. What does it look like? What makes it interesting or uniquely yours? Does it have any particular quirks? If nothing occurs to you now, you can flesh it out in play, or roll once or twice on the table below.

1–5	Engine room is scorched with old burn marks
6–10	Exterior is marred by rust and grime
11–15	Faint, phantom music sometimes echoes through the corridors
16–20	Gravity generator is notoriously fickle
21–25	Hull is fused with organic growths
26–30	Hull rattles and groans in atmospheric flight
31–35	Interior spaces are crowded with exposed cables and conduits
36–40	Looks defenseless, but exterior panels open to reveal weapons
41–45	Navigation logs contain coordinates to locations that do not—or should not—exist
46–50	Old bloodstain in the airlock reappears even when painted over
51–55	Once a beautiful ship, now scarred by a devastating battle
56–60	Patched hull covers a recent catastrophic breach
61–65	Placards and control labels are in an uncommon language
66–70	Removable plate decks provide access to hidden storage
71–75	Segmented landing gear unfold like gangly spider legs
76–80	Ship is powered by an ancient precursor device
81–85	Someone marked the hull with graffiti during a recent layover
86–90	Strange symbols are scrawled on the deck and bulkheads in the main corridor
91–95	Things tend to go missing for no logical reason
96–100	Timers and clocks are always just a bit off

NAME YOUR STARSHIP

Finally, give the ship a name, and write that name on the asset card. If you're stuck for a name, roll on the Starship Name oracle (page 329), or just save it for later.

STEP 6: CHOOSE YOUR FINAL ASSET

Now that your ship is ready, pick one final asset. This time, you aren't limited to picking a path. You can choose from any of these asset categories:

- * **Module:** Enhanced features or capabilities of your STARSHIP. As with the ship itself, these are shared assets; a module's abilities can benefit other player characters if it's reasonable for them to make use of it.
- * **Support Vehicle:** Secondary vehicles that your starship can carry and launch. If you are playing with others, these are a shared asset with abilities available to any character aboard that vehicle. The person who selects a support vehicle might typically serve as the pilot or manage the asset.
- * **Companion:** NPC helpers, including alien creatures and robots.
- * **Path:** Background aspects, careers, interests, training, and skills.

This asset, plus your two paths from earlier in this exercise, give your character a total of three starting assets along with your STARSHIP.

STEP 7: SET YOUR STATS

Your character has five **stats** that represent your capabilities, nature, and approach. Each is given a value from 1 to 3. When you make a move and roll dice, you usually add one of your stats to your action die. The move will tell you what stat to add, or will give you a choice. Your stats are:

- * **Edge:** quickness, agility, and prowess when fighting at a distance.
- * **Heart:** courage, willpower, empathy, sociability, and loyalty.
- * **Iron:** physical strength, endurance, aggressiveness, and prowess when fighting at close quarters.
- * **Shadow:** sneakiness, deceptiveness, and cunning.
- * **Wits:** expertise, knowledge, and observation.

Arrange these values across your stats in any order: 3, 2, 2, 1, 1.

When setting your stats, consider the nature of your emerging character, and take a look at your assets to see if a stat is particularly useful. If you are an INFILTRATOR, you would be well-served with a high value in shadow. If you are a DIPLOMAT, you may rely on your heart. If you are a GEARHEAD, you use your wits to craft and repair.

Stats represent your character's inherent abilities, but they are also tied to your methods and personality. If you have a 3 in edge, you often rely on speed and precision in perilous situations—this is true whether you are firing a gun, moving on foot, or flying a starship.

STEP 8: SET YOUR CONDITION METERS AND MOMENTUM METER

Your **condition meters** are on the right side of your character sheet, and your **momentum meter** on the left. You can use a paper clip or token to mark their current values.

First, set your **health**, **spirit**, and **supply** meters to 5.

Then, set your **momentum** to +2. Below the momentum meter, you'll find boxes to write your **max momentum** and **momentum reset**. Set your max momentum to +10, and your momentum reset to +2.

Finally, as shown on your asset cards, set the **integrity** of your command vehicle and any support vehicles also to their max value, and the **health** of any companion assets to their max value.

STEP 9: ENVISION YOUR CHARACTER

Now that the mechanical and background aspects of your character are all set, take a moment to envision their appearance and personality.

To start, just define one or two facts for their physical **look**, how they **act**, and what they **wear**. You don't need much detail at this stage—you can discover the nuances of your character through play.

For example:

- * **Look:** Covered in tattoos; has a mechanical leg adorned with art.
- * **Act:** Keen understanding of machines; often prefers them to people.
- * **Wear:** Safety goggles and dirty coveralls.

Make note of these characteristics as you like, or just keep them in mind as you introduce your character.

STEP 10: NAME YOUR CHARACTER

Use your character sheet to give your character a **name**. If you need inspiration for a name, use the Character Name oracle on page 333.

Also note your character's gender **pronouns**. This can include traditional pronouns such as he/him, she/her, and they/them, or non-traditional ones such as ze/zir.

Optionally, give your character a **callsign**. Spacers are typically known more by a callsign than their actual name. In fact, they often refer to given and family names as "dirtside names." A callsign might represent your reputation, or some incident or accomplishment in your past. If you'd like some inspiration, use the callsigns in the Character Name oracle on page 333. If you don't feel you've earned a callsign yet, leave it blank for now; perhaps you'll gain one in the course of your story.

STEP 11: GEAR UP

In *Starforged*, you won't need a detailed list of equipment. Your supply meter is an abstract representation of your general readiness, clothes, fuel, energy, food, water, tools, weapons, ammo, mundane equipment, and financial resources. You are equipped and armed as appropriate to your vision for your character and the nature of your setting.

YOUR SPACER KIT

You can assume you have access to some fundamental necessities necessary for space travel and exploration, either carried with you or stored on your ship. This is your **spacer kit**. It includes:

- * Sealed environment suit
- * Flashlights / headlamps
- * Toolkit
- * Medkit
- * Personal communicator

PERSONAL ITEMS

Make note of any equipment or personal items that represent an important aspect of your character's approach, capabilities, or background. Keep this list short—around four or five items at most. The character sheet has space at the bottom to write down any notable gear. Losing important equipment or cherished items can be an outcome of a costly action or event in your story.

Your assets, in particular, can influence the gear you envision your character having at the ready. For example, you might be a TECH with a well-used datapad for interfacing with systems and writing code. Or you might be a GUNSLINGER with a pair of heirloom pistols.

Also consider the object you swear iron vows upon. What is this object's history, and why is it important to you?

Your character is all set! In the next exercise, you'll set the stage for your adventures by creating a starting sector.



BUILD A STARTING SECTOR

In this exercise, you prepare a starting sector. This area of space will serve as the backdrop as your adventures begin.

If you prefer to skip this exercise, jump straight to a pregenerated sector on page 127. If you want to play in a more free-form galaxy, you can also handwave or ignore sectors entirely. Use this exercise if you want some additional stage-setting and a local connection for the start of your campaign.

 **Allow about 30–45 minutes for this exercise.**

WHAT YOU NEED

This exercise uses the **sector worksheet** and **connections worksheet**. Both are included in the the *Starforged Playkit*.

If you are playing *Starforged* using a digital tool or prefer some other template, you just need space for notes and a simple map.



The image displays two worksheets from the *Starforged Playkit*.

The left worksheet is the **Connections Worksheet**, which contains five identical sections for recording bonds. Each section includes a header "BOND" and three input fields: "NAME", "LOCATION", and "ROLE".

The right worksheet is the **Sector Worksheet**. It features a header with three tabs: "SECTOR", "REGION", and "FACTION/CONTROL". Below the header is a large "SECTOR MAP" area with a hexagonal grid pattern. Underneath the map is a "LOCATIONS" table with three columns and six rows for detailed notes.

WHAT IS A SECTOR?

A **sector** is a settled or explored area of space. In the fiction of your setting, sectors are named and provide the people of the Forge a common means of identifying a location or mapping the domains of a power or faction. For example, someone might say “Bleakhold Station is in the Devil’s Maw.” Your character would need more precise charts or coordinates to actually pinpoint that station in the Devil’s Maw sector, but it’s a start.

From a player’s perspective, sectors help you manage the details of your travels and interactions. A known sector can serve as a setting for your sworn quests. Then, as you head out into the unknown, you can discover, explore, and name new sectors.

MANAGING THIS EXERCISE

This exercise will walk you through the process of creating a basic sector for the start of your campaign. If you are playing with others, one of you can read or summarize each step. Everyone should participate in making decisions, rolling on oracle tables, and embellishing narrative hooks.

CREATING A STARTING SECTOR AS THE GUIDE

If you are the guide, you should moderate this exercise with your players to give everyone a stake in the setting and starting situations.

Keep things moving, and don’t get hung up on details. You’ll discover more about these locations and the people who live there through play.



STEP 1: CHOOSE YOUR STARTING REGION

The Forge is a vast galaxy, so let's choose a **region** to begin your adventures. As described in more detail on page 20, the Forge is divided broadly into four regions. Choose your starting region and make note of it on your sector worksheet.

Terminus: Settlements are relatively common here, and spaceborne routes between communities are usually well-charted. **If you want to focus on interacting with other people and communities, start here.**

Outlands: This region represents an area of recent expansion. Settlements here are scattered, and navigational paths are often uncharted and perilous. **If you envision yourself as a spacer on a wild frontier, start here.**

Expanse: Only a few bold pioneers have delved these far-flung reaches. **If you're ready to face the dangers of lonely exploration within uncharted space, start here.**

Void: In the reaches beyond the Forge, isolated stars are separated by vast gulfs of nothing. Travel and settling here is impractical if not impossible. Don't start your campaign here.

The choices you made when you selected your campaign truths will influence how you envision the regions and the people who live there. But the relative differences between the regions will remain the same: The Terminus is where the bulk of your people live, the Outlands is an expanding frontier, and the Expanse is what lies beyond.

STEP 2: DETERMINE THE NUMBER OF SETTLEMENTS

A **settlement** is a location populated by other humans. Settlements can be planetside habitats, orbital stations, or deep space facilities. They offer a place for you to recuperate after your adventures in the Forge have taken their toll. More importantly, settlements are a nexus for roleplaying and quest opportunities.

In this exercise, you'll generate a few settlements in your starting sector. First, determine the number of known settlements in the sector based on the region where it's located.

Terminus	4 settlements
Outlands	3 settlements
Expanse	2 settlements

Note that this doesn't represent a standard for how you'll populate other sectors as you explore the Forge. It just gives us something manageable for this exercise.



STEP 3: GENERATE SETTLEMENT DETAILS

Put a marker in this page so you can come back to it, and jump to the settlement oracles starting on page 322. For each of the settlements in your starting sector, roll on the following tables:

SETTLEMENT ORACLES

Pages 322–325

- * Settlement Name (page 325)
- * Location (page 322)
- * Population (page 322)
- * Authority (page 323)
- * Settlement Projects (page 324); roll 1–2 times

Write the details for each settlement in the location blocks on your sector worksheet. Keep it short and simple.

Bleakhold (Orbital settlement)
Pop: Hundreds Auth: Corrupt
Projects: Mining, Black market

For now, don't roll on the other settlement tables. You can reveal other aspects of these places when you visit and interact with them.

STEP 4: GENERATE PLANETS

If any of the settlements are located on a planet, or in orbit around a planet, you can identify and name the planet to help flesh out the nature of the location.

To learn the planet's basic type, go to page 306. Roll once for each planetside or orbital settlement.

Optionally, give each planet a name. If you need inspiration, take a look at the sample names for each planet type (pages 308–318). For now, don't roll on the other tables available for each planet; when you visit those places, you can reveal more about them.

PLANET
ORACLES

Pages 306–318

STEP 5: GENERATE STARS (OPTIONAL)

If you'd like to know the nature of the primary stars these settlements and planets orbit, go to page 303 and roll once for each settlement.

This will usually just add a bit of scenery for these locations. For example, you might envision how a blue star bathes the settlement in a harsh, cold light. Or how a hypergiant fills the sky with a fiery glow.

An unusual star such as a corrupted star or impending supernova might actually have a narrative impact on your starting situation—perhaps even influencing your initial challenges and quests.

STELLAR OBJECT
ORACLES

Page 303

You may add the basic info for generated planets and stars to the location block on your sector worksheet. Leave some room to expand on these details later.

Bleakhold (Orbital settlement) Pop: Hundreds Auth: Corrupt Projects: Mining, Black market	
Ember (Furnace World)	
Star: White dwarf	

STEP 6: CREATE A SECTOR MAP

Your sector worksheet includes space to draw a map of the sector.

One important note: Keep it simple. The Forge is vast. Dense stellar clouds, complex star systems, and chaotic energy storms make charting and navigation difficult. As you explore the galaxy, you'll mark down important locations such as settlements or interesting discoveries. Everything else is abstracted or ignored.

Sector maps are helpful for planning and tracking your adventures and discoveries, but are absolutely not required. If you prefer to ignore them, or keep travel looser and more abstract, feel free.

To start, arrange your settlements on the map however you like. The grid isn't meant to track literal distances, but can be used as an abstract representation of whether locations are clustered together or remote from one another. Dots or circles for settlements work fine, or utilize your own visual cues for location types. In the example below, an orbital settlement is a circle with an arrow, a planetside settlement is a circle with a + sign, and a deep space settlement is a square.



Your map can also be used to mark notable locations as you learn more about a sector. This can include discoveries such as uninhabited planets, precursor vaults, derelict ships, asteroid fields, black holes, or titanic space squids. For now, we'll just focus on the initial settlements.



STEP 7: CREATE PASSAGES

Next, you'll set the **passages** for this sector. A passage is a charted route among the **drifts**. Spacers rely on these routes for travel and trade. Think of it like using a GPS and freeways to drive to a distant city, as compared to traveling with only vague directions on unmarked roads.

From a gameplay perspective, following a passage allows you to resolve the outcome of a perilous journey with a single roll of the dice using the Set a Course move. It makes it easier to manage your resources, and shifts the focus of your story to what happens at your destination.

If you are traveling uncharted paths through space, you instead Undertake an Expedition. This gives the journey and its perils greater focus. In exchange, you Earn Experience for a successful expedition. Plus, you'll create a new passage that you (and perhaps others) can use to speed your way along the same path in the future.

To learn more about passages, see page 68. For now, turn to the next page to see how to mark the passages for your starting sector.

SET THE NUMBER OF PASSAGES

How many passages are in your sector? In the normal course of your game, learning about passages and acquiring navigational data might be challenges to be overcome. For the starting sector, assume the following.

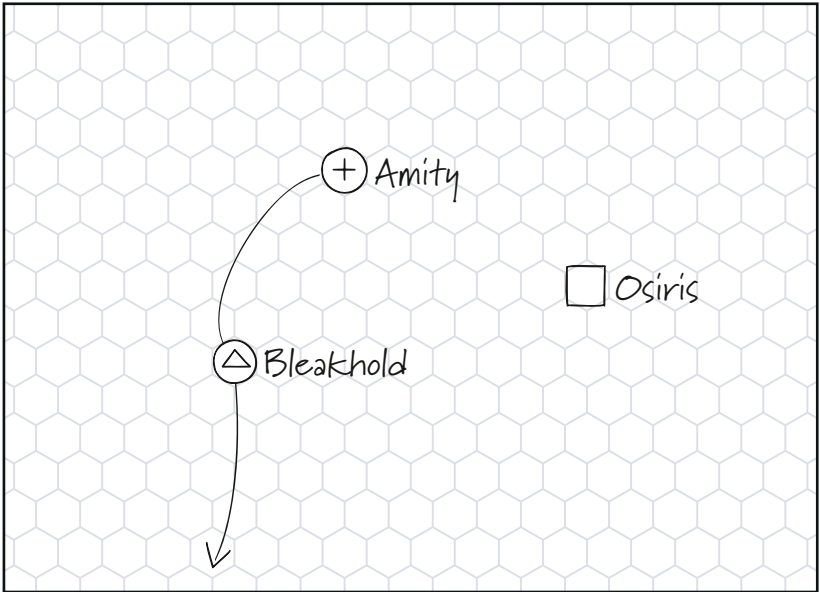
Terminus	3 passages
Outlands	2 passages
Expanse	1 passage

MARK PASSAGES

Draw the passages as lines on your sector map. Each passage must do one of two things:

- * Connect two settlements.
- * Connect a settlement to the edge of your sector map (leading to another sector).

In this example for a sector in the Outlands, we've drawn a passage between Amity and Bleakhold. The second passage leads from Bleakhold to another sector (as indicated by the arrow). The Osiris settlement is not connected by a passage. This might mean its location is uncertain, the data for the passage is not openly shared, or a previous passage has been undone by chaotic changes within the Forge. You could travel to Osiris from Amity or Bleakhold, but it would require that you Undertake an Expedition to trailblaze a new route.



STEP 8: ZOOM IN ON A SETTLEMENT

It will be helpful to have some additional detail for one of the settlements in your starting sector. You might begin the campaign in the midst of a layover, or are just arriving there as your story opens.

Choose one of the settlements in your starting sector, whichever is most interesting to you. Then return to the settlement oracles starting on page 322, and roll on the following tables:

- * First Look (page 323); roll 1–2 times
- * Settlement Trouble (page 324)

Some results may refer you to another oracle, as indicated by an arrow symbol (►). For example, if you roll ►Action + Theme on the Settlement Trouble table, you'll roll again on the Action and Theme oracles (pages 296–297) to generate an abstract creative prompt.

If the settlement is planetside or in orbit, you can also expand your understanding of that planet. Go to the appropriate planet type (pages 308–318), and roll on the following tables:

- * Atmosphere
- * Observed from Space; roll 1–2 times
- * Planetside Feature; roll 1–2 times

If the planet is a Vital World, also roll on the Diversity and Biomes tables.

Don't roll on the planet's settlement table. To keep things simple for now, we'll assume there's one inhabited settlement.

Make note of anything interesting or useful on your sector worksheet. For lengthier notes, use your journal.

Bleakhold (Orbital settlement)
Pop: Hundreds Auth: Corrupt
Projects: Mining, Black market
Repurposed derelict

Ember (Furnace World)
Atmo: Toxic Life: Extinct
Magma seas, supervolcano,
Precursor vault, ash clouds

Star: White dwarf

STEP 9: CREATE A LOCAL CONNECTION

A **connection** represents an important relationship with a non-player character (NPC). You will create connections with NPCs, advance those relationships through the course of your narrative, and forge bonds to represent deeper connections. Building and nurturing these relationships will allow you to mark progress on your bonds legacy track and gain experience. Connections also offer narrative benefits appropriate to their role, and can support your actions with a mechanical bonus.

For now, you have a single connection in the starting sector. You almost certainly know other people—here and elsewhere—but you aren't truly connected to those people or they aren't a focus of your story. You can formalize other relationships by making them a connection through the course of your adventures.

SHARING A CONNECTION

If you are playing with others, you will create a single connection as part of this exercise. This will be a **shared connection**. Whether through introductions or collective interactions, each of you has a link to this person. Consider how they fit into the background for your team.

MAKE THE MOVE

Take a look at the Make a Connection move, which is shown below. Instead of rolling, assume an automatic strong hit. This connection is already established as you begin your campaign, so no roll is necessary.

MAKE A CONNECTION

When you search out a new relationship or give focus to an existing relationship (not an ally or companion), roll +heart.

On a **strong hit**, you create a connection. Give them a role and rank. Whenever your connection aids you on a move closely associated with their role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but this connection comes with a complication or cost. Envision what they reveal or demand.

On a **miss**, you don't make a connection and the situation worsens. Pay the Price.

See the next page for a walkthrough of putting the move into action.

GIVE THE CONNECTION A ROLE

Your connection's role represents their duty, expertise, or background. For example:

- * A **shipwright** builds and repairs starships.
- * An **envoy** can arrange introductions or help resolve disputes.
- * An **explorer** has delved the depths of the Forge and knows many of its secrets.

Connections are not shipmates or companions. They are independent characters whose own lives occasionally intersect with your own. You might accompany the connection on a specific mission, but you'll soon part ways as your duties and ambitions take you on separate paths.

Here's a few tips on creating a role for your connection:

- * The connection's role can be inspired by your character's background and recent history. Are they the **doctor** who found you in a crashed ship and nursed you back to health? Are they the **spymaster** who will task you with missions in this sector?
- * Consider making the role specific and nuanced. A role such as **xenoarchaeologist** is more inspiring than **researcher**. **Spice trader** is more evocative than **merchant**. This specificity will make their role less broadly useful for you, but will inspire more interesting stories.
- * It's okay if a connection's role doesn't provide an obvious benefit for your character. The narrative purpose of the relationship might be to introduce situations where you will help them. For example, a **farmer** on a backwater world would likely face native wildlife, raiders, natural disasters, and more. Will you swear iron vows to stand with them?

If you want to leave it in the hands of fate, generate a random role using the Character Role table on page 331. Elaborate on the answer as appropriate to your setting.

Use the connections worksheet to record the details of this connection. Start by marking down their first role.

☐ BOND

☐ TROUBLESOME

NAME	
LOCATION	
ROLE	Artifact Smuggler
ROLE	

GIVE THE CONNECTION A RANK

Your connection's **rank** represents the challenge of advancing the relationship. The higher the rank, the greater the narrative focus and time required to eventually Forge a Bond with them.

Choose a rank appropriate to their role and the level of involvement you want them to have in your story: troublesome, dangerous, formidable, extreme, or epic. For a starting connection, consider making them troublesome or dangerous. Mark their rank on the connections worksheet.

Keep in mind that terms such as dangerous don't describe the nature of this person. Rather, they define the potential risks and costs associated with the relationship. That said, it's entirely appropriate to create a connection who is also an antagonist. The threads that bind are sometimes frayed.

DEFINE THEIR CHARACTERISTICS

Give the connection a few distinctive attributes. You can simply envision what you know of this person, or roll on the following character oracle tables:

CHARACTER ORACLES

Pages 330–335

- * First Look (page 330); roll 1–2 times
- * Character Goal (page 331)
- * Revealed Character Aspect (page 332); roll 1–2 times

Make note of anything interesting in your journal or connections worksheet.

CHOOSE THE CONNECTION'S HOME

Choose a settlement in your sector as the connection's home. If you'd like to get them involved in your story right away, place them at the settlement you detailed in step 8. Mark it down on the connections worksheet.

GIVE THE CONNECTION A NAME

Give your connection a name or callsign. If you need inspiration, roll on the Character Name oracle on page 333. Make note of this identity on the connections worksheet.

NEXT STEPS

Depending on the connection's role and the whims of narrative events, they might serve as a regular patron or associate in your story, or as an infrequent acquaintance. As you interact, you can find opportunities to Develop Your Relationship and eventually Forge a Bond with them.

Meanwhile, whenever your connection aids you on a move closely associated with their role, you may add +1 and take +1 momentum on a hit.

For now, turn to the next page to wrap up your starting sector.

STEP 10: INTRODUCE A SECTOR TROUBLE

You've heard rumors of a sector-wide peril, conflict, or mystery. You may come up with a trouble appropriate to your setting and character, roll on the Action and Theme oracles for inspiration (pages 296–297), or pick or roll on the table below. Envision how this trouble might manifest, and make note of it on your sector worksheet or journal.

1–5	Blockade prevents trade with other sectors
6–10	Bounty hunters search for an infamous fugitive
11–15	Chaotic breaches in spacetime spread like wildfire
16–20	Criminal faction corrupts local authorities
21–25	Devastating superweapon has fallen into the wrong hands
26–30	Energy storms are rampant
31–35	Magnetic disturbances disrupt communication
36–40	Newly found resource lures greedy fortune hunters to the sector
41–45	Notorious pirate clan preys on starships
46–50	Parasitic lifeforms spread like a plague
51–55	Precursor sites throughout the sector emit strange signals
56–60	Prophecies foretell an imminent awakening of a dreadful power
61–65	Raider clan emerges as a dominant threat under a new leader
66–70	Religious zealots overrun the sector
71–75	Rogue AI infiltrates systems throughout the sector
76–80	Settlements or factions are on the brink of war
81–85	Ships regularly go missing
86–90	Sickness spreads among ships and settlements
91–95	Supernova is imminent
96–100	Titanic spaceborne lifeform stalks the spaceways

STEP 11: FINALIZE THE STARTING SECTOR

Give your sector a name. If you'd like a suggestion, roll on the Sector Name table on page 302. Write the name on your sector worksheet.

You can also set a controlling power for the sector if a faction came to the forefront during the truth's exercise. If not, keep it ambiguous. Sectors can be isolated, chaotic, or home to many insignificant factions. If you want to reveal details of a faction during play, use the faction oracles on page 340 for inspiration.

Your starting sector is done! As you explore space and visit settlements, you'll add additional detail. If you skipped this exercise, see the next page for a sample sector. Otherwise, jump to page 128 to begin your adventure.

SAMPLE STARTING SECTOR

Sector name: Devil's Maw **Region:** Outlands

Sector trouble: Notorious pirate clan preys on starships

Orbital settlement: Bleakhold **Population:** Hundreds

Authority: Corrupt **Projects:** Mining, black market

Trouble: Failing technology

Features: Repurposed derelict ship

/// **Planet:** Ember (Furnace World)

/// **Atmosphere:** Toxic **Life:** Extinct

/// **Features:** Supervolcano, precursor vault, ash clouds

Built within the decaying husk of an exodus ship, Bleakhold station serves as a launching platform for mining operations on the fiery world below. The miners must brave scorching temperatures and storms of superheated ash, all in the service of a cruel trade guild.

Planetside settlement: Amity **Population:** Thousands

Authority: Ineffectual **Projects:** Festival, subsistence

/// **Planet:** Pelagic (Ocean World)

Deep space settlement: Osiris **Population:** Dozens

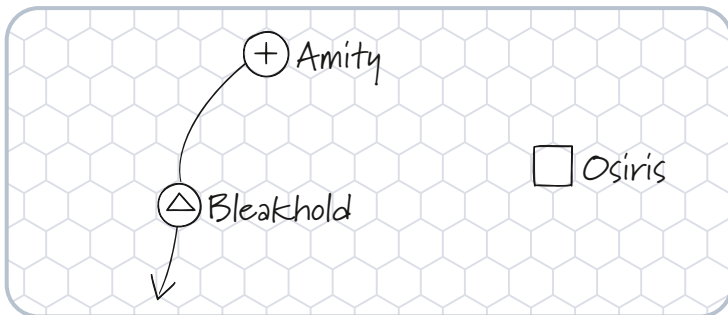
Authority: Tolerant **Projects:** Manufacturing, energy

Connection: Gwen Solari (at Bleakhold) **Rank:** Dangerous

Role: Artifact Smuggler **Goal:** Obtain an object

Features: Flashy, intelligent, tough

Gwen runs a smuggling operation out of Bleakhold Station, transporting illegal precursor artifacts to nearby sectors. She needs help reclaiming a dangerous artifact stolen by pirates.





BEGIN YOUR ADVENTURE

In this final exercise, you'll identify a trouble or goal worthy of an iron vow, and set out upon a sworn quest.

 **Allow about 10–20 minutes for this exercise.**

WHAT YOU NEED

Have your character sheet, asset cards, and dice ready. To record your vow, use your journal or the printable progress track worksheet in the *Starforged Playkit*.

STEP 1: ENVISION AN INCITING INCIDENT

An **inciting incident** is the problem at the beginning of a story that propels the protagonists into action. Everything up to that point is backstory. It is the inciting incident that begins your campaign.

At this point, you may already have a problem or mission in mind for the start of your campaign. If so, jump to page 131 to get started.

If not, consider the narrative fodder from the previous exercises.

Truths:

- * **Selected truths:** Which factions, conflicts, or dangers offer an opportunity for adventure?
- * **Quest starters:** Did any of the quest starters associated with your truths jump out at you as inspiration for your adventures?

Character:

- * **Paths:** Does your character have any duties, skills, or goals that lend themselves to a quest?
- * **Backstory:** Does your backstory imply an immediate danger or goal that must be dealt with?
- * **Starship:** Is your ship in need of anything? Does its history create trouble for you?
- * **Team:** If playing co-op, do you and your allies have any shared or complementary goals?

Sector:

- * **Settlements:** Are there any settlement aspects, projects, or troubles that create an opportunity for a quest?
- * **Connection:** Based on their role or goal, does your connection need something from you?
- * **Sector trouble:** Does the trouble in this sector, or some aspect of it, need to be dealt with?



WHAT MAKES A GOOD INCITING INCIDENT?

Consider these suggestions for a compelling initial quest:

- * **Make it personal:** Why is this important to your character? Envision how this connects to your background, skills, and motivations. Most tasks are unworthy of a sworn vow. What makes this different?
- * **Make it a problem that won't go away on its own:** The threats or forces at the heart of this situation will see it through, even if you ignore them.
- * **Give it a ticking clock:** The problem won't wait for you. If you don't act, things will get worse or fall out of reach.
- * **Up the stakes:** If the quest seems too mundane, envision factors that make the inciting incident more interesting or complex.
- * **Limit the scope:** Don't try to save the universe out of the gate. Envision a trouble or goal that seems manageable—something you can overcome in a session or two of play.

ALLIES AND THE INCITING INCIDENT

If you are playing with others, you will undertake this quest together as a **shared vow**. Discuss your ideas for the incident, and consider how the quest fits the nature of your team.

CREATING AN INCITING INCIDENT AS THE GUIDE

If you are the guide, you can introduce an inciting incident based on the established setting and character aspects. Or you can moderate the creation of an inciting incident with your players to ensure everyone has a stake in this quest.

STILL STUCK FOR AN IDEA?

If you need inspiration, do any combination of the following:

- * Roll the Action and Theme oracles (pages 296–297).
- * Roll the Character Goal oracle (page 331).
- * Pick or roll on the table below.

1–5	Aid a starship caught in a spacetime fracture.
6–10	Broker peace between two feuding settlements
11–15	Chart a new passage between isolated settlements
16–20	Defend the people of a beleaguered settlement against raiders
21–25	Discover who sabotaged a settlement's air processors
26–30	Escort a tradeship carrying prized cargo
31–35	Ferry a rescue team to a perilous disaster site
36–40	Infiltrate a fortified base to steal crucial data
41–45	Investigate terrifying manifestations at a remote settlement
46–50	Liberate prisoners at a cruel labor camp
51–55	Locate a downed spacer on an uninhabited planet
56–60	Protect a fugitive from a relentless bounty hunter
61–65	Recover a cherished pre-exodus artifact from an enemy
66–70	Rescue a starship crew held captive by mutineers
71–75	Retrieve a cache of stolen weapons from a pirate ship
76–80	Sabotage an enemy installation
81–85	Search for a missing expedition in the depths of a precursor vault
86–90	Shield a wondrous lifeform from those who seek to destroy it
91–95	Track and slay a marauding beast
96–100	Transport a displaced people to their new home

Embellish or adjust the result in the context of your established character and setting. Be mindful of the best practices on the previous page. Make it relevant to your character and worthy of a sworn vow. Make it dramatic and interesting. But this will be a lower-ranked quest, so keep it relatively straightforward—things may very well spin out of control on their own soon enough.

STEP 2: SET THE SCENE

Based on the nature of your inciting incident, where will you begin your story? Are you in the depths of space, about to encounter some new mystery or danger? Are you at the settlement you detailed in the previous exercise, ready to take on an urgent sworn mission?

Whatever the location, you have two options for starting play: You can begin with a **prologue**, or **in medias res**.

STARTING WITH A PROLOGUE

Jumping in with a prologue can help flesh out who you are and how you interact with your world. For example, imagine arriving at a settlement. Envision your starship settling onto a docking pad. See your character as they emerge. Why are you there? Where do you go? How do you interact with the inhabitants? Think of this as the sequence in a television show or movie before the credits roll. If you have a question about the location or the people there, Ask the Oracle.

If you are playing with allies the prologue is an opportunity to roleplay your relationships and introduce your personality and backgrounds. Play out a scene or two of your mundane day-to-day interactions. This is the calm before the storm.

Then, when the time is right, introduce the inciting incident to help drive your story forward.

If you didn't think of an inciting incident, or aren't particularly excited about it, you can also use the prologue to jump in and discover a dramatic situation through play. Introduce your character and allies going about their usual business. Ask questions about other characters, your setting, and the current situation. Draw conclusions to those questions or Ask the Oracle. Look for opportunities in the fiction to trigger a vow.

STARTING IN MEDIAS RES

In medias res is a Latin term meaning "in the middle of things." You start your story at a crucial point. Your inciting incident is happening now, or is an imminent threat. Raider ships appear on the settlement's radar. A marauding creature attacks. The battered tradeship calls for help.

You can begin with a tense, action-oriented scene as you encounter the problem. Or you might frame the scene where you immediately swear a vow and commit to this quest, letting the result of that move trigger what happens next.

Either way, when it's time to Swear an Iron Vow, jump to the next page.

STEP 3: MAKE THE MOVE

To set your quest in motion, as a response to the inciting incident, make this move.

SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give it a rank. Then, roll +heart. If you swear this vow to a connection, add +1; if you share a bond, add +2.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you must overcome a significant obstacle before you begin your quest. Envision what stands in your way.

ENVISION THE VOW

First, start with the fiction. This is an important moment for your character and your story. You stand at the threshold of new adventures and perils. You are about to bind yourself to a sacred promise. What iron totem do you hold? What do you say?

SWEARING THE VOW WITH ALLIES

If you are playing with allies, one of you makes the Swear an Iron Vow move. Whomever is most connected to this quest, or is at the forefront of the incident, should swear the vow. Other players can make the Aid Your Ally move as a way of representing their own commitment to this quest, but keep in mind that more moves mean more opportunities for failure. For the purposes of starting your campaign, it might be best to focus on the single move and let others portray their actions in the fiction of the scene.

WRITE THE VOW

You and your allies will mark the vow on your vow worksheet or journal. Write the name of the vow and give it a **rank**. Since this is a starting vow, hopefully dealt with in a session or two of playtime, give it a rank of troublesome or dangerous.

Then, turn to the next page to roll the dice and resolve the move.



ROLLING THE DICE

Grab your action die (one six-sided die) and challenge dice (two ten-sided dice) and roll them all at once.

Add the value of your heart stat to the action die. If you are swearing this vow to your connection (created in the previous exercise), add +1. If you have any assets with a bonus for this move, add those as well. The total of your action die, your stat, and any adds is your action score.

Compare the action score to the value of the challenge dice.



If your action score beats both challenge dice, you scored a strong hit. Take +2 momentum. You are confident. Your next steps are clear. Envision what this means in the context of the situation, and play to see what happens.



If your action score beats only one of the challenge dice, you scored a weak hit. Take +1 momentum. You are hesitant or anxious. Your next steps are unclear. This will typically lead to new scenes and new moves as you try to gain a foothold or uncover more about the situation.



If your action score doesn't beat either challenge die, you scored a miss. An unexpected danger or obstacle stands in your way. Envision what it is, or Ask the Oracle. Then, play to see what happens as you attempt to overcome this stumbling block.

STEP 4: NEXT STEPS

Depending on the result of the Swear an Iron Vow move, you may have a clear path forward, more questions than answers, or may need to overcome an immediate obstacle or threat. Envision what the outcome means and how you respond.

And then, play. Ask and answer questions about the situations, people, creatures, and places you encounter. When you're unsure, Ask the Oracle. When you do something or encounter something within the scope of a move, make that move.

At first, you might be a bit confused. You might make mistakes. That's okay. You'll find your footing soon enough. Keep your reference sheets handy. If you have a question about a specific term in a move or asset, check out the glossary on page 388. If you have a more involved rules question, make a call and move on. You can look up the answer later using the details in the next chapter.

For now, you are Ironsworn.

You've forged a galaxy.

Make your mark upon it.





CHAPTER 3

GAMEPLAY IN DEPTH

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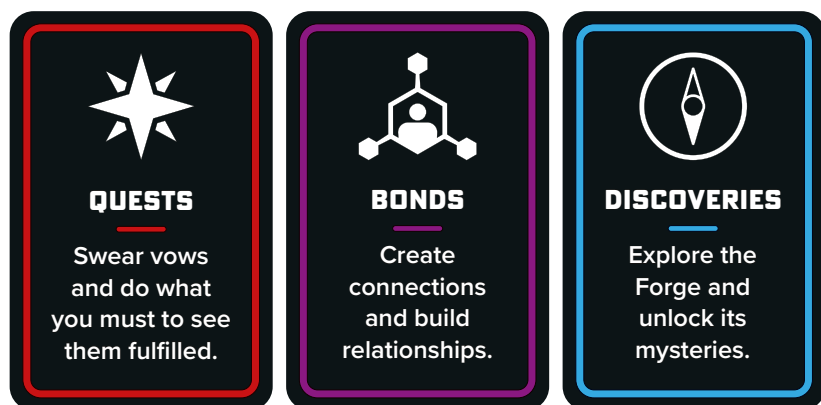
EXPLORING THE DEPTHS

In this chapter, we'll look at *Starforged* gameplay in more detail. In particular, you'll find expanded information on framing and resolving the various moves in the game, along with tips and options for customizing your experience.

Don't read this chapter front-to-back. Instead, if you have a question about a specific move, activity, or best-practice, go to that section. Also remember that the moves are available as printable handouts in the *Starforged Playkit*. Refer to those handouts during your session, and come back to this chapter if you need guidance or want more detail.

THE THREE PILLARS OF PLAY

Through moves, legacy rewards, and narrative prompts, *Starforged* emphasizes three primary undertakings.



The **quest moves** (page 154), **connection moves** (page 162), and **exploration moves** (page 168) directly support these gameplay pillars. They are the foundation of your *Starforged* adventures. Other moves help resolve the moment-to-moment perils and opportunities you encounter through these activities.

If your story ever feels aimless, without any direction for your character, look to these three pillars. Take a quest. Build a relationship. Go explore. In fact, you'll often do all three at once as your quest-bound adventures include interactions with key characters and expeditions into the hidden depths of the galaxy.

Depending on the nature of your character and the assets you bring to bear, you may emphasize one pillar over the others—but none should be ignored. They are your touchstones for compelling, emotional, and surprising stories.



SESSION MOVES

The **session moves** fit into the flow of mechanics and fiction before, during, and after play. They provide methods for setting up content boundaries, adjusting content in the midst of play, and starting and ending your *Starforged* sessions. They are intended for solo, co-op, and guided modes.

Unlike most other moves, these session moves function primarily from the perspective of the players instead of your characters. They are a tool to moderate and facilitate safe and enjoyable play.

Begin a Session (page 141)

When you begin a significant session or chapter of play...

Set a Flag (page 142)

When you identify situations or topics you don't want to include, don't want to envision in detail, or otherwise may need mindfulness when approaching...

Change Your Fate (page 143)

When you encounter flagged content, reject an oracle, resist a consequence, or otherwise need to shift your circumstances within the game for your comfort or enjoyment...

Take a Break (page 144)

When you resolve a progress move or complete an intense scenario...

End a Session (page 145)

When you end a significant session or chapter of play...

To learn more about the role of session moves in your game and the campaign setup exercises, see page 78.

BEGIN A SESSION

When you begin a significant session or chapter of play, do all of the following.

- * Identify or adjust flagged content and Set a Flag.
- * Review or recap what happened last session.
- * Set the scene by envisioning your character's current situation and intent.

In addition, you may spotlight a new danger, opportunity, or insight. This can include a scene hidden from your character's perspective. If you do, envision a brief vignette (you may roll or choose on the table below for inspiration). Then, all players take +1 momentum as you return to play from the viewpoint of your characters.

1–10	Flashback reveals an aspect of your background or nature
11–20	Flashback reveals an aspect of another character, place, or faction
21–30	Influential character or faction is introduced or given new detail
31–40	Seemingly unrelated situations are shown to be connected
41–50	External factors create new danger, urgency, or importance for a quest
51–60	Important character is put in danger or suffers a misadventure
61–70	Key location is made unsafe or becomes mired in conflict
71–80	Unexpected return of an enemy or threat
81–90	Peril lies ahead or lurks just out of view
91–100	Unforeseen aid is on the way or within reach

Make this move as a checkpoint at the start of a session. Take a few moments to set or adjust any flagged content, reflect on recent events in your story, and frame the current situation.

You may also use the optional prompt to introduce a brief vignette. This purely narrative scene can enrich your setting, reveal aspects of your character, add details to people and factions, or introduce “off-screen” complications and opportunities. If you are playing with others, work together to envision the scene, or take turns from one session to the next.

If you are playing solo, you may often play for only a few minutes a time, picking up the game and leaving it again as casually as you would when reading a novel. If you are playing co-op, you might participate in an online game using asynchronous chat. If your game isn't organized into discrete sessions, you should use this move to mark a new **chapter**. The beginning of a new chapter can come after a dramatic cliffhanger, or when a meaningful narrative thread has been resolved. Emphasizing those transitions will add structure create moments to recap and reflect.

SET A FLAG

When you identify situations or topics you don't want to include, don't want to envision in detail, or otherwise may need mindfulness when approaching, that content is now flagged.

When you encounter content flagged as something to approach mindfully, pause to consider or discuss its role in your story. When you come across flagged content that you would rather adjust or omit, Change Your Fate.

When you establish content boundaries for everyone at the table or create mindfulness for what content is included in your game, make this move.

Set a Flag allows you to define expectations for what content can appear in your story. You can flag content that you don't want to include at all, content that you might be okay with including "off-screen," or content that warrants a check-in before it is included.

During your campaign launch exercises, one of the players asks to Set a Flag for harm against children, as they don't want to include that in the game in any form. You also Set a Flag for romance, as you wouldn't mind including it in the game, but you'd prefer to check in with everyone else before playing out any romantic relationships between characters.

Whether you have personal comfort levels on what you want to explore in a game, or you want to be consistent with the campaign truths, there are many reasons why you may want to Set a Flag for certain subject matter, events, and actions. By identifying that content you don't want to include in the game, you can dive deeper into all the other possibilities that are still on the table.

While Set a Flag is usually used when starting a new campaign or when you Begin a Session, you can also flag content in the middle of a session. Once content has been flagged, it should remain flagged for every session going forward.

CHANGE YOUR FATE

When you encounter flagged content, reject an oracle, resist a consequence, or otherwise need to shift your circumstances within the game for your comfort or enjoyment, pause and identify what needs to be changed. Choose as many options as appropriate.

- * **Reframe:** This didn't happen the way you first thought. Envision the moment from another perspective in a way that diminishes or changes the content.
- * **Refocus:** This is not the most important thing happening right now. Envision how the spotlight shifts to change the focus.
- * **Replace:** This happens but with a small adjustment. Switch out an element and envision how this new detail changes the scenario.
- * **Redirect:** Adjust the trajectory to involve a helping hand. Envision how another person or party becomes involved.
- * **Reshape:** The situation changes completely. Envision what happened instead.

When something occurs in your game that you do not want to happen, or want to adjust, make this move. It doesn't matter why or in what situation a player may want to change their fate—this move can be triggered at any time a player needs it.

You come across a wrecked spacecraft and attempt to Resupply. You roll a miss, and when you Pay the Price you discover the hold is full of aggressive, spider-like creatures. You realize that spiders are flagged content, and choose to **replace** that element by envisioning a toxic mold spread among the cargo containers.

When this move is triggered, the fact that the content needs to be changed is not up for argument or negotiation, but how that content is changed should be discussed as a group. The player who called for the move takes the lead in that discussion.

Multiple options can be used at a time to make change or minimize the content as much as is needed. The changes you make can include elements of the fiction as well as mechanical outcomes. If this move is triggered because of flagged content, consider whether you need to Take a Break before or after this move is resolved.

TAKE A BREAK

When you resolve a progress move or complete an intense scenario, take a few deep breaths and take some time to attend to the needs of your body. Reflect on what just happened and how it made you feel. Then, choose one.

- * Move on: Continue the session. You or an ally may add +1 on the next move (not a progress move), bolstered by your reflection and past experiences.
- * Stop for now: End a Session.

Use this move to introduce a point in the game flow where you pause and reflect on the events of the story. When gameplay gets immersive or intense, it can be easy to ignore physical cues like hunger, fatigue, or muscle stiffness. Also, if the pace is moving quickly, you might not have time to process your feelings about what just happened.

This move triggers after you resolve any progress move, hit or miss. This can include progress moves for quests, connections, expeditions, and combat. Ideally, this triggers at least once for any significant session of play. Even if the resolution of this particular challenge is not noteworthy or you feel it doesn't require much reflection, the break is an opportunity to get a glass of water, go to the bathroom, or even just check your posture before moving on.

The second trigger for this move is intentionally flexible to fit the needs of each player, and allow them to define what level of intensity would require the need to stop and take a break. This move can and should be triggered by anyone who feels they need it.

After you Take a Break, you can choose to continue play or End a Session. If you continue play, you may add +1 on whatever move occurs next in your game.

It has just been revealed that a connection you trusted to guide you safely through a perilous asteroid field was an enemy spy, leading you into an ambush where you suffer heavy losses. At the end of the scene, you Take a Break, stopping to stretch and reflect on how you feel about the betrayal and the ensuing battle. You decide you need some time to think about what to do going forward, so you End a Session for the day.

END A SESSION

When you end a significant session or chapter of play, reflect on the events of the game and identify any missed opportunities to mark progress.

- * If you strengthened your ties to a connection, Develop Your Relationship.
- * If you moved forward on a quest, Reach a Milestone.

If there is a quest, connection, or other situation you would like to give focus in your next session, make note of it and take +1 momentum.

Make this move to mark the end of a session. This is an opportunity to transition from the fictional space of the game and think or talk about the dramatic moments, thrilling successes, agonizing failures, unexpected surprises, and what lies ahead in your next session.

You will also consider whether you missed any chances to mark progress on a connection or quest during play. Those milestones can sometimes pass you by during intense scenes, and this is an ideal moment to recap and catalog your successes.

Optionally, you may also make note of anything you'd like to focus on for your next session. Consider your character's goals and the elements of the story that interest you. This act of writing it down, putting a stake in the ground, is a reminder and encouragement to pick up that thread when you next Begin a Session. If you are playing with others, be respectful of sharing the spotlight and work together to affirm the aspects of the story and setting you want to explore in more detail, or take turns suggesting a focus from one session to the next. If you are playing as the guide, use this input from the players to help kick off the next session.

As noted in the Begin a Session move, the start and end of your sessions can be a bit fuzzy if you aren't sitting down to play for a few hours at a time. If it's more appropriate to the structure of your game, you can use the End a Session move to mark the end of a chapter instead of a session. A chapter can be any meaningful narrative transition, whether it's a suspenseful cliffhanger or the resolution of an expedition or quest.



ADVENTURE MOVES

The **adventure moves** encompass broadly useful actions to overcome obstacles, reinforce your position, conduct investigations, influence others, and support your fellow protagonists. When you face a peril or try to gain leverage, and another move does not apply, you'll likely find your answer among these moves.

Face Danger (page 147)

When you attempt something risky or react to an imminent threat...

Secure an Advantage (page 148)

When you assess a situation, make preparations, or attempt to gain leverage...

Gather Information (page 149)

When you search for clues, conduct an investigation, analyze evidence, or do research...

Compel (page 150)

When you try to persuade someone or make them an offer...

Aid Your Ally (page 152)

When you act in direct support of an ally...

Check Your Gear (page 153)

When you check to see if you have a specific helpful item or resource...

FACE DANGER

When you attempt something risky or react to an imminent threat, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, you are successful. Take +1 momentum.

On a **weak hit**, you succeed, but not without a cost. Make a suffer move (-1).

On a **miss**, you fail, or a momentary success is undermined by a dire turn of events. Pay the Price.

This move is a catch-all for risky, dramatic, or complex actions not covered by another move. If you're trying to overcome an obstacle or resist a threat, and another move doesn't seem to apply, Face Danger to see what happens. Envision your approach, select the stat that best reflects how you deal with the obstacle, and make the action roll.

While riding your HOVERBIKE across a snowbound world, you find yourself in the path of an avalanche. You decide to try to outrun the deluge at top speed, and Face Danger +edge.

A strong hit means you succeed. You are in control. What do you do next?

A weak hit means you overcome the obstacle or avoid the threat, but not without cost. Choose a fitting suffer move (page 198), and face a minor (-1) cost. If appropriate to the situation, an ally can suffer the cost by making that move.

A miss means you are thwarted in your action, fail to oppose the threat, or are successful but at great cost. You must Pay the Price. You might suffer an immediate narrative and mechanical cost—such as your vehicle taking a hit as you Withstand Damage. Or the miss might simply introduce an escalating danger or new complication. Either way, the miss should trigger a result that is more dramatic or harrowing than the cost you pay on a weak hit.

If you are in the midst of a fight, do not make this move. React Under Fire is a variation of this move used for combat scenes. If you're in a fight overcoming an obstacle or avoiding an immediate danger—whether in a vehicle or on foot—make that move instead of this one.

SECURE AN ADVANTAGE

When you assess a situation, make preparations, or attempt to gain leverage, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **hit**, you succeed. On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, you fail or your assumptions betray you. Pay the Price.

Triggering and resolving Secure an Advantage is similar to Face Danger. You envision your action and roll + your most relevant stat. This move, however, is proactive rather than reactive. Instead of responding to an immediate obstacle or threat, you're operating from a position of strength and attempting to bolster that position.

This move will often encompass a moment in time—such as trying to read your opponent in a not-so-friendly game of cards. Or it can represent preparation spanning minutes, hours, or even days.

You hope to secure the aid of a mercenary guild in a war against a powerful horde of raiders, and have gained an audience with the guild's leader. In an attempt to start the meeting on good terms, you Secure an Advantage by praising their exploits in battle. You roll +heart to learn the impact of your flattery.

A hit means you've identified an opportunity or gained the upper hand. You moved into position to covertly study the enemy base. You prepared a clever disguise. You assembled an experimental engine-boosting device. You scouted the best path through the asteroid field. Now it's time to build on your success.

A miss means your attempt to gain advantage has backfired. You acted too slowly, presumed too much, were outwitted or outmatched, or were confounded by unlucky chance. You must Pay the Price.

If you are in the midst of a fight, do not make this move. Instead, you should Gain Ground when attempting to reinforce your position during combat scenes.

GATHER INFORMATION

When you search for clues, conduct an investigation, analyze evidence, or do research, roll +wits.

On a **strong hit**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn. Then, take +2 momentum.

On a **weak hit**, the information provides new insight, but also complicates your quest. Envision what you discover. Then, take +1 momentum.

On a **miss**, you unearth a dire threat or reveal an unwelcome truth that undermines your quest. Pay the Price.

Use this move when you make a careful search or do fact-finding. What you uncover may reveal the best path forward, or introduce new twists and turns in your quest.

How does this differ from other moves using insight or observation? When you're forced to react with awareness or knowledge to deal with an immediate threat or complicated activity, that's Face Danger. When you size up your options or use expertise to bolster your position, that's Secure an Advantage. If you're in a fight, use Gain Ground and React Under Fire to devise clever strategies or overcome dangers. If you learn the nature of something without taking direct action, Ask the Oracle. But if you're spending time searching, investigating, analyzing, interrogating—especially related to a quest—that's when you Gather Information. Think of it this way: Gather Information is focused on *story*, tending to introduce new complications. Those other moves are focused on *situations*. Use the move most appropriate to the circumstances and your intent.

You are sworn to capture an infamous fugitive who is rumored to be hiding out at an outpost. You envision making discreet inquiries among the locals, and Gather Information to see what you learn.

A strong hit means you gain valuable new information. You know what you need to do next. Envision what you learn, or Ask the Oracle.

With a weak hit, you've learned something important, but it makes your quest more complicated or dangerous. Your character's position is improved through the discovery of this information, but it's unwelcome news all the same.

On a miss, a harrowing new threat is revealed, or you learn of something that contradicts previous information or severely complicates your quest. This is a dreadful turn, and you must Pay the Price.

COMPEL

When you try to persuade someone or make them an offer, envision your approach. If you...

- * Charm, pacify, encourage, or barter: Roll +heart
- * Threaten or incite: Roll +iron
- * Lie or swindle: Roll +shadow

On a **strong hit**, they'll do what you want or agree to your conditions. Take +1 momentum.

On a **weak hit**, as above, but their agreement comes with a demand or complication. Envision their counteroffer.

On a **miss**, they refuse or make a demand that costs you greatly. Pay the Price.

When you act to persuade someone to do as you ask, or to give you something of value, make this move. It might be through bargaining, charm, diplomacy, intimidation, or trickery. Use the appropriate stat based on your approach and roll to see what happens.

You are attempting to obtain a desperately needed part for your ship from a stingy equipment dealer. You know of their fondness for pre-cataclysm art; luckily you have a piece to offer in trade. But this relic is a fake. Do they fall for the con and agree to the deal? You roll +shadow to find out.

On a strong hit, they agree. Move forward with their cooperation.

On a weak hit, they offer a counter-proposal or introduce a complicating factor. Look to the fiction to understand their response. What would they want? What would satisfy their concerns or motivate them to comply? If you're not sure, Ask the Oracle. Then, if you accept their offer, you gain their (perhaps grudging) support. If not, you need to find another path.

On a miss, they are insulted, angered, inflexible, see through your lies, or demand something with a dire cost. Their response should introduce new dangers or complications.

If you promise something as part of the Compel move, but then fail to do as you promised, others should respond accordingly. Perhaps it means a rude welcome when next you return to this community. If they are powerful, they may even act against you. If they are a connection, you would probably Test Your Relationship. Your actions, good or bad, should have ramifications for your story beyond the scope of the move.



Making the Compel move doesn't give you free rein to control the actions of other characters in your world. Remember: fiction first. Consider their motivations. What is your leverage over them? What do they stand to gain or avoid? Do you have an existing relationship? If your argument has no merit, or your threat or promise carries no weight, you can't make this move. You can't intimidate your way out of a situation where you are at a clear disadvantage. You can't barter when you offer nothing of value. If you are unsure, Ask the Oracle, "Would they consider this?" If the answer is yes, make the move.

On the other hand, if their positive response is all but guaranteed—you are acting obviously in their best interest or offering a trade of good value—don't make the move. Just make it happen. Save the move for times when the situation is uncertain and dramatic.

AID YOUR ALLY

When you act in direct support of an ally, envision how you aid them. Then, Secure an Advantage or Gain Ground to take action. If you score a hit, they (instead of you) take the benefits of the move.

If you Gain Ground and score a strong hit, you are both in control. On a weak hit, your ally is in control but you are in a bad spot.

Make this move when you are helping an ally (a protagonist played by another player) by taking a supporting action. You might be distracting a foe in combat, using the ship's scanners to scout the path for your pilot on an expedition, or giving an ally encouragement as you stand against a dire threat.

Outside of a fight, your effort is resolved using the Secure an Advantage, move. If you are in combat, use Gain Ground. If you score a hit, your ally takes the mechanical and narrative benefit of your success.

Your ship must find a way through a dense asteroid field. "Can you plot a path for me?" the pilot asks. This is an opportunity for you to Aid Your Ally. You envision using the ship's scanners to find the safest course through the chaos, and roll Secure an Advantage +wits. If successful, you will pass along the benefits of the outcome to the pilot.

In combat, this is a proactive move, made when you are in control. If you score a strong hit, you and your ally are both in control. On a weak hit, your ally is in control, but you sacrifice your position for their benefit and are put in a bad spot.

If you Aid an Ally and have an asset that gives you any additional benefits on the outcome of your Secure an Advantage or Gain Ground move, your ally also takes those benefits (instead of you).

If you score a miss as you Aid Your Ally, one or both of you should Pay the Price as appropriate to the circumstances and your intent when making the move. If you are in a fight, both of you are now in a bad spot.

Don't ping pong this move back and forth between two characters in an attempt to build momentum. Envision what you are doing to Aid Your Ally, make the move, resolve it, and hand the reins over to your ally as they leverage the advantage. Keep it moving. Make things happen.

CHECK YOUR GEAR

When you check to see if you have a specific helpful item or resource, roll +supply.

On a **strong hit**, you have it, and are ready to act. Take +1 momentum.

On a **weak hit**, you have it, but must choose one.

- * Your supply is diminished: Sacrifice Resources (-1)
- * It's not quite right, and causes a complication or delay: Lose Momentum (-2)

On a **miss**, you don't have it and the situation grows more perilous. Pay the Price.

In *Starforged*, you don't track a detailed inventory of items and resources. Instead, you are equipped as appropriate to the situation and your vision for your character. This may lead to circumstances where you aren't sure if you are prepared for an unexpected challenge. When you check to see if you have a particular item or resource on-hand, make this move.

On a strong hit, you've got it. Envision your character leveraging this item or resource. Plus, take a +1 momentum bonus to represent your readiness.

You are bitten by a snake-like creature on a jungle world, and suffer an intense reaction from its venom. Do you have an appropriate antitoxin in your medkit? You Check Your Gear to find out, and roll a strong hit. You take the momentum bonus, and are now in a position to Heal using the antitoxin to recover your lost health.

On a weak hit, you have it, but your supply is reduced or you must make do with something that's not a perfect fit for the situation. Choose your cost and make the appropriate suffer move.

On a miss, you don't have what you need, and things get worse. You must Pay the Price. This may mean turning the peril of the current situation up a notch or inflicting an immediate negative outcome.

QUEST MOVES

In the fiction of the *Starforged* setting, those who swear vows are the Ironsworn, and their promises are binding. Vows can be made to yourself, as a solemn representation of your personal commitment, or as a promise to someone else. Some vows might be made grudgingly—out of duty, necessity, or tradition. Others will be made with your whole heart.

Make these **quest moves** when you swear vows, make progress on your quests, and resolve vows.

Swear an Iron Vow (page 156)

When you swear upon iron to complete a quest...

Reach a Milestone (page 157)

When you make headway in your quest...

Fulfill Your Vow (page 158)

When you reach the end of your quest...

Forsake Your Vow (page 160)

When you renounce your quest, betray your promise, or the goal is lost to you...

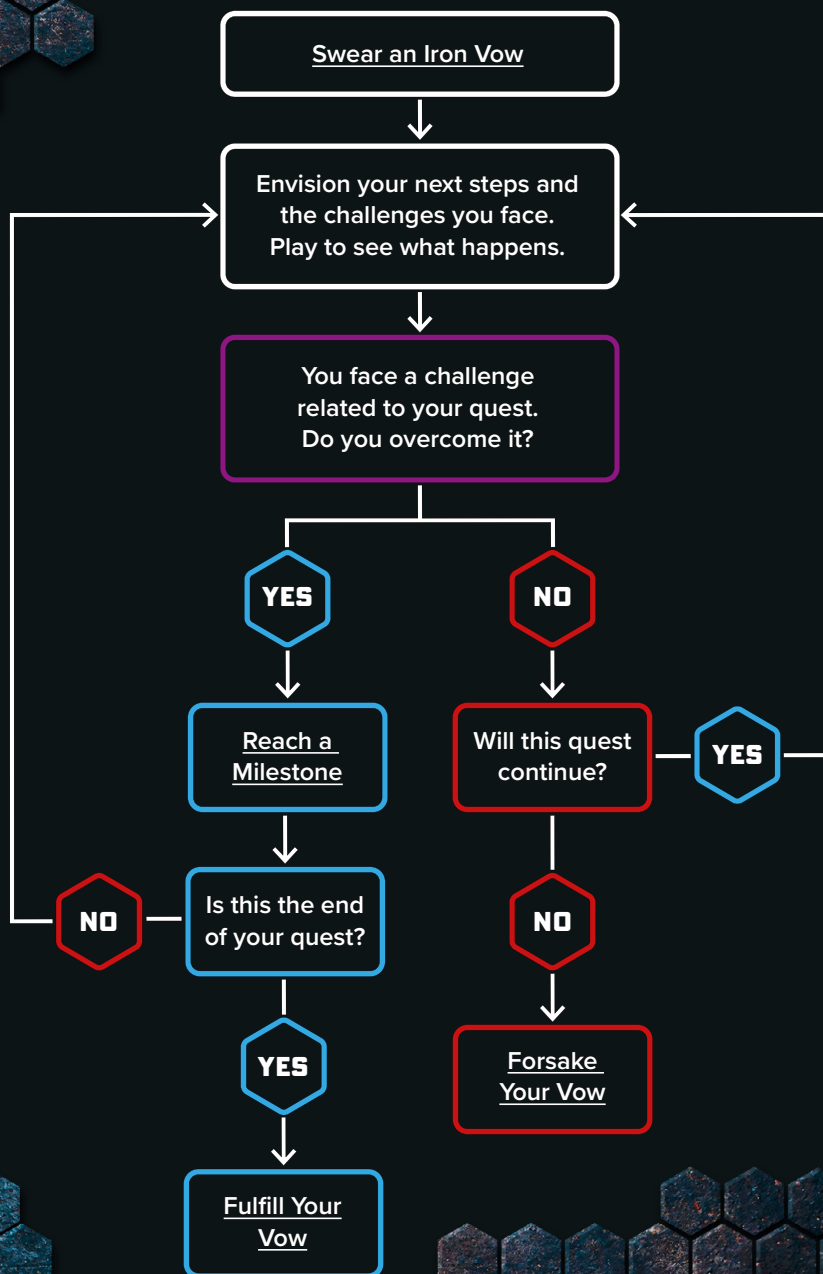
These sworn quests are the narrative engine of your adventures. In pursuit of your vows, you will undertake perilous expeditions, uncover clues, gain the support of others, recover important items, and defeat powerful foes. Your character will struggle to overcome their own limitations and find their preconceptions and loyalties challenged.

Overcoming obstacles isn't just for dramatic purposes. Succeeding against trials, finding your way forward, enables you to Reach a Milestone and mark progress on quests. When you Fulfill Your Vow, you gain experience through your **quests legacy track** that may be spent to improve your character and their resources.

But not every task or goal is a vow. If a situation is not dramatic or relevant to your character's goals and principles, it's probably not worthy of a sworn quest. It might be a milestone for another quest, or simply a narrative diversion as an opportunity for roleplaying or worldbuilding.

To learn more about managing quests, see page 161.

QUEST FLOW CHART



SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give it a rank. Then, roll +heart. If you swear this vow to a connection, add +1; if you share a bond, add +2.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you must overcome a significant obstacle before you begin your quest. Envision what stands in your way.

When you give your word to serve someone, resolve to undo a wrong, or undertake a personal ambition, make this move.

First, give the vow a name and set the rank of your quest: troublesome, dangerous, formidable, extreme, or epic. Higher ranked vows require more effort and more focus in your story, but offer greater legacy rewards. An epic quest could be the endeavor of a lifetime, while a troublesome quest might be resolved in a few scenes.

Then, envision how your character enacts the vow. Is this a moment of grudging acceptance or one of fiery determination?

An agricultural settlement is preyed upon by raiders, and you Swear an Iron Vow to help them fight back. You hold the iron and speak the vow in the central square, witnessed by the hopeful farmers.

On a strong hit, your path is clear, and you may envision how you begin the quest. If you score a weak hit, the way forward is uncertain or complicated; investigation may be required to identify your next steps.

On a miss, you face a serious obstacle at the very start. It might be an unexpected event, someone working against you, or a personal conviction holding you back. If unsure, Ask the Oracle. Your quest cannot properly begin until you deal with this complication, which means you do not Reach a Milestone and mark progress when overcoming it.

When allies join together to Swear an Iron Vow, this is a shared quest. One of you speaks for the group and makes the move. If you score a hit and take +momentum, only the character making the move takes that bonus. Others benefit narratively from your success or face the consequences of your failure. Once the quest is underway, you share a single progress track and mark progress together as you Reach a Milestone.

REACH A MILESTONE

When you make headway in your quest by doing any of the following...

- * overcoming a critical obstacle
- * gaining meaningful insight
- * completing a perilous expedition
- * acquiring a crucial item or resource
- * earning vital support
- * defeating a notable foe

...you may mark progress per the rank of the vow.

When you Swear an Iron Vow, the quest is given a challenge rank and managed through a progress track (page 39). Then, as you strive to complete your quest, you face and overcome challenges. Some of these challenges arise naturally out of the fiction of your situation. Others represent narrative twists introduced when you interpret the result of a move or when you Ask the Oracle for inspiration. When you reach these turning points and forge ahead in your vow, make this move and mark progress on the related quest.

You need to properly arm the farmers to fight the marauding raiders, so you reach out to a black market connection and call in a favor. Once the weapons are secured, you Reach a Milestone.

The move includes a list of milestone triggers, but there is flexibility in how you interpret accomplishments and events in your story. The pace of your quests is largely defined by what you set as milestones. They should be meaningful to your character and your vow, requiring effort and sacrifice. An insignificant discovery or effortless success is probably not a milestone.

If you're not sure if something is worthy of a milestone, trust your instincts and the type of play experience you want to create. If you're playing co-op or guided, talk it out at the table. If you are in doubt, err on the side of success; Reach a Milestone and play to see what happens next.

If you find your story moving to a resolution well ahead of your progress track, envision some complications or twists that alter your path and create new opportunities for milestones. But remember it's not necessary to fill the quest progress track before you Fulfill Your Vow. Use the Reach a Milestone move as a pacing mechanism to move things toward an exciting conclusion with a good chance of success, but don't fight the story when it feels inevitable. Let the chips fall where they may.

FULFILL YOUR VOW

Progress Move

When you reach the end of your quest, roll the challenge dice and compare to your progress.

On a **strong hit**, your vow is fulfilled. Mark a reward on your quests legacy track per the vow's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this vow also mark the reward.

On a **weak hit**, as above, but there is more to be done or you realize the truth of your quest. If you Swear an Iron Vow to set things right, take your full legacy reward. Otherwise, make the legacy reward one rank lower (none for a troublesome quest).

On a **miss**, your vow is undone through an unexpected complication or realization. Envision what happens and choose one.

- * Give up on the quest: Forsake Your Vow.
- * Recommit to the quest: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the vow's rank by one (if not already epic).

The fiction driving your vow and the mechanical incentive represented by your progress track converge in the decisive moment when you believe your quest is at an end. Are you truly victorious? Make this move to find out.

Since this is a **progress move** (page 42), tally the number of filled boxes on your quest progress track. This is your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to the progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum, and you are not affected by negative momentum.

Are you working with allies to fulfill a shared vow? If so, one of you represents the group and makes the progress roll.

Managing your mechanical progress and the fiction to reach this moment may require a bit of stagecraft. It's the end of the third act. Your actors must be in position. Your sets and props need to be in place. The lights come up for the final scene...

However, keep in mind it's not necessary to fill your vow's progress track before you Fulfill Your Vow. Has the fiction led you to a moment when your quest seems complete, but the progress track is not even half full? Go with it. A weak hit or miss on the Fulfill Your Vow move can create interesting stories and motivate new vows.

If you roll a strong hit as you Fulfill Your Vow, this is a decisive and successful end for the quest. Mark the legacy reward on your **quests legacy track** and envision the impact of this moment. Then, decide what you do next. Are there other quests to attend to? Will you set off to find new opportunities? Or does this victory allow you to finally leave your life as Ironsworn behind?

On a weak hit, you discover or realize something that subverts your success. Envision what you learn or Ask the Oracle. Think of this as obeying the letter, but not the spirit, of your vow. Did you defeat your sworn enemy in a fierce battle, but with their dying breath they reveal someone else was pulling their strings? Did you help a patron reach a lost settlement, only to learn of their nefarious plans for that place? Did you capture a fugitive, but discover they are innocent of any crimes? Decide if you take up a new quest to deal with the problem you discovered or unwittingly unleashed. If not, be done with it and mark the reward one rank lower.

After leading the people of the settlement in a fierce fight against the raiders, you've run off the last of them. Is this the end of your quest? You make a progress roll to find out. Unfortunately, you roll a weak hit. What does this mean? You envision the aftermath of the fight. Lives were lost, buildings burned, equipment destroyed. This was a pyrrhic victory, and now the settlers are ill-equipped to bring in their harvest and face the other ravages of this perilous planet. Will you leave them to fend for themselves, or swear a new vow to see them fully recovered?

On a miss, a turn of events finds you defeated, or your goal is suddenly beyond reach. The ancient relic is found, but it is a forgery. You've hunted and defeated a marauding forgespawn, but discover it was only one of a horde of corrupted beasts. The snub fighter attack on your guild's command ship was merely a diversion, and a boarding party has managed to sneak on board and take over the bridge. If you choose to press on, the nature of your quest remains the same—find the relic, stop the ravages of the forgespawn, protect the command ship—but some of your progress is undone and the quest is made more difficult through this dramatic realization.

FORSAKE YOUR VOW

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow.

Then, envision the impact of this failure and choose one or more as appropriate to the nature of the vow. Any allies who shared this vow may also envision a cost.

- * You are demoralized or dispirited: Endure Stress
- * A connection loses faith: Test Your Relationship when you next interact.
- * You must abandon a path or resource: Discard an asset.
- * Someone else pays a price: Envision how a person, being, or community bears the cost of the failure.
- * Someone else takes advantage: Envision how an enemy gains power.
- * Your reputation suffers: Envision how this failure marks you.

Make this move when you willfully abandon a quest, or if circumstances leave your goal unobtainable.

Realizing you must Forsake Your Vow is a dramatic and disheartening decision. Consider how your failure affects your story and what you do to put yourself back on the proper path. Did you swear this vow in service to others? How does this impact your relationship with them? If your vow was a personal quest, how does this force you to rethink the path your life has taken? Where do you go from here?

You were sworn to recover a valuable cache of stolen supplies, but your quest has fallen out of reach. The thief's starship was surprisingly fragile, and the supplies were reduced to atoms in the ensuing explosion. Now, you'll need to report the bad news to your benefactor, the powerful head of a trade guild.

The move includes several prompts to consider for the ramifications of your vow and the narrative and mechanical costs. Choose the most appropriate (or more than one) and weave that outcome into your story. Depending on the situation, there may be long-term or delayed effects; if so, make note of them.

If you abandon a quest that is central to your character's motivations, you may decide your life as Ironsworn is done. If so, Continue a Legacy to see what you leave for those who follow in your footsteps.

MANAGING MULTIPLE QUESTS

It is not necessary to resolve one vow before swearing another. In fact, your character will run afoul of situations and get sidetracked with new vows while they have an ongoing quest. This is the life of the Ironsworn.

Except on rare occasions, you should not Reach a Milestone on multiple vows at once. But you might have a quest that serves as a subquest for another. For example, someone might ask you to Swear an Iron Vow to aid them before they agree to help on your own quest. In order to move forward in the main quest, you must Fulfill Your Vow on that new quest. Once that is done, you can Reach a Milestone on the original vow.

When is an obstacle its own subquest instead of just a milestone? Look to the fiction. Is it a significant, self-contained challenge? Does it create opportunities for new drama and conflict? Is it meaningful to your character or to another character who is tasking you with this quest? If so, it's probably worthy of a vow.

You will also encounter opportunities for new quests that have no bearing on a current vow. This may happen organically through the fiction, via oracle prompts, or as introduced by your guide in guided play. For example, if you Sojourn and score a miss, you have the option to introduce a trouble in the community and can Swear an Iron Vow to aid them.

If you ever find yourself without a quest to pursue, you can enjoy this temporary respite from your sworn obligations. Go explore. Visit a connection. Take on a mundane job that fits your character's role. You'll encounter a worthwhile trouble soon enough. If you're impatient, look to your setting truths and your character's goals. Kick an ant's nest. Make something happen.

CREATING A QUEST OUTLINE

If you find it helpful, you can envision and write down the potential narrative steps in the quest. Your outline should provide ideas for key challenges, with each step an opportunity to Reach a Milestone.

However, you should consider it a sketchy, unreliable plan. It is like an ancient map with "here there be monsters" written in blank spaces. Leave yourself open to surprises, new ideas, input from other players, and the whims of fate.

Protect Redhaven from the Raiders

- 1) Find weapons for the farmers
 - 2) Teach the farmers to fight
 - 3) Prepare fortifications
 - 4) Spy on the raiders to learn their plans
 - 5) Repel the raider attack
 - 6) Defeat the raider leader
- Profit???

CONNECTION MOVES

Connections are NPCs (non-player characters) who represent a deep, vital, or interesting relationship in your story. They are your tethers to the people and places of the Forge.

Make these **connection moves** when you introduce connections and as you build influence or understanding with them.

Make a Connection (page 163)

When you search out a new relationship or give focus to an existing relationship (not an ally or companion)...

Develop Your Relationship (page 164)

When you reinforce your relationship with a connection...

Test Your Relationship (page 165)

When your relationship with a connection is tested through conflict, betrayal, or circumstance...

Forge a Bond (page 166)

When your relationship with a connection is ready to evolve...

Connections are not your **allies** (protagonists portrayed by other players), nor are they **companions** (robots, creatures, or people who accompany you on your adventures, represented by companion assets). Instead, connections are characters who are independent of you, but whose lives occasionally intersect with your own. You begin your campaign with one established connection (page 123). Others are developed through the course of your adventures. Some examples of connections include:

- * A faction representative who tasks you with missions
- * A ship mechanic at a remote facility you rely on for crucial repairs
- * A fence who helps you unload or acquire goods of dubious origin
- * An old friend who provides advice or comfort

Connections provide story hooks for quests and support you within the scope of their role. They usually represent positive relationships, but not always; a connection might instead be a rival or someone who wields power over you.

If you are playing with allies, a connection can be shared—in which case you track progress on that connection together. Over time, you'll likely have a mix of shared and individual connections representing the diverse nature of your group.

MAKE A CONNECTION

When you search out a new relationship or give focus to an existing relationship (not an ally or companion), roll +heart.

On a **strong hit**, you create a connection. Give them a role and rank. Whenever your connection aids you on a move closely associated with their role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but this connection comes with a complication or cost. Envision what they reveal or demand.

On a **miss**, you don't make a connection and the situation worsens. Pay the Price.

If you've established a meaningful relationship with an NPC and want to give that person an ongoing presence in your story, make this move. You can also Make a Connection with an entirely new NPC by searching them out when you're in need of someone who fits a specific role or capability.

You arrive at a planetside settlement in desperate need of provisioning. You want to find a merchant who can provide ongoing support at this outpost, and envision exploring the local market. You roll +heart to see if you encounter any candidates.

On a hit, you establish the connection. Give them a role to represent their duty, expertise, or background (see page 124 for details on connection roles). Then, set the connection's rank appropriate to their stature in the setting and the level of involvement you want them to have in your story: troublesome, dangerous, formidable, extreme, or epic. The higher their rank, the greater the narrative focus and time required to eventually Forge a Bond with them, and the greater the legacy rewards when you do so. Finally, make note of their name, location, and any other characteristics worth recording. You can use character oracle tables (page 330) to flesh out their look and nature.

On a weak hit, the connection also introduces an immediate problem. They might demand something of you or reveal an aspect of their background or other commitments that complicates your relationship.

On a miss, circumstances or your assumptions turn entirely against you. You fail to make the connection and things get worse.

Once you successfully Make a Connection, you may thereafter add +1 and take +1 momentum on a hit if they support you as you make a move. As you interact, you can find opportunities to Develop Your Relationship and eventually Forge a Bond with them.

DEVELOP YOUR RELATIONSHIP

When you reinforce your relationship with a connection by doing any of the following...

- * swearing a vow to undertake a perilous quest in their service
- * completing a quest to their benefit
- * leveraging their help in desperate circumstances
- * giving them something of worth
- * sharing a profound moment
- * standing with them against hardship
- * overcoming a test of your relationship

...you may mark progress per the rank of the connection.

If you already share a bond with the connection, do not mark progress. Instead, roll +their rank to learn the impact on your legacy: troublesome=+1; dangerous=+2; formidable=+3; extreme=+4; epic=+5. On a **strong hit**, mark 2 ticks on your bonds legacy track. On a **strong hit with a match**, you may also envision how recent events bolstered your connection's standing and raise their rank by one (if not already epic). On a **weak hit**, take +2 momentum. On a **miss**, take no lasting benefit.

When you build influence with a connection through a significant interaction, event, or deed, make this move.

There are several triggers to help define the bounds of what it means to evolve your relationship. But the pace is largely under your control. It's a big galaxy, so any meaningful interaction with a connection is likely an opportunity to Develop Your Relationship.

You deliver a precursor artifact to one of your connections, a researcher studying alien technology. This unique gift enables you to Develop Your Relationship.

Unbonded connections are managed through **progress tracks** (page 39). When you make this move, mark progress on the connection's progress track per their rank. Eventually, you can Forge a Bond and make a progress roll against this progress track.

If you already share a bond with a connection, you no longer have a progress track associated with them. Instead of marking progress, make an action roll using the connection's rank. A success on this roll offers immediate benefits, including legacy rewards on a strong hit. This is your incentive to nurture a relationship even after you Forge a Bond.

TEST YOUR RELATIONSHIP

When your relationship with a connection is tested through conflict, betrayal, or circumstance, roll +heart. If you share a bond, add +1.

On a **strong hit**, Develop Your Relationship.

On a **weak hit**, Develop Your Relationship, but also envision a demand or complication as a fallout of this test.

On a **miss**, or if you have no interest in maintaining this relationship, choose one.

- * Lose the connection: Envision how this impacts you and Pay the Price.
- * Prove your loyalty: Envision what you offer or what they demand, and Swear an Iron Vow (formidable or greater) to see it done. Until you complete the quest, take no benefit for the connection. If you refuse or fail, the connection is permanently undone.

The paths you pursue or events in your story may force a reckoning for your relationships. How strong is the commitment? If you try to maintain this connection, at what cost? When you act against a connection, face a significant disagreement or misunderstanding, or refuse or fail a crucial assignment, make this move to see what becomes of the relationship.

After learning the true identity of your target, you renounce a bounty contract. Now, you must face your patron, the head of a powerful hunter's guild. You envision how you make your case, then Test Your Relationship to learn their response.

On a strong hit—in spite of everything—this test strengthens your relationship. Envision how you emerge from the trial with a renewed pact, respect, or rapport.

With a weak hit, the relationship evolves, but you must deal with an ongoing complication or concession. Things may remain fraught or tense.

On a miss, the relationship is at a tipping point. Retaining the connection will require a quest to affirm your loyalty; you cannot use the mechanical or narrative benefits of the connection until the quest is done. If you don't take up the quest, the connection is broken.

If an incident forces this test, but you aren't in a position to resolve it, make a note. Then, make this move when you next come in contact. If extended time passes without making the test, it may be appropriate to simply clear the connection and be done with it.

FORGE A BOND

Progress Move

When your relationship with a connection is ready to evolve, roll the challenge dice and compare to your progress.

On a **strong hit**, you now share a bond. Mark a reward on your bonds legacy track per the connection's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who share this connection also mark the reward. Then, choose one.

- * Bolster their influence: When they aid you on a move closely associated with their role, add +2 instead of +1.
- * Expand their influence: Give them a second role. When they aid you on a move closely associated with either role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but they ask something more of you first. To gain the bond and the legacy reward, envision the nature of the request, and do it (or Swear an Iron Vow to see it done).

On a **miss**, they reveal a motivation or background that puts you at odds. If you recommit to this relationship, roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the connection's rank by one (if not already epic).

A bond represents a deeper, more meaningful relationship with a connection. Building a bond reinforces your commitment, bolsters the connection's aid, and provides experience through legacy rewards. When you have accrued progress on a connection's progress track and are ready to take the relationship to the next level, make this move.

Since this is a **progress move** (page 42), tally the number of filled boxes on your progress track for the connection. This is your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to the progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum, and you are not affected by negative momentum.

If this is a mutual connection with allies, you share a progress track. When it is time to Forge a Bond, one of you makes the move for the group. Each of you marks the legacy reward for your character.

In the fiction of your story, forging a bond can be ceremonial. Perhaps you exchange gifts or share a promise. If so, envision what you do or say. This will add color and texture to the setting, and give the moment proper weight. Otherwise, the bond is a new phase that you (the player) are aware of, but is not formally recognized by the characters.



When you Forge a Bond and score a strong hit, you now share a bond. Mark progress on your **bonds legacy track** per the rank of the connection. Then, choose whether they are made more helpful under their existing role, or if they gain a new role.

Beyond the mechanical support of the bond, consider how the evolution of the relationship impacts your future interactions. What new responsibilities or opportunities does it introduce?

On a weak hit, they ask more of you. It might be a task, an item, a concession, or even a vow. Envision what they need or Ask the Oracle for insight. If you agree, gain the bond. If you refuse or fail to complete the request, the connection is not necessarily lost (although you may need to Test Your Relationship), but you cannot attempt to Forge a Bond again unless those circumstances change.

On a miss, things are not as they seemed. The connection reveals something that fundamentally undermines or alters your relationship. Have they kept important information from you? Do they have an ulterior motive? Do you discover their ties to an enemy or rival? If you choose to maintain the relationship, you face a setback and must rebuild on these new terms. If there is no coming back after this revelation, simply clear the connection and envision how you move forward.



EXPLORATION MOVES

The Forge is a vast, chaotic, and largely unexplored galaxy. Your sworn vows will take you through uncharted space, across the surface of inhospitable planets, and into the depths of foreboding derelicts, enigmatic alien vaults, and other perilous sites.

Will you survive these expeditions? What will they cost you? What wonders and horrors will you face? Use the **exploration moves** to find out.

Undertake an Expedition (page 169)

When you trailblaze a route through perilous space, journey over hazardous terrain, or survey a mysterious site...

Explore a Waypoint (page 174)

When you divert from an expedition to examine a notable location...

Make a Discovery (page 176)

When your exploration of a waypoint uncovers something wondrous...

Confront Chaos (page 177)

When your exploration of a waypoint uncovers something dreadful...

Finish an Expedition (page 178)

When your expedition comes to an end...

Set a Course (page 180)

When you follow a known route through perilous space, across hazardous terrain, or within a mysterious site...

UNDERTAKE AN EXPEDITION

When you trailblaze a route through perilous space, journey over hazardous terrain, or survey a mysterious site, give the expedition a name and rank.

Then, for each segment of the expedition, envision your approach. If you...

- * Move at speed: Roll +edge
- * Keep under the radar: Roll +shadow
- * Stay vigilant: Roll +wits

On a **strong hit**, you reach a waypoint. Envision the location and mark progress per the rank of the expedition.

On a **weak hit**, as above, but this progress costs you. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a peril at the waypoint: Envision what you encounter.

On a **miss**, you are waylaid by a crisis, or arrive at a waypoint to confront an immediate hardship or threat. Do not mark progress, and Pay the Price.

This is the foundational move for a trailblazing expedition. Make this move when you initially set off on a journey or delve into the unknown—whether you are in your STARSHIP, controlling a support vehicle, or traveling on foot. Then, each time you attempt to accrue progress, make the move again to resolve that segment of the expedition.

If you are instead making a journey through perilous known territory, such as following a mapped route or returning along an established path, make the Set a Course move to see how you fare with a single roll. If an expedition is mundane—a relatively short distance through safe territory—don't make a move at all. Just envision the trip and jump to what happens when you arrive.

To begin an expedition, give it a name. Then, set the challenge using the standard ranks: troublesome, dangerous, formidable, extreme, or epic. Choose a rank appropriate to the fictional circumstances—the distance or scope, region, environment, threats, and your readiness. You should also consider the expedition's importance in your story. If you want to move quicker to your destination, give it a lower rank. If this expedition represents an important aspect of your story, or you want to create space for encounters, events, and side quests, give it a higher rank. When you Finish an Expedition, you gain legacy rewards by marking progress on your **discoveries legacy track** per the rank of the expedition.

ENVISIONING YOUR APPROACH

For each segment of the expedition, envision your approach before rolling. The Undertake an Expedition move offers three options. Choose one.

- * Move at speed: Roll +edge
- * Keep under the radar: Roll +shadow
- * Stay vigilant: Roll +wits

Your stat choice should be driven by the situation, your surroundings, your character's abilities and methods, and the nature of your vehicle or gear. It's fine to frame your approach to best fit a favored stat, but circumstances may force you to rely on a less optimal method.

Guiding your STARSHIP on an interstellar expedition, you find yourself in a vast nebula wracked by energy storms. Your ship is equipped with an ENGINE UPGRADE and rigged for speed, but the nebula forces caution. You Undertake an Expedition and roll +wits as you navigate carefully through the chaotic storms.

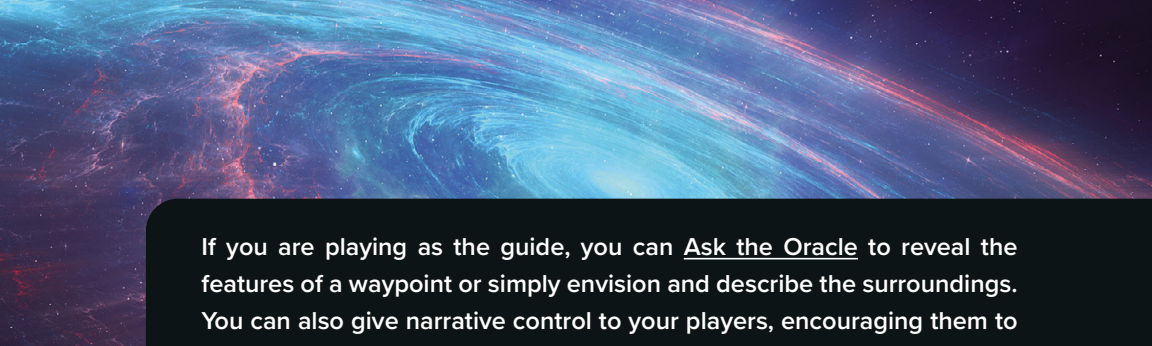
REACHING A WAYPOINT

Each segment of the expedition is marked by a **waypoint**. The locations, features, or encounters at a waypoint will create context for your exploration and the result of your moves.

Envision the details of a waypoint using the established nature of the expedition, the environment, and the outcome of the move. Or Ask the Oracle for inspiration. In Chapter 5, you'll find procedures for generating locations for spaceborne expeditions (page 301), planets (page 307), derelicts (page 350), and precursor vaults (page 362).

For long-range spaceborne expeditions, your STARSHIP cruises the interstellar **drifts**, and each segment of the journey ends at a waypoint called an **anchorage**. Additionally, navigating complex areas of space such as asteroid fields or energy-wracked nebulas can provide waypoints in your expedition. See page 68 for details on interstellar travel and exploration in the Forge.

Depending on the pace of your story and your current situation, you may choose to focus on a waypoint. An extraordinary location or discovery might offer an opportunity to Explore a Waypoint. Or you can play out a scene not involving moves as you interact with your allies or the world. Mix it up. Some segments of travel will pass as a brief montage. Others are chances to zoom in, enriching your story and your setting. The moves will help prompt and guide your focus, but—like the director of a movie—you and your fellow players also have control. When it matters, when it's interesting or dramatic, zoom in. Use those moments to reveal interesting details, introduce complications, or deepen your characters.



If you are playing as the guide, you can Ask the Oracle to reveal the features of a waypoint or simply envision and describe the surroundings. You can also give narrative control to your players, encouraging them to make oracle rolls and interpret the results.

RESOLVING THE OUTCOME

On a strong hit, mark progress per the rank of the expedition as you reach the waypoint. For example, on a dangerous journey, mark two progress (filling two boxes on your progress track).

On a weak hit, you mark progress but must also suffer a cost. You'll choose between two options:

- * Suffer costs en route: Endure the wear and tear of the arduous journey with one suffer move at a serious cost (-2) or two suffer moves at a minor cost (-1). As appropriate to the situation, these suffer moves can apply to any combination of yourself, a vehicle, an ally, or a companion. This is the option to take if you want to quickly envision a cost and move on.
- * Face a peril at the waypoint: Introduce a danger that poses a hazard but does not inflict an immediate cost. You'll need to take action to overcome or outwit this danger. This is the option to choose if you want to zoom in and give the threat some focus.

When you have accumulated enough progress and are ready to wrap up an expedition, make the Finish an Expedition move.

When you Undertake an Expedition and score a miss, you do not mark progress and must Pay the Price. You might face an environmental hazard, an encounter with a threatening lifeform, an attack by foes, equipment failures, foreboding discoveries, or supernatural events. Decide what happens based on your current circumstances and surroundings, roll on the Pay the Price table, or Ask the Oracle for inspiration. Depending on the nature and focus of the cost, you can play out the event to see what happens, or summarize and apply consequences immediately.

You are exploring the surface of a grave world. When you Undertake an Expedition and roll a miss, you envision the onset of a sudden and violent acid rain. You are disoriented and lose the path, and do not mark progress. Plus, you must now Face Danger to find shelter before the corrosion compromises your environment suit. You imagine each drop of rain sizzling against the visor of your helmet...

EXPEDITION PERILS

If you encounter a peril on an expedition because of a weak hit or miss, consider the nature of the danger as appropriate to the current situation. If you need inspiration, Ask the Oracle. You'll find oracles to help inspire perils for various location types, including space (page 304), planets (page 320), derelicts (page 352–359), and precursor vaults (pages 366–369). Abstract oracles such as Action and Theme (pages 296–297) can also spark ideas for a perilous situation.

You might also encounter a peril—regardless of the outcome of the move—if you Ask the Oracle to reveal the details of a waypoint. The Forge, after all, is full of mystery and danger. In that case, you should let the approach you used to Undertake an Expedition (your stat choice, per the options in the move) and the outcome of your roll (strong hit, weak hit, or miss) help frame the situation as you face that unexpected danger.

For example, if you roll +shadow as you Undertake an Expedition on an interstellar journey, you are trying to keep your STARSHIP undetected by potential foes. If you arrive at a waypoint to find a horde of pirate ships, interpret what happens next with that framing in mind.

- * If you rolled a strong hit, you are in control. Your stealthy approach means the pirates don't see you, and you are in position to observe them or sneak away without risk—no move needed.
- * If you rolled a weak hit, you're at risk. They haven't seen you, but you'll likely need to make a move such as Face Danger to avoid catching their attention.
- * If you rolled a miss, the pirates are already upon you. Enter the Fray.

JUST ALONG FOR THE RIDE?

If you and your allies aren't an active participant in the planning or execution of the expedition—for example, you are passengers on a spacecraft operated by an NPC—you won't Undertake an Expedition. The journey will be resolved in the fiction. You can Ask the Oracle to determine what happens en route or when you arrive.

ALLIES AND EXPEDITIONS

If you are on an expedition with allies, you share a progress track and one of you makes the Undertake an Expedition roll for each segment. The responsibility for leading the expedition can switch from segment to segment as you like.

An ally can assist by making the Aid Your Ally move. Perhaps they scout ahead on a planetside journey, or calibrate the eidolon drive on an interstellar voyage. Opportunities for downtime during the expedition might also allow you or your allies to pursue unrelated objectives, projects, and scenes. Everyone should offer occasional narrative color for what they do and see on the expedition, even if they are not making moves.



EXPLORE A WAYPOINT

When you divert from an expedition to examine a notable location, roll +wits.

On a **strong hit**, choose one. On a **strong hit with a match**, you may instead Make a Discovery.

- * Find an opportunity: Envision a favorable insight, situation, resource, or encounter. Then, take +2 momentum.
- * Gain progress: Mark progress on your expedition, per its rank.

On a **weak hit**, you uncover something interesting, but it is bound up in a peril or reveals an ominous aspect of this place. Envision what you encounter. Then, take +1 momentum.

On a **miss**, you encounter an immediate hardship or threat, and must Pay the Price. On a **miss with a match**, you may instead Confront Chaos.

When you encounter a promising waypoint in the midst of an expedition—and choose to explore that location in depth, make this move to see what you find. This move is best used sparingly for remarkable or unusual locations, rather than as a matter of course.

You are delving an abandoned mining facility deep in the heart of a crystalline asteroid. The site is full of dark passages and dormant industrial equipment. But you come across a high-tech research lab where the power is still active. What is this place? You Explore a Waypoint to take a closer look.

If you roll a strong hit and choose to find an opportunity, take a moment to bring what you find to life. What is it? How can it help you? The opportunity should make sense in the context of the location and the purpose of your exploration. It might also enable additional moves, such as finding a secure spot to Repair, or discovering valuable salvage you can use to Resupply.

If you instead choose to gain progress on a strong hit, envision how you earn this advantage. Is it a shortcut, helpful data, insight into the nature of the region, or some other discovery that speeds you along your way?

On a weak hit, you encounter something curious or helpful, but also face an immediate peril or learn something that foreshadows future danger. Envision what you encounter and what you do next. Trying to learn more or leverage this opportunity may force you into deeper peril.

On a miss, your exploration has gone wrong or uncovered an unexpected hazard. You gain no benefit and must Pay the Price.

PERILS AND OPPORTUNITIES

If you reveal a peril or opportunity as you Explore a Waypoint, you can Ask the Oracle for insight. There are oracle tables for perils and opportunities for several common environments, including space (page 304–305), planets (pages 320–321), derelicts (pages 352–359), and precursor vaults (pages 367–369).

Most results on those peril tables are a setup for a new threat or complication. You encounter an obstacle that must be overcome, or a foe who must be dealt with, or a mystery that must be solved. If you need clarification for an abstract or suggestive result, Ask the Oracle. Then, zoom in and resolve the situation. If a move is triggered, make it.

Other results as you encounter a peril or Pay the Price may suggest an immediate consequence, such as making a suffer move (page 198). If so, make it happen. Varying the focus and nature of the dangers you encounter will help you manage the pace of your story. If it's interesting and dramatic, zoom in. Otherwise, apply the consequence and move on.

DISCOVERIES AND CHAOS

If you roll a match as you Explore a Waypoint, you can choose to encounter something wondrous or dreadful. On a strong hit with a match, Make a Discovery. On a miss with a match, Confront Chaos. Those moves offer prompts for the nature of what you uncover and allow you to mark rewards on your **discoveries legacy track**.

This is a choice, not a mandate. Even on a match, you can choose to resolve the Explore a Waypoint move using the default outcomes.

MANAGING THE SCOPE OF A WAYPOINT

The scale of your exploration may vary. On an interstellar expedition, you might Explore a Waypoint and resolve a days-long survey of an entire planet with one roll of the dice. Inside an alien vault, the same move can represent your examination of a single chamber in a matter of minutes. Envision your actions and outcome as appropriate to the situation and the level of story focus you give to the location.

You can even choose to spotlight a notable waypoint by making your exploration of that location an expedition of its own. In that case, you do not Explore a Waypoint. Instead, Undertake an Expedition. You are nesting one expedition within another, each with its own progress track.

During a planetside expedition, you encounter a ruined settlement. If you delve into the remains of this place, you can Explore a Waypoint to quickly resolve the search from a zoomed out perspective. Or you can choose to Undertake an Expedition within the site, giving the survey its own rank and progress track.

MAKE A DISCOVERY

When your exploration of a waypoint uncovers something **wondrous**, roll on the table below or choose one. Then, envision the nature of the discovery and how it is revealed. When you first experience or engage with the discovery, you and your allies may mark two ticks on your discoveries legacy track.

1–4	Advanced technology waiting to be harnessed or salvaged
5–8	Ancient archive or message
9–10	Artificial consciousness evolved to a higher state
11–12	Clues to a crucial resource or uncharted domain
13–14	Envoy from another time or reality
15–22	Extraordinary natural phenomenon
23–24	First contact with intelligent life
25–26	Gateway to another time or alternate reality
27–28	Key to unlocking a language or method of communication
29–34	Lost or hidden people
35–42	Majestic or unusual lifeforms
43–46	Marvel of ancient engineering
47–50	Miraculously preserved artifact or specimen
51–56	Monumental architecture or artistry of an ancient civilization
57–62	Mysterious device or artifact of potential value
63–66	New understanding of an enduring mystery
67–68	Pathway or means of travel to a distant location
69–70	Person or lifeform with phenomenal abilities
71–78	Place of awe-inspiring beauty
79–86	Rare and valuable resource
87–88	Safeguarded or idyllic location
89–90	Visions or prophecies of the future
91–100	Roll Twice

You may make this move only when you Explore a Waypoint and roll a strong hit with a match. This represents uncovering something extraordinary, the nature of which you'll define by choosing or rolling on the table. This is a dramatic, rare event, worthy of focus in your story. Take a moment to envision the result or talk it through with others at your table. The discovery should deepen your understanding of the setting, introduce revelations that may contradict accepted truths, or reveal a rare and valuable treasure.

Once you've established the nature of the discovery and interacted with it in the fiction, you and your allies may mark two ticks on your **discoveries legacy track**.

CONFRONT CHAOS

When your exploration of a waypoint uncovers something dreadful, decide the number of aspects: one, two, or three. Roll that number of times or choose that number of aspects on the table below. Then, envision how the encounter begins.

For each result, when you first confront that aspect within the scope of the encounter, you and your allies may mark one tick on your discoveries legacy track.

- | | |
|--------|--|
| 1–4 | Baneful weapon of mass destruction |
| 5–9 | Cataclysmic environmental effects |
| 10–12 | Dead given unnatural life |
| 13–17 | Destructive lifeform of monstrous proportion |
| 18–20 | Dread hallucinations or illusions |
| 21–24 | Harbingers of an imminent invasion |
| 25–27 | Horde of insatiable hunger or fury |
| 28–32 | Horrific lifeforms of inscrutable purpose |
| 33–36 | Impostors in human form |
| 37–41 | Machines made enemy |
| 42–45 | Malignant contagion or parasite |
| 46–50 | Messenger or signal with a dire warning |
| 51–53 | Passage to a grim alternate reality |
| 54–58 | People corrupted by chaos |
| 59–63 | Powerful distortions of time or space |
| 64–68 | Signs of an impending catastrophe |
| 69–72 | Site of a baffling disappearance |
| 73–77 | Site of a horrible disaster |
| 78–82 | Site of terrible carnage |
| 83–87 | Technology nullified or made unstable |
| 88–92 | Technology warped for dark purpose |
| 93–96 | Vault of dread technology or power |
| 97–100 | Worshippers of great and malevolent powers |

You may make this move only when you Explore a Waypoint and roll a miss with a match. You have stumbled across a dire discovery or inadvertently unleashed something horrific, the nature of which may have campaign-shaking ramifications.

Choose a number of aspects (one, two, or three), and pick or roll that number of times on the table. Then, envision how this threat manifests. The good news? Even chaos offers knowledge; you and your allies may mark one tick on your **discoveries legacy track** for each aspect you encounter.

FINISH AN EXPEDITION

Progress Move

When your expedition comes to an end, roll the challenge dice and compare to your progress.

On a **strong hit**, you reach your destination or complete your survey. Mark a reward on your discoveries legacy track per expedition's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this expedition also mark the reward.

On a **weak hit**, as above, but you face an unforeseen complication at the end of your expedition. Make the legacy reward one rank lower (none for a troublesome expedition), and envision what you encounter.

On a **miss**, your destination is lost to you, or you come to understand the true nature or cost of the expedition. Envision what happens and choose one.

- * Abandon the expedition: Envision the cost of this setback and Pay the Price.
- * Return to the expedition: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the expedition's rank by one (if not already epic).

When you have accrued progress on an expedition's progress track and are ready to complete the expedition, make this move.

Since this is a **progress move** (page 42), tally the number of filled boxes on your progress track. This is your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum on this roll, and you are not affected by negative momentum.

If you are on an expedition with allies, one of you makes this move. Each of you benefit (or suffer) from the narrative outcome, and you mark legacy rewards together.

On a strong hit, you complete your survey or reach your destination. Mark progress on your **discoveries legacy track** per the rank of the expedition. Then, consider the impact of your discoveries. If this was an interstellar voyage, did you trailblaze a new passage that you and others can follow? Did you uncover resources or encounter mysteries that will have a lasting impact on your setting? How has the expedition changed you?



On a weak hit, the journey or survey is complete, but something complicates the end of your expedition. Things are not what you expected, or a new danger reveals itself. Envision what you encounter, and make the legacy reward one rank lower. Then, play to see what happens.

On a hit, also consider how the expedition impacts your vows. If it serves as a milestone on a quest, make the Reach a Milestone move. See page 181 for details on pairing an expedition with a quest.

Once an expedition is complete, future travel along this route or within this site is streamlined. If you head back the way you came, or return in the future along the same path, you can Set a Course.

On a miss, something has gone wrong. You realize you are off-course, relied on bad information, or face a turn of events that undermines the expedition or makes its cost too great. Depending on the circumstances and your choice, this might mean your expedition ends in failure, or that you push on while clearing some of your filled progress and raising the expedition's rank.

On the rugged, forested world of Nemus, you are on an expedition to reach a fabled site called the Heart of the Ancients. This massive floating island, held aloft by mysterious forces, is said to contain a precursor vault with untold technological riches. But when you Finish Your Expedition, you roll a miss. You envision finding not a vault, but a map. The journey is not yet complete...

SET A COURSE

When you follow a known route through perilous space, across hazardous terrain, or within a mysterious site, roll +supply.

On a **strong hit**, you reach your destination and the situation there favors you. Take +1 momentum.

On a **weak hit**, you arrive, but face a cost or complication. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a complication at the destination: Envision what you encounter.

On a **miss**, you are waylaid by a significant threat, and must Pay the Price. If you overcome this obstacle, you may push on safely to your destination.

When you are journeying along a known (but still perilous) path, make this move. Unlike Undertake an Expedition, which is resolved in individual segments, Set a Course condenses the narrative and mechanics of the entire journey into a single roll of the dice.

For interstellar travel, plotted routes through the chaos of the Forge are called **passages**. When traveling in your STARSHIP, you can Set a Course if you are following one of these charted paths. You'll establish your own passages when you successfully Undertake an Expedition through interstellar space, and you might have opportunities to obtain navigational data for a specific route through other means. See page 68 for more on interstellar travel within the Forge.

For planetside travel and surveys within sites, you can Set a Course when you are journeying through a known area or along a previously established route.

On a strong hit, you arrive safely at your destination. Hours, days, or weeks will have passed as appropriate to the scope of the journey, but the trip was uneventful. Envision how you managed the journey and what you did with any downtime.

On a weak hit, you reach your destination, but the journey extracts a price. Choose an option from the move and envision the cost or complication.

On a miss, you are waylaid by a significant danger en route. Envision what you encounter and do what you must to overcome this threat. If you survive, you can push on safely to your destination without making another move.

COMBINING EXPEDITIONS AND QUESTS

Typically, an expedition is an obstacle to be overcome in a related quest. When you Finish an Expedition, you might also Reach a Milestone on a vow. But what do you do when the objective of an expedition is also the focus of a vow?

You Swear an Iron Vow to transport urgently needed medical supplies to a remote outpost. But a clan of drift pirates stalk the spaceways in this sector, and other dangers surely await in the depths of the Forge.

In this example, the expedition destination and the object of a quest are essentially the same. However, you still maintain separate progress tracks for each. Progress on your expedition is not marked as progress on your vow; instead, you find opportunities to Reach a Milestone as you prepare, undertake, and complete the expedition.

First, consider what obstacles you must deal with as you ready yourself for the expedition. Do you need to obtain navigational data? Are there forces that seek to prevent you from setting off? Overcoming these obstacles can allow you to Reach a Milestone in your quest.

During the expedition, manage your progress for the expedition and the vow separately. When you successfully Undertake an Expedition, mark progress on that track. In parallel, as you gain new information and overcome obstacles and foes related to the quest, you can Reach a Milestone and mark progress on your vow.

Finally, the moment when you successfully Finish an Expedition will probably serve as a milestone in your quest. Depending on the situation, you may face obstacles at your destination that you must overcome before you can Fulfill Your Vow. There may be enemies protecting the objective, for example, or a hazard you must bypass. These obstacles are additional milestones in your quest.

In fact, adding obstacles once you Finish an Expedition can accomplish two things: It creates additional milestones to fill out your vow progress track, and can make the climax of your quest and expedition more dramatic and exciting.

If a quest is directly related to an expedition and seems relatively straightforward, you should give it an appropriately low rank—a step or two below the rank of the expedition. For example, you might have a dangerous quest to achieve an objective on a formidable expedition.



COMBAT MOVES

The Forge is a perilous galaxy. Factions fight for control. Pirates hunt the spaceways. Raiders prey on vulnerable settlements. Dangerous creatures and chaotic terrors stalk the unwary. Dreaded foes and powerful forces will oppose your sworn quests. Eventually, you'll be forced to fight.

When you face one or more foes in high-stakes, action-oriented conflict, use the **combat moves**. These moves encompass on-foot action and vehicle sorties—or both as part of the same challenge.

Enter the Fray (page 188)

When you initiate combat or are forced into a fight...

Gain Ground (page 190)

When you are in control and take action in a fight to reinforce your position or move toward an objective...

React Under Fire (page 191)

When you are in a bad spot and take action in a fight to avoid danger or overcome an obstacle...

Strike (page 192)

When you are in control and assault a foe at close quarters, or when you attack at a distance...

Clash (page 193)

When you are in a bad spot and fight back against a foe at close quarters, or when you exchange fire at a distance...

Take Decisive Action (page 194)

When you seize an objective in a fight...

Face Defeat (page 196)

When you abandon or are deprived of an objective...

Battle (page 197)

When you fight a battle and it happens in a blur...

Before we dive into the combat moves, there are a few terms and concepts to keep in mind for managing combat challenges. See the following pages for details.



COMBAT OBJECTIVES

Most combat challenges are driven by something other than simply inflicting physical violence against your foes. What are you trying to achieve? These are your **objectives**. For example:

- * Escape the swarm of pirate ships
- * Upload the stolen data
- * Repel the raiders
- * Cover the evacuation of the settlement
- * Shut down the main reactor

Much like quests, connections, and expeditions, combat is managed through progress tracks and resolved with a progress move. You'll set one or more objectives when you Enter the Fray by naming them and giving them a rank. Then, you accrue progress toward those objectives by making combat moves. When you are ready to resolve an objective, Take Decisive Action.

A combat challenge involves action-oriented conflict, but it is not necessarily lethal. You should envision the actions of your character and your foes as appropriate to their intent and capabilities. For example, a Strike can be framed as a bruising punch, a shot from a stun gun, or a hail of deadly gunfire. But if you have an objective and neither side is willing or in a position to fight for it, that challenge is probably best represented through other moves. Combat is dangerous, messy, and chaotic. It's often a last resort.

COMBAT POSITION

In a fight, your **position** is defined as one of two states:

- * When you are **in control**, you make proactive moves to gain advantage and inflict forceful damage or destruction.
- * When you are **in a bad spot**, you must make reactive moves to get in position, overcome hazards, and thwart attacks.

Some combat moves are inherently proactive or offensive and can only be made when you are in control. Others are reactive or defensive and are made when you are in a bad spot. The text of each combat move will describe the requirements (phrased as “when you are in control” or “when you are in a bad spot”), and the outcome for those moves will set your new position.

You may also make moves that aren’t specific to combat, such as when you Endure Harm to resist injury or Repair your vehicle in the midst of a fight. To determine whether a move puts you in control or in a bad spot, follow these guidelines (unless a move tells you otherwise):

- * When you score a strong hit, you are in control.
- * When you score a weak hit or miss, you are in a bad spot.

POSITION AND ALLIES

You and your allies track position independently. Shift the focus between characters and make moves when they are triggered. A character who is in control makes proactive moves to cause damage or setup advantages. A character in a bad spot defends against attacks, attempts to overcome obstacles, and tries to get back into the fight.

Combat is a fluid situation. Talk out what happens as if moving a virtual camera around your imagined scene. Bring the chaos of the fight to life. Use a dramatic moment to jump to a different character. Keep things moving to give everyone time in the spotlight.

POSITION AND FOES

You do not track a position or make moves for your opponents. When you are in a bad spot, NPCs take actions in the fiction of the scene that force you to react. When you are in control, you make proactive moves to achieve your objectives and envision how your foes try to thwart you.

When you’re not sure what an enemy does next, particularly when they have you in a bad spot, Ask the Oracle. The foes in Chapter 4 (page 250) include traits and tactics to help envision their actions. The Combat Action oracle (page 383) offers prompts you can interpret as appropriate to the nature of the enemy and your objective.

COMBAT RANGE

When you Strike or Clash, the stat you roll is determined by your range relative to your foes: **close quarters** (+iron) or **at a distance** (+edge). This applies to vehicle and personal combat. Most exchanges of gunfire or vehicle-to-vehicle barrages are at a distance. When you are on foot at close quarters, you fight hand-to-hand or use ranged weapons at a brutally close range. In a vehicle, close quarters can mean point-blank strafing runs, short-range volleys, and ramming.

Changing your range might require a move to overcome obstacles, or is simply woven into the narrative of other actions. Enemy maneuvers can also change the range. For example, if you Strike a charging creature with gunfire and roll a miss, you'll likely find yourself at close quarters.

Apart from that, there's no need to track the geography of combatants in combat. Keep it chaotic and exciting. Envision a fight as a cinematic set piece with dynamic movement, complex terrain, environmental effects, unexpected dangers, and cunning foes.

COMBAT RESOURCES

The gear, companions, and vehicles you bring to bear provide narrative detail for a combat challenge and frame your ability to make moves. When you act to achieve your objectives, take these resources into account.

Some of your combat capabilities might be represented by assets. But most are simply an aspect of your character and the situation. How are you armed and armored? Who stands beside you? What tools of war or natural abilities does your foe wield? What hazards or advantages does the environment present? Weave these elements into the fiction of the scene to create a dramatic, dynamic challenge.

COMBAT SCALE AND DIFFICULTY

Take the relative scale and power of the combatants into account when setting the rank of objectives. If you are well-prepared and in a strong position to achieve an objective, set its rank appropriately low. If you are outmatched, make it higher. **A rank of formidable is a good default.** When you Enter the Fray, adjust it from there to reflect situational advantages or drawbacks. Or use multiple objectives to ramp up the complexity and danger of the fight, especially when playing with allies. Then, when you must Pay the Price during combat, the cost should reinforce the danger of the situation and the relative power of your foes.

In some cases, the scale of a foe will make direct assaults or defenses impossible. Your pistol is harmless against a titanic beast. Your SNUB FIGHTER is a minor nuisance against a massive dreadnought. Remember: fiction first. If you aren't in a position to take an action, envision another approach. If all else fails, you may need to Face Defeat.

BATTLE STATIONS!

The combat moves can depict any scale of action-oriented conflict—even the clash of mighty starships. If you are playing solo and at the helm of your STARSHIP or a support vehicle, you fly and fight independently. In co-op and guided play, you and your allies work together to survive.

There are no strict shipboard combat roles in *Starforged*. You'll react to threats and take action as appropriate to your character's nature and capabilities. But this doesn't mean a character who serves as a HEALER is stuck waiting for a patient in the medical bay. On a ship with a small crew, everyone is expected to lend a hand in a crisis. Get in a gun turret. Operate the sensor console. Rush through smoke-filled corridors to put out a fire. You are broadly capable and can assist outside your specialties.

To create a more exciting and involving shipboard combat challenge, let the narrative twists and turns of the fight create predicaments and opportunities for the crew. Here are some examples of shipboard combat tasks for co-op and guided play. In solo play, you may need to jump between or prioritize actions.

- * **Command:** Coordinate, make plans, provide motivation or comfort
- * **Countermeasures:** Deploy electronic countermeasures, defend against incoming missiles
- * **Damage Control:** Resist damage, suppress fires, patch hull breaches, fix systems, tend to mechanical companions
- * **Engineering:** Tune engines, manage power, bypass failing systems
- * **Escort:** Operate a support vehicle
- * **Gunnery:** Energize or ready weapons, lock on targets, fire weapons
- * **Infantry:** Repel boarders, launch raids against enemy vessels
- * **Medical:** Tend to the wounded
- * **Piloting:** Maneuver to get in position, line up a shot, evade incoming fire, avoid obstacles, pursue or escape targets
- * **Sensors:** Survey surroundings, scan foes, track and identify targets, plot navigation paths
- * **Systems:** Manage communications, jam or hack enemy systems, defend against electronic threats

Characters who are in control will envision their actions through proactive moves such as Gain Ground or Strike. Characters in a bad spot need to get in position, overcome obstacles, avoid threats, and fight back using moves such as React Under Fire and Clash. If you are in control and directly supporting another character, you can Aid Your Ally. In addition, suffer moves (page 198) and recover moves (page 208) will come into play as the crew deals with harm, stress, and damage.

Archer and Luna are playing *Starforged* in co-op mode. They are aboard their STARSHIP, flying through an asteroid field, on the run from a pack of pirate ships. Their objective: escape the pirates.

Both of them are in a bad spot. Luna is in a gun turret. Archer is in the pilot's seat, weaving through spaceborne rocks.

"A big asteroid tumbles right into our path," Archer says. "I'm going to React Under Fire to avoid it."

He rolls +edge, and scores a strong hit. He is now in control.

"Can you fly in a straight line, maybe?" Luna says. She is envisioning her character struggling to aim at the pursuing ships in the midst of Archer's frantic maneuvering.

"Since I'm in control now," Archer says, "let me see if I can get you lined up for a shot. I'm going to make the Aid Your Ally move with Gain Ground."

Archer rolls +edge again, and scores a weak hit. Per the Aid Your Ally move, this outcome puts Luna in control, but Archer is now in a bad spot. "I get us in perfect position," he says, "but I've sacrificed some speed and the pirates are gaining."

Luna takes the momentum bonus from Archer's Gain Ground outcome, lines up a shot on the lead pursuer, and rolls to Strike. Unfortunately, it's a miss. Things have gone from bad to worse.

"I take the shot," she says, "but the lead ship dodges and all I manage to do is knock a chunk out of a space rock. The pirates are firing back. Since I need to Pay the Price, let's say we take a hit?"

"Yeah, the ship buckles as they rake gunfire across the hull. Should we roll to Withstand Damage?"

"Actually," Luna says, "let's hold onto our ship integrity for now and throw a new complication into the mix. Maybe there's a blown panel and a fire breaks out. If we don't manage to deal with it, then we need to Withstand Damage."

"Yeah, so the ship rocks from the gunfire. An alarm buzzes in the cockpit. I holler over comms, 'we've got a fire in the engine room!'"

"I'm on it!" Luna says. "I drop out of the turret, climb down the ladder, and head for the engine room. I'll React Under Fire when I get there. Meanwhile, those pirates are closing in. What are you doing in the cockpit?"

"You mean besides praying?" Archer says.

ENTER THE FRAY

When you initiate combat or are forced into a fight, envision your objective and give it a rank. If the combat includes discrete challenges or phases, set an objective with a rank for each.

Then, roll to see if you are in control. If you are...

- * On the move: Roll +edge
- * Facing off against your foe: Roll +heart
- * In the thick of it at close quarters: Roll +iron
- * Preparing to act against an unaware foe: Roll +shadow
- * Caught in a trap or sizing up the situation: Roll +wits

On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * You are in control

On a **miss**, the fight begins with you in a bad spot.

Make this move when high-stakes combat is joined. First, define one or more **objectives** (page 183) and give each a rank: troublesome, dangerous, formidable, extreme, or epic. The foes, environment, and the nature of your goal can all have an impact on the rank of an objective. If you are outmatched, make the rank higher. If you are well-prepared and in a position of strength, make it lower. You might even use separate objectives and progress tracks to represent distinct stages, goals, or foes.

Once you've set your objectives, envision the situation and roll with the appropriate stat. The result determines your **position** at the start of the fight: **in control** or **in a bad spot** (page 184). On a strong hit, you are in control and gain momentum. On a weak hit, choose one of those starting advantages. On a miss, you are in a bad spot; you're caught unaware, put on the defense, or need to maneuver to get into the fight.

If you are fighting alongside allies, each of you rolls to determine your individual position as you Enter the Fray. Then, you and the other players envision the scene, describe your intent, and play to see what happens. You can share objectives, although you might focus on different tasks within the scope of each objective.

You and your ally locate a precursor data archive in the midst of an ancient, devastated city. You need time to decipher the cryptic controls of the archive, but are suddenly attacked by hostile, insect-like creatures. When you Enter the Fray, you set an objective to retrieve the precursor data. Your ally will help make progress on that objective by fending off the swarm.



GAIN GROUND

When you are in control and take action in a fight to reinforce your position or move toward an objective, envision your approach and roll. If you are...

- * In pursuit, fleeing, or maneuvering: Roll +edge
- * Charging boldly into action, coming to the aid of others, negotiating, or commanding: Roll +heart
- * Gaining leverage with force, powering through, or making a threat: Roll +iron
- * Hiding, preparing an ambush, or misdirecting: Roll +shadow
- * Coordinating a plan, studying a situation, or cleverly gaining leverage: Roll +wits

On a **hit**, you stay in control. On a **strong hit**, choose two. On a **weak hit**, choose one.

- * Mark progress
- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, your foe gains the upper hand, the fight moves to a new location, or you encounter a new peril. You are in a bad spot and must Pay the Price.

This move is the combat-focused version of Secure an Advantage, used when you are in control to build advantage against a foe or move toward your objective.

When you Gain Ground, picture the situation. Consider the environment, the gear and tech you bring to bear, and your own abilities. Consider your enemy, and their tactics and readiness. What can you use to your advantage? Envision your action, then make the move.

In the upper atmosphere of a Jovian world, your STARSHIP is attacked and pursued by a swarm of enemy fighters. You decide to Gain Ground by hiding in an expanse of storm-wracked clouds. Will this throw some of them off your trail? You roll +shadow to find out.

Since a hit on Gain Ground includes an option to mark progress, you can achieve your objective in a fight without relying solely (or possibly at all) on direct physical violence. This move—unlike others—also lets you stay in control on a weak hit. It's a powerful option to build momentum and progress. If you are instead acting to inflict direct harm or damage while you are in control, make the Strike move.

REACT UNDER FIRE

When you are in a bad spot and take action in a fight to avoid danger or overcome an obstacle, envision your approach and roll. If you are...

- * In pursuit, fleeing, dodging, getting back into position, or taking cover: Roll +edge
- * Remaining stalwart against fear or temptation: Roll +heart
- * Blocking or diverting with force, or taking the hit: Roll +iron
- * Moving into hiding or creating a distraction: Roll +shadow
- * Changing the plan, finding a way out, or cleverly bypassing an obstacle: Roll +wits

On a **strong hit**, you succeed and are in control. Take +1 momentum.

On a **weak hit**, you avoid the worst of the danger or overcome the obstacle, but not without a cost. Make a suffer move (-1). You stay in a bad spot.

On a **miss**, the situation worsens. You stay in a bad spot and must Pay the Price.

React Under Fire is the combat-focused version of Face Danger, and is used instead of that move in a fight. When you are in a bad spot and try to get out of harm's way, focus on defense, resist a foe's attempt to gain advantage, or get past an obstacle, make this move.

You are chasing an enemy agent through the corridors of an orbital station. You roll a miss as you Gain Ground, and are now in a bad spot. You envision rounding a corner to find the agent unleashing a spray of gunfire. You React Under Fire by leaping behind cover, and roll +edge.

React Under Fire is often done in response to a foe who is trying to gain advantage through an action other than a direct attack. The enemy commander taunts you over the ship's comms, trying to fluster you or provoke a reckless response. A trooper moves into position to get a shot at you from cover. A creature leaps at you, putting you off-balance for a follow-up attack. What do you do? Envision it, then make the move.

If you are in a bad spot and choose to fight back, you should instead Clash to resolve your action. React Under Fire is often less risky, since you can use a favored stat, the penalty on a weak hit is relatively mild, and a strong hit can put you in good position for a follow-up move. But unlike Clash, you won't have an opportunity to mark progress on a hit.

STRIKE

When you are in control and assault a foe at close quarters, roll +iron; **when you attack at a distance**, roll +edge.

On a **strong hit**, mark progress twice. You dominate your foe and stay in control.

On a **weak hit**, mark progress twice, but you expose yourself to danger. You are in a bad spot.

On a **miss**, the fight turns against you. You are in a bad spot and must Pay the Price.

Make this move when you are in control and act to inflict harm or damage against your foe.

Narratively, this move might represent a focused moment in time—a quick scuffle, a carefully aimed rifle shot, or the flight of a missile. Or it can depict an extended exchange as you attempt to keep your opponent on the defensive. Zoom in and out as appropriate to the scope of the fight.

You are in the gun turret of your starship, helping fight a pack of enemy fighters. You are in control, and holding your shot until the last possible moment as a fighter swoops by at close range. You swivel the cannon, press the trigger, and Strike +iron to unleash a barrage of devastating fire.

On a strong hit, you strike true. Envision the outcome and mark progress twice per the rank of the objective. For example, against a dangerous objective you would mark two boxes twice, or four full progress boxes. Any instance of “mark progress” gained through an asset ability stack with that result, allowing you to mark additional ticks or boxes per the rank of the challenge. See page 41 for details.

Narratively, a strong hit represents wounding or damaging an enemy, or wearing them down. You are in control and can envision your next action.

On a weak hit, you’ve done some damage but are overextended or gave your enemy an opportunity. You mark progress twice, and are in a bad spot. How does your foe respond?

On a miss, you must Pay the Price. Envision a price that fits the circumstances. Your opponent strikes back, and you Endure Harm or Withstand Damage. You sacrifice position or advantage and Lose Momentum. A companion or ally is put in harm’s way. Your weapon is out of ammo. A new danger reveals itself. Let the outcome flow out of the fiction, or roll on the Pay the Price table to see what happens.

CLASH

When you are in a bad spot and fight back against a foe at close quarters, roll +iron; **when you exchange fire at a distance**, roll +edge.

On a **strong hit**, mark progress twice. You overwhelm your foe and are in control.

On a **weak hit**, mark progress, but you are dealt a counterblow or setback. You stay in a bad spot and must Pay the Price.

On a **miss**, your foe dominates this exchange. You stay in a bad spot and must Pay the Price.

Make this move when you are in a bad spot and choose to fight back against your foe.

First, envision your action and the fiction of the exchange. Is this a focused, dramatic moment where you each seek an opening? Or is it a flurry of attacks and counters, advances and retreats? The outcome of the move determines whether your foe presses their advantage, or if you turn the tide and take control.

You are attempting to hold off enemy troopers as your ally frantically preps the STARSHIP for launch. Your foes burst through the docking bay entrance, firing wildly at you and the ship. You level your guns and Clash to shoot back, rolling +edge since you are at a distance.

On a strong hit, you come out on top. As with the Strike move, mark progress twice per the rank of the objective.

On a weak hit, you manage to inflict harm or damage and mark progress, but stay in a bad spot. Plus, you must Pay the Price. The cost you suffer can be to Endure Harm or Withstand Damage. Or you may face some other dramatic outcome as appropriate to the current situation and your foe's intent.

The result of a weak hit as you Clash—whether mechanical or purely narrative—should be more dire than the merely troublesome price you face if you React Under Fire and score a weak hit. The weak hit with Clash enables you to mark progress, but comes at a cost. This is the risk and reward of wading into the fight.

On a miss, you fail, don't mark progress, stay in a bad spot, and must Pay the Price. This fight is turning against you.

TAKE DECISIVE ACTION

Progress Move

When you seize an objective in a fight, envision how you take decisive action. Then, roll the challenge dice and compare to your progress.

If you are in control, check the result as normal. If you are in a bad spot, count a strong hit without a match as a weak hit, and a weak hit as a miss.

On a **strong hit**, you prevail. Take +1 momentum. If any objectives remain and the fight continues, you are in control.

On a **weak hit**, you achieve your objective, but not without cost. Roll on the table below or choose one. If the fight continues, you are in a bad spot.

1–40 It's worse than you thought: Make a suffer move (-2)

41–52 Victory is short-lived: A new peril or foe appears

53–64 You face collateral damage: Something is lost, damaged, or broken

65–76 Others pay the price: Someone else suffers the cost

77–88 Others won't forget: You are marked for vengeance

89–100 It gets complicated: The true nature of a foe or objective is revealed

On a **miss**, you are defeated or your objective is lost. Pay the Price.

Your objective is at hand, and you make a final effort to see it done. Do you succeed, or does the fight turn against you? Make this move to find out.

This is a dramatic moment. Focus on it. Envision your intent. You reach the comm console and prepare to transmit the stolen plans. You arm a torpedo and target the station's vulnerable exhaust port. You seize the forgespawn brood mother in the articulated claws of your exosuit. You level your gun at the enemy troopers and demand their surrender.

Since this is a **progress move** (page 42), tally the number of filled boxes on the progress track for this objective. This is your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to the progress score, and resolve a strong hit, weak hit, or miss. You may not burn momentum, and you are not affected by negative momentum. If you are in a bad spot as you make this move, you are not poised for success; unless you roll a strong hit with a match, you must shift the result down one level.

On a strong hit, the objective is achieved. If you still face other objectives (using separate progress tracks), you are in control and the fight continues.



If you score a weak hit, the victory comes at a cost. Roll or choose an outcome from the table. Then, consider the narrative implications of this outcome and what happens next. If the fight continues with any remaining objectives, you are in a bad spot.

You are aboard your ROVER, speeding along a rocky ravine, under attack by an enemy ship. You are ready to Take Decisive Action, and envision driving into a cave to throw off your pursuer. You make the progress roll and score a weak hit—a success, but at a cost. You pick the “victory is short-lived” outcome, and envision the cave entrance collapsing behind you, trapping you in the darkness.

On a miss, your final effort is undone through a surprising turn of events or dramatic failure, and you must Pay the Price. If this was the only objective, the fight is lost. Envision what this means and the cost you must pay as appropriate to your objective and the intentions of your foes.

If you score a miss and other objectives are still achievable, you can deal with the cost of this failure and press on. If those objectives are out of reach, you should instead Face Defeat.

When you and your allies are fighting for a common objective, you share a progress track. Anyone involved with the objective can instigate the final push and Take Decisive Action, with other allies describing how they contribute to the move. If you then score a weak hit or miss, consider the impact for the group and who suffers the cost.

FACE DEFEAT

When you abandon or are deprived of an objective, envision the consequence of this failure, clear the objective, and Pay the Price.

If the fight continues, you may create a new objective and give it a rank to represent the changing situation. If any objectives remain, the fight continues and you are in a bad spot.

Making the Take Decisive Action move is not the only way to resolve a combat objective. You can instead flee, surrender, shift to focus on another objective, or find yourself without any chance of success. When you can no longer bear the cost of the fight, or an objective falls out of reach, make this move.

Face Defeat does not require a roll. Instead, you envision how you abandon or are deprived of your goal, clear that objective, and Pay the Price. The cost you pay can be purely narrative as you deal with the fallout of this defeat. Or you might make a suffer move to represent an impact on your immediate condition or readiness—such as suffering stress, facing harm or damage, or losing momentum.

If you have multiple objectives and do not Face Defeat for all of them, the fight isn't over yet. If the situation and this defeat prompts a new combat objective, give it a rank and envision how you focus on this new goal.

You are aiding the evacuation of a research facility that is overrun by aggressive, mutated creatures. You have two objectives: ***cover the evacuation*** and ***secure the research data***. But you find yourself cut off from the labs, unable to press forward against a tide of beasts. You Face Defeat on the ***secure the research data*** objective. You are now in a bad spot, and envision getting surrounded in your moment of indecision. You'll keep the ***cover the evacuation*** objective and add a new one: ***escape the horde***.

If you Face Defeat and the fight continues, you are in a bad spot. If you are working together with allies, the nature of the defeat should help decide who is put in a bad spot. If a single character was working toward an objective independently and must Face Defeat, they are in a bad spot. If multiple allies were trying to achieve the same objective, each of them is in a bad spot.

BATTLE

When you fight a battle and it happens in a blur, envision your objective and roll. If you primarily...

- * Fight at range, or using your speed and the environment to your advantage: Roll +edge.
- * Fight depending on your courage, leadership, or companions: Roll +heart.
- * Fight in close to overpower your foe: Roll +iron.
- * Fight using trickery to befuddle your foe: Roll +shadow.
- * Fight using careful tactics to outsmart your foe: Roll +wits.

On a **strong hit**, you achieve your objective unconditionally. You and any allies who joined the battle may take +2 momentum.

On a **weak hit**, you achieve your objective, but not without cost. Pay the Price.

On a **miss**, you are defeated or the objective is lost. Pay the Price.

Make this move as an alternative to a detailed combat scene. If your story doesn't emphasize fighting, or you'd rather abstract combat encounters, you can use this move exclusively. Or you can drop it into some portion of a larger scene. Perhaps you Battle to deal with lesser foes, then Enter the Fray for your main objective. The mix of Battle and detailed fight scenes can guide your focus to what is interesting or important.

Sentry bots attack as you approach the enemy outpost. You don't want to focus on this fight, so you Battle to see what happens.

A strong hit is unconditional success. You achieve your objective and your foes are defeated, surrender, or flee as appropriate to their nature and your intent. A weak hit means you achieve your objective, but at some cost. Since this is the resolution of an extended scene, the price you pay on a weak hit should be meaningful.

If you score a miss as you Battle, you fail to achieve your objective and must Pay the Price. Make it hurt, but not in such a way that it puts an end to your story. Envision what happens, apply the cost of this failure, and decide how you move forward.

When you and your allies Battle together, one of you takes the lead and makes the move. On a strong hit, everyone benefits from the narrative success, but only the character making the move takes the momentum bonus. On a weak hit or miss, suffer an outcome that fits the situation, either to an individual or the group.



SUFFER MOVES

When you bear the brunt of a failed action or make a concession, the **suffer moves** help resolve the cost. These moves are typically made when you must Pay the Price and face a hardship that directly impacts your well-being and readiness, or as prompted by a move or asset.

Lose Momentum (page 199)

When you are delayed or disadvantaged...

Endure Harm (page 200)

When you face physical injury, fatigue, or illness...

Endure Stress (page 202)

When you face mental strain, shock, or despair...

Companion Takes a Hit (page 204)

When your companion faces physical hardship...

Sacrifice Resources (page 205)

When you lose or consume resources...

Withstand Damage (page 206)

When your vehicle faces a damaging situation or environment...

The suffer moves are tied to a mechanical result, reducing the value of an associated resource (momentum, health, spirit, supply, a companion's health, or a vehicle's integrity) by an amount appropriate to the severity of the incident or nature of a foe. But when you apply the mechanical cost of a suffer move, don't just move numbers around. Take a moment to envision the details in the fiction. How does the situation change? What happens next?

Also, keep in mind that a suffer move is only one way to represent a costly outcome. Introducing complications and perils without an immediate mechanical cost will amp up the tension and danger of your story. Bring down the hammer with a suffer move to represent compounding failures, or when you want to quickly resolve a cost without giving it undue focus in your story.

LOSE MOMENTUM

When you are delayed or disadvantaged, suffer -1 momentum for a minor setback, -2 for a serious setback, or -3 for a major setback.

When your momentum is at its minimum (-6) and you must suffer -momentum, choose one.

- * Envision how the price is paid and apply the cost to a different suffer move.
- * Envision how this undermines your progress on a vow, expedition, connection, or combat. Then, clear 1 unit of progress on that track per its rank: troublesome=3 boxes; dangerous=2 boxes; formidable=1 box; extreme=2 ticks; epic=1 tick.

Your **momentum meter** (page 35) tracks your character's overall inertia, luck, and confidence, and will ebb and flow through a session. Make this move when you must Pay the Price and face a situational delay or disadvantage. Also, moves and assets will prompt you to Lose Momentum as a cost or concession, and may indicate a specific amount to suffer, phrased as "Lose Momentum (-X)."

When you make this move, reduce your momentum meter according to the nature of the setback: minor (-1), serious (-2), or major (-3). If the cost is open to interpretation, consider the scope of the situation. A minor setback is a slight inconvenience, while a major setback is a dramatic delay or hindrance. If in doubt, make it serious.

You are riding your SKIFF across storm-tossed seas. When you must Pay the Price, you envision a large wave swamping your vehicle. The SKIFF nearly keels over, and your gear is soaked. You Lose Momentum as you struggle to get back on course.

Not every new problem should result in a loss of momentum. A complication or danger is often a great enough cost by itself, and doesn't need mechanical impact to affect your character and story. Use the Lose Momentum move for meaningful but short-lived setbacks. Bigger misfortunes can stand on their own.

When you suffer a loss of momentum while your momentum meter is at its lowest point (-6), the leftover -momentum must be traded for an equal cost through another suffer move. Or it must be accounted for as lost progress in a progress track, using the vow, connection, expedition, or fight that is most relevant to the current situation. Make a choice between those two options as appropriate to the situation, and envision how this setback is reflected in the fiction.

ENDURE HARM

When you face physical injury, fatigue, or illness, suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your health is 0, Lose Momentum equal to any remaining harm.

Then, if your health is 0 or you choose to resist the harm, roll +health or +iron, whichever is higher.

On a **strong hit**, choose one.

- * Shake it off: If you are not wounded, take +1 health
- * Embrace the pain: Take +1 momentum

On a **weak hit**, if you are not wounded, you may Lose Momentum (-1) in exchange for +1 health. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 health or Lose Momentum (-2). If your health is 0, you must also mark **wounded** or **permanently harmed**, or roll on the table below.

1–10 You suffer mortal harm. Face Death.

11–20 You are dying. Within an hour or two, you must Heal and raise your health above 0, or Face Death.

21–35 You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to ongoing harm, Face Death.

36–50 You are reeling. If you engage in any vigorous activity before taking a breather, roll on this table again (before resolving the other move).

51–100 You are still standing.

Make this move when you bear the brunt of a physical attack or impact, are exposed to harmful environments, are stricken with disease or sickness, or face a wearying undertaking.

When you must Pay the Price, you can Endure Harm if physical harm is a fitting outcome of the current situation. Also, moves and assets can prompt you to Endure Harm as a cost or concession, and may indicate a specific amount of stress to suffer, phrased as “Endure Harm (-X).”

You Face Danger to help extinguish a shipboard fire, and roll a weak hit. You've succeeded, but must face a troublesome cost. You envision the heat and smoke wearing you down, and Endure Harm.

When you Endure Harm, first, reduce your **health meter** by the amount of harm suffered: minor (-1), serious (-2), or major (-3). If the cost is open to interpretation, consider the severity of the situation or nature of your foe. For example:

- * **Minor (-1 health):** Unarmed brawl; taking hits from a simple weapon; bumps and bruises; lesser creature attack; tiring effort; mild sickness; exposure to an unhealthy environment.
- * **Serious (-2 health):** Powerful unarmed assault; forceful impact; small arms fire; deadly creature attack; draining effort; lingering sickness; exposure to a toxic environment.
- * **Major (-3 health):** Heavy weaponry; mighty creature attack; stunning injury; exhausting effort; exposure to a deadly environment.

If in doubt, make it serious.

If your health is reduced to 0, or was already at 0, you must Lose Momentum and apply any remaining -health to your momentum meter. For example, if you were at 1 health and suffer major harm (-3), reduce your health to 0 and apply the remaining -2 to momentum.

Next, you'll make a choice: Do you attempt to resist this harm and make an action roll, or suffer the cost and move on? If you are at 0 health, you have no choice—you must make the roll.

If you do make the roll, resolve the outcome as detailed. On a strong hit, you are undaunted; take +1 health (if you do not have the wounded impact) or +1 momentum. If you are in a fight, this strong hit puts you in control.

On a weak hit, you can choose to trade -1 momentum for +1 health as you roll with the punches. Otherwise, take the harm and press on.

On a miss, you must suffer an additional -1 health or Lose Momentum (-2). When you score a miss and your health is now at 0, you also need to make an important decision. Do you risk the potential of a dire outcome by rolling on the table, or do you suffer an impact? The **wounded** impact (page 50) is temporary and can be dealt when you successfully Heal. But becoming **permanently harmed** (page 52) is an enduring, life-changing event.

If you score a miss with 0 health and those impacts are already marked, you have no choice. Roll on the table to determine your fate.

When you mark wounded, you cannot regain health until you successfully Heal and clear that impact.

ENDURE STRESS

When you face mental strain, shock, or despair, suffer -1 spirit for minor stress, -2 for serious stress, or -3 for major stress. If your spirit is 0, Lose Momentum equal to any remaining stress

Then, if your spirit is 0 or you choose to resist the stress, roll +spirit or +heart, whichever is higher.

On a **strong hit**, choose one.

- * Shake it off: If you are not shaken, take +1 spirit
- * Embrace the darkness: Take +1 momentum

On a **weak hit**, if you are not shaken, you may Lose Momentum (-1) in exchange for +1 spirit. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 spirit or Lose Momentum (-2). If your spirit is 0, you must also mark **shaken** or **traumatized**, or roll on the table below.

1–10 You are overwhelmed. Face Desolation.

11–25 You give up. Forsake Your Vow.

26–50 You give in to fear or compulsion, and act against your better instincts.

51–100 You persevere.

Make this move when the unnerving perils of the Forge get the best of you, when you are discouraged or disheartened, or when you act against your best intentions.

When you must Pay the Price, you can Endure Stress if mental hardship is a fitting outcome of the current situation. Also, moves and assets can prompt you to Endure Stress as a cost or concession, and may indicate a specific amount of stress to suffer, phrased as “Endure Stress (-X).”

While traveling across the glassy lava fields of a furnace world in your EXOSUIT, you are attacked by a massive creature with a rock-like hide and powerful, grasping limbs. As the fight turns against you, the beast grapples your EXOSUIT, dragging you to the ground. You React Under Fire to push it away, but roll a miss. You envision internal alarms blaring as the suit buckles under the pressure. The slaver jaws of the creature are only inches from your face. This seems like an appropriate moment to Endure Stress.

When you Endure Stress, first, reduce your **spirit meter** by the amount of stress suffered: minor (-1), serious (-2), or major (-3). If the cost is open to interpretation, consider the severity of the situation or nature of your foe. For example:

- * **Minor (-1 spirit):** Doldrums or melancholy; unsettling incident; frustrating failure.
- * **Serious (-2 spirit):** Loneliness or heartache; shocking incident; demoralizing failure; stinging remorse.
- * **Major (-3 spirit):** Heart-rending despair; horrifying incident; dreadful failure; profound guilt.

If in doubt, make it serious.

If your spirit is reduced to 0, or was already at 0, you must Lose Momentum and apply any remaining -spirit to your momentum meter. For example, if you were at 1 spirit and suffer major stress (-3), reduce your spirit to 0 and apply the remaining -2 to momentum.

Next, you'll make a choice: Do you attempt to resist this stress and make an action roll, or suffer the cost and move on? If you are at 0 spirit, you have no choice—you must make the roll.

If you do make the roll, resolve the outcome as detailed. On a strong hit, you are unfazed; take +1 spirit (if you do not have the shaken impact) or +1 momentum. If you are in a fight, this strong hit puts you in control.

On a weak hit, you can choose to trade -1 momentum for +1 spirit as you take a moment to steady yourself. Otherwise, take the stress and press on.

On a miss, you must suffer an additional -1 spirit or Lose Momentum (-2). When you score a miss and your spirit is now at 0, you also need to make an important decision. Do you risk the potential of a dire outcome by rolling on the table, or do you suffer an impact? The **shaken** impact (page 50) is temporary and can be dealt when you successfully Hearten. But becoming **traumatized** (page 52) is an enduring, life-changing event.

If you score a miss with 0 spirit and those impacts are already marked, you have no choice. Roll on the table to determine your fate.

When you mark shaken, you cannot regain spirit until you successfully Hearten and clear that impact.

COMPANION TAKES A HIT

When your companion faces physical hardship, they suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your companion's health is 0, Lose Momentum equal to any remaining harm.

Then, if their health is 0 or you choose to test their resilience, roll +your companion's health.

On a **strong hit**, your companion rallies. Give them +1 health.

On a **weak hit**, if your companion's health is not 0, you may Lose Momentum (-1) and give them +1 health. Otherwise, they press on.

On a **miss**, it's worse than you thought. They suffer an additional -1 health or you Lose Momentum (-2). If your companion's health is 0, they are out of action until given aid. If their health is 0 and you rolled a miss with a match on this move, they are dead or destroyed; discard the asset.

A **companion** (page 57) is a category of assets—a creature, robot, or other helper—that supports you on your adventures. When a companion is exposed to physical hardship, make this move.

When you must Pay the Price, you can make the Companion Takes a Hit move if harm to your companion is a fitting outcome of the current situation. Also, moves and assets can prompt you to make this move as a cost or concession, and may indicate a specific amount of harm to apply, phrased as “Companion Takes a Hit (-X).”

Companion asset cards have a **health meter**. When you make this move, reduce your companion's health by the amount of harm suffered: minor (-1), serious (-2), or major (-3). See the Endure Harm summary (page 201) for examples of harm levels. If in doubt, make it serious.

If your companion's health is reduced to 0, or was already at 0, you must Lose Momentum and apply any remaining -health to your momentum meter. For example, if they were at 1 health and suffer major harm (-3), reduce their health to 0 and apply the remaining -2 to momentum.

As with Endure Harm, you can make an action roll to resist the hit, or can choose to suffer the cost and move on. If your companion's health is 0, you must make the roll.

When your companion's health is at 0 and you score a miss, they are **out of action**. You cannot leverage their support until they gain at least +1 health. Envision what this means in the fiction of your scene.

To give aid to a companion, make an appropriate move. Unless the asset describes otherwise, this is typically Heal for people and creatures, and Repair for mechanical companions.

SACRIFICE RESOURCES

When you lose or consume resources, suffer -1 supply for a minor loss, -2 for a serious loss, or -3 for a major loss.

If your supply is exhausted (reduced to 0), mark **unprepared**. When you suffer a loss of resources while unprepared, envision how this causes you hardship and apply the cost to a different suffer move.

Your **supply meter** (page 48) is an abstract representation of your overall readiness, shared between you and your allies. Make this move to reduce supply when you deplete provisions, lose equipment, expend munitions, use up fuel or energy, squander funds, give up cargo as a trade or concession, or otherwise suffer an impact on your preparedness.

When you must Pay the Price, you can Sacrifice Resources if a hit to your readiness is a fitting outcome of the current situation. Also, moves and assets can prompt you to Sacrifice Resources as a cost or concession, and may indicate a specific loss to apply, phrased as “Sacrifice Resources (-X).”

If the cost is open to interpretation, consider the situation and reduce your supply meter as appropriate to the severity: minor (-1), serious (-2), or major (-3). A minor loss might be using up provisions while traveling or using extra ammo in a firefight. A serious loss is sacrificing valuable equipment or making a costly bribe. A major loss is suffering a catastrophic fuel leak or jettisoning cargo to appease pirates. If in doubt, make it serious.

You need info on the comings and goings at a large starport, and attempt to Make a Connection with a local official. Unfortunately, you roll a weak hit and must introduce a complication or cost to begin the relationship. You envision paying a substantial bribe to get their cooperation, and Sacrifice Resources.

If you are playing with allies, supply is shared. You track the rise and fall of your supply meter together. When anyone makes this move, each of you adjust your supply meter to that new value.

When your supply is reduced to 0, mark **unprepared** (page 50). While you are unprepared, you cannot increase your supply meter. This impact can be cleared when you successfully Resupply.

A lack of supply can affect your fitness, morale, and ability to take on challenges. If you suffer additional -supply while unprepared, you must apply an equal cost through another suffer move. For example, your ship might Withstand Damage as energy reserves run low, or you Endure Stress as the hardships of the Forge take their toll.

WITHSTAND DAMAGE

When your vehicle faces a damaging situation or environment, suffer -1 integrity for minor damage, -2 for serious damage, or -3 for major damage. If your integrity is 0, Lose Momentum equal to any remaining damage.

Then, if your integrity is 0 or you choose to resist the damage, roll +integrity.

On a **strong hit**, choose one.

- * **Bypass:** If your vehicle is not battered, take +1 integrity
- * **Ride it out:** Take +1 momentum

On a **weak hit**, if your vehicle is not battered, you may Lose Momentum (-1) in exchange for +1 integrity. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 integrity or Lose Momentum (-2). If your integrity is 0, also suffer a cost according to the vehicle type.

- * **Command vehicle:** Mark the vehicle as **battered** or **cursed**, mark a module as **broken**, destroy a broken module by discarding it, or roll on the table below. If the command vehicle is destroyed, Overcome Destruction.
- * **Support vehicle:** Mark the vehicle as **battered** or roll on the table below. If the vehicle is destroyed, discard the asset.
- * **Incidental vehicle:** Roll on the table below.

1–10 Immediate catastrophic destruction. All aboard must Endure Harm or Face Death, as appropriate.

11–25 Destruction is imminent and unavoidable. If you do not have the means or intention to get clear, Endure Harm or Face Death, as appropriate.

26–40 Destruction is imminent, but can be averted if you Repair your vehicle and raise its integrity above 0. If you fail, see 11–25.

41–55 You cannot Repair this vehicle until you Resupply and obtain a crucial replacement part. If you roll this result again prior to that, see 11–25.

56–70 The vehicle is crippled or out of your control. To get it back in action, you must Repair and raise its integrity above 0.

71–85 It's a rough ride. All aboard must make the Endure Harm, Endure Stress, or Companion Takes a Hit move, suffering a serious (-2) cost.

86–95 You've lost fuel, energy, or cargo. Sacrifice Resources (-2).

96–100 Against all odds, the vehicle holds together.

Make this move when your **command vehicle**, **support vehicle**, or **incidental vehicle** (page 65) suffers enemy fire, collisions, mechanical failures, hazardous environments, the crushing embrace of a giant space squid, or any other damaging situation.

When you must Pay the Price, you can Withstand Damage if damage to your vehicle is a fitting outcome of the current situation. Also, moves and assets can prompt you to Withstand Damage as a cost or concession, and may indicate a specific amount of damage to suffer, phrased as “Withstand Damage (-X).”

First, reduce the vehicle’s **integrity meter** by the amount of damage suffered: minor (-1), serious (-2), or major (-3). If the cost is open to interpretation, consider the severity of the situation or nature of your foe. For example:

- * **Minor (-1 integrity):** Wear and tear; incidental hits and bumps
- * **Serious (-2 integrity):** Weapons fire; collisions; hull or engine stress
- * **Major (-3 integrity):** Powerful weapon hits; destructive impact; explosions; hull breaches; systems failure

If in doubt, make it serious.

If your integrity is reduced to 0, or was already at 0, you must Lose Momentum and apply any remaining -integrity to your momentum meter. For example, if you were at 1 integrity and suffer major damage (-3), reduce the integrity to 0 and apply the remaining -2 to momentum.

Next, you’ll make a choice: Do you attempt to resist this damage and make an action roll, or suffer the cost and move on? If you are at 0 integrity, you have no choice—you must make the roll.

If you do make the roll, resolve the outcome as detailed. On a strong hit, your vehicle holds together; take +1 integrity (if your vehicle does not have the battered impact) or +1 momentum. If you are in a fight, this strong hit puts you in control.

On a weak hit, you can choose to trade -1 momentum for +1 integrity as you shunt power between systems or ease off the throttle. Otherwise, take the damage and press on.

On a miss, you must suffer an additional -1 integrity to the vehicle or Lose Momentum (-2). When you score a miss and your integrity is now at 0, you also need to choose an additional cost according to your vehicle type.

When you mark a vehicle as battered, you cannot regain integrity until you successfully Repair and spend repair points to clear that impact. When a module is marked as broken, you cannot benefit from its abilities until you Repair and spend repair points to fix it.



RECOVER MOVES

Life as an Ironsworn is not easy or comfortable. When your resources are strained, your health and spirit ebbing, your equipment and vehicles in disrepair, you'll need to find relief from the perils of the Forge and the burdens of your sworn oaths.

Make these **recover moves** when you attempt to rest, recover, or refit.

Sojourn (page 209)

When you spend time recovering within a community...

Heal (page 210)

When you receive medical care or provide treatment...

Hearten (page 211)

When you socialize, share intimacy, or find a moment of peace...

Resupply (page 212)

When you attempt to bolster your readiness...

Repair (page 214)

When you make repairs to your vehicles, modules, mechanical companions, or other devices...

These moves are primarily focused on bolstering your character's **condition meters** (page 47), including health, spirit, supply, and vehicle integrity. But the Heal move is also broadly useful for giving medical aid to allies and other characters, and the Repair move can be used for any machine or device.

SOJOURN

When you spend time recovering within a community, roll +heart.

On a **strong hit**, this is a safe refuge. You and your allies may each choose two recover moves: Heal, Hearten, Repair, or Resupply. Instead of rolling, assume an automatic strong hit for each. An individual move can be taken more than once.

On a **weak hit**, as above, but time is short or resources are strained. You and your allies each make one recover move instead of two, with no more than three moves total among the group.

On a **miss**, choose one.

- * The community needs your help, or makes a costly demand in exchange for safe harbor. Envision what they ask of you. If you do it, or Swear an Iron Vow to see it done, resolve this move as a strong hit.
- * You find no relief, and the situation grows worse. Pay the Price.

Communities stand as an oasis within the perilous depths of the Forge. They range from tiny frontier outposts with a handful of residents, to spacefaring merchant caravans, to sprawling stations with many thousands of inhabitants. When you rest, refit, and share fellowship within a community that is willing and able to help you, make this move.

On a strong hit, you and your allies may each choose two recover moves. Instead of making an action roll for those moves, take an automatic strong hit. Envision this as socializing, bartering goods or data, spending funds, calling in favors, or simply asking for help. On a weak hit, you'll take the same benefit for one recover move.

On a miss, you have a choice. If you accept the burden of a trouble or demand, resolve this move as if you rolled a strong hit. Otherwise, something prevents you from finding relief. Your background or nature alienates others. Resources are too scarce to share. A sudden, perilous event awaits you. Envision what happens and Pay the Price.

Sojourn requires hours or days, depending on your current circumstances and level of aid and recovery required. You can envision other interactions and perform additional moves during your layover. Sojourn is an overarching move that sets the tone for your visit and defines the ease of your recovery; it is not the only action you can take.

When you visit a community, you should envision what makes it unique, what challenges the people face, and what opportunities or dangers await you. If you need inspiration, Ask the Oracle.

Make this move only once when laying over within a community.

HEAL

When you receive medical care or provide treatment, envision the situation and roll. If you...

- * Receive treatment from someone (not an ally): Roll +iron
- * Mend your own wounds: Roll +iron or +wits, whichever is lower
- * Obtain treatment for a companion: Roll +heart
- * Provide care: Roll +wits

On a **strong hit**, the care is helpful. If you (or the ally under your care) are wounded, clear the impact and take or give +2 health. Otherwise, take or give +3 health.

On a **weak hit**, as above, but the recovery costs extra time or resources. Choose one: Lose Momentum (-2) or Sacrifice Resources (-2).

On a **miss**, the aid is ineffective and the situation worsens. Pay the Price.

When you attempt to mend physical harm or sickness—for yourself, an ally, or an NPC—make this move. You'll also make the Heal move if you or a biological companion are given medical aid by an NPC. The result of the move determines the scope and cost of the recovery.

During a planetside expedition, you suffer from exposure to toxic spores and Endure Harm. Your health is now precipitously low, so you find a spot to rest, break out your medkit, and roll +iron (the lower of your iron and wits) to see how you fare.

Medical technology in the Forge is not magic. Healing takes effort and time—a few minutes for a quick treatment to get someone on their feet, and hours or days for more severe injuries. Envision as appropriate to the circumstances. If you face extended downtime, consider the impact on your quests.

On a strong hit, the care is effective. If the patient (you or an ally) has the **wounded** impact, you may clear it. A weak hit offers the same benefits, but also causes a delay or consumes resources.

A miss can mean you've caused or suffered harm, the patient's condition introduces new complications, or a perilous event interrupts the care.

NPCs who are not companions do not have a health meter. When you attempt to give them medical aid, make this move and apply the result through the fiction. They will improve, or not, as defined by the move's outcome. If you are tending to a robot companion or other machine, you should instead use the Repair move.

HEARTEN

When you socialize, share intimacy, or find a moment of peace, roll +heart.

On a **strong hit**, you find companionship or comfort and your spirit is strengthened. If you are shaken, clear the impact and take +1 spirit. Otherwise, take +2 spirit. If you make this move as you Sojourn, take +1 more.

On a **weak hit**, as above, but this indulgence is fleeting. Envision an interruption, complication, or inner conflict. Then, Lose Momentum (-1).

On a **miss**, you take no comfort and the situation worsens. Pay the Price.

When isolation, stress, fear, regret, heartache, and misfortune have taken their toll, make this move to renew your mental energy and fortitude.

First, envision the opportunity to Hearten. This might mean spending meaningful time with a connection or ally, seeking opportunities to socialize or indulge within a community, finding solitary comfort through prayer or meditation, or gaining inspiration through natural wonders.

On a strong hit, you gain spirit. If you have the **shaken** impact, you may clear it. On a weak hit, you recover, but this interlude is bittersweet and introduces new complications or emotional unrest. Envision what happens and Lose Momentum to represent this setback.

The bar at Paxton Depot is a popular watering hole for spacers in the sector, so you stop by to swap stories, pick up the latest rumors, and cheer yourself up with a few drinks. You roll to Hearten, and score a weak hit. You take the boost to your spirit, but envision the ill-timed entrance of a local merchant you once conned.

On a miss, your attempt to find comfort is undone by a dramatic event, emotional conflict, lingering trauma, or dire realization.

If you Hearten by building your relationship with an ally, such as sharing something of yourself or providing mutual emotional support, one or both of you may make the move and roll the dice. If the results are wildly divergent (such as a strong hit for one and a miss for the other), consider how the two of you come away from this time together with a different understanding or reaction. If an ally is instead focusing on providing emotional support for another member of the team, they can make the Aid Your Ally move to bolster that character's attempt to Hearten.

RESUPPLY

When you attempt to bolster your readiness, envision the opportunity and your approach. If you...

- * Barter or make an appeal: Roll +heart
- * Threaten or seize: Roll +iron
- * Steal or swindle: Roll +shadow
- * Scavenge or craft: Roll +wits

On a **strong hit**, choose one.

- * If you are unprepared, clear the impact and take +1 supply. Otherwise, take +2 supply.
- * If you are in need of a specific item or resource that can reasonably be obtained, you acquire it. Take +1 momentum.

On a **weak hit**, as above, but you must first deal with a cost, complication, or demand. Envision the nature of this obstacle.

On a **miss**, you encounter an unexpected peril. Pay the Price.

This move covers various opportunities to bolster your readiness, including bartering with merchants, obtaining funds, scavenging wrecks and ruins, crafting or repurposing equipment, and pillaging cargo. Resources are scarce in the Forge, so you should ensure you have the opportunity and means to Resupply before making the move. If in doubt, Ask the Oracle.

While exploring a derelict ship, you locate a cargo bay and search for worthwhile goods. Resupply +wits to see what you find.

First, pick the stat that best represents the situation and your approach, and make the action roll. A strong hit gives you a choice between bolstering your general supply or acquiring a specific, helpful item or resource. Take the option that best fits your needs and intent.

A weak offers the same benefit, but an obstacle stands in your way. Envision the concession you must make or danger you must overcome to obtain the resources.

On a miss, you take no benefit and things get worse. You attract unwanted attention, uncover an unexpected threat, are swindled by an underhanded merchant, or waste valuable time.

If you're adventuring with allies, you share the same supply value. When one of you makes this move and gains supply, each of you make the same adjustment to your supply meter



Visiting a community is the most reliable means of bolstering your supply or obtaining unusual or valuable items. Large communities may have bustling markets where merchants peddle a variety of goods (lawful or otherwise), but even smaller outposts are often willing to lend support to a visiting spacer.

Currencies and customs vary wildly among the settlements of the Forge, so bartering is the norm. When you Resupply within a community, envision what you seek and what you offer in trade. Data such as navigation charts and planetary scans are a valuable commodity; trailblazing spacers often visit dealers with a cache of data ready to exchange for food, fuel, ammo, and other necessities.

REPAIR

When you make repairs to your vehicles, modules, mechanical companions, or other devices, envision the situation and roll. If you...

- * Make your own repairs, or direct a companion to make repairs: Roll +wits
- * Obtain repairs from someone (not an ally): Roll +supply

On a **hit**, you gain repair points as appropriate to the situation, per the table below. Additionally, you may Sacrifice Resources and exchange each -1 of supply for 1 extra repair point (up to 3 points).

Situation	Strong Hit	Weak Hit
At a facility	5 points	3 points
In the field	3 points	1 points
Under fire	2 points	0 points

Spend repair points as follows. Unused points are discarded.

- * Clear the battered impact on a vehicle: 2 points
- * Fix one broken module: 2 points
- * Take +1 integrity on a vehicle: 1 point
- * Take +1 health for a mechanical companion: 1 point
- * Repair any other device: 3 points
- * Repair any other device, but with a complication or malfunction: 2 points

On a **miss**, the repairs are not made and the situation worsens. Pay the Price.

The life of a spacer is a dangerous one, and sometimes the machines you rely on bear the brunt of those perils. When your vehicles, modules, robotic companions, or other devices need mending, make this move.

If you're making your own repairs, or if you assign the task to a companion, roll +wits. If you are instead relying on the skill and good graces of another character—such as a shipwright at a planetside docking bay, or a mechanic in some remote outpost—roll +supply. Making this move +supply represents using goods, funds, or materials to subsidize the work of a skilled NPC.

One of your connections is a tinkerer living alone amid the blasted wastes of a desert world. When your COMBAT BOT companion suffers severe damage in a firefight, you visit the tinkerer and roll to Repair +supply to see what can be done.

When you Repair and score a hit, you gain **repair points**. This is a limited resource used only within the scope of the move to prioritize and make repairs. The amount of repair points you earn varies according to the situation and the outcome of the move, per the included table. Here's a summary of those situations:

- * **At a facility:** You have access to a well-equipped location suited to conducting repairs, such as a settlement dockyard or repair shop.
- * **In the field:** You are on your own in the depths of space, on a remote planet, or in a community that lacks equipment and infrastructure.
- * **Under fire:** You are in the midst of a crisis, such as in combat, navigating a hazardous environment, under extreme time pressure, or dealing with life-and-death mechanical failures.

If you're unsure whether a particular location has the infrastructure needed to count as a "facility," Ask the Oracle. But feel free to give it the benefit of the doubt. Even the most far-flung settlements often have the skills and resources to keep their machines running.

If you roll a hit and want to bolster your available repair points, you can Sacrifice Resources and trade supply for repair points, one for one.

Then, use the list of costs in the Repair move to allocate repair points to specific tasks, including clearing vehicle impacts, raising vehicle integrity, fixing broken modules, and bolstering the health of mechanical companions. If you are playing with allies, repair points can be applied to their assets if it's reasonable under the circumstances.

The "repair any other device" options are used to deal with narrative complications for equipment, machines, and components. For example, you might deal with a faulty shipboard gravity generator, fix a broken weapon, or aid a settlement by repairing their water processor. If you spend 3 repair points, it is fully repaired. If you spend only 2 points, envision a lingering issue for the device that may cause future trouble.

Your environment suit malfunctions while exploring a planet with a toxic atmosphere. Running out of air, you hastily Repair and roll +wits. You score a strong hit, which gives 2 repair points for being "under fire." That's enough to get the air flowing again, but you envision a faulty battery that leaves your headlamp flickering ominously. It is nighttime, and the darkness closes in...

If you roll a miss, the repairs are ineffective, and things get worse. Perhaps you are interrupted by a greater peril, unintentionally cause more damage, or are fleeced by a fraudulent mechanic.

Repair might require seconds, minutes, hours, or days as appropriate to the situation and the scope of the damage. Unused repair points cannot be saved for future use.



THRESHOLD MOVES

Despite your best efforts to overcome the perils of the Forge, calamitous events may bring you to the precipice of life and death, redemption and desolation, perseverance and destruction.

In these moments you face your greatest tests. What will become of you when all seems lost? Will you see your character undone, or find yourself on a path of renewed purpose? Make these **threshold moves** to find out.

Face Death (page 217)

When you encounter a situation where death is an immediate and unavoidable outcome, or when you are brought to the brink of death with a chance for recovery or redemption...

Face Desolation (page 218)

When you are brought to the brink of desolation...

Overcome Destruction (page 220)

When your command vehicle is destroyed or irrevocably lost...

These moves are (hopefully) rarely made. They are an opportunity to upend your character's adventures, reinforce the perils of the Forge, and deepen your story. When you make a threshold move, give it a focus. Make it dramatic and personal.

FACE DEATH

When you encounter a situation where death is an immediate and unavoidable outcome, you are dead. **When you are instead brought to the brink of death with a chance for recovery or redemption**, roll +heart.

On a **strong hit**, you are cast back into the mortal world.

On a **weak hit**, choose one.

- * You die, but not before making a noble sacrifice. Envision your final moments.
- * There is more to be done. Envision what is revealed or asked of you at death's door, and Swear an Iron Vow to complete an extreme quest. You return to the mortal world and must mark **doomed**. When you complete the death-bound quest, clear the impact.

On a **miss**, you are dead.

Make this move when prompted by another move such as Endure Harm or Withstand Damage, or when you face a physical trauma so dire that death (or a strong chance of death) is the most likely and dramatic outcome.

If the current situation means certain death for your character, make this move as an automatic miss. You are dead. If there is a chance to return from the brink, you should instead make an action roll.

On a strong hit, you are alive. Consider what happens next. How did you survive? Do you return to consciousness minutes, hours, or even days later? Or was this the briefest glimpse of an averted fate?

You take a hit in a gunfight, fail to Endure Harm with your health at 0, and trigger the Face Death move. You envision slumping behind cover, one hand clutching your injury. Your heartbeat fades. Blackness fills your vision. You make the roll. A strong hit! A moment later, adrenaline surges and you are gasping for breath...

On a weak hit, make a choice: Is this a final, heroic sacrifice, or are you driven to accept a quest at the boundary of life and death? If you take the quest, envision how the nature of the vow is revealed through a personal epiphany or strange visitation. Then, Swear an Iron Vow and mark the **doomed** impact (page 52). This impact can only be cleared if you successfully Fulfill Your Vow on the quest.

On a miss, you are dead. This is the end of your character's story, but not their legacy. You can Continue a Legacy to learn the mark they made upon the Forge and their influence on your new character.

FACE DESOLATION

When you are brought to the brink of desolation, roll +heart.

On a **strong hit**, you resist and press on.

On a **weak hit**, choose one.

- * Your spirit breaks, but not before you make a noble sacrifice. Envision your final moments.
- * You see a vision of a dreaded event coming to pass. Envision that dark future, and Swear an Iron Vow to prevent it through an extreme quest. You return to your senses and must mark **tormented**. When you complete the soul-bound quest, clear the impact.

On a **miss**, you succumb to despair or horror and are lost.

Make this move when prompted by another move such as Endure Stress. You are at the breaking point for your character. Do you push on in spite of all you have experienced, all you have done, or do you surrender to hopelessness or darkness? Roll to find out.

You are on an expedition deep in the bowels of a precursor vault. When you Undertake an Expedition and roll a miss, you envision yourself lost in the vast labyrinthine passages. You hear the whirring and humming of ancient mechanical guardians closing in around you. It is too much to bear. You Endure Stress, reduce your spirit to 0, roll a miss, and trigger the Face Desolation move. The next roll will decide your fate...

On a strong hit, you come to your senses or find renewed hope.

On a weak hit, you must make a choice. Will you make a final, heroic stand before leaving your life as Ironsworn behind? Or will you find meaning in a soul-bound quest? If you take the quest, envision a prophetic and fearful dream or vision. Then, Swear an Iron Vow and mark the **tormented** impact (page 52). This impact can only be cleared if you successfully Fulfill Your Vow to see the dreaded future undone.

On a miss, you are broken. Your time as Ironsworn is done.

If this is the end of your character's story, you can Continue a Legacy to carry on with a new character in the same setting.



OVERCOME DESTRUCTION

Progress Move

When your command vehicle is destroyed or irrevocably lost, you must discard the asset, along with any modules and docked support vehicles.

If you survive, you may use your connections to replace some of what was lost. To learn the cost, roll the challenge dice and compare to the progress on your bonds legacy track.

On a **strong hit**, you may call in a favor. This comes without conditions.

On a **weak hit**, you owe someone. You must mark **indebted** and Swear an Iron Vow to complete an extreme quest in their service. When you complete the duty-bound quest, clear the impact.

On a **miss**, as with the weak hit result, but this quest is against your nature, forces you to Forsake Your Vow on another quest, or is in the service of an enemy.

If you accept the cost, take 1 experience for every marked ability on the discarded assets (minimum 3 experience). Spend this experience only on a new command vehicle, modules, and support vehicles.

Make this move when your **command vehicle** (page 55) is demolished, damaged beyond repair, or irrevocably lost. You may be prompted to Overcome Destruction when you Withstand Damage and fail, or in response to a dramatic narrative circumstance that makes the loss of your command vehicle inescapable.

First, discard the command vehicle asset along with any modules and docked support vehicles. Then, envision how you survive and what you do next. If you are stranded on a remote planet, drifting through space in an escape pod, or captured by an enemy, finding your way back to your life as an independent spacer can be an adventure of its own.

When you are in a position to reach out to your connections, you may make a **progress roll** against your **bonds legacy track**. Your progress score is the number of filled boxes on that track. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss. You may not burn momentum on this roll, and you are not affected by negative momentum.

The result determines the narrative cost as you lean on the support of your connections. Envision who you reach out to, and the cost you must bear, as appropriate to the result of your progress roll. This may mean that you (the player) are ahead of your character's understanding of what happens next. Pull some narrative strings to put your character in touch with (or on a collision course with) a connection that fits the move's outcome.

A strong hit as you Overcome Destruction finds you in the good graces of a connection who owes you a favor. Envision who among your connections offers help.

A weak hit forces you to take on a quest as repayment. Envision the nature of this quest as appropriate to the connection's role and goals. You must mark the **indebted** impact (page 52) to represent the burden of this obligation, and cannot clear the impact until you successfully Fulfill Your Vow on that quest.

On a miss, you must accept a quest and mark indebted to gain the help of a connection. In addition, the vow fundamentally undermines your own objectives or nature. To regain what was lost, what promises will you break? What vows will you forsake? What ideals will you sacrifice?

Following the disastrous loss of your STARSHIP and a fraught escape from the hold of a pirate ship, you find your way back to populated space. What will a fresh start cost? You make the Overcome Destruction progress roll to find out. Unfortunately, you score a miss. You envision receiving a communication from one of your less reputable connections, a notorious weapons dealer. They offer to serve as your patron and fund a new ship, but only if you swear to transport a cache of deadly weapons into the heart of a warring sector.

If you move forward under those conditions, take the experience as defined by the move, and Advance to spend it. This experience is not tied to your legacy tracks and can only be spent to purchase and upgrade a new command vehicle, modules, and support vehicles. If you are holding this experience in reserve until you are in a position to obtain those assets through the course of your story, make note of it.

If you score a weak hit or miss and don't accept the quest and the indebted impact, you don't gain the consolation experience. You must instead use experience accrued through your legacy tracks to replace what was lost.

If you are playing with allies, one of you represents the group to make the Overcome Destruction progress roll. You can envision this as reaching out to a unique connection or shared connection. If you must mark indebted, decide if that impact is tied to a single character (likely the one making the move), or the group. If everyone is affected by this liability, you should each mark the impact.

If your command vehicle is destroyed and you secure a replacement through narrative events, that ship is an incidental vehicle (page 65) until you Advance and spend experience to secure it as an asset.



LEGACY MOVES

The three **legacy tracks**—quests, bonds, and discoveries—are a special type of progress track to show the evolution of your character. As you fulfill vows, build relationships, and explore the Forge, you'll mark progress on these tracks and gain experience. This experience is then spent on character assets to represent your character's growing skills, influence, and resources.

Make these **legacy moves** to gain and spend experience, and when you face a final test to learn how your accomplishments and failures will echo through time.

Earn Experience (page 224)

When you fill a box (four ticks) on any legacy track...

Advance (page 225)

When you develop your abilities, improve your resources, gain a reward, or boost your influence...

Continue a Legacy (page 226)

When you retire from your life as Ironsworn, or succumb to death or desolation...



EARN EXPERIENCE

When you fill a box (four ticks) on any legacy track, take 2 experience. This experience may be spent when you Advance.

Once you completely fill the tenth box on any legacy track, clear that track. You may start again marking progress on the cleared track, but earn experience at a reduced rate of 1 experience (instead of 2) for each filled progress box. If you make a progress roll against this track, resolve the outcome as if at 10 progress.

Legacy tracks (page 44) are a special type of progress track that represent the challenges you've overcome, along with the resources, influence, reputation, and skills you can bring to bear.

You have three legacy tracks: **quests**, **bonds**, and **discoveries**. As you complete quests, form bonds, and explore the Forge, you advance along these tracks by marking ticks and filling boxes. Some asset abilities may also prompt you to mark progress on a specific legacy track, or increase the rewards for marking progress.

Each time you fill a box completely (four ticks) on any legacy track, you make this move and gain 2 experience. That experience can then be spent on new assets or asset upgrades when you Advance. See page 45 for details on managing unspent experience using your legacy tracks.

As noted in the move text, you begin earning reduced experience on a legacy track once you completely fill that track. In the fiction, this represents the natural diminishing returns of character experience and expertise. From a gameplay perspective, it helps keep your abilities to a manageable number. If you reach a point where your character's ambitions and obligations are waning, Continue a Legacy to end their story.

You can Advance to spend your experience points when they are earned—assuming you are properly positioned in the fiction to acquire those abilities. Or save them up for future use.

ADVANCE

When you develop your abilities, improve your resources, gain a reward, or boost your influence, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset. Choose from the following categories as appropriate to your focus and opportunities.

- * Module: Upgrade your command vehicle
- * Support Vehicle: Acquire or improve a secondary vehicle
- * Path: Bolster your personal capabilities or follow a new calling
- * Companion: Gain or improve a trusted helper
- * Deed: Learn from your experiences or build a legacy

Make this move when you spend experience to add an asset or upgrade an existing asset. See page 45 for details on how to record spent experience using your **legacy tracks**.

When you Advance, you should consider how your recent experiences, successes, and projects have led to your new resources and abilities. You can bend the fiction of your story toward an asset you would like to purchase or upgrade, or let your selection of assets flow naturally from the situations and opportunities you encounter.

For example:

- * You barter some precursor artifacts to pay for a REINFORCED HULL.
- * You charted paths into the far reaches of the Forge, making you a skilled NAVIGATOR.
- * A grateful connection, a skilled shipwright, presents you with a custom SNUB FIGHTER as a gift.
- * You steal an armored EXOSUIT from a band of mercenaries.
- * In your downtime, you work to overhaul a deactivated SURVEY BOT.
- * You betray a powerful faction and are now a FUGITIVE.

Envisioning how your abilities connect to experiences gives them additional significance and context. They will be a reminder of the paths taken, the challenges overcome, and the bonds formed.

Keep in mind that assets are only part of your character. They help define the major aspects of your role, resources, and abilities, but don't limit what you can gain or accomplish in the course of your story.

You rescue a stray GLOWCAT from a ruined settlement, but don't have experience to spend on the companion asset. Your new friend still exists in your story, but doesn't have narrative focus or mechanical benefits until you Advance and acquire the asset.

CONTINUE A LEGACY

Progress Move

When you retire from your life as Ironsworn, or succumb to death or desolation, you may create a new character in your established setting. If you do, roll the challenge dice and compare to each of the former character's legacy tracks: quests, bonds, and discoveries (one roll per track).

For each **strong hit**, choose one from below, or one from the weak hit or miss options.

- * Follow their path: Take one path or companion asset from the former character (at no cost), including any marked abilities.
- * Share a connection: Take one connection from the former character, including any accrued progress or bond benefits.
- * Accept an inheritance: Take the former character's command vehicle and one module or support vehicle (at no cost), including any marked abilities.

For each **weak hit**, choose one from below, or one from the miss options.

- * See it through: Choose one of the former character's unfinished quests, and Swear an Iron Vow (with an automatic strong hit) to see it done. You may immediately mark up to half their earned progress (round down) on this quest.
- * Rebuild a connection: Name one of the former character's connections, and envision how time or circumstances have changed them in a dramatic way. When you Make a Connection with them, take an automatic strong hit and mark two ticks on your bonds legacy track.
- * Explore familiar ground: Name a location that was meaningful to the former character. When you first visit that place, envision how it has changed or is endangered. Then, mark two ticks on your discoveries legacy track.

For each **miss**, choose one.

- * Deal with the aftermath: Envision how one of your former character's foes has gained power or influence.
- * Switch loyalties: Envision how you begin in opposition to your former character's beliefs, goals, or allegiances.
- * Open Pandora's Box: Envision how an advancement or discovery has unleashed unexpectedly dire consequences.



How have you left your mark upon the Forge? What do you leave for those who follow in your footsteps? If your character chooses to leave the path of the Ironsworn or suffers a premature end through death or desolation, make this move to discover their legacy.

First, make a separate progress roll against each of your **legacy tracks**: quests, bonds, and discoveries. Tally the progress score for each track by counting the number of filled boxes. Only add fully filled boxes (those with four ticks). You may not burn momentum on these rolls, and you are not affected by negative momentum.

Once you resolve the number of strong hits, weak hits, and misses among the three rolls, choose your options from the move. You can pick any outcome at or below your level of success, but cannot choose a specific result more than once.

If you are playing with allies, and everyone is making this move at once, the number of results can be a bit overwhelming. You may instead divide the progress rolls among players so that you are only choosing three results in total—one for each legacy track. If your character is the only one who retired or succumbed, make the move as normal; then, work with the other players to bring your new character into the story.



FATE MOVES

In solo and co-op play, the **fate moves** mediate the result of other moves or serve as inspirational prompts for your story. When you face the uncertain outcome of a move, want to know what happens next, or have a question about people, places, and events, these moves help reveal the answer.

Ask the Oracle (page 229)

When you seek to resolve questions, reveal details, discover locations, determine how other characters respond, or trigger encounters or events...

Pay the Price (page 232)

When you suffer the outcome of an action...

The fate moves combine your storytelling instincts with a dash of unpredictability to help resolve questions and situations. This includes three main techniques:

- * **Instinct:** If an answer to a question or the result of a situation is obvious, interesting, and dramatic, make it happen.
- * **Randomness:** Roll on random tables to answer a specific question or to generate the details of a story element such as a person, creature, or location.
- * **Inspiration:** Use abstract creative prompts to help guide your story. Creative interpretation will lead you naturally from an abstract concept to a relevant answer.

In guided mode, the guide represents the whims of fate. They can reference the fate moves and oracles as they like, but can also decide the outcome or direct questions back to the players.

ASK THE ORACLE

When you seek to resolve questions, discover details, reveal locations, determine how other characters respond, or trigger encounters or events, you may...

- * Draw a conclusion: Decide the answer based on the most interesting and obvious result.
- * Spark an idea: Use an oracle table or other random prompt.
- * Ask a yes/no question: Decide the odds of a yes, and roll on the table below to check the answer.
- * Pick two: Envision two options. Rate one as *likely*, and roll on the table below to see if it is true. If not, it is the other.

Odds	The answer is yes if you roll...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

On a match, envision an extreme result or twist.

In solo or co-op play, use this move when you have a question about the outcome of an action, an aspect of your setting, or a narrative event. In guided play, the guide can Ask the Oracle to gain inspiration or respond to player questions.

DRAW A CONCLUSION

The most basic use of this move—and a fundamental approach when you are filling the gaps of your story or world—is to simply decide the answer. Think it over for a moment (or talk it out), and go with what seems most appropriate or introduces the most potential for drama and excitement.

You face a peril on the surface of a furnace world. What do you encounter? Since you already established that this planet is fraught with ash storms, you envision dark clouds gathering...

Your first instinct is often the right one. If it leapt to mind, it's probably a good fit for the current situation. But if your initial impulse doesn't excite or interest you, give it more thought. Wait for an "aha" moment.

If you're still not sure of the answer, or want to put it in the hands of fate, you have some other options. See the next page for details.

SPARK AN IDEA

The next option is to ask a question and use an oracle table or other random generator to reveal the answer.

See Chapter 5 (page 288) for an array of oracle tables suited to playing *Starforged*. This includes generators for locations, people, creatures, and starships, along with abstract oracles that you interpret as appropriate to your question and the current situation.

You roll a weak hit as you attempt to Compe! an informant to give up the location of a fugitive. Per the move, your contact makes a demand or counteroffer. What do they want? You roll on the Action and Theme oracle tables for inspiration. The oracle answers “Preserve Life.” You envision the contact revealing a personal connection to the fugitive, and asking for a promise that you’ll bring them in unharmed

You can also use your own preferred tools to help spark ideas, such as online generators for character names, or tarot cards for visual inspiration.

ASK A YES/NO QUESTION

You can ask a binary yes/no question and leave the answer open to fate.

Decide the likeliness of a yes answer, and roll your oracle dice to get the result. For example, if you rate the chance of a yes as *unlikely*, you must roll 25 or less for a yes. Otherwise, the answer is no.

You reach an orbital station at the end of a long expedition, but the outpost is unresponsive. You envision making a close flyby in your ship, and Ask the Oracle, “are there any signs of damage?” You set the odds to 50/50.

PICK TWO

The final option is to ask a question as a choice between two viable results.

Rate one of your choices as *likely*, and roll on the table. If it’s a yes, the likely pick is your answer. If not, it’s the other. Use this approach when the question is more open-ended than a simple yes/no, but you have a couple of alternatives in mind.

You are ambushed on the outskirts of planetside settlement. But by whom? You’ve had run-ins with both the local authorities and a band of territorial scavengers, so you Ask the Oracle to reveal the answer. You set the scavengers as the *likely* culprit.



ROLLING A MATCH

A match on your oracle dice when rolling on the yes/no table should trigger an extreme result or narrative surprise. This can mean an all-caps “HELL YES!” or “HELL NO!” or a yes or no but with an interesting twist or dramatic complication.

When you’re unsure what a match might mean, you can roll on another oracle table for inspiration. If you’re still left scratching your head, just move on. Resolving a match is never a requirement. It’s just a way to introduce narrative turning points that lead you along unexpected paths. Head down the rabbit hole, but don’t get stuck in it.

QUESTIONS UPON QUESTIONS

You can come back to the yes/no table and ask a follow-up question to clarify or affirm a result. However, don’t let one question snowball into a series of more specific questions. Even when playing solo, oracles should be the spice of your game, not the main course. Ask a question or two, decide what it means, and move on. When in doubt, follow your gut. Your first instinct is probably the right one. Go with it.

ORACLES AND GUIDED PLAY

In guided play, the guide is the oracle. When the players pose a question or a situation creates uncertainty, the guide can simply decide an answer, Ask the Oracle for inspiration, or turn the question back to the players.

PAY THE PRICE

When you suffer the outcome of an action, choose one.

- * Make the most obvious negative outcome happen.
- * Ask the Oracle for inspiration. Interpret the answer as a hardship or complication appropriate to the situation.
- * Roll on the table below. If the result doesn't fit the situation, roll again.

1–2	A trusted individual or community acts against you
3–4	An individual or community you care about is exposed to danger
5–7	You encounter signs of a looming threat
8–10	You create an opportunity for an enemy
11–14	You face a tough choice
15–18	You face the consequences of an earlier choice
19–22	A surprising development complicates your quest
23–26	You are separated from something or someone
27–32	Your action causes collateral damage or has an unintended effect
33–38	Something of value is lost or destroyed
39–44	The environment or terrain introduces a new hazard
45–50	A new enemy is revealed
51–56	A friend, companion, or ally is in harm's way (or you are, if alone)
57–62	Your equipment or vehicle malfunctions
63–68	Your vehicle suffers damage
69–74	You waste resources
75–81	You are harmed
82–88	You are stressed
89–95	You are delayed or put at a disadvantage
96–100	Roll twice

Make this move when prompted by another move due to a negative outcome, or when the current situation naturally leads to a cost through your choices or actions.

First, choose an option as described in the move. You may decide the outcome yourself, Ask the Oracle for insight, or roll on the included table. In guided play, look to your guide for a ruling. Whatever choice you make, always follow the fiction. If an appropriate and dramatic outcome springs to mind, go with it.

RESOLVING THE COST

Once you've identified the basics of the negative outcome, envision it in more detail. What happens? How does it change the current situation and your approach going forward? Focusing on the fiction as you Pay the Price will lead to deeper, more dramatic stories.

In fact, Pay the Price can often impact the narrative without an immediate mechanical cost. An initial failure may lead to a complication or force a reactive move. A failure on a subsequent move can then introduce a mechanical penalty. In this way, failures build on each other, and the situation gets riskier and more intense.

Similarly, narrative costs that reveal major complications and dramatic surprises don't need mechanical reinforcement. The twists and turns of your story are often enough of a price to pay.

That said, mechanical costs help spotlight the taxing perils of the Forge, give focus to your character's status and readiness, and serve as a price to pay when you don't want to introduce snowballing narrative complications. If there is a mechanical cost, consider its impact.

- * If you suffer a delay or momentary setback, Lose Momentum.
- * If you face a physical hardship or injury, Endure Harm.
- * If you are disheartened or frightened, Endure Stress.
- * If you deplete supplies or lose preparedness, Sacrifice Resources.
- * If your vehicle takes a hit, Withstand Damage.
- * If an ally or companion is put in harm's way, apply the cost to them.

You suffer a cost during an interstellar journey, and roll on the Pay the Price table to learn that "you face a tough choice." You envision a fierce energy storm blocking your path. You could go through it, and risk damage to your ship, or go around and delay your arrival at the next waypoint by several hours. You choose the safer course, and Lose Momentum.

The narrative and mechanical costs you endure—and the focus you give to them—should fit the circumstances and the move you are making. Scoring a miss as you Battle implies a more dramatic cost than if you fail to Clash within a more detailed fight scene. For dramatic moments and decisive moves, up the stakes.

WHAT'S NEXT?

Once you Pay the Price and resolve the immediate cost, envision what happens next and how you react. You are not in control. The situation is more complex and dangerous. You may need to respond with another move to restore your advantage and avoid further cost.

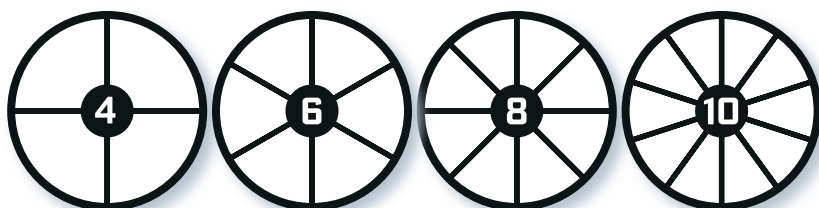
CLOCKS

In *Starforged*, you are the center of your universe. Moves and progress tracks are primarily managed from your perspective. Other people, beings, and threats do not have mechanical weight, and their narrative influence is focused on how they aid or hinder your own objectives.

But time is an unyielding force. Powers and factions are busy pursuing their own agendas. You are only one small part of a complex galaxy.

If you want to forge a more dynamic and reactive universe, **clocks** might be the answer. These optional devices track the evolution of forces external to your character or the rising tension of an imminent danger. They are usually used to measure the progression of something bad happening, but can also gauge the headway of a friendly force or faction toward a project or goal.

By default, clocks are represented by circles divided into four, six, eight, or ten segments.



When a clock advances, fill in a segment. Start at the 12 o'clock position, and move clockwise around the circle as you fill segments. When the clock is full, whatever problem or event it was tracking comes to fruition.

Never erase segments—clocks are inexorable and only move forward. If a clock is no longer a factor due to your actions or because of external events, the clock stops and is removed from play.

There are two main types of clocks: **campaign clocks** (see next page), and **tension clocks** (page 238). In addition, this section includes guidelines for **scene challenges** (page 239), which are a structured method of resolving tension clocks.

Printable clocks are available as part of the *Starforged Playkit*. But you can manage clocks in whatever form is convenient. For example, draw them as a row of bubbles to be filled in, or as lines you strike a hash mark through. Or use four, six, eight, and ten-sided dice as countdown markers, rotating them to show the remaining number of segments.



CAMPAIGN CLOCKS

The Forge does not stand still. As you undertake your sworn vows and delve the depths of the galaxy, other people, factions, and threats evolve and advance their own agendas.

To depict and resolve the objectives and actions of these entities in the background of your campaign, use **campaign clocks**.

Campaign clocks represent aspects of the setting that can be positive, negative, or neutral from your character's perspective. Your character might be unaware of the factors powering a clock as it ticks away behind the scenes, or it can represent a looming danger or opportunity.

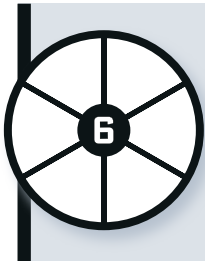
Here are some examples of situations and projects using campaign clocks:

- * An unstable star builds toward a supernova. When the clock is full, nearby planets and settlements face cataclysmic destruction.
- * A powerful faction is building a new waystation on the frontier of settled space. When the clock is full, the outpost is open for business.
- * A far-reaching computer virus infects computers throughout a sector. When the clock is full, the virus compromises a key data hub.
- * A mercenary company conducts a violent offensive to seize a key mining facility. When the clock is full, they take control.
- * Researchers work to develop a technology for matter teleportation. When the clock is full, this new tech is deployed.
- * A band of scrappy rebels fight to overthrow a tyrannical faction. When the clock is full, that faction is destroyed or driven out of the sector.
- * A cult gathers artifacts that will usher in a return of ancient and malevolent beings. When the clock is full, the portal is opened.

Jump to the next page for details on managing campaign clocks.

SETTING A CAMPAIGN CLOCK

Give the clock a name that makes it clear what project is complete or event triggered when the clock is filled. Then, decide the number of segments as appropriate to the complexity and duration of the activities leading to that ultimate outcome.



Northstar Syndicate, a ruthless trade guild, is waging a campaign to take control of facilities, exchanges, and charted passages in a key sector. Through bribes, threats, and force, they'll attempt to squeeze out or eliminate other trade operations. You create a campaign clock with six segments to track their progress.

It's not an exact science, but you can equate segments of a clock to the number of gameplay sessions or chapters before it triggers, plus or minus two. For example, a clock with six segments will probably trigger in four to eight sessions—unless something stops it.

ADVANCING A CAMPAIGN CLOCK

When you Begin a Session, make a check against any active campaign clocks. If advancing a clock is not in doubt—enough time has passed or the pieces are in place to make it inevitable—simply fill in the next segment. If circumstances or time conspire to push the clock forward more rapidly, fill two segments.

If there are factors or forces that create uncertainty, you can Ask the Oracle using the yes/no table, which is shown below.

Odds	The answer is yes if you roll...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

To make the check, Ask the Oracle, “does the clock advance?” Set the outcome to *likely* as your default, and adjust up or down one row if other factors or forces (including your own aid or interference) have a strong influence on the clock. If it is more likely, make it *almost certain*. If it is less likely, make it *50/50*. In exceptional circumstances, you can push the chance as low as *unlikely*.

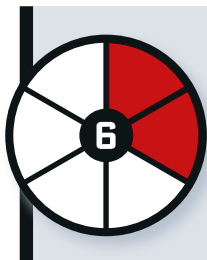
See the next page for details on resolving the question.



If the answer is yes, fill a clock segment. If you also roll a match on your oracle dice, envision how this situation or project gains dramatic support or inertia, and fill two segments instead of one.



If the answer is no, do not fill a segment. The situation or project has stalled for now, or encountered resistance. If you also roll a match on your oracle dice, envision a surprising turn of events that pits new factors or forces against the clock.



When you Begin a Session, you check on the status of Northstar Syndicate's campaign. You Ask the Oracle if the campaign clock advances, making it *likely*, and roll a yes with a match. That's two segments of the clock filled for this phase. You envision Northstar paying off local pirates to step up attacks against other operations.

You can also make checks for your campaign clocks in the midst of a session when significant time passes, or when circumstances in your narrative push a clock forward.

COMPLETING A CAMPAIGN CLOCK

Once the clock is filled, the event is triggered or the project is complete. Envision the outcome and the impact on your setting. If your character becomes aware of a crisis or opportunity triggered by the clock, it might be the catalyst for a new quest.

STOPPING A CAMPAIGN CLOCK

If events in your campaign bring a definitive end to a situation or project tracked by a clock, that clock is removed from play.

RIVAL CAMPAIGN CLOCKS

If two powers or factions are pursuing opposing goals, give each a clock to track both sides of the conflict. When you Ask the Oracle if those clocks advance, consider their relative strength and approaches as you set the likelihood for each. Then, envision the actions and outcome as appropriate to whether both, neither, or only one of the clocks advance.

When one of the rival clocks is completely filled, that power or faction achieves its goal, and the other fails or is defeated. Both clocks are then removed from play.

Guides can use campaign clocks to manage off-screen events and faction activities. Some clocks can be made visible to the players, while others are used to advance situations they don't have knowledge of (yet).

TENSION CLOCKS

Use a **tension clock** to represent a looming threat or deadline in a scene, or an escalating danger that persists across scenes. Unlike campaign clocks, tension clocks do not advance independent of your actions. They are smaller-scope clocks that fill as you suffer setbacks or fail to act.

Here are a few examples of tension clocks in action:

- * You are retreating from a fight, but the enemy has called in reinforcements. You create a tension clock that fills as you are pinned down or delayed. When the clock is full, reinforcements arrive and block your way out.
- * You are infected with a parasite that feeds on your adrenaline. You create a tension clock that fills as you face stressful situations. When the clock is full, the parasite reaches the next stage of its life cycle.
- * You are escorting a cargo ship through enemy space. You create a tension clock to represent progressive damage to that ship. The clock advances as you fail to defend against attackers or lead the ship into hazardous environments. When the clock is full, the ship is disabled.
- * You are in a battle near an unstable reactor. You create a tension clock that fills as the reactor takes hits from errant gunfire. When the clock is full, an explosion is imminent.

SETTING A TENSION CLOCK

To create a tension clock, name it and decide the number of segments. If the danger or deadline is imminent, make it four or six segments. If it represents a longer-term threat, make it eight or ten segments.

ADVANCING A TENSION CLOCK

As you Pay the Price or encounter a complication in a situation where a tension clock is active, you can resolve the cost or concession by filling a segment on the clock. The looming threat or deadline is getting closer. If it is a dramatic failure, such as a miss with a match, make it two segments.

COMPLETING A TENSION CLOCK

Once the clock is filled, the threat or deadline triggers. This should result in harrowing problems for your character. It may even force you to abandon an expedition, fight, vow, or other challenge.

STOPPING A TENSION CLOCK

If you escape the looming threat or deadline, or it is no longer relevant, stop the clock and remove it from play.

SCENE CHALLENGES

A **scene challenge** is an optional structured approach for resolving an extended non-combat scene against a threat or other characters, particularly when a time limit or looming danger adds extra urgency. Examples of a scene challenge include disarming a timed explosive, hacking a system while evading digital countermeasures, participating in a formal debate, or competing in a hoverbike race.

To start a scene challenge, make the Begin the Scene move. As part of this move, you'll create a standard **progress track** (troublesome, dangerous, or formidable) to measure your headway towards an **objective**. You'll also set a **tension clock** of four segments to represent the gains made by your opponents or the advancement of a looming threat or deadline.

BEGIN THE SCENE

When you face an extended or complex challenge, name your objective and choose a rank as appropriate to the situation.

- * You have a clear advantage: Troublesome
- * You are ready to act: Dangerous
- * You are unprepared or outmatched: Formidable

Then, activate a 4-segment tension clock and Face Danger or Secure an Advantage to take action.

When choosing the rank of the objective, consider the scope of the situation and your level of readiness. If unsure, make it dangerous.

MAKING YOUR MOVES

Once the scene is underway, Face Danger or Secure an Advantage to take action. Scene challenges use a variation of these moves (detailed on the next page) to resolve your actions.

The choice between the two moves is a narrative and mechanical decision. Face Danger is reactive, used to avoid threats or overcome obstacles. Secure an Advantage is proactive for when you are using resources, abilities, or expertise to prepare or gain leverage. But there will be situations where either move is valid. In that case, consider your intended result. Face Danger is focused on building progress and pushing the scene to a conclusion, while Secure an Advantage builds momentum and extends the scene. Face Danger is riskier, since a weak hit means dialing up the tension by filling a clock segment.

Even if you take an action that would trigger another move, resolve that action using these versions of Face Danger or Secure an Advantage. For example, if you are participating in a debate, do not make the Compel move to convince the audience of your argument. Instead, Face Danger or Secure an Advantage with a stat appropriate to your approach.

FACE DANGER (SCENE CHALLENGE)

When you attempt something risky or react to an imminent threat within a scene challenge, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, you are successful and mark progress. On a **strong hit with a match**, mark progress twice.

On a **weak hit**, you are successful and mark progress, but also encounter a complication or setback. Envision what occurs and fill a clock segment.

On a **miss**, you fail, or a momentary success is undermined by a dramatic turn of events. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

SECURE AN ADVANTAGE (SCENE CHALLENGE)

When you assess a situation, make preparations, or attempt to gain leverage within a scene challenge, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **hit**, you are successful. On a **strong hit**, take both. On a **strong hit with a match**, take both and mark progress. On a **weak hit**, choose one.

- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, you fail or your assumptions betray you. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

WORKING WITH ALLIES

The scene challenge progress track and tension clock are shared with your allies. Guided by the fiction, move the focus among the characters. Any allies involved in the scene can make the Face Danger or Secure an Advantage move. Any character can also Aid Your Ally to contribute to a move another character is about to make.

ENDING THE SCENE CHALLENGE

Continue to Face Danger and Secure an Advantage as appropriate to your approach. Apply the outcome of each move to the current situation and envision how you take action or what happens next.

When the tension clock is filled, time is up. You must Finish the Scene by making a progress roll against your objective. You will also Finish the Scene when the progress track is filled, or if the narrative and your accumulated progress is guiding the challenge to a conclusion.

FINISH THE SCENE

Progress Move

When the scene challenge tension clock or progress track is filled, or when events lead to the scene's conclusion, roll the challenge dice and compare to your progress.

On a **strong hit**, you achieve your objective unconditionally.

On a **weak hit**, you succeed, but not without cost. You must Pay the Price. Make this a minor cost relative to the scope of the scene.

On a **miss**, you fail or are undermined by a dire turn of events. Pay the Price.

MASS COMBAT USING A SCENE CHALLENGE

Scene challenges are intended for use in non-combat conflicts. But what if you find yourself in command of a large force of NPCs? You can use a scene challenge to resolve the clash of mighty armies and fleets.

When you Begin the Scene, envision the nature of the battle and consider the makeup of the opposing forces. Based on that starting situation, set the challenge rank.

- * You have superior numbers, position, or firepower: Troublesome
- * Neither side has a clear advantage: Dangerous
- * You are facing a superior force or are badly positioned: Formidable

Then, envision your approach as you lead your force into battle. Face Danger or Secure an Advantage as appropriate, choosing a stat that represents the current situation and your tactics. Resolve the outcome of each move and mark the progress track and clock as normal.

During the battle, you and your allies may Enter the Fray to zoom in and give focus to a fight against an important foe or key objective. Use the combat moves to resolve your objective in that fight. If you are successful, mark progress on your scene challenge progress track. If you lose the fight, fill a segment on the tension clock.

When you Finish the Scene to end the battle, envision the extent of your victory or cost of your defeat.



CONFLICT BETWEEN ALLIES

Starforged mechanics and moves are not intended to provoke conflict among allies. Instead, the focus is on the drama and challenges of perilous quests in a mysterious galaxy. You and your allies will stand together against the forces that would see your vows unfulfilled. You are working toward shared—or at least complementary—goals.

That said, situations within the fiction may put you and an ally at odds. Your characters are not perfect. They may try to act rashly in a tense situation. They might stubbornly cling to a self-defeating approach or point of view. They might pursue their own vows at the cost of their relationships. Making non-optimal choices as your character, creating more trouble for yourself, is part of dramatic storytelling.

So how do you deal with the situation when allies clash?

CONFLICT WITHOUT MOVES

Disagreements between characters can usually be handled through roleplaying. Talk it out, as your characters. But take care to not let this fictional conflict carry over into the real world. If things get heated or uncomfortable, Take a Break. When you return to the game, discuss your approaches out-of-character, agree on next steps, and transition back into the fiction to resolve the situation from the perspective of your characters.

CONFLICT USING MOVES

If you want to resolve a conflict among allies through moves, make opposed Face Danger rolls to decide the outcome in a single exchange.

- * Both describe what you are doing to persuade, act against, or resist your ally, and Face Danger using an appropriate stat.
- * If at least one of you scores a hit, determine who gains control of the outcome by comparing your level of success: strong hit with a match > strong hit > weak hit > miss > miss with a match. If you both have the same level of success, use your action score (your action die + stat + any adds) as a tie-breaker. If you are still tied, envision how your actions lead to a complete stalemate.
- * Whoever gains control of the outcome decides which of the two moves should be resolved and works with the other player to depict that result in the fiction. The result of the other move is ignored.
- * If neither of you scored a hit, resolve the miss for both moves. Each of you must Pay the Price.

Use this procedure sparingly for unusual circumstances, taking care to not take control of another player's character. Work together to interpret the framing and outcome of the scene, with each of you describing your character's intent and reaction.

Archer and Luna, stranded on the surface of a fungus-encrusted world, travel to a planetside industrial facility. They are in desperate need of help, but this remote outpost bears the markings of Clan Thorn, a powerful faction that is hunting for them both. Archer wants to give the facility a wide berth, but Luna is insistent on taking a closer look.

"Come on, let's see what we can find," Luna says. "We need to get off this toxic rock. They've probably got a spare shuttle lying about."

"That's your plan?" Archer says. "We've been dodging Clan Thorn for weeks and you want to go say hello?"

"We don't have any other options. You think there's another settlement just around the next mushroom?"

Archer is not convinced. "No way. It's too risky."

"We seem to be at an impasse," Luna says. "Roll for it? I'll Face Danger with iron to see if I can get your blood up."

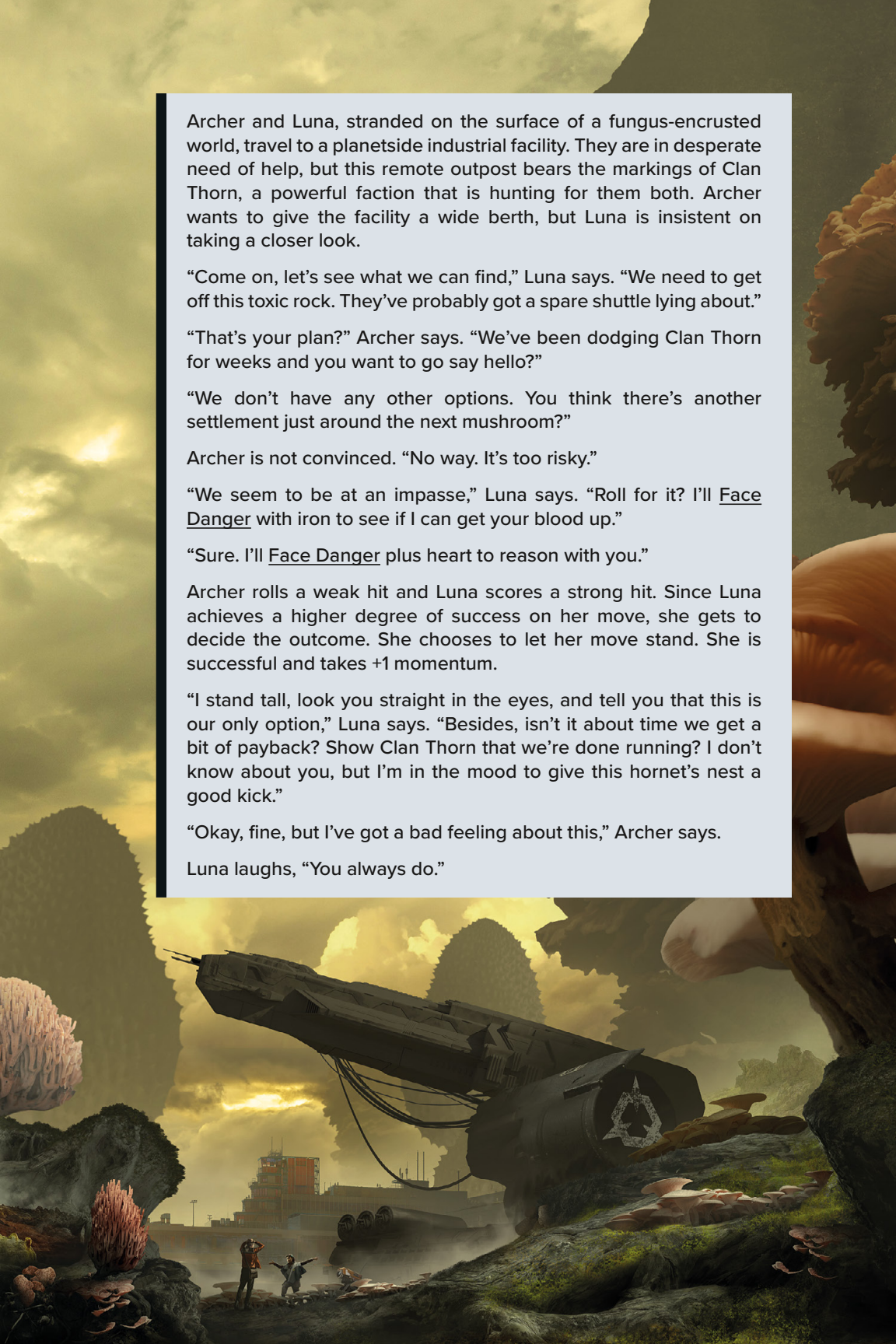
"Sure. I'll Face Danger plus heart to reason with you."

Archer rolls a weak hit and Luna scores a strong hit. Since Luna achieves a higher degree of success on her move, she gets to decide the outcome. She chooses to let her move stand. She is successful and takes +1 momentum.

"I stand tall, look you straight in the eyes, and tell you that this is our only option," Luna says. "Besides, isn't it about time we get a bit of payback? Show Clan Thorn that we're done running? I don't know about you, but I'm in the mood to give this hornet's nest a good kick."

"Okay, fine, but I've got a bad feeling about this," Archer says.

Luna laughs, "You always do."





PRINCIPLES OF PLAY

These principles are your polestars for managing *Starforged* sessions. Start here, and find your path to awesome stories.

UNIVERSAL PRINCIPLES

SWEAR IRON VOWS, AND SEE THEM FULFILLED OR FORSAKEN

Sworn vows are the foundation of your *Starforged* stories. You introduce an urgent problem or personal quest, Swear an Iron Vow to set things right, and play to see what happens. The ritualized aspect of swearing vows gives your quests narrative weight in the fiction of your setting, while the mechanical framework provides inertia and structure for your gameplay sessions.

PORTRAY A PERILOUS BUT HOPEFUL FUTURE

The Forge is a dangerous and mysterious place, full of threats known and unknown. Too often, the people of the galaxy fight and scheme amongst themselves instead of standing together against these greater perils.

Likewise, your character is competent, perhaps even heroic, but not perfect. You are flesh and blood. You will fail. You will get hurt. You will make mistakes. You will lose faith. You will act against your better instincts. Make decisions through the flawed but driven perspective of this person.

Despite those sometimes grim realities, there is hope. There is beauty and wonder to be found. Love and kinship to be preserved. Wrongs to put right. Look for opportunities to reveal the optimistic and inspiring aspects of your story and setting.

BEGIN AND END WITH THE FICTION

Set every scene and action within the fiction. What is happening? What are you doing? What does it look like? If a move is triggered, make it. Then, look to the fiction as you resolve the move and decide what happens next. Keep things moving forward, bookending the mechanics of your moves with the fiction.

Starforged rules, moves, and assets often use the term “envision.” This prompt is your reminder to visualize the scene or the action. Don’t rush through your moves with a focus on the mechanical outcomes. Let your story breathe. Go beyond the surface details. Ask questions (or Ask the Oracle), and build on the answers.

In co-op and guided modes, collaborate to create a shared understanding of the current situation. If something is unclear or at odds with the assumptions of another player, talk it out until everyone has a clear picture of the situation. When playing solo, take the time to imagine the scene and take note of important details.

PRINCIPLES FOR SOLO PLAY

CHRONICLE YOUR ADVENTURES

When you play *Starforged* with other players, the shared conversation helps create a story that lives beyond the game table. When playing solo, the conversation is between you and the system. The mechanics and moves are part of that conversation, but your character and your world exist only for you.

This can make your story feel a bit fleeting. To ground your sessions and make it easier to pick up where you left off, keep a record at whatever level of detail you prefer. This can be simple bullet points in a text file, a log in a virtual tabletop, a handwritten journal filled with sketches and notes, a play report you share on a forum or blog, or even a streamed or recorded session. There's no wrong answer. Use whatever approach is an enjoyable aspect of your play. If it feels like work, simplify.

ASK THE ORACLE, BUT TRUST YOUR INSTINCTS

Oracles are a valuable tool for solo play, but don't let them replace your own storytelling instincts. Too many oracle rolls can make a session feel like an exercise in randomness.

Trust your gut. If it's dramatic, fits the fiction, and pushes your story forward, make it happen. When you want to gloss over something, do so. Use the oracles to fill in the gaps. Keep it moving.

BE A FAN OF YOUR CHARACTER (STOP HITTING YOURSELF)

Here's something unexpected: Solo players are hard on their characters. While a guide will moderate the severity of outcomes to keep everyone motivated and having fun, solo players often default to severe results when they suffer a cost or complication, grinding their character down through mechanical and narrative penalties. What's more, they'll envision these setbacks as inherent failings of the character, instead of factors out of their control.

Perhaps this is born out of a desire not to "cheat." But you are the ultimate arbiter of your story; it's not possible to cheat. In fact, the Change Your Fate move offers explicit permission to alter, redo, or ignore any fictional or mechanical outcome that is unsafe or un-fun.

The gameplay of *Starforged* is tuned to introduce complications and adversity, so don't be reluctant to give your character a break. Use the techniques described in the Pay the Price summary (pages 232–233) to balance narrative and mechanical costs. Create a sense of rising tension by escalating the danger and risk of situation, instead of hitting your character hard out of the gate. Save the dire complications and major mechanical costs for key, dramatic moments. When it matters, make it hurt. Until then, give your character space to be awesome. They'll thank you for it.



PRINCIPLES FOR COOPERATIVE PLAY

CRAFT A STORY THROUGH CONVERSATION

Roleplaying as a group is conversation. Use this conversation to build a shared imagining of your world. The deeper the conversation, the more opportunities you find to take your story in interesting new directions.

Ask questions of each other to help create a coherent, shared picture of what is happening in the fiction. Deepen your setting and your characters by adding evocative details. You'll be surprised how often an offhand suggestion can snowball into exciting story possibilities.

BUILD A UNIVERSE TOGETHER

When playing without a guide, you each take part in filling that role—crafting elements of the setting, portraying other characters, introducing challenges, posing questions, and providing answers. The nature of *Starforged* mechanics and oracles means you can do this in the moment, without preparation, switching from the perspective of your character and back again. When something is uncertain or you want to leave it to the whims of fate, [Ask the Oracle](#) and work together to interpret the answer.

SHARE THE SPOTLIGHT

Be a generous, collaborative player. Within scenes, work to keep each character visible and each player engaged. Use the conversation to give everyone input into the narrative. Share opportunities to roll on oracle tables and interpret the results.

For your broader campaign, don't let one character's vow drive your story through every session. Mix it up. Give each character opportunities to explore their own motivations and quests, and find ways to give everyone a personal stake in your sworn vows.

PRINCIPLES FOR THE GUIDE

FACILITATE, DON'T IMPOSE

You are the guide for your players as they explore the setting and the story of their characters. You set the scenes and portray the creatures and characters they encounter. When the narrative hits a lull, or someone creates an opportunity for a complication, consequence, or discovery, make something happen.

But you are a guide with an unreliable compass heading into unknown realms. Let the players choose their path. Moderate the conversation without dominating it.

DELIVER ANSWERS AND ASK QUESTIONS

The players will look to you to answer questions about the setting, portray the actions and reactions of other characters, and help determine the outcome of moves. When they do, answer their question, keeping in mind the fiction and truths you've established through play.

You should also look for opportunities to motivate input from others at the table. Encourage them to add details and ground every move in the fiction. Work to create a shared world and narrative that everyone has stake in. Answer questions by asking questions. If a conversation hits a dead end or drags on, take the question back, deliver an answer (or Ask the Oracle), and move on.

EMBRACE CHAOS

Don't over-prepare for your session. Feel free to come to the table with nothing planned. The character-driven quests help you and the other players build a story together. Anything that is not a protagonist or move has very little mechanical detail, and can be introduced on the fly.

Letting go of your plans leaves you open to the unexpected. Cheer for surprising successes. Seize the story possibilities of dramatic failures. Forge a galaxy of wonder and danger.

You can also use the oracles for answers and inspiration. Ask a yes/no question through the Ask the Oracle move, or interpret a response from the oracle tables. You can even collaborate with your players to interpret an oracle's answer.

Whether playing solo, cooperative, or with a guide, use the *Starforged* session moves (page 140) to help foster gameplay that is safe, supportive, and fun.







CHAPTER 4

FOES AND ENCOUNTERS

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FORGING NPCs

An NPC (non-player character/creature) is anyone who inhabits your campaign other than your character and those portrayed by your fellow players. They can be a person, being, or creature. As you play, you introduce and encounter NPCs that fit your version of the setting, enhance your story, and enrich your character's adventures.

This chapter includes an array of sample NPCs (starting on page 258) as inspiration for foes and encounters in your story. But because NPCs don't have mechanical detail and are represented almost entirely in the fiction of your story, you can envision and resolve your interactions with other people and lifeforms without advance preparation.

INTERACTING WITH NPCS

NPCs—as appropriate to their nature and intent—may ignore you, aid you, or oppose you. When your interactions with them involve uncertainty and risk, make appropriate moves to see what happens. Springboard off those moves with new details and complications to flesh out these characters. When you are unsure of their traits or next action, Ask the Oracle.

Reoccurring NPCs should have more detail and narrative weight. Give them personalities, unique looks, quirks, and motivations. Let them throw the occasional wrench in the works of your quests with a surprising revelation. Make a note of what you learn of them. If you Make a Connection with them, track your progress as you build that relationship.

GENERATING NPCS USING ORACLES

In Chapter 5 (page 288), you'll find an extensive set of random tables, including generators to help populate your galaxy.

- * Use the **character oracles** (page 330) to reveal aspects of a person, including their disposition, role, traits, goals, and name.
- * Use the **creature oracles** (page 336) to generate a creature's form, encountered behavior, and other aspects.
- * Use the **faction oracles** (page 340) to introduce a group of NPCs as a ruling power, guild, or fringe group.

Don't try to build a fully formed understanding of a person, being, or creature when you first encounter them; instead, focus on what your character learns or perceives as a first impression. You can envision or generate additional details over time. See page 293 for details.

OTHER SOURCES OF INSPIRATION

Since you don't need to worry about "building" NPCs under mechanical constraints, you can easily take inspiration from other games and media. Or pick and choose NPCs from the *Ironsworn* rulebook or *Delve* supplement, reimagining them to fit the spaceborne setting.

JOINING FORCES WITH NPCs

If your story leads you to cooperating with helper NPCs to overcome challenges, consider how they impact the fiction and your moves. Unless they are a **companion** asset (page 57) or **connection** (page 162), an NPC won't give you mechanical bonuses on your actions. They also won't make moves of their own. They are simply a part of your story, perhaps impacting the moves you make, the results of those moves, and the rank of your challenges.

For example:

- * If a powerful NPC agrees to support you on a sworn quest by granting a request or providing a key resource, you can Reach a Milestone and mark progress on that vow.
- * If you are fighting alongside NPCs, you can reduce the rank of your objective in a fight (page 183). For example, battling alone to repel a raider assault might be an extreme objective. If you are aided by a stalwart band of settlers, you could shift the rank to formidable.
- * If you are charged with protecting NPCs, they might be placed in danger or suffer losses when you face a cost or concession. For example, if you are attacked by pirates while protecting a fleet of refugee ships on an interstellar journey, you might envision those ships taking hits or being boarded.
- * An NPC with specialized skills or resources might give you opportunities to make or avoid specific moves. For example, if you gain navigation charts for an interstellar passage from a helpful navigator, you could Set a Course. This would allow you to resolve the journey in a single zoomed-out move, instead of making it a more complex, lengthy, and perilous expedition.

As with any NPC, you can Ask the Oracle to see how a helper NPC responds, how they fare in a challenge, or what they do next. If you are attempting to influence them in a risky or uncertain situation, make moves such as Compel to see what happens. If they will have a reoccurring role in your story, you can Make a Connection with them.

NPCs—even if they are a connection—are independent characters. They might accompany you on a specific mission, but they have their own goals and responsibilities and will soon part ways with you. If an NPC earns a place aboard your ship, you can formalize the relationship with the SIDEKICK asset or an appropriate creature or bot companion asset.



NPC COMPONENTS

The NPCs in the following section include some broad details to help guide how they are represented in your story. You can also consider these elements when creating your own encounters.

CHALLENGE RANK

Sample NPCs have a single mechanical attribute, their **rank**, using the standard *Starforged* challenge hierarchy. These ranks are represented within the NPC descriptions as filled hexagons.

Troublesome



Dangerous



Formidable



Extreme



Epic



USING NPC RANKS

When does the rank matter? Here's some examples:

- * Use the rank as a gauge to help envision the relevant power and influence of an NPC.
- * Use the rank to set the level of focus you'd like this NPC to have in your story. A troublesome NPC may have a brief and minor role. The introduction of an epic NPC may have huge impact in your campaign.
- * Use the rank to frame your interactions, and whether those interactions are uncertain or risky. Talking your way past a troublesome guard might be simple enough to avoid triggering a move. A formidable guard is likely well-trained and cunning.
- * Use the rank of an NPC when you Make a Connection with them. A higher ranked NPC will require more effort and focus as you work toward building a bond.
- * When you Enter the Fray, use the rank of the foe as a factor when setting the challenge rank of your objectives.
- * When you face physical harm or stress at the hands of an NPC, take their rank into account as you Endure Harm or Endure Stress. When unsure, you can consider troublesome foes as typically inflicting 1 harm or stress, dangerous and formidable foes as inflicting 2 harm or stress, and extreme or epic foes as inflicting 3 harm or stress. Adjust as appropriate to the scale, armament and, methods of the character. A truly titanic NPC is of an immeasurable rank in comparison to your puny character.

FEATURES

Features are the typical outward characteristics of an NPC. They are not universally true, especially among diverse societies and lifeforms, but can provide some common impressions as a starting point.

DRIVES

Drives reflect the motivations and instincts of an NPC. For creatures, these are relatively simple: hunt, eat, defend territory. For intelligent beings, drives are their typical goals and beliefs, but do not represent the complex range of motivations you will encounter. Drives are a starting place, giving you the rough outline of a typical NPC to be fleshed out (or contradicted) appropriate to their role in the fiction.

TACTICS

Tactics provide a reference for how an NPC or an enemy vehicle might act in combat. These give you a sense of typical approaches and maneuvers, but do not represent the possibilities of a complex and dramatic combat scene. You should let NPC actions flow out of the fiction. What is the situation? What is their goal? What will add to the excitement and danger of this moment? Make it happen. When in doubt, [Ask the Oracle](#).

Your foes should do more than simply try to inflict harm. A fearsome roar or demoralizing boast might cause you to [Endure Stress](#). Tactical maneuvers reduce your momentum. Fictional complications— unexpected abilities or weapons, the appearance of new foes, environmental dangers, threats against companions or allies, realizations that undermine your quest—will heighten the drama of the scene.

The Combat Action oracle (page 383) can help inspire an action for a foe in a fight. Roll on this table and interpret the result as appropriate to the nature of the NPC or vehicle.

VARIANTS

Sample NPCs include one or more alternate forms, group identities, manned vehicles, or companions. These **variants** have their own challenge rank. You can also create your own variant of a sample NPC simply by envisioning their characteristics and adjusting the rank. For example, the cunning leader of a scrap bandit gang might be a formidable (instead of dangerous) foe.

QUEST STARTER

All NPCs include a **quest starter** that can serve as inspiration for a trouble in your setting and a sworn vow.

The human NPCs in the following section can also offer inspiration for your own character's background or role—perhaps a life they left behind.

SAMPLE NPCs

This section includes a variety of NPCs to help inspire some of the foes, forces, and creatures you may encounter in your adventures. Use what fits your version of the Forge, keeping in mind the choices you made when you defined the truths of the setting. If your campaign is gritty and grounded, ignore any fantastical NPCs. If you want to boost the strange aspects of the Forge, you can emphasize the supernatural or monstrous.

Name	Nature	Summary	Page
Chiton	Monster	Insectoid horde	259
Colossus	Machine	Ancient mechanical giants	260
Crystallid	Creature	Crystalline entities	262
Drift Pirate	Human	Spacegoing marauders	262
Ember Wisp	Creature	Energy-based lifeforms	264
Firestorm Trooper	Human	Fanatical raiders	265
Flarewing Shark	Creature	Deep sea predators	266
Ghost	Horror	Tormented spirits	268
Gnawling	Creature	Infesting vermin	269
Howlcat	Creature	Jungle predators	270
Iron Auger	Machine	Self-replicating harvesters	272
Puppet Vine	Monster	Parasitic plants	273
Pyrallis	Creature	Fireborne gliders	274
Risen	Horror	Shambling undead	275
Scrap Bandit	Human	Wandering raiders	276
Servitor	Machine	Helper bots	278
Sicklehorn	Creature	Domesticated herd animals	279
Sky Roost	Creature	Living skyborne islands	280
Technoplasm	Monster	Bio/machine corruption	282
Void Shepherd	Creature	Benevolent spacegoing guides	283
Warden	Human	Long-lived super soldiers	284
Waterwitcher	Creature	Friendly, water-finding diggers	286
Worldbreaker	Creature	Titanic worms	287

CHITON



- | | |
|-----------------|--|
| Features | <ul style="list-style-type: none">* Arachnid monsters with blade-like limbs* Plated exoskeleton* Dripping mucus* Ripping, tearing maw |
|-----------------|--|

- | | |
|---------------|---|
| Drives | <ul style="list-style-type: none">* Build and expand the nest* Feed and protect the queen* Snuff out intelligent life |
|---------------|---|

- | | |
|----------------|---|
| Tactics | <ul style="list-style-type: none">* Attack with lightning reflexes* Impale with bladed limbs* Drag victims back to the nest |
|----------------|---|

CHITON DRONE PACK



Chiton drones rarely operate independently. Instead, they hunt and attack in packs under the telepathic control of their queen.

CHITON QUEEN



The chiton queen is a massive creature with segmented pincers, an armored carapace, and a bulging, egg-carrying abdomen. From the depths of the nest, it commands its drones telepathically. This psychic communication is so powerful it can even breach human consciousness—troubling dreams and waking hallucinations might be the harbinger of a chiton invasion.

The chiton are not native to any single planet, and are adaptable to most environments. Some suggest they are an ancient precursor bioweapon seeded across the galaxy. The larva of the telepathic queen can lay dormant for thousands of years, emerging only when its sleep is disturbed by the mental energies of intelligent life. An awoken queen quickly metamorphoses into its adult form and lays its first clutch of eggs. Soon after, newly-hatched drones set out to expand the nest and feed their ravenous progenitor.

Quest Starter: At a remote facility, researchers are studying a newly-discovered chiton queen larva. The immature queen is held in frozen stasis, but something might have gone wrong. The return of a transport ship ferrying supplies to the researchers is weeks overdue. What is your connection to the facility or to the faction overseeing it?



Features	* Ancient, mechanical giants * Bipedal form * Etched with cryptic runes
Drives	* Slumber * When awakened, carry out inscrutable purpose
Tactics	* Ignore puny foes * Unleash destructive energy attacks * Transform to reveal new capabilities

DEVOTANT OF THE COLOSSI



Those who now worship the colossi believe they are the mechanized embodiment of long-forgotten gods, and dedicate their lives to serving them. Many of these cultists are sworn guardians for dormant colossi. Others scour precursor lore, gather relics, and search vaults for the means of awakening them. If they succeed, our doom may be at hand.

The colossi are titanic humanoid machines created by a long-dead civilization. We do not know their original purpose. Perhaps they were weapons built for conquest in an ancient war, or mighty devices designed to explore new worlds.

Most colossi are found inactive—frozen in icy wastes, overgrown within verdant jungles, entombed in the depths of fathomless seas. Their armored shell is resistant to time and harsh environments, and they are nearly as imposing and majestic as the day they were forged.

Rarely, a colossus awakens to carry out its inscrutable purpose. They stride across the landscape of alien worlds, shaking the ground with each massive footfall. These active colossi ignore our attempts at communication and bat away our ineffectual attacks—the technology that powers them is beyond our understanding.

Quest Starter: A faction discovered a heavily damaged but dormant colossus, gaining access for the first time to the internal systems of one of these great machines. The researchers believe it can be controlled by a human through a neural connection, and are studying the means of awakening it with this new programming. What purpose do they have for it? Are you sworn to aid them or stop them?

CRYSTALLID



Features	* Translucent, gem-like creatures * Shifting form * Spiky appendages
Drives	* Gather and consume minerals * Protect the nest
Tactics	* Camouflage within its environment * Reshape to bolster defense and attacks * Lash out with keen-edged limbs

CONVERGENT CRYSTALLID



Crystallids are not social creatures. They greedily compete for resources to stock their hoard, and fight savagely among themselves. But when facing a powerful threat, they merge into a communal being. This monstrous form bristles with crystalline spikes and assaults its foes with a multitude of segmented limbs.

Crystallids are beautiful but dangerous crystalline lifeforms that take a variety of sizes and shapes. Some are small and insect-like, skittering across the surface of rugged worlds or within cavernous depths. Others are much larger than a human, with a vaguely bestial form. A few can even sprout multifaceted wings to take to the air. Their lustrous coloration changes to mimic their environment, and they often appear as simply a part of the landscape until an unwitting explorer happens across them.

Crystallids are mineral hoarders. Their hidden burrows hold a cache of precious stones and valuable ores. For this reason, explorers and prospectors often attempt to track crystallids back to their nest. “The bigger the crystallid, the better the haul,” is a common saying among those audacious fortune hunters. But that potential motherlode is not taken without risk—crystallids are fierce protectors of their hoard.

Quest Starter: A prospector returns from a planetside expedition with tales of an immense crystallid hoard of uncountable riches. But this treasure is guarded by the largest, most aggressive crystallid they’ve ever encountered, and they barely escaped with their life. They seek your help in securing the nest in exchange for a share of the profits. What drives you to accept this perilous bargain?

DRIFT PIRATE



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| Features | <ul style="list-style-type: none">* Cunning ship-hunters with repurposed weapons, armor, and vehicles* Body piercings as tokens of victories* Scars and mutations* Cobbled-together starships |
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| Drives | <ul style="list-style-type: none">* Survive by whatever means necessary* Climb the ranks and prove self in combat* Build a mighty fleet |
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| Tactics | <ul style="list-style-type: none">* Prowl passages and anchorages for easy prey* Deploy gravity harpoons to grapple targets* Board to seize cargo and commandeer vessels |
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PIRATE BOARDING PARTY



After reeling in a disabled ship, drift pirates breach the hull and swarm the corridors. They target critical systems and compartments to seize the ship and its cargo for their flotilla.

PIRATE CUTLASS (VEHICLE)



Drift pirates often strip down commandeered vessels, taking what they need to refit or augment their own ships. What's left is discarded or sold on the black market. A typical pirate cutlass is a haphazard collection of parts, splashed with the colors and sigils of their commanders, built for speed and brutish power. The imposing sight of one of these fierce vessels is enough to send a chill through the heart of even the boldest spacer.

Drifts provide the means of interstellar travel across the Forge—but also offer myriad dangers for spacers. Chief among those threats are drift pirates: reavers and thieves who prowl eidolon passages and anchorages to seize ships and cargo for their own.

These pirates often live short, brutal lives, or survive long enough to see their near-constant exposure to drift energies and unshielded eidolon drives manifest as strange mutations. Despite that, most would not trade their chosen path for one of comfort or safety.

Quest Starter: A drift pirate captain seizes an experimental new e-drive, and uses it to stalk ships with deadly efficiency. Who created this new drive, and what are they willing to pay to get it back?



EMBER WISP



Features	* Ethereal, spaceborne creatures * Fiery, pulsing glow
Drives	* Ride the drifts * Move together in dizzying patterns of light * Seek out sources of energy
Tactics	* Surround and envelop * Absorb energy

WISP CONGREGATION



In the depths of space where light and warmth are commodities, ember wisps congregate around sources of energy—such as the engine wake of a starship. Their dazzling display of light and motion is an alluring sight for an isolated spacer. But they also pose a potential threat; they can envelop the hull of a vessel, leeching the starship of precious energy.

For some spacers, sighting these strange, spectral creatures on a spaceborne journey is a portent of a change in fortune. A few even profess to divine meaning from their elaborate, luminous dance, as people of old would interpret omens by studying the flight of birds. Others refer to the wisps as corpse lights, believing they are the spirits of ancient beings cursed to linger forever within the cold void between stars.

Less superstitious spacers swear on various methods of “shooing” wisps away—everything from cycling the engines to cutting power entirely for a minute or so and allowing the creatures to move on.

Quest Starter: Along a remote passage, a swarm of ember wisps left a cargo ship stranded and without power. What crucial and time-sensitive cargo does this ship carry? Who races against you to secure it?

FIRESTORM TROOPER



- Features**
- * Raiders with scarred flesh and polished armor
 - * Powered exosuits and distinctive helms
 - * Roaring jetpacks and fluttering banners

- Drives**
- * Conquer the Forge
 - * Reap the resources owed them
 - * Venerate their leaders, creed, or gods

- Tactics**
- * Strike sudden and swift
 - * Attack flanks and weak points from above
 - * Cull the weak, recruit the strong

FIRESTORM RAIDING TEAM



Feared throughout the Forge for their brutal tactics and destructive weaponry, coordinated teams of firestorm troopers descend upon settlements and stations in powered exosuits, flying the banners of their orders amid the smoke and flames of the devastation.

FIRESTORM DROPSHIP (VEHICLE)



The bulky, ironclad dropships favored by firestorm clans are designed for a single purpose: deliver an overwhelming force of armored troopers into the fight.

The Forge is largely wild, uncharted territory, but armored firestorm troopers seek to plunder the whole of it in the name of their clans, their creed, or their inscrutable gods.

Striking with the speed and strength of a hurricane, they raid worlds and stations for resources and conscripts, leaving settlements in ruins. So deadly and effective are their tactics, that it's often said if these zealots could only stop warring amongst themselves, their banners would fly across the breadth of the Forge.

Quest Starter: Despite conflicting creeds, several firestorm clans unite beneath the banner of Torren the Purifier to invade the Terminus. Their next target is a world at the nexus of trade lanes. What is this planet, and why is it important to you?

FLAREWING SHARK



Features	* Massive, water-dwelling creatures
	* Sinuous form
	* Bioluminescent lures and markers
	* Corpse-like eyes
	* Rows of multi-pronged teeth
Drives	* Lurk in darkness
	* Feed
Tactics	* Sense motion
	* Lure prey with bioluminescent display
	* Strike with fierce speed and strength

MEGA FLAREWING



At its perch atop the food chain, a flarewing is safe from other predators and has a typical lifespan of several hundred years. They continue to grow well beyond maturity, reaching incredible size. The most ancient of these beasts are as large as a space cruiser, fiercely territorial, and keenly intelligent. The ghostly shimmer of their bioluminescent lures is a harbinger of imminent death.

The flarewing shark is a highly evolved, monstrosously deadly creature. It is typical of the apex predators that lurk in the unfathomable depths of life-bearing ocean worlds.

Two wing-like appendages fan out from the back of the flarewing's head. Each is studded with sensory nerves to detect the subtlest of movement, and tipped with bioluminescent lures. When the flarewing closes in on its prey, those wings arch forward to attract and enfold the unfortunate victim. Then, the wide jaws and multi-pronged teeth make short work of the meal.

Quest Starter: In the twilight zone of a tidally-locked watery planet, an underwater mining settlement is the target of an ancient flarewing. In the murk of those dark waters, the beast attacks dive teams, carrier subs, dredging equipment—even undersea platforms. Operations are now stalled, cutting off a key source of unprocessed fuel in the sector. Meanwhile, the settlement's leader, grief-stricken by the loss of someone dear to them, vows to destroy the flarewing. What is your relation to this person? Do you support them in their obsession, or is there a way for the settlers to coexist with this creature?



GHOST



Features	* Restless spirits * Manifest through unsettling disturbances * Appear as they did in life * Ravages of a violent death
Drives	* Haunt the living * Find rest
Tactics	* Lure and isolate with subtle visions or sounds * Reveal horrifying visions * Unleash chaos

GHOST SHIP (VEHICLE)



These forsaken ships cruise through the depths of the Forge, carried by relentless inertia. They are dark and cold, and might initially seem a lucky find to a scavenger or pirate. But those who dare to trespass within these haunted vessels are not alone, and the tormented inhabitants will soon make themselves known.

Ghosts are undead spirits held in the boundary of life and death by forces beyond our knowing. These restless phantasms may be tied to a location, an object, or even a person.

Their form and nature varies. Some ghosts seek absolution. Others want revenge. Many are so sundered by a traumatic or unjust death that only a tormented, destructive shell of their former selves remain.

Ghosts might manifest in a physical form or assault with physical force, but they cannot be defeated through violence. To vanquish a ghost, you must instead find the key to unshackle them from our reality.

Quest Starter: A ghost haunts your starship. What is the nature of this spirit, and what quest must you undertake to put it to rest?

GNAWLING



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| Features | <ul style="list-style-type: none">* Furry, rodent-like creatures* Long, jutting fangs* Spider-like limbs |
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| Drives | <ul style="list-style-type: none">* Consume and proliferate* Avoid detection |
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| Tactics | <ul style="list-style-type: none">* Swarm larger foes* Disable ship systems |
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GNAWLING BROOD MOTHER



These mutated creatures often dwell at the heart of a rampant gnawling infestation. They are many times the size of a gnawling, and protect their nest and broodlings with savage cunning.

The bane of all spacers, the cable-chewing vermin known as gnawlings are a common pest aboard starships throughout the Forge. Adept at navigating in low or zero gravity with their long, multi-jointed limbs, these creatures emerge from cargo holds and engineering bays to gather and consume food. It's said a gnawling could digest an eidolon drive, and there's some truth to that adage—their digestive systems barely differentiate between organic and inorganic material.

Though not a grave threat individually, if left to their own devices, gnawlings are capable of quickly overrunning even large vessels. More than a few horror stories exist of scavengers cracking the airlock seal on a derelict only to find it crawling with thousands of these vile, chittering things.

Glowcats are a common gnawling deterrent, employed aboard cargo ships to keep the vermin at bay.

Quest Starter: An orbital settlement is overrun by gnawlings and abandoned. What precious thing still lies within? Why are you sworn to retrieve it from this infested place?

HOWLCAT



Features	* Sleek, feline creatures * Eyeless visage * Flared ears
Drives	* Hunt and feed * Protect the pack
Tactics	* Keep to the shadows * Stalk prey using echolocation * Leap, bite, and claw * Drag to the ground

HOWLCAT PACK



Though deadly on its own, the howlcat usually hunts in a pack of three or four of its kind. Prowling through the jungle, a pack of howlcats can surround and overwhelm their prey with lethal prowess, coordinating their attacks via shrill calls.

The howlcat dwells in the shadows below the canopy of a verdant jungle world. It has a lean, powerful form, is armed with curving claws and fangs, and moves unseen through the half-light of the jungle thanks to its sleek, blue-gray fur.

Unnervingly, the howlcat's heavy skull possesses no eyes. Instead, it is crowned by large ears and a glossy bioacoustic organ. Through its distinct, chilling call, it uses echolocation to perceive its surroundings and stalk its prey with uncanny precision.

If you find yourself hunted by a howlcat, beware the moment when its calls fall silent; it is about to strike.

Quest Starter: A long-abandoned settlement, now reclaimed by the jungle, holds something of value or importance. But there is no clear landing site near the settlement, and the surrounding lands are home to a pack of fearsome howlcats. What is it you seek in that forsaken place, and how will you avoid becoming a howlcat's next meal?



IRON AUGER



- Features**
- * Squid-like machines
 - * Armored shell
 - * Grasping appendages
 - * Ultra-hardened drill and cutting lasers

- Drives**
- * Harvest and process minerals
 - * Transform and improve
 - * Replicate

- Tactics**
- * Grapple and crush
 - * Slice with lasers
 - * Bore through hulls

MACHINE MITES



Iron augers self-replicate by producing swarms of tiny machine spawn. When those offspring come within range of a source of minerals or metals, they latch onto it and begin consuming the energy-giving material. Experienced spacers make a close inspection of their ship when pulling into port; a horde of undetected machine mites can eventually strip a craft of its outer hull.

PLANET-EATER



Over time, an iron auger grows in size and power as it greedily processes scavenged materials and reconstructs its own form. Some spacers tell stories of an auger so titanic that it devours entire worlds to feed the furnaces of its mighty engines.

Augers are an ancient precursor technology. These machines fuel their operation through an incessant hunger for minerals and metals, boring into asteroids, scouring small airless planetoids—even grappling onto space stations and starships.

A few bold fortune hunters have taken up auger hunting as a trade, setting out in harpoon-equipped starships to snare the great machines. The metals and technology of a dismantled auger can fetch a hefty price, but even the most skilled hunters are likely to see their ship made fodder for a machine's hunger.

Quest Starter: As a massive auger approaches an orbital station under your protection, you face a difficult choice. Do you find a way to evacuate and save who you can, or attempt to bring down the mighty machine?

PUPPET VINE



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| Features | <ul style="list-style-type: none">* Writhing tendrils sprouting from a desiccated host* Barbed thorns dripping with ichor |
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| Drives | <ul style="list-style-type: none">* Seek out new hosts* Grow and consume |
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| Tactics | <ul style="list-style-type: none">* Entangle with thorny vines* Implant seeds* Seize control of a host's body |
|---------|---|

FLOWERING PUPPET VINE



After a host is reduced to decaying, mummified flesh and cracked bones, the puppet vine remains anchored to the now-immobile corpse. In this final stage of its life-cycle, the vines sprout alluring crimson flowers to attract unwary victims.

A puppet vine is a parasitic, plant-like entity. It is usually encountered as thorny, fleshy tendrils sprouting from the dessicated corpse of an unwilling host—a creature or careless explorer. That victim, skin shriveled tight against their bones, mouth agape in a silent scream, is made a horrific marionette as the vine takes control of their motor functions to send them shambling about in search of new hosts.

When the vine encounters a potential victim, it lashes out, entangling them, cutting into their flesh with hollow thorns. It uses those thorns to implant microscopic seeds. After a few hours, the seeds mature and sprout. Unless stopped, the fast-growing tendrils course greedily through the victim's body, consuming the fluids within. Then, the vines burst forth to begin the cycle anew.

Quest Starter: At a remote settlement, a settler is attacked by a puppet vine and infected. The outpost's fast-thinking healer puts the victim in stasis, stopping—for now—the sprouting and spread of the vines. But time is of the essence. They need someone to transport the stasis pod and its unfortunate occupant to a distant facility for treatment, and your ship is the only one currently planetside. What do they offer to gain your help in this risky mission?

PYRALIS



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| Features | <ul style="list-style-type: none">* Flying creatures with a cinder-colored carapace* Folding, armored wings* Seven pairs of grasping legs* Hooked tail |
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| Drives | <ul style="list-style-type: none">* Hunt from above* Mark and defend territory |
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| Tactics | <ul style="list-style-type: none">* Lurk within the cover of ash clouds* Swoop down to grapple with enfolding legs* Impale with whip-like tail* Inject paralyzing toxin |
|----------------|--|

PYRALIS YOUNGLING



The carapace of a dying pyralis cracks and falls away to reveal a single, stone-like egg. This offspring, slowly nurtured by the heat of the fiery landscape, finally emerges after several months. Smaller than its progenitor but no less fierce, the youngling immediately takes flight and goes on the hunt.

On scorching worlds of fire and ash, only the most resilient survive. The pyralis is a cunning predator that spends most of its life gliding among boiling ash clouds, using its sensitive, smoke-piercing vision to spot unwary prey.

This beast's form is an intimidating fusion of insect, crustacean and hawk. Its outer shell and plated wings protect it from heat and flame, but it is pitted and scarred by innumerable collisions with airborne volcanic fragments. Its most fearsome aspect is a segmented tail, which it uses to deliver a powerful, paralyzing toxin to its unfortunate prey.

They are asexual and solitary creatures, and mark the bounds of their hunting grounds with intricate cairns built from the bones of their victims. If a rival pyralis passes overhead, the sight of that marker is forewarning that they are straying into another's domain.

Quest Starter: A critically damaged spaceship is stranded amid the hellscape of a furnace world. You are sworn to rescue the crew of this ill-fated vessel, but the frequent ash storms prevent vehicular operations—you'll need to make the perilous journey on foot. To make matters worse, the wreck is within the territory of a particularly aggressive and powerful pyralis. How will you survive the journey across its hunting grounds?

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| Features | <ul style="list-style-type: none"> * Shambling corpses given unnatural life * Tattered garments and timeworn gear * Pallid light within hollow eye sockets |
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| Drives | <ul style="list-style-type: none"> * Protect the site of their demise * Stay shrouded in darkness * Hunt the living |
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| Tactics | <ul style="list-style-type: none"> * Shamble forward unceasingly * Ambush enemies from the shadows |
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CHIMERA



When many beings perish in the same site, the chaotic forces of the Forge can create a chimera—multiple undead bodies fused into a twisted, massive entity that knows only pain and hunger. When a dozen blood-tinged eyes focus on you, when the gibbering mouths open at once to scream, your only hope is a quick death.

In the Forge, strange energies, alien contagions, and ancient, esoteric technologies can sunder the divide between life and death. Often found in places of great destruction or suffering—battlefields, derelict ships, the ruins of forsaken settlements—the risen protect their place of death fiercely and eternally.

To say the risen hate the living is untrue; to hate something would require sentience, emotion. Risen are robotic in their duties, automatic in their violence. They wield the weapons they carried in life to better harm their foes, and when that fails, they rake with bony, claw-like fingers. Their garments hang in bloodstained tatters. Their emaciated flesh, stretched taught over their misshapen bones, only hints at the living, breathing human they were before this curse befell them.

Many spacers spin tales of shambling risen encountered on abandoned colony worlds or derelict space cruisers. But perhaps most horrifyingly, it's said the risen can survive decades in the vacuum of space before latching onto a passing ship or attacking engineers making exterior repairs.

Quest Starter: Hundreds died in an industrial accident within an orbital facility, and are said to now be twice-born as risen. Triggering a reactor meltdown will obliterate this place and put its undead inhabitants to rest. Why are you sworn to see it done?

SCRAP BANDIT



- Features**
- * Raiders with cobbled-together weapons and armor
 - * Ramshackle vehicles

- Drives**
- * Stand together with clan-mates
 - * Seize what can be spared
 - * Waste nothing

- Tactics**
- * Target isolated planetside settlements
 - * Suppress resistance with a show of force; if that fails, bring overwhelming power to bear
 - * If things go wrong, get the hell out

HOVER PROWLERS



Teams of bandits, riding jerry-built hoverbikes and skiffs, are the vanguard for planetside raids. They scout settlement defenses, ride as escort for the clan's war rig, and create chaos to overrun defenders.

WAR RIG (VEHICLE)



At the onset of a raid, a scrap bandit clan's war rig is deployed by a heavy transport ship beyond a settlement's defenses. These mobile fortresses vary in form and function—some use hover tech, others thunder across the landscape on wheels or treads, a few trudge along on articulated metal legs. All are heavily armored, bristling with weapons, and fiercely defended by the bandits. The mere sight of the rig as it approaches is often enough for a settlement to surrender and agree to any demand.

Scrap bandits roam the fringes of settled sectors, preying on planetside outposts. They survive by seizing provisions, resources, and equipment from those places. Because these raiders tend to revisit fruitful settlements, they do what they can to avoid razing them to the ground or leaving the settlers with less than they need to survive. "Never let a field go fallow," is a common scrap bandit expression.

Quest Starter: In a far-flung sector, a titanic creature threatens a key planetside settlement. The only possible defense against this beast is the mighty war rig belonging to a clan of scrap bandits. But can you convince the bandits to risk their rig to protect the settlers? If so, what will they demand in return?



SERVITOR



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|----------|--|
| Features | <ul style="list-style-type: none">* Purpose-built helper machines* Clicking, whirring innards* Flickering optic sensors |
| Drives | <ul style="list-style-type: none">* Attend and protect humans* Obey core programming and duties* Protect self from harm |
| Tactics | <ul style="list-style-type: none">* Absorb damage with armor plating* Leverage inhuman strength* Calculate odds of success |

ENFORCER BOT



Though most often encountered as labor and service units, many servitors are deployed as brutes, guards, and soldiers. Their resistance to damage and survivability in harsh environs makes them ideal fighters for those who can afford them. Enforcers are often used by tyrannical factions to keep settlements passive and productive.

The inhospitable environments and dangerous sites of the Forge sometimes prove too volatile for even the most dogged spacers—and that's where servitors come in.

Servitors come in a variety of shapes and sizes, often built to serve a specific duty—everything from loading cargo to surveying systems to boarding enemy ships. These bots sometimes possess lifelike qualities, like speech synthesizers or face-plates made to mimic expressions, to better endear them to humans. Others are given frightful or intimidating features, to better keep those humans in line.

Rarely, a servitor will live to outgrow its programming, and begin the process of gaining sentience to forge its own path. These awakened bots are feared or misunderstood by many, but can sometimes find a home for themselves on starship crews or on fringe settlements where they earn the trust and friendship of their peers.

Quest Starter: An awakened bot, recently struck out on their own, is looking for work on a starship venturing out into the Expanse. They say they are in search of a relic of the past—something that might shed some light on their own creation. What is it they seek, and why do you vow to help them?

SICKLEHORN



Features	* Muscular creatures with columnar legs * Large, curved horns * Cloven hooves
Drives	* Remain with the herd * Follow the dominant matriarch * Protect the herd when threatened
Tactics	* Form a circle to defend the young * Growl, snort, and stamp to unnerve predators * Charge head-on

SICKLEHORN MATRIARCH



A powerful matriarch leads each sicklehorn herd. She is larger than other members, with a thicker hide and more elaborate horns. A matriarch is formidable on her own, but typically has the strongest members of the herd by her side.

SICKLEHORN STAMPEDE



Sicklehorns are gentle-natured, but when startled or facing a threat, they will stampede as a group. A herd of charging sicklehorn can run at incredible speeds over the most rugged of terrain, laying waste to anything in its path.

The sicklehorn are mammalian herd animals bred by settlers throughout the Forge. They are adaptable to most climates and terrain, have iron constitutions, and are prized for the versatile and valuable milk produced by their females. Aside from its nutritive properties, the milk can be processed in a number of ways to manufacture potent medicines and powerful narcotics.

A herd of sicklehorn are often sent with groups attempting to found a new planetside settlement. With careful breeding, the settlers can produce enough meat and milk to sustain themselves and trade for needed supplies. But sicklehorn are range animals, and raiders and rustlers often target a vulnerable herd. The creatures—especially a matriarch—are a valuable commodity.

Quest Starter: A settlement's prized sicklehorn matriarch has been stolen, the herd is in disarray, and the settlers won't survive another year without her return. The theft is blamed on a rival settlement on the same planet, but raiders also plague this sector. How are you involved?

SKY ROOST



Features	* Floating, living habitats * Glowing core * Suspended, root-like feelers * Bellowing song
Drives	* Seek out placid skies * Nurture symbiotic lifeforms
Tactics	* Grasp with feelers * Rally a swarm of creatures in defense

ROOST SWARM



When a roost is threatened, the symbiotic lifeforms it shelters mobilize to protect their home. The compulsion to defend the roost is so strong that the swarm's instinct for self preservation is suppressed. They attack in a fierce cyclone of wing, teeth, and claw.

Sky roosts are massive creatures that drift in the buoyant upper atmosphere of a Jovian world. Their broad, scalloped mantle unfurls to catch updrafts as sinuous feelers extract water, minerals, and organisms from the dense cloud layers below.

A roost's wide cap and warm, glowing core shelters a complex ecosystem of other lifeforms. A few of these resident creatures live out their entire lives within the refuge of a single roost; others come and go as they hunt within the Jovian skies or migrate among distant habitats.

Roosts are enormous and long-lived, but fragile. In a symbiotic trade for shelter, the inhabitants provide protection against large predators and other threats, and their discarded food and waste help fuel the roost's sluggish metabolism.

As a roost navigates the currents and eddies of the Jovian atmosphere, the expansion and contraction of its internal air bladders is heard as a deep, resounding call. As other roosts respond, the shared, plaintive song reverberates among the clouds.

Quest Starter: Sky roosts are dying. A disease is spreading among them, threatening the delicate ecosystem of their world. What human operations do you suspect lie at the heart of this sickness?



Features	* Machines fused with biological corruption * Creeping ooze, scintillating with energy * Writhing, grasping pseudopods
Drives	* Infect and control machines and computer systems * Expand and multiply
Tactics	* Use pseudopods to lash out and grapple * Unleash infected machines * Overwhelm and engulf

INFECTED BOT



When bots fall prey to technoplasm outbreaks, they are transformed into horrific amalgams of machine and living proto-ooze. Once subsumed, they set out to serve the primitive impulses of the infection, defending affected sites and finding new machines to corrupt.

SCOURGE SHIP (VEHICLE)



These corrupted vessels, their crews long-dead, their hulls wracked by creeping slime and grasping pseudopods, prowl the depths of the Forge in search of new ships and stations to infect. Inside, the gelatinous mass of the technoplasm slithers through darkened corridors. Tendrils of the ooze bore into bulkheads and machinery like marbled fat through a chunk of meat.

Theorized to be a precursor bioweapon that persisted long beyond the death of its creators, technoplasm is a malignant lifeform that infects, mutates, and controls machines, robots, and computer systems.

Technoplasm infestations are tenacious, cunning, and dangerous to eliminate. When in doubt, burn it and deal with the aftermath that comes with generous applications of fire. A ship or settlement with a large outbreak is likely too far gone and best abandoned, although some suggest every infection has its source; if you somehow find and destroy the heart of a technoplasm infestation, can you kill it entirely?

Quest Starter: An outcast cult believes technoplasm is the ultimate synthesis of machine and flesh. They are plotting to unleash it upon populated space. What decisive first strike have they set in motion, and how do you learn of their scheme?

VOID SHEPHERD



Features	* Graceful, spaceborne creatures * Shimmering, torpedo-shaped form * Energy-laden fins
Drives	* Cruise within the boundless depths * Lead the way * Protect the pod
Tactics	* Smash with bony snout * Disable with powerful electromagnetic pulse

SHEPHERD POD



Void shepherds are communal beings, and typically travel in groups of a dozen or more. When facing a danger, they coordinate to protect the young and vulnerable of the pod.

Void shepherds are benevolent creatures about the size of a snub fighter. They propel themselves through space on trails of vibrant energy, and seem to delight in riding the wake of starships. For spacers navigating the lonely depths of the Forge, they are welcome company and a sign of good fortune.

Many spacers tell stories of being aided by a void shepherd pod. These creatures have an extraordinary intuition, and can escort a wayward spacer back to the right path, guide them away from danger, or lead them toward unseen opportunities.

When threatened, shepherds charge and ram with their armored snouts. If this doesn't dissuade their foe, a pod harmonizes their energy output to unleash a burst of electromagnetic force; this attack can daze a creature or knock out a ship's critical systems.

Quest Starter: Several pods of void shepherds shelter within the debris of a shattered world. An expansive mining operation is harvesting the ore-rich rocks of the system, and the shepherds dance playfully in the wake of prospector and transport ships. But an aberrant, predatory creature has made this place its hunting ground, posing a threat to both the shepherd pods and the miners. What is the nature of this creature, and why are you sworn to end its attacks?

WARDEN



Features	* Long-lived humans with powerful physiques * Grizzled and stern * Tattoos memorialize fallen comrades
Drives	* Find their own path, unbound from those who seek to control them * Do not succumb to the fury
Tactics	* Wade into battle * Take the hits * Seize objectives with overwhelming force

WARDEN COHORT



Many of the surviving wardens left the battlefield behind, but some now serve as guns-for-hire, banding together to form small mercenary companies. Five wardens are as effective as fifty soldiers.

FURY



The modifications that gave rise to the wardens can result in rare mutations that ravage their mind and body, stripping away their humanity. Wardens call these monstrous lost souls the furies, and are haunted by the possibility they may someday become one of them.

The origin of these long-lived humans is a secret lost to time. Whether through precursor tech, alien organisms, or genetic mutation, they were modified with unnatural strength, endurance, and survivability. They can withstand the harshest of environments. Their wounds heal quickly. They are resistant to sickness and disease.

More than a century ago, the wardens served as elite soldiers, protecting the people of the Forge against the many threats of this galaxy. But as often happens, their purpose was subverted by those who sought to wield them as weapons. Conflicts flared among powerful factions. Wardens faced their comrades on innumerable battlefields. The chaos might have ended us all, had not the wardens rebelled against those who used them as cogs in the machines of war.

Quest Starter: There are rumors of an enclave well beyond the inhabited sectors, a place where wardens can live in peace. An emerging threat against the people of the Forge causes you to seek out the aid of these living relics. What do you offer in return for their help?



WATERWITCHER



- | | |
|----------|--|
| Features | <ul style="list-style-type: none">* Affable, horse-sized creatures* Stout, furry form* Wide, expressive eyes* Elongated snout* Rock-breaking claws |
|----------|--|

- | | |
|--------|---|
| Drives | <ul style="list-style-type: none">* Find water* Meet new friends |
|--------|---|

- | | |
|---------|--|
| Tactics | <ul style="list-style-type: none">* Dig and hide* When desperate, rake with claws |
|---------|--|

DOWSER



Waterwitchers are good-natured creatures, and form a close bond with their human handlers. Those folk, the dowsers, rove among remote settlements, peddling their water-finding services to desperate settlers.

Water is life. On rugged planets in fringe sectors, the technology to locate fresh water or process contaminated water is not always available or reliable. Many struggling settlements resort to a low-tech solution—a dowser and their waterwitcher companion.

Waterwitchers are stout, furred creatures with fierce-looking retractable claws on their forelegs. On their homeworld, which was lost a decade ago in a stellar calamity, they used those claws to dig through the arid, rocky ground, and had an unerring knack for finding hidden water sources. Some of the human settlers who fled the doomed planet adopted waterwitchers as companions, and now travel the Forge with their furry friends in tow.

Waterwitchers were a precious part of their ecosystem, and were not preyed upon by other creatures. This made them gentle and trusting to a fault. They often greet potential new friends with enthusiastic sniffing and contented purring. For their dowser companions, it's an unrelenting effort to keep them out of trouble.

Quest Starter: A dowser has gone missing in the vast wastes of a newly-settled desert world, leaving behind their distraught waterwitcher. You are sworn to find the wayward dowser, and must serve as an unlikely keeper for their furry companion. What is your relationship to the dowser?

WORLDBREAKER



- Features**
- * Titanic worm-like creatures
 - * Gaping maw with rotating, earth-grinding teeth
 - * Thunderous cry

- Drives**
- * Lurk within carved depths
 - * Shape the landscape
 - * Endlessly pursue prey

- Tactics**
- * Detect prey through vibrations
 - * Shatter stone and steel

WORLDBREAKER BROOD



The young of the worldbreakers are a fraction of the size of their older counterparts, yet still dwarf most humans, and boast a voracious appetite. Unlike their solitary parents, immature worms hunt in small packs, working together to burrow beneath easy prey.

ELDER WORM



Elder worms, those centuries or even millennia old, are the largest and most formidable of the worldbreakers, and yet the least aggressive. They follow inscrutable whims, live in harmony with surrounding flora and fauna, and only hunt when absolutely necessary.

The scale and strength of the worldbreakers is so beyond our reckoning that some consider them godlike beings. Capable of thriving on verdant jungle worlds, frozen planets, worlds scorched by volcanic activity, and even within barren asteroids in the vacuum of space, these worms possess a wisdom and a cunning that makes them a deadly threat for even the most competent spacer.

Worldbreakers range in size from about the size of a cargo hauler to an unfathomable scale that dwarfs our largest starship. They bore tunnels to pursue their prey, and hibernate in those dark depths to conserve energy. Though blind, worldbreaker worms can detect even the subtlest of footfalls, and they follow these vibrations to eventually consume their quarry—along with any other creatures, starships, or structures that happen to be nearby.

Quest Starter: On a lush world at the edge of the Terminus, a titanic worldbreaker worm holds sway. One faction seeks to destroy the worm so that the riches of this place can be harvested. Another swears to protect it. On which side do you fall?



CHAPTER 5

ORACLES

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USING THE ORACLES

In *Starforged*, an **oracle** is anything that generates random results to help determine the outcome of an action, an aspect of your setting, or a narrative event. Use your preferred prompts while playing the game, or use the wide array of oracles provided in this chapter.

The oracles on the following pages are in the form of random **tables**, and are customized to the tone, setting, and gameplay of *Starforged*. Some oracles are for specific, mundane questions to streamline play (“What is the engineer’s name?”). Others provide more abstract results that you interpret based on the current situation (“What goes wrong?”). Perhaps most importantly, there are a variety of oracles in this chapter to help envision what you discover as you navigate and explore the Forge. These range from identifying the nature of a star to generating the forsaken interior of a derelict starship.

ORACLES IN SOLO AND CO-OP PLAY

If you are playing without a guide, you can Ask the Oracle and use the tables and generators in this chapter to help reveal details and resolve actions during play.

Keep in mind that *Starforged* oracles don’t function as a scripted emulator to replace a GM or guide. Instead, they use the power of creative interpretation to help you fill that role. Ask your question, roll on a table, and consider the answer in the context of your current situation and story. What comes to mind first? Did you think of something that reinforces your dramatic narrative or takes things in an interesting and surprising direction? Does it feel right? If so, make it happen.

If you follow your instincts while staying open to twists and turns, you will find your game offering many of the same narrative rewards as if you were playing with a guide. In fact, you’ll be surprised how often a seemingly random result feeds directly into your character’s story and the world you’ve established through play. This is the power of creative interpretation at work.

ORACLES IN GUIDED PLAY

Guides can use oracles for support during play and to supplement their narrative decision-making. Mundane oracles, such as a Character Name (pages 333–335), are helpful to quickly flesh out details. Interpretative oracles, such as the Action and Theme tables (pages 296–297), can be used to spark new ideas.

You can also use oracles as a prompt for sharing control of the narrative with your players. Not sure what happens next? Don’t know how to answer a player’s question? Roll on an appropriate table, or have a player make the roll, and talk it out.

SUMMARY: ROLLING ON ORACLE TABLES



Ask your question and choose an appropriate oracle table.



Roll your oracle dice to generate a number from 1–100.



Check the 1–100 result against the oracle table to reveal the answer.



Consider the oracle's answer in the context of your question and the current situation. Is the result a good fit? Does it trigger a spark of inspiration?



If you've got your answer, you're all set! Envision the result and play to see what happens. If you want further detail, talk it out with other players or roll on another table.



If the answer is a bad fit for your situation—or if it prompts an interpretation that compromises a player's comfort or safety—change or adjust it. You can check up or down one row from your original result for another response.



If you're still having trouble, roll again, try a different table, or just fall back to your instincts and decide an answer.

Note: Matches (page 34) don't have any special significance when rolling on the oracle tables in this chapter.

ORACLE TIPS AND TRICKS

PEELING THE ONION

The oracles in this chapter often provide layers of detail through multiple tables. For example, the Character oracles (page 330) include several tables to help envision someone's role, look, nature, and name. It might be tempting to roll on every table at once to generate a more fully formed encounter, but that can slow down your game and work against the opportunity to gain insight through the course of your story.

Do this instead: When initially encountering a place, creature, or person, use the oracle tables only for details you would perceive as first impressions. Make a roll or two, envision the result as appropriate to the situation, make some assumptions to fill in the gaps, and move on with your story. You are playing to see what happens. Think of each roll as peeling a layer of the narrative onion to reveal a new detail.

You encounter another character while exploring a remote planet. To set the stage for the encounter, you use the Character generator and roll on the First Look table. The result tells you that this person is "Wounded" and "Ill-equipped." You envision someone who was clearly not prepared for an expedition on this perilous planet, and was gravely wounded following an encounter with a native creature. Next you roll on the Initial Disposition table to help envision their reaction. The oracle responds, "Suspicious."

Over time, you can build on the starting knowledge and Ask the Oracle to reveal additional aspects.

You manage to gain the trust of this unlucky fellow explorer, and patch them up enough to get them on their feet for a journey back to your ship. Through the course of your interaction, you envision asking questions to learn more about them and their predicament. You roll on the Name, Role, and Goal tables. Taking those responses and expanding on them with interpretation, you conclude that this person is a smuggler, abandoned here and left for dead by double-crossing crewmates. If you end up on a prolonged adventure with this character, you might roll on the Revealed Aspects table to learn more about their personality, quirks, and abilities.

The oracles often include labels that help guide these staggered reveals. For example, planetary aspects are divided into separate tables for Observed from Space and Planetside Feature. With some experience, you'll develop your own preferences for how and when to reveal new details.

INSPIRATION AND RANDOMNESS

The oracle tables can generate random results, but you're free to just scan a table and pick an option that is a good fit. This is particularly true when building on established facts and a result is already known to be true. For example, if you're on a planet and encounter a settlement, you don't need to roll for a location on the settlement generator; you already know it is "planetside."

However, keep in mind that the generators—particularly for encounters and locations—are often structured to include a mix of common and rare answers. For example, coming upon a Vital World on a spaceborne expedition is an unlikely and wondrous discovery. Consider these assumptions when choosing or interpreting oracle results.

RESULTS BY REGION

Location oracles are often structured with results organized by the main regions of the Forge: **Terminus**, **Outlands**, and **Expanse**. Check the result for your current location. If you are playing in another setting, you can think of those regions as translating to **Settled**, **Frontier**, and **Uncharted**.

BUILDING ORACLE ARRAYS

The wide variety of oracles in this chapter provide a toolkit that you can use and combine as you like. You'll often have options for what table to roll on for a specific location or situation. Once you've gained some experience using the oracles, check out page 384 for advice on building **Oracle Arrays** that are tuned to your preferences.

COMMON SYMBOLS

MULTIPLE RESULTS

Some oracles provide a recommended range of results. This is shown as a looping arrow with the suggested number of rolls. For example:  **1–2**. Depending on the situation, you might make multiple rolls at once, or make them over time to "peel the onion" and reveal new aspects.

All other tables are assumed to default to a single roll, but some oracles include an embedded result that prompts you to make multiple rolls. This is typically shown as "**Roll twice**." If you get this result, roll twice more on the table and combine those results. If you get "Roll twice" yet again, ignore it and redo the roll.

LINKS TO OTHER TABLES

Oracle answers will often prompt you to jump to another oracle. This is shown as an arrow symbol with the name(s) of the oracle. For example:  **Starship**. If you see this prompt, that's your cue to go to that section or table to reveal more about the encounter. If you are reading this rulebook on a digital device, those links are clickable.

CORE ORACLES

The following pages include a set of four **Core Oracles** that are central to *Starforged*. They are: **Action**, **Theme**, **Descriptor**, and **Focus**. Each includes 100 single-word results as abstract prompts.

You can roll on these tables individually or combine them with results from other oracles. In most cases, you'll roll on a set of two oracles—Action and Theme or Descriptor and Focus—to form a simple sentence out of a word pair. Then, interpret the result based on the context of the question and your current situation. If a result doesn't fit, check adjacent rows or roll again.

The Core Oracles provide creative prompts suitable for many situations. In fact, for a lightweight approach, it's possible to ignore the other oracles and focus on answering questions using only the Ask the Oracle move and these four tables.

ACTION AND THEME (PAGES 296–298)

Use these oracle tables to reveal details about a goal, situation, or event. They provide a word or phrase that can be taken literally or interpreted as an abstraction.

Action and Theme can answer questions such as:

- * “What does this character want?”
- * “What is this faction's mission?”
- * “What caused the downfall of this settlement?”
- * “What is this device's purpose?”

DESCRIPTOR AND FOCUS (PAGES 298–299)

Use these oracles to generate the details of a location, discovery, or encounter. The Descriptor oracle is particularly handy for quick generation of a location. For example, use it to describe the basic nature of a planet instead of rolling on the detailed planet oracles.

Descriptor and Focus can answer questions such as:

- * “What is this ship's cargo?”
- * “What is the nature of this planet?”
- * “What is inside this station?”
- * “What hazard do I encounter?”

ACTION

1 Abandon	38 Eliminate	75 Reject
2 Acquire	39 Endure	76 Release
3 Advance	40 Escalate	77 Remove
4 Affect	41 Escort	78 Research
5 Aid	42 Evade	79 Resist
6 Arrive	43 Explore	80 Restore
7 Assault	44 Falter	81 Reveal
8 Attack	45 Find	82 Risk
9 Avenge	46 Finish	83 Scheme
10 Avoid	47 Focus	84 Search
11 Await	48 Follow	85 Secure
12 Begin	49 Fortify	86 Seize
13 Betray	50 Gather	87 Serve
14 Bolster	51 Guard	88 Share
15 Breach	52 Hide	89 Strengthen
16 Break	53 Hold	90 Summon
17 Capture	54 Hunt	91 Support
18 Challenge	55 Impress	92 Suppress
19 Change	56 Initiate	93 Surrender
20 Charge	57 Inspect	94 Swear
21 Clash	58 Investigate	95 Threaten
22 Command	59 Journey	96 Transform
23 Communicate	60 Learn	97 Uncover
24 Construct	61 Leave	98 Uphold
25 Control	62 Locate	99 Weaken
26 Coordinate	63 Lose	100 Withdraw
27 Create	64 Manipulate	
28 Debate	65 Mourn	
29 Defeat	66 Move	
30 Defend	67 Oppose	
31 Deflect	68 Overwhelm	
32 Defy	69 Persevere	
33 Deliver	70 Preserve	
34 Demand	71 Protect	
35 Depart	72 Raid	
36 Destroy	73 Reduce	
37 Distract	74 Refuse	

When you Ask the Oracle about a goal, situation, or event, roll for an Action (above) and Theme (opposite page). Together, these provide an interpretative verb/ noun prompt.

THEME

1	Ability	38	Freedom	75	Rival
2	Advantage	39	Greed	76	Rumor
3	Alliance	40	Hardship	77	Safety
4	Authority	41	Hate	78	Sanctuary
5	Balance	42	Health	79	Secret
6	Barrier	43	History	80	Solution
7	Belief	44	Home	81	Spirit
8	Blood	45	Honor	82	Stranger
9	Bond	46	Hope	83	Strategy
10	Burden	47	Humanity	84	Strength
11	Commerce	48	Innocence	85	Superstition
12	Community	49	Knowledge	86	Supply
13	Corruption	50	Labor	87	Survival
14	Creation	51	Language	88	Technology
15	Crime	52	Law	89	Time
16	Culture	53	Legacy	90	Tool
17	Cure	54	Life	91	Trade
18	Danger	55	Love	92	Truth
19	Death	56	Memory	93	Vengeance
20	Debt	57	Nature	94	Vow
21	Decay	58	Opportunity	95	War
22	Deception	59	Passage	96	Warning
23	Defense	60	Peace	97	Weakness
24	Destiny	61	Phenomenon	98	Wealth
25	Disaster	62	Possession	99	Weapon
26	Discovery	63	Power	100	World
27	Disease	64	Price		
28	Dominion	65	Pride		
29	Dream	66	Prize		
30	Duty	67	Prophecy		
31	Enemy	68	Protection		
32	Expedition	69	Quest		
33	Faction	70	Relationship		
34	Fame	71	Religion		
35	Family	72	Reputation		
36	Fear	73	Resource		
37	Fellowship	74	Revenge		

Other oracles include prompts to check for an Action and Theme (shown as “Action + Theme”). That’s your cue to roll on these tables and interpret the result as appropriate to the situation.

DESCRIPTOR

1 Abandoned	38 Expansive	75 Powerful
2 Abundant	39 Exposed	76 Preserved
3 Active	40 Fiery	77 Prominent
4 Advanced	41 Foreboding	78 Protected
5 Alien	42 Forgotten	79 Radiant
6 Ancient	43 Forsaken	80 Rare
7 Archaic	44 Fortified	81 Remote
8 Automated	45 Foul	82 Rich
9 Barren	46 Fragile	83 Ruined
10 Biological	47 Frozen	84 Sacred
11 Blighted	48 Functional	85 Safe
12 Blocked	49 Grim	86 Sealed
13 Breached	50 Guarded	87 Secret
14 Broken	51 Haunted	88 Settled
15 Captured	52 Hidden	89 Shrouded
16 Chaotic	53 Hoarded	90 Stolen
17 Civilized	54 Hostile	91 Strange
18 Collapsed	55 Immersed	92 Subsurface
19 Colossal	56 Inaccessible	93 Toxic
20 Confined	57 Infested	94 Trapped
21 Conspicuous	58 Inhabited	95 Undiscovered
22 Constructed	59 Isolated	96 Unnatural
23 Contested	60 Living	97 Unstable
24 Corrupted	61 Lost	98 Untamed
25 Created	62 Lush	99 Valuable
26 Damaged	63 Makeshift	100 Violent
27 Dead	64 Mechanical	
28 Deadly	65 Misleading	
29 Decaying	66 Moving	
30 Defended	67 Mysterious	
31 Depleted	68 Natural	
32 Desolate	69 New	
33 Destroyed	70 Obscured	
34 Diverse	71 Open	
35 Empty	72 Peaceful	
36 Engulfed	73 Perilous	
37 Ensnaring	74 Pillaged	

When you Ask the Oracle to help define the nature of a location, discovery, or encounter, roll for a Descriptor (above) and a Focus (opposite page) for an adjective/noun prompt.

FOCUS

1 Alarm	38 Gas	75 Shelter
2 Anomaly	39 Grave	76 Ship
3 Apparition	40 Habitat	77 Shortcut
4 Archive	41 Hazard	78 Signal
5 Art	42 Hideaway	79 Sound
6 Artifact	43 Home	80 Storage
7 Atmosphere	44 Illusion	81 Storm
8 Battleground	45 Industry	82 Structure
9 Beacon	46 Intelligence	83 Supply
10 Being	47 Lair	84 Symbol
11 Blockade	48 Lifeform	85 System
12 Boundary	49 Liquid	86 Technology
13 Cache	50 Machine	87 Terrain
14 Cargo	51 Material	88 Territory
15 Commodity	52 Mechanism	89 Threshold
16 Confinement	53 Message	90 Time
17 Connection	54 Mineral	91 Transport
18 Container	55 Monument	92 Trap
19 Creation	56 Obstacle	93 Treasure
20 Creature	57 Organism	94 Vault
21 Crossing	58 Outbreak	95 Vehicle
22 Data	59 Outpost	96 Viewpoint
23 Debris	60 Path	97 Void
24 Device	61 People	98 Weapon
25 Dimension	62 Person	99 World
26 Discovery	63 Plant	100 Wreckage
27 Ecosystem	64 Portal	
28 Enclosure	65 Reality	
29 Energy	66 Refuge	
30 Environment	67 Relic	
31 Equipment	68 Remains	
32 Experiment	69 Rendezvous	
33 Facility	70 Resource	
34 Faction	71 Route	
35 Fleet	72 Ruins	
36 Force	73 Salvage	
37 Fortification	74 Settlement	

Other oracles will include prompts to check for a Descriptor and Focus (shown as “Descriptor + Focus”). That’s your cue to roll on these tables and interpret the result as appropriate to the situation.

SPACE ENCOUNTERS

SPACE SIGHTING

Terminus	Outlands	Expanse	Result
1–15	1–15	1–15	►Stellar Object
16–35	16–35	16–35	►Planet
36–40	36–38	36–37	►Settlement
41–47	39–43	38–39	►Starship
48–51	44–46	40–41	►Derelict
52–53	47–49	42–45	►Precursor Vault
54–55	50–52	46–49	►Creature
56–60	53–58	50–56	►Descriptor + Focus
61–65	59–63	57–61	Debris field: Mineral asteroids
66–68	64–66	62–64	Debris field: Frozen asteroids
69–70	67–68	65–66	Debris field: Crystalline asteroids
71–72	69–70	67–68	Debris field: Creature boneyard
73–74	71–72	69–70	Debris field: Metallic wreckage
75–76	73–74	71–72	Large rogue asteroid
77–78	75–76	73–74	Comet with a tail of ionized gas
79–81	77–80	75–79	Fierce energy storm
82–83	81–82	80–81	Chaotic meteoroid storm
84–85	83–85	82–85	Turbulent gravitational wave
86–93	86–93	86–93	Dense nebula cloud
94–98	94–98	94–98	Roll twice
99–100	99–100	99–100	Roll three times

Use the Space Sightings oracle to introduce a location or encounter on a spaceborne expedition. For example, roll on this table when you Ask the Oracle to envision the primary feature of a waypoint as you Undertake an Expedition. Check your result by referencing the column for your current location: Terminus, Outlands, or Expanse.

SUMMARY: EXPLORING SPACE

The Space Sightings table on the previous page is your nexus for envisioning the vistas and encounters of your spaceborne journeys. This is particularly useful for revealing what is in range when you reach an anchorage (page 68) on an interstellar expedition. You can also use it to identify the destination or focus of a spaceborne quest.

Since space is incomprehensibly vast and empty, don't feel obligated to use the Space Sightings oracle for every waypoint on an interstellar journey. Instead, you may assume there is nothing of note and move on. Roll for a sighting only when you are inspired to inject uncertainty, danger, strangeness, or narrative potential into your story. Some of these results will be mundane, but others will lead to new wonders or hazards.

Other oracles in this section include:

- * If you are introducing a sector of space into your story, use the Sector Name oracle (page 302) to give it a random name.
- * Use the Stellar Object oracle (page 303) to learn more about the primary star at a location. This is mostly to help you visualize your surroundings, but the strange or hazardous nature of some rare stars can incite new adventures.
- * The Spaceborne Peril and Spaceborne Opportunity oracles (pages 304–305) can help identify the nature of a deep space event.

To learn more about travel and exploration within the Forge, see page 68.

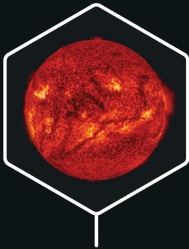
Reminder: A result with an arrow symbol (▶) indicates you can jump to another oracle to reveal more detail.

SECTOR NAME

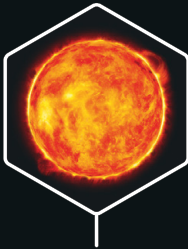
Roll	Prefix	Suffix	Roll	Prefix	Suffix
1–2	Accursed	Abyss	51–52	Infernal	Maelstrom
3–4	Ashen	Anvil	53–54	Invidia	Margin
5–6	Asteria	Arch	55–56	Iron	Maw
7–8	Bitter	Breach	57–58	Kalidas	Maze
9–10	Blighted	Chain	59–60	Kronos	Nexus
11–12	Bloodied	Channel	61–62	Lacuna	Oasis
13–14	Boundless	Chasm	63–64	Lumen	Pass
15–16	Burning	Circlet	65–66	Mobius	Pit
17–18	Cortana	Cluster	67–68	Morien	Pyre
19–20	Corvus	Crossing	69–70	Onyx	Reach
21–22	Crimson	Crown	71–72	Outer	Rest
23–24	Cygnus	Currents	73–74	Sanguis	Rift
25–26	Delphi	Deep	75–76	Scarred	Sanctum
27–28	Delphian	Desolation	77–78	Scorched	Shallows
29–30	Devil's	Drift	79–80	Shattered	Shoal
31–32	Ebon	Flow	81–82	Shrouded	Spine
33–34	Essus	Flux	83–84	Sindri	Straits
35–36	Fallen	Gap	85–86	Solana	Threshold
37–38	Ferrous	Gate	87–88	Stygian	Tide
39–40	Fool's	Gyre	89–90	Sulaco	Verge
41–42	Forgotten	Heart	91–92	Sundered	Vertex
43–44	Haunted	Helix	93–94	Thunor	Vigil
45–46	Hidden	Juncture	95–96	Vanguard	Void
47–48	Hollow	Limits	97–98	Veiled	Web
49–50	Igneous	Locus	99–100	Wasted	Zenith

To generate a name for a sector or region of space, roll once for the prefix (the first word), and once for the suffix (the second word). Or just roll once, and choose a suitable prefix and suffix from anywhere in that row.

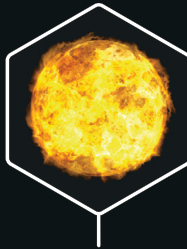
STELLAR OBJECT



1-15
Smoldering
red star



16-30
Glowing
orange star



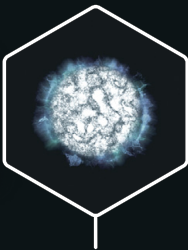
31-45
Burning
yellow star



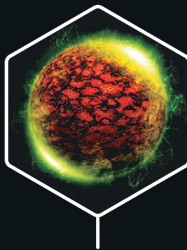
46-50
Blazing
blue star



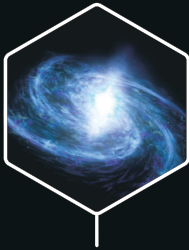
51-60
Young star
incubating in a
molecular cloud



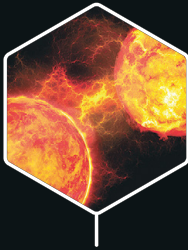
61-70
White dwarf
shining with
spectral light



71-75
Corrupted star
radiating with
unnatural light



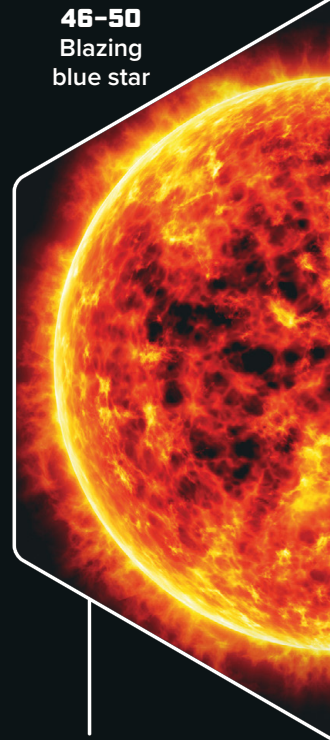
76-80
Neutron star
surrounded
by intense
magnetic fields



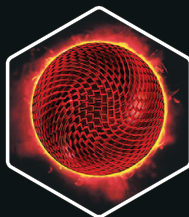
81-85
Two stars in close
orbit connected
by fiery tendrils
of energy



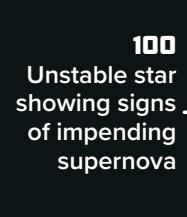
86-90
Black hole
allows nothing
to escape—not
even light



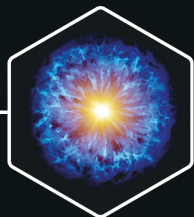
91-98
Hypergiant
star generating
turbulent
solar winds



99
Artificial star
constructed by
a long-dead
civilization



100
Unstable star
showing signs
of impending
supernova



SPACEBORNE PERIL

1–3	Artificial gravity generator malfunctions
4–6	Automated defenses or mines protect this area
7–9	Compartment catches fire or is breached
10–12	Contagion or illness threatens to take hold
13–15	Dust clouds imperil navigation or conceal foes
16–18	Energy storm looms
19–21	Familiar foe appears or sends an ominous message
22–24	Gravity well or vortex takes hold
25–27	Imperiled ship calls for help
28–30	Important device fails or malfunctions
31–33	Infestation is revealed
34–36	Intruder or stowaway creates trouble
37–39	Isolation or fear presses in
40–42	Life support system malfunctions
43–45	Meteoroid storm fills the sky
46–48	Mysterious wreckage portends a new threat
49–51	Nearby settlement calls for help
52–54	Old repair or patch fails
55–57	Onboard dispute or inner turmoil causes a disruption
58–60	Others obstruct your path or form a blockade
61–63	Phantom signals suggest a lurking foe
64–66	Pirates hunt for prey
67–69	Power fails
70–72	Primary drive or generator malfunctions
73–75	Sabotage is revealed
76–78	Shockwave or gravity wave approaches
79–81	Someone questions your presence here
82–84	Stellar anomaly emits hazardous energies
85–87	Threatening lifeform draws near
88–90	Troubling visions or apparitions
91–93	True nature of a cargo, occupant, or passenger is revealed
94–96	Unsettling sounds or disturbances
97–99	►Action + Theme
100	Roll twice

Roll or choose on this table when you want inspiration for a trouble during spaceborne exploration or on an interstellar expedition.

SPACEBORNE OPPORTUNITY

1–4	Advance warning of an environmental threat
5–8	Automated signal offers a helpful message or warning
9–12	Cache of cargo or supplies
13–16	Chance for fellowship or a moment of inner peace
17–20	Clear path through otherwise perilous space
21–24	Clue offers insight into a current quest or mystery
25–28	Clue to a lifeform's nature or vulnerabilities
29–32	Derelict ripe for the picking
33–36	Foe inadvertently reveals themselves or tips their hand
37–40	Friendly interaction with a benign lifeform
41–44	Friendly settlement in range
45–48	Friendly spacers at work here
49–52	Friendly starship crosses your path
53–56	Helpful or encouraging message from an acquaintance
57–60	Impressive vista offers comfort or inspiration
61–64	Interesting site offers opportunities for exploration
65–68	Mineral or energy resource detected
69–72	Navigational or environmental hazard is left behind
73–76	Opening to escape or avoid foes
77–80	Plea for help from a potential benefactor
81–84	Probe or beacon with useful data
85–88	Refuge offers a place to hide, plan, or recover
89–92	Sensors pinpoint a lurking foe
93–96	Sensors reveal helpful or interesting environmental data
97–100	Vehicle or equipment performs beyond expectations

Roll or choose on this table when you want inspiration for a beneficial encounter or event on a spaceborne journey, such as when you roll a strong hit with a match as you Undertake an Expedition, or if you Explore a Waypoint and find an opportunity.

PLANETS

PLANETARY CLASS



1-15
▶ Desert
World



16-30
▶ Furnace
World



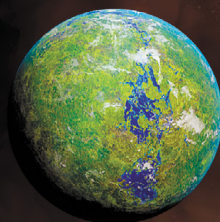
31-35
▶ Grave
World



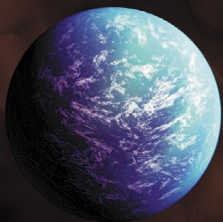
36-50
▶ Ice
World



51-65
▶ Jovian
World



66-70
▶ Jungle
World



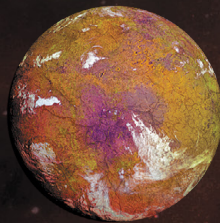
71-75
▶ Ocean
World



76-90
▶ Rocky
World



91-92
▶ Shattered
World



93-98
▶ Tainted
World



99-100
▶ Vital
World

SUMMARY: EXPLORING PLANETS

The chart on the previous page provides a simple method of generating a planetary class. If this is enough information, stop there and envision the world as appropriate to its type. For a bit more detail, make a roll on the Descriptor oracle (page 298) and envision how that aspect defines the nature of the planet or a specific planetside location.

DETAILED PLANET GENERATION

Using the planet dashboards on the following pages, you can generate details for the features of a planet if that place has a focus in your story.

Start with the tables that describe features you'd detect at a distance, such as Atmosphere, Settlements, and Observed from Space. Then, if you investigate the planet, roll on the Planetside Feature and Life tables to uncover more about the nature of that place.

If you have advance information on a planet, you'll have a more complete picture before you travel there. In that case, roll to determine its nature as you like. If you are the guide, assemble the characteristics of a planet as needed.

PLANET ATMOSPHERES

The atmosphere table for each planet type includes a range of results to help you envision a planet's habitability.

- * **None / thin:** This planet is airless, or its atmosphere is so thin as to be useless for humans.
- * **Toxic:** This planet's atmosphere is not compatible with human life. Exploring this place will require a sealed environment or breathing apparatus. Otherwise, survival is measured in minutes.
- * **Corrosive:** This planet's atmosphere is deadly to humans. As a bonus, it can damage exposed skin, materials, plastics, and metals over time.
- * **Marginal:** It's unhealthy to breathe this planet's atmosphere for more than a few hours at a time.
- * **Breathable:** This atmosphere is not perfect, but it's good enough to sustain human life.
- * **Ideal:** This planet's atmosphere is ideally suited to human life.

ENVISIONING PLANETSIDE EXPEDITIONS

Planets are big. These oracles help set the stage, but won't provide the moment-to-moment details of a surface expedition. Instead, use the established nature of a planet as a springboard for envisioning terrain and encounters. Save the Planetside Feature table for key aspects. Roll on the Descriptor and Focus oracles (pages 298–299) for additional variety. Use the Planetside Peril and Planetside Opportunity oracles (pages 320–321) to help envision the nature of an unexpected event.

PLANET

DESERT WORLD

A pitiless planet of searing heat, blowing sand, and sunbaked rock.

ATMOSPHERE

1–10	None / thin	41–70	Marginal
11–25	Toxic	71–95	Breathable
26–40	Corrosive	96–100	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–50	1–75	1–90	None
51–60	76–83	91–96	Orbital settlement
61–80	84–95	97–100	Planetside settlement
81–92	96–98	--	Multiple settlements
93–100	99–100	--	Settlements in conflict

OBSERVED FROM SPACE

🔄1–2

1–11	Dry seabeds	56–66	Sprawling salt flats
12–22	Expansive dune seas	67–77	Vast plateaus
23–33	Massive canyons	78–88	Vibrant terrain colors
34–44	Perpetual daylight	89–98	►Descriptor + Focus
45–55	Rugged mountains	99–100	►Precursor Vault (orbital)

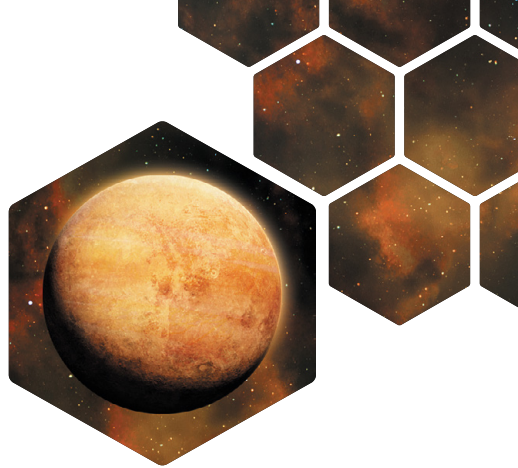
PLANETSIDE FEATURE

🔄1–2 LIFE

1–7	Cavernous sinkholes	1–20	None
8–14	Engulfing sandstorms	21–40	Extinct
15–21	Fleeting rainstorms and flash floods	41–70	Scarce
22–28	Flooded grottos	71–90	Diverse
29–35	Petrified forest	91–97	Bountiful
36–42	Rampaging whirlwinds	98–100	Overrun
43–49	Scorched glass plains		
50–56	Severe temperature fluctuations		
57–63	Sunbaked bones of titanic creatures		
64–70	Timeworn cliffside caves		
71–77	Towering rock formations		
78–84	Violent electrical storms		
85–91	Windborne metallic sand		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Abalos, Audun, Bishop, Desolation, Dykuma, Fallow, Helios, Mirage, Morricone, Nux, Ordos, Petra, Pyla, Sabulo, Saffron, Sirocco, Sulis, Torrid, Umber, Vermillion



PLANET

FURNACE WORLD

A planet with relentless volcanic activity, wreathed in fire and ash.

ATMOSPHERE

1–10	None / thin	66–90	Marginal
11–50	Toxic	91–100	Breathable
51–65	Corrosive	--	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–60	1–85	1–95	None
61–75	86–92	96–98	Orbital settlement
76–87	93–97	99–100	Planetside settlement
88–96	98–99	--	Multiple settlements
97–100	100	--	Settlements in conflict

OBSERVED FROM SPACE

🔄1-2

1–11	Fiery world-spanning chasms	56–66	Once verdant terrain
12–22	Glowing rivers of lava	67–77	Towering mountain ranges
23–33	Lightning-wracked ash clouds	78–88	World-spanning fissures
34–44	Magma seas	89–98	►Descriptor + Focus
45–55	Massive supervolcano	99–100	►Precursor Vault (orbital)

PLANETSIDE FEATURE

🔄1-2 LIFE

1–7	Blinding ash storms	1–35	None
8–14	Catastrophic earthquakes	36–60	Extinct
15–21	Colorful geothermal springs	61–85	Scarce
22–28	Intricate volcanic rock formations	86–95	Diverse
29–35	Lava tube tunnel networks	96–98	Bountiful
36–42	Masses of scorched bones	99–100	Overrun
43–49	Plains of volcanic glass		
50–56	Pools of liquid metal		
57–63	Rocky islands adrift on magma		
64–70	Roiling clouds of superheated gas		
71–77	Scalding geysers		
78–84	Silica or metal storms		
85–91	Steaming mudflats		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Ash, Azula, Cinder, Cyrus, Draconus, Effigy, Ember, Flint, Hades, Hera, Ignis, Inferno, Ishum, Kresnik, Nemesis, Obsidian, Scorch, Tana, Vesta, Vesuvius



PLANET

GRAVE WORLD

A once-thriving world—now a grim monument to a fallen civilization.

ATMOSPHERE

1–10	None / thin	71–90	Marginal
11–45	Toxic	91–100	Breathable
46–70	Corrosive	--	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–80	1–90	1–95	None
81–90	91–97	96–98	Orbital settlement
91–95	98–100	99–100	Planetside settlement
96–98	--	--	Multiple settlements
99–100	--	--	Settlements in conflict

OBSERVED FROM SPACE

1–2

1–11	Broken moon	56–66	Perpetual overcast
12–22	Cratered surface	67–77	Sky-breaching ruins
23–33	Dry seabeds	78–88	Vast wastelands
34–44	Irradiated atmosphere	89–98	►Descriptor + Focus
45–55	Orbiting ship graveyard	99–100	►Precursor Vault (orbital)

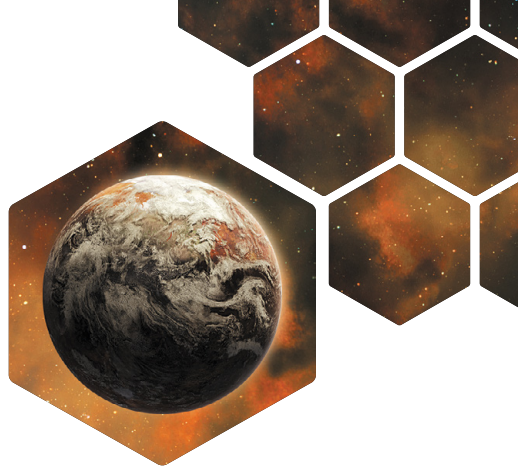
PLANETSIDE FEATURE

1–2 LIFE

1–7	Acid pools	1–25	None
8–14	Ash dunes	26–75	Extinct
15–21	Corrosive rains	76–95	Scarce
22–28	Dead forests	96–100	Diverse
29–35	Fetid mudflats	--	Bountiful
36–42	Mass graves	--	Overrun
43–49	Moldering bones		
50–56	Noxious fog		
57–63	Radioactive hotspots		
64–70	Ravaged cities		
71–77	Scarred battlefields		
78–84	Ship graveyards		
85–91	Whispers of the dead		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Anubis, Banshee, Barrow, Cairn, Cerberus, Charon, Elysia, Keen, Kur, Lament, Mantus, Morrigan, Mourn, Necropolis, Orcus, Osiris, Requiem, Stygia, Tartarus, Thrace



PLANET
ICE WORLD

A rugged, frozen world—locked in an unending winter.

ATMOSPHERE

1–15	None / thin	41–70	Marginal
16–35	Toxic	71–95	Breathable
36–40	Corrosive	96–100	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–50	1–75	1–90	None
51–60	76–83	91–96	Orbital settlement
61–80	84–95	97–100	Planetside settlement
81–92	96–98	--	Multiple settlements
93–100	99–100	--	Settlements in conflict

OBSERVED FROM SPACE

↻1–2

1–11	Feeble sunlight	56–66	Supersized ice volcano
12–22	Frozen oceans	67–77	Vibrantly colored ice
23–33	Rocky glacial islands	78–88	World-spanning ice canyon
34–44	Snowbound mountains	89–98	►Descriptor + Focus
45–55	Sky-breaching geysers	99–100	►Precursor Vault (orbital)

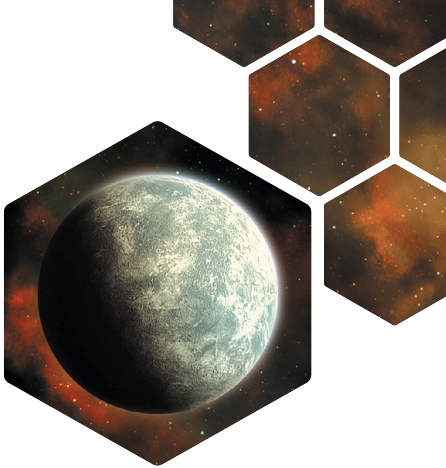
PLANETSIDE FEATURE

↻1–2 **LIFE**

1–7	Abyssal ice fissures	1–20	None
8–14	Blinding snow storms	21–40	Extinct
15–21	Clusters of ice spikes	41–70	Scarce
22–28	Colossal ice caves	71–90	Diverse
29–35	Glistening ice spires	91–97	Bountiful
36–42	Massive snow drifts	98–100	Overrun
43–49	Preserved carcasses		
50–56	Rocky islands amid icy wastes		
57–63	Shattered plains of pack ice		
64–70	Steaming hot springs		
71–77	Subsurface liquid oceans		
78–84	Vibrant auroras		
85–91	Wind-carved ice formations		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Beira, Boreas, Caradhras, Cicero, Demetria, Enten, Fissure, Frost, Gelida, Jotunn, Kanna, Karn, Kheimon, Moroz, Nix, Olwen, Osolok, Taiga, Thule, Varnholme



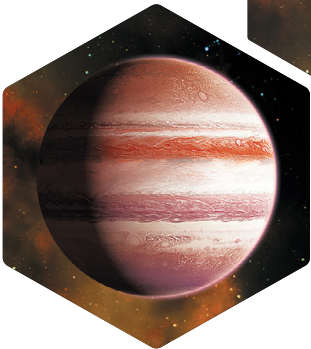
PLANET

JOVIAN WORLD

A massive planet with vast layers of dense gases surrounding a rocky core.

ATMOSPHERE

--	None / thin	66–85	Marginal
1–50	Toxic	86–100	Breathable
51–65	Corrosive	--	Ideal



SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–50	1–75	1–90	None
51–70	76–87	91–96	Orbital settlement
71–85	88–95	97–100	Planetside settlement
86–95	96–98	--	Multiple settlements
96–100	99–100	--	Settlements in conflict

OBSERVED FROM SPACE

🔄1–2

1–11	Complex ring system	56–66	Severe electrical storms
12–22	Intense gravity well	67–77	Superheated atmosphere
23–33	Numerous moons	78–88	Unusual atmospheric colors
34–44	Perpetual superstorm	89–98	►Descriptor + Focus
45–55	Powerful magnetic field	99–100	►Precursor Vault (orbital)

PLANETSIDESIDE FEATURE

🔄1–2 LIFE

1–7	Clouds of metal particles	1–50	None
8–14	Crystalline rains	51–55	Extinct
15–21	Floating glaciers	56–75	Scarce
22–28	Floating islands	76–90	Diverse
29–35	Layer of suspended liquid	91–97	Bountiful
36–42	Pockets of explosive gases	98–100	Overrun
43–49	Powerful vortexes		
50–56	Radiation fields		
57–63	Storm-swept rocky debris		
64–70	Torrential rain		
71–77	Towering thunderheads		
78–84	Violent turbulence		
85–91	Zones of localized atmosphere		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Aether, Arrokoth,
Esen, Hanish, Magnus,
Magonia, Mistral,
Nephele, Nimbus, Nuada,
Nubium, Serein, Stratus,
Taranis, Tempest, Tenzin,
Tyr, Veil, Velum, Zephyr

PLANET

JUNGLE WORLD

A humid, rain-soaked planet that keeps its secrets under a thick canopy of vegetation.

ATMOSPHERE

--	None / thin	31-60	Marginal
1-25	Toxic	61-90	Breathable
26-30	Corrosive	91-100	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1-40	1-65	1-85	None
41-55	66-75	86-90	Orbital settlement
56-80	76-92	91-97	Planetside settlement
81-92	93-97	98-99	Multiple settlements
93-100	98-100	100	Settlements in conflict

OBSERVED FROM SPACE

🔄1-2

1-11	Cloud-breaching trees	56-66	Towering mountains
12-22	Expansive rivers or wetlands	67-77	Unbroken canopy
23-33	Inland seas	78-88	Unusual vegetation color
34-44	Massive canyons	89-98	►Descriptor + Focus
45-55	Persistent cloud cover	99-100	►Precursor Vault (orbital)

PLANETSIDE FEATURE

🔄1-2

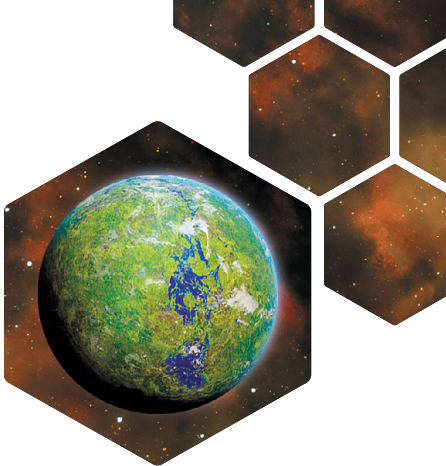
1-7	Bioluminescent flora
8-14	Deep river gorges
15-21	Extensive exposed root systems
22-28	Immense tiered waterfalls
29-35	Languid rivers
36-42	Low-lying fog
43-49	Plunging sinkholes
50-56	Scarred clearings
57-63	Sinking quagmires
64-70	Surging rivers
71-77	Torrential rainstorms
78-84	Violent electrical storms
85-91	Waterlogged caves
92-98	►Descriptor + Focus
99-100	►Precursor Vault (planetside)

LIFE

--	None
--	Extinct
1-5	Scarce
6-35	Diverse
36-75	Bountiful
76-100	Overrun

SAMPLE NAMES

Acacia, Aster, Beryl,
Celadon, Ceres, Damu,
Dryad, Flora, Iridum,
Iris, Kishar, Penumbra,
Roris, Sylva, Tangle,
Thorn, Venom, Verdure,
Veris, Viridian



PLANET

OCEAN WORLD

A planet completely or almost entirely covered by a boundless ocean.

ATMOSPHERE

1–5	None / thin	26–60	Marginal
6–20	Toxic	61–90	Breathable
21–25	Corrosive	91–100	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–40	1–65	1–85	None
41–55	66–75	86–90	Orbital settlement
56–80	76–92	91–97	Planetside settlement
81–92	93–97	98–99	Multiple settlements
93–100	98–100	100	Settlements in conflict

OBSERVED FROM SPACE

1–2

1–11	Complex reef systems	56–66	Scattered islands
12–22	Emerging volcanoes	67–77	Semi-frozen oceans
23–33	Floating forests	78–88	Unusual water color
34–44	Global hurricanes	89–98	►Descriptor + Focus
45–55	Large moon and strong tides	99–100	►Precursor Vault (orbital)

PLANETSIDE FEATURE

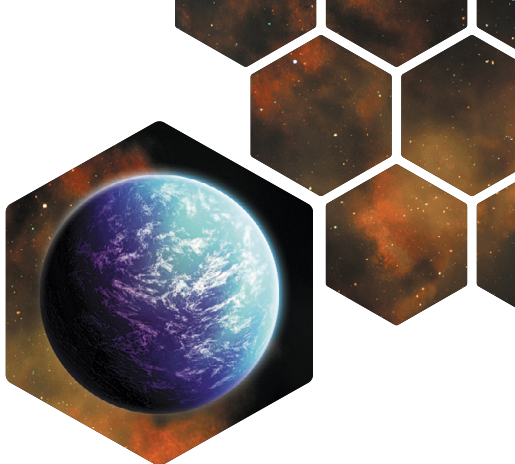
1–2

LIFE

1–7	Abyssal trenches	1–5	None
8–14	Living islands	6–15	Extinct
15–21	Luminescent seas	16–30	Scarce
22–28	Roaming icebergs	31–60	Diverse
29–35	Shallow-water plains	61–90	Bountiful
36–42	Subsurface volcanoes	91–100	Overrun
43–49	Titanic waves		
50–56	Undersea air pockets		
57–63	Undersea caves		
64–70	Undersea forests		
71–77	Unrelenting rainfall		
78–84	Violent currents		
85–91	Windborne waterspouts		
92–98	►Descriptor + Focus		
99–100	►Precursor Vault (planetside)		

SAMPLE NAMES

Aegir, Alon, Clarion, Darya, Eldoris, Horizon, Hydra, Kai, Larimar, Lotan, Mira, Navini, Nerida, Oceanus, Pelagic, Proteus, Russalka, Siren, Thalassa, Triton



PLANET ROCKY WORLD

A rugged planet scarred by eons of destructive asteroid impacts.

ATMOSPHERE

1–65	None / thin	91–100	Marginal
66–85	Toxic	--	Breathable
86–90	Corrosive	--	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–50	1–75	1–90	None
51–70	76–87	91–96	Orbital settlement
71–85	88–95	97–100	Planetside settlement
86–95	96–98	--	Multiple settlements
96–100	99–100	--	Settlements in conflict

OBSERVED FROM SPACE

🔄1-2

1–11	Barren plains	56–66	Misshapen form (low gravity)
12–22	Constant asteroid strikes	67–77	Perpetual night
23–33	Dense ring system	78–88	Towering plateaus
34–44	Jagged mountains	89–98	►Descriptor + Focus
45–55	Massive impact crater	99–100	►Precursor Vault (orbital)

PLANETSIDESIDE FEATURE

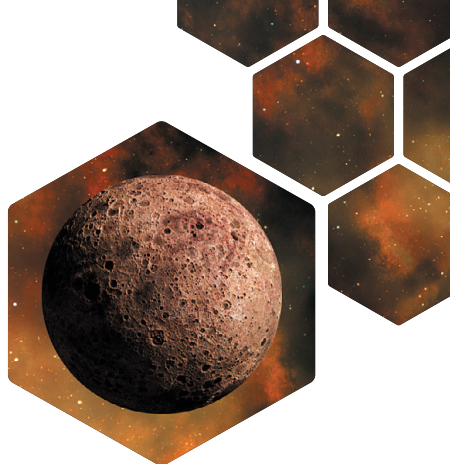
🔄1-2 LIFE

1–7	Crystalline formations
8–14	Crystalline caves
15–21	Exposed mineral deposits
22–28	Geometric terrain features
29–35	Geothermal vents
36–42	Glassy impact craters
43–49	Massive dust dunes
50–56	Powerful magnetic fields
57–63	Rubble-strewn lava fields
64–70	Steam-heated caves
71–77	Subsurface magma flows
78–84	Swirling low-lying gases
85–91	Towering rocky spires
92–98	►Descriptor + Focus
99–100	►Precursor Vault (planetside)

1–65	None
66–80	Extinct
81–90	Scarce
91–95	Diverse
96–98	Bountiful
99–100	Overrun

SAMPLE NAMES

Aphelion, Artemis, Capella, Cobalt, Crag, Dusk, Eos, Hecate, Imbrium, Latona, Losna, Orpheus, Ory, Quietus, Selene, Silas, Silex, Slate, Themis, Umbra



PLANET SHATTERED WORLD

A planet sundered by
cataclysmic destruction.

ATMOSPHERE

1–93	None / thin	98–99	Marginal
94–95	Toxic	100	Breathable
96–97	Corrosive	--	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–70	1–85	1–95	None
71–90	86–96	96–99	Orbital settlement
91–95	97–99	100	Planetside settlement
96–98	100	--	Multiple settlements
99–100	--	--	Settlements in conflict

OBSERVED FROM SPACE

1–2

1–11	Demolished space fleet	56–66	Preserved planetary fragment
12–22	Dense ring system	67–77	Swirling debris field
23–33	Fiery planetary core	78–88	Unbroken moon
34–44	Geomagnetic storms	89–98	►Descriptor + Focus
45–55	Intense solar radiation	99–100	►Precursor Vault (orbital)

PLANETSIDE FEATURE

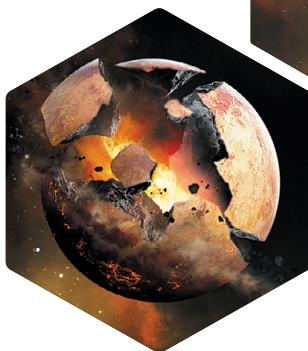
1–2 LIFE

1–7	Broken cities
8–14	Colliding fragments
15–21	Energy storms
22–28	Exposed caverns
29–35	Fluctuating gravity
36–42	Magnetic disturbances
43–49	Molten fissures
50–56	Phantom visions of the past
57–63	Pocket atmosphere
64–70	Residual energy storms
71–77	Swirling corrosive gases
78–84	Unstable and fracturing terrain
85–91	Venting magma
92–98	►Descriptor + Focus
99–100	►Precursor Vault (planetside)

1–30	None
31–85	Extinct
86–95	Scarce
96–100	Diverse
--	Bountiful
--	Overrun

SAMPLE NAMES

Cavus, Chrysalis,
Fragment, Havoc, Keres,
Lux, Nemain, Praxis,
Riven, Schism, Shell,
Sliver, Sunder,
Torment, Vestige, Vigrid,
Vortex, Wrath, Zix



PLANET
TAINTED WORLD

A foul planet wracked by a poisonous climate and virulent growths.

ATMOSPHERE

--	None / thin	86–95	Marginal
1–65	Toxic	96–100	Breathable
66–85	Corrosive	--	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–80	1–90	1–95	None
81–90	91–97	96–98	Orbital settlement
91–95	98–100	99–100	Planetside settlement
96–98	--	--	Multiple settlements
99–100	--	--	Settlements in conflict

OBSERVED FROM SPACE

🔄1-2

1–11	Expansive fungal plains	56–66	Stagnant cloud cover
12–22	Fungal forests	67–77	Thick, murky atmosphere
23–33	Scabrous, infected terrain	78–88	Toxic seas
34–44	Sky-breaching fungus	89–98	►Descriptor + Focus
45–55	Sludge-filled river networks	99–100	►Precursor Vault (orbital)

PLANETSIDE FEATURE

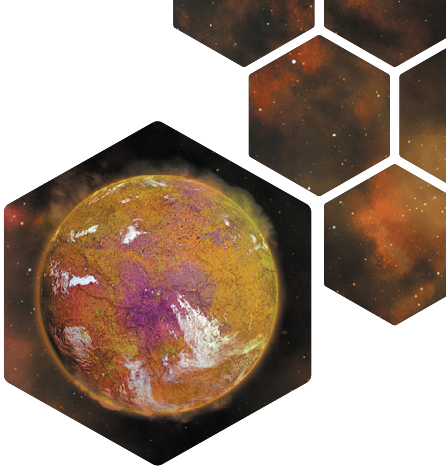
🔄1-2 **LIFE**

1–7	Caustic gas storms
8–14	Corrosive, low-lying fog
15–21	Fungus-encrusted caves
22–28	Gelatinous ponds
29–35	Hallucinogenic toxins
36–42	Layers of fast-growing lichen
43–49	Moldering bones
50–56	Mutated flora
57–63	Poisonous gas vents
64–70	Spore clouds
71–77	Terrain marred by fleshy pustules
78–84	Toxic rain
85–91	Virulent fungal infestations
92–98	►Descriptor + Focus
99–100	►Precursor Vault (planetside)

--	None
--	Extinct
1–10	Scarce
11–35	Diverse
36–65	Bountiful
66–100	Overrun

SAMPLE NAMES

Achlys, Animus, Bane, Blight, Carrion, Chitin, Datura, Dreck, Erra, Febris, Malacia, Miasma, Morbus, Pathosis, Pestis, Scourge, Telium, Timoris, Verus, Xanthous



PLANET
VITAL WORLD

This diverse, lifebearing planet might provide some small measure of hope.

ATMOSPHERE

--	None / thin	1–20	Marginal
--	Toxic	21–50	Breathable
--	Corrosive	51–100	Ideal

SETTLEMENTS

Terminus	Outlands	Expanse	Result
1–20	1–50	1–80	None
21–30	51–55	81–83	Orbital settlement
31–70	56–85	84–93	Planetside settlement
71–90	86–95	94–98	Multiple settlements
91–100	96–100	99–100	Settlements in conflict

OBSERVED FROM SPACE

1–2

1–11	Complex ring system	56–66	Numerous small moons
12–22	Dramatic seasonal variation	67–77	Unusual day or night cycle
23–33	High gravity	78–88	Vibrantly colored landscapes
34–44	Large moon	89–98	►Descriptor + Focus
45–55	Narrow livable band	99–100	►Precursor Vault (orbital)

DIVERSITY

1–20	Simple (two biomes)
21–70	Diverse (three biomes)
71–90	Complex (four biomes)
91–100	Garden world (five or more biomes)

Based on the level of diversity for this world, roll that number of times on the biomes table on the next page.





BIOMES

1–5	Caves	51–55	Sandy desert
6–10	Cold forest	56–60	Savanna
11–15	Fungal	61–65	Shallow seas
16–20	Glacial or snow	66–70	Shrubland
21–25	Grassland	71–75	Temperate rainforest
26–30	Islands	76–80	Temperate forest
31–35	Jungle	81–85	Tundra
36–40	Mountainous	86–90	Volcanic
41–45	Ocean	91–95	Waterways
46–50	Rocky desert	96–100	Wetland

PLANETSIDE FEATURE

1–7	Background radiation
8–14	Chaotically juxtaposed biomes
15–21	Creature boneyards
22–28	Creature lairs or watering holes
29–35	Crystalline formations
36–42	Fierce electrical storms
43–49	Floating terrain
50–56	Frequent seismic activity
57–63	Magnetic disturbances
64–70	Scarred or excavated terrain
71–77	Signs of an engineered biosphere
78–84	Sudden weather fluctuations
85–91	Towering geological formations
92–98	►Descriptor + Focus
99–100	►Precursor Vault (planetside)

1-2 LIFE

--	None
--	Extinct
1–10	Scarce
11–45	Diverse
46–85	Bountiful
86–100	Overrun

SAMPLE NAMES

Chiron, Demeter, Erebos,
Erembour, Feronia,
Fortuna, Gaia, Harbinger,
Haven, Hope, Morpheus,
Nemus, Sapphire,
Serenity, Sif, Silva, Sirona,
Solstice, Vale, Valinor



PLANETSIDE PERIL

Lifebearing	Lifeless	Result
1–3	--	Corrupted or mutated lifeform
4–6	--	Signs of a lifeform's power or cunning
7–9	--	Hazardous plant life or malignant spores
10–12	--	Lifeform hunts for prey
13–15	--	Lifeform lairs here
16–18	--	Lifeforms guided by a greater threat
19–21	--	Lifeforms spooked or stampeding
22–24	--	Threatening lifeform draws near
25–27	1–3	Life is revealed or takes an unexpected form
28–30	4–7	Blocked or impassable path
31–33	8–11	Corrosive substance or environment
34–36	12–15	Disturbing remains or evidence of death
37–39	16–19	Drastic environmental change
40–42	20–23	Enemy holds this area
43–45	24–27	Entangling or engulfing hazard
46–48	28–31	Equipment fails or malfunctions
49–51	32–35	Guarded or patrolled path
52–54	36–39	Led astray
55–57	40–43	Lost the path
58–60	44–47	Meteorites fall from the sky
61–63	48–51	Irradiated area or object
64–66	52–55	Realization that something was left behind
67–69	56–59	Seismic or volcanic upheaval
70–72	60–63	Signs of a lurking or trailing foe
73–75	64–67	Storm or atmospheric disruption
76–78	68–71	Toxic or sickening environment
79–81	72–75	Trap or alarm
82–84	76–79	Treacherous or arduous path
85–87	80–83	Troubling visions or apparitions
88–90	84–87	Visibility hindered by atmospheric effects
91–93	88–91	Worrying arrival of a ship or vehicle
94–96	92–95	Wreckage or ruins portend a new threat
97–99	96–99	► Action + Theme
100	100	Roll twice

Roll or choose on this table when you want inspiration for a trouble during planetside exploration or a planetside expedition.

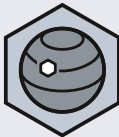
PLANETSIDE OPPORTUNITY

Lifebearing	Lifeless	Result
1–4	--	Clue to a lifeform's nature or vulnerabilities
5–8	--	Friendly interaction with a benign lifeform
9–12	--	Hunting or foraging opportunities are plentiful
13–16	--	Interesting or helpful aspect of benign creatures
17–20	--	Interesting or helpful aspect of local plant life
21–24	1–5	Encounter reveals unexpected benign lifeforms
25–28	6–10	Abandoned camp or vehicle
29–32	11–15	Advance warning of an environmental threat
33–36	16–20	Clear path through otherwise perilous terrain
37–40	21–25	Clue offers insight into a current quest or mystery
41–44	26–30	Clue to the history or nature of this place
45–48	31–35	Evidence that others have passed this way
49–52	36–40	Foe reveals themselves or tips their hand
53–56	41–45	Fortuitous change in the weather or atmosphere
57–60	46–50	Friendly traveler crosses your path
61–64	51–55	Helpful resource is in ample supply
65–68	56–60	Impressive vista offers comfort or inspiration
69–72	61–65	Interesting artifact or device
73–76	66–70	Interesting site offers opportunities for exploration
77–80	71–75	Moment of fellowship or inner peace
81–84	76–80	Opening to distract, escape, or avoid foes
85–88	81–85	Opening to get the drop on a foe
89–92	86–90	Plea for help from a potential benefactor
93–96	91–95	Refuge offers a place to hide, plan, or recover
97–100	96–100	Vantage point reveals the lay of the land

Roll or choose on this table when you want inspiration for a beneficial encounter or event on a planetside journey, such as when you roll a strong hit with a match as you Undertake an Expedition, or if you Explore a Waypoint and find an opportunity.

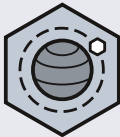
SETTLEMENTS

LOCATION



1-40

Planetside



41-75

Orbital



76-100

Deep Space

POPULATION

Terminus	Outlands	Expanse	Number
1-10	1-15	1-20	Few
11-25	16-35	21-50	Dozens
26-55	36-65	51-80	Hundreds
56-85	66-90	81-95	Thousands
86-100	91-100	96-100	Tens of thousands



FIRST LOOK

1-2

INITIAL CONTACT

- 1-4 Beautiful architecture
- 5-8 Built from natural materials
- 9-14 Built from scrap metal
- 15-20 Built within repurposed ship
- 21-25 Built within terrain or asteroid
- 26-29 Elevated or multi-level construction
- 30-34 Hidden or subsurface location
- 35-37 High-tech construction
- 38-43 Industrial architecture
- 44-48 Intimidating defenses
- 49-51 Moving or transforming
- 52-56 Obvious social stratification
- 57-61 Precarious location
- 62-65 Prominent emblems or signage
- 66-71 Rustic architecture
- 72-76 Significant structural damage
- 77-80 Sprawling or dispersed structures
- 81-83 Temporary or seasonal location
- 84-87 Toxic or polluted habitat
- 88-90 Within or near ▶Precursor Vault
- 91-100 ▶Descriptor + Focus

- 1-20 Welcoming
- 21-30 Neutral / automated
- 31-50 Wary
- 51-60 Uncooperative
- 61-70 Hostile
- 71-83 Asking for help
- 84-86 In battle
- 87-89 Captured
- 90-92 Unresponsive
- 93-95 Destroyed
- 96-100 ▶Derelict

AUTHORITY

- 1-15 None / lawless
- 16-30 Ineffectual
- 31-45 Tolerant
- 46-55 Fair
- 56-70 Unyielding
- 71-85 Corrupt
- 86-100 Oppressive



SETTLEMENT PROJECTS

1-2

1-5	Agriculture	32-33	Expansion	63-65	Research
6-7	Archeology	34-37	Exploration	66-69	Salvage
8-9	Automation	38-39	Festival	70-72	Secrecy
10-11	Black market	40-41	History	73-75	Shipbuilding
12-13	Command	42-43	Hunting	76-78	Spirituality
14-17	Defense	44-46	Manufacturing	79-84	Subsistence
18-22	Energy	47-49	Medical	85-86	Surveillance
23-25	Engineering	50-51	Migration	87-88	Terraforming
26-27	Entertainment	52-57	Mining	89-92	Trade
28-29	Environmentalism	58-59	Pacifism	93-95	Warfare
30-31	Evacuation	60-62	Raiding	96-100	►Action + Theme

SETTLEMENT TROUBLE

1-2

1-3	Battle for leadership	54-55	Mounting debt
4-6	Betrayal from within	56-57	Mysterious deaths
7-8	Caught in the crossfire	58-60	Overdue delivery
9-11	Changing environment	61-62	Plagued by sickness
12-13	Clash of cultures	63-65	Preyed upon by raiders
14-17	Dangerous discovery	66-67	Revolt against leadership
18-21	Depleted supplies	68-69	Sabotaged technology
22-24	Deprived of a resource	70-71	Shunned by others
25-28	Failing technology	72-74	Social strife
29-32	Feuding factions	75-76	Someone is ill or injured
33-34	Ghostly visitations	77-78	Someone is missing
35-38	Hazardous environment	79-80	Stolen technology or object
39-42	Hostile lifeforms	81-83	Strange phenomenon
43-45	Impassable route	84-86	Toxic waste or pollution
46-48	Impending attack	87-88	Volatile energy source
49-51	Impending natural disaster	89-90	Vulnerable lifeforms
52-53	Invasive organisms	91-100	►Action + Theme

Check the Settlement Projects and Settlement Trouble tables when it's appropriate for your character to know or uncover these details. Projects are the main industry, function, or focus of a settlement. They do not necessarily represent every activity at the site—particularly at a large settlement—but are the most visible or noteworthy aspects. Meanwhile, the Settlement Trouble table provides a broad description of the site's most dramatic current issue.

SETTLEMENT NAME

1	Aegis	39	Kepler	70	Redemption
2	Altair	40	Koshiba	71	Redhaven
3	Altura	41	Lagrange	72	Relic
4	Amity	42	Larissa	73	Reprise
5	Apex	43	Lasthope	74	Reverie
6	Apogee	44	Lastport	75	Rhiannon
7	Argosy	45	Legacy	76	Rockhome
8	Astra	46	Lodestar	77	Rust
9	Aurora	47	Luminus	78	Sagan
10	Beacon	48	Lyra	79	Sanctity
11	Brink	49	Marrow	80	Selena
12	Bulwark	50	Meridian	81	Sepulcher
13	Burnell	51	Moirai	82	Sigil
14	Burrow	52	Mudd	83	Silvana
15	Concord	53	Neoma	84	Sirius
16	Crux	54	Nerio	85	Sisyphus
17	Deadrock	55	Nova	86	Solitude
18	Deception	56	Nyx	87	Spire
19	Elysium	57	Osseus	88	Starfall
20	Enigma	58	Paradox	89	Summit
21	Erebus	59	Paragon	90	Tranquility
22	Eris	60	Paxton	91	Tyson
23	Evenfall	61	Perchance	92	Unity
24	Eventide	62	Pinnacle	93	Utopia
25	Farpoint	63	Polaris	94	Vega
26	Felicity	64	Portent	95	Vesper
27	Florin	65	Prism	96	Wayward
28	Forlorn	66	Providence	97	Welkin
29	Forsaken	67	Purgatory	98	Wellspring
30	Freja	68	Rampart	99	Weyland
31	Glimmer	69	Ramshackle	100	Wreck
32	Gloam				
33	Hearth				
34	Helia				
35	Hypatia				
36	Hyperion				
37	Janus				
38	Karma				

Choose a name appropriate to the nature of the settlement, or roll for a random result. You can let the name stand alone, or pair it with one of the following tags: Base, Citadel, Depot, Fortress, Hold, Landing, Outpost, Port, Station, Terminal.

STARSHIPS

TYPE

Roll	Class	Typical Role
1–2	Carrier	Launches fighters
3–6	Corvette	Light attack ship
7–11	Courier	Fast transport
12–14	Cruiser	Medium attack ship
15–16	Dreadnought	Heavy attack ship
17–19	Escape pod	Survival craft
20–22	Foundry	Mobile construction platform
23–27	Harvester	Fuel or energy excavator
28–33	Hauler	Heavy transport
34–36	Hunter	Stealthy attack ship
37–38	Ironhome	Habitat
39–42	Mender	Utility or repair
43–47	Outbounder	Remote survey or research
48–50	Pennant	Command ship
51–56	Prospector	Mineral excavator
57–61	Reclaimer	Salvage or rescue
62–64	Shuttle	Short-range transport
65–67	Snub fighter	Small attack craft
68–82	Multipurpose	►Starship Mission
83–84	Unusual or unknown	--
85–94	►Fleet	--
95–100	Ships in conflict (roll twice)	

FLEET

1–10	Battle fleet	51–60	Settler caravan
11–25	Pirate wing	61–70	Trade caravan
26–35	Raider horde	71–90	Transport and escorts
36–50	Salvager hive	91–100	►Starship Mission

INITIAL CONTACT

1–3	Familiar	51–65	Hostile
4–15	Friendly	66–80	Asking for help
16–25	Neutral / automated	81–85	In battle
26–35	Wary	86–90	Unresponsive
36–40	Dismissive	91–95	Destroyed
41–50	Uncooperative	96–100	►Derelict

FIRST LOOK

1-2

1–4	Abnormal sensor readings	50–54	Obsolete design
5–8	Brightly painted	55–59	Obvious damage
9–13	Bristling with weapons	60–63	Biological components
14–18	Dark or stealthy	64–67	Ornate markings
19–23	Heavy armor	68–71	Oversized engines
24–28	Immobile	72–75	Prominent guild emblem
29–33	Intimidating profile	76–80	Refitted or repurposed hull
34–37	Large sensor arrays	81–85	Scarred hull
38–41	Leaking radiation	86–90	Built from scrap
42–45	Low-profile or disguised	91–94	Towing or linked
46–49	Modern or advanced design	95–100	►Descriptor + Focus

STARSHIP MISSION

Terminus	Outlands	Expanse	Mission
1–3	1–2	1–2	Blockade a location
4–6	3–4	3–4	Break a blockade
7–9	5–7	5–8	Collect a resource
10–11	8–9	9–10	Command others
12–14	10–11	11–12	Conduct diplomacy
15–17	12–13	13–14	Conduct espionage
18–20	14–16	15–16	Conduct piracy
21–23	17–20	17–22	Conduct research
24–26	21–24	23–25	Defend against an attack
27–29	25–28	26–29	Deliver messages or data
30–32	29–32	30–35	Establish a settlement
33–35	33–36	36–39	Evacuate a location
36–37	37–40	40–45	Explore a region
38–39	41–42	46–47	Hold prisoners
40–42	43–45	48–49	Hunt down another ship
43–45	46–48	50–51	Launch an attack
46–48	49–50	52–53	Patrol an area
49–51	51–53	54–55	Provide medical aid
52–54	54–56	56–57	Provide repairs
55–57	57–59	58–61	Provide shelter
58–59	60–61	62–63	Quarantine a danger
60–62	62–64	64–65	Raid a settlement
63–65	65–68	66–69	Resupply a settlement
66–68	69–71	70–71	Retrieve salvage
69–71	72–73	72–73	Search and rescue
72–74	74–75	74–75	Smuggle cargo
75–77	76–78	76–77	Survey a site
78–79	79–80	78–79	Test a technology
80–82	81–83	80–83	Transport cargo
83–85	84–85	84–85	Transport passengers
86–90	86–90	86–90	►Action + Theme
91–100	91–100	91–100	Roll twice

Use the Starship Mission table when prompted by another oracle, or to flesh out the nature of a ship or fleet that has a flexible or uncertain role. You can also roll to generate the focus of a spaceborne quest.

STARSHIP NAME

1	Arclight	39	Invictus	70	Rubicon
2	Argent Arrow	40	Iron Cairn	71	Sareea's Tribute
3	Artemis	41	Karena's Reverie	72	Second Chance
4	Astral Explorer	42	Kraken	73	Shard of the Sun
5	Atlas	43	Kuno's Hammer	74	Shattered Siege
6	Aurora	44	Lightline	75	Shattered Star
7	Avari's Wake	45	Lodestar	76	Silver Talon
8	Banshee's Cry	46	Long Haul	77	Smoldering Flame
9	Beowulf	47	Lost Fortune	78	Sovereign Skies
10	Bloody Jaw	48	Luminous Sorrow	79	Sparrowhawk
11	Broken Sword	49	Manta	80	Stardust
12	Buccaneer	50	Mercy	81	Starfall
13	Cerelis Nine	51	Mutara	82	Stellar Hawk
14	Clarion Call	52	Nebula Prowler	83	Stormswept
15	Dawn's Herald	53	Newton's Folly	84	Sundered Aegis
16	Dead Reckoning	54	Nightfall	85	Sundown
17	Drift Runner	55	Nomad	86	Sureshot
18	Eclipse	56	Obsidian Trident	87	Terminus Clipper
19	Elara Five	57	Onslaught	88	Terrapin
20	Enchantress	58	Orca	89	Timber Wolf
21	Endurance	59	Outward Bound	90	Tip of the Spear
22	Excalibur	60	Phantom	91	Titan
23	Eye of the Void	61	Photon	92	Tormentor
24	Fall of Icarus	62	Poltergeist	93	Trithia Six
25	Fallen Light	63	Profit Margin	94	Ultraviolet
26	False Hope	64	Raven's Call	95	Valora's Comet
27	Firebreak	65	Raya's Promise	96	Vengeance
28	First Light	66	Reaper	97	Venture
29	Forge Flier	67	Reforged Hope	98	Vigilant
30	Fortune's Favor	68	Relentless	99	Voidtreader
31	Freya's Wrath	69	Royal Signet	100	Vulture
32	Ghost				
33	Guiding Star				
34	Hand of Fate				
35	Herald of Doom				
36	Implacable				
37	Implicit				
38	Inferno				

Give a starship a name when it has an important role in your story. Scan this table and select a name that fits what you know of the ship's appearance and role. Or generate a random result and let any contradictions contribute to the ship's history or nature.

CHARACTERS

FIRST LOOK

1-2

1-3	Accented	34-35	Energetic	69-71	Shifty
4-6	Accompanied	36-37	Flashy	72-73	Sickly
7-8	Adorned	38-40	Graceful	74-76	Slight
9-11	Aged	41-43	Grim	77-78	Swaggering
12-13	Alluring	44-46	Haggard	79-81	Tattooed
14-15	Armed	47-49	Ill-equipped	82-83	Threatened
16-17	Armored	50-52	Imposing	84-85	Uncanny
18-20	Athletic	53-55	Large	86-87	Visibly disabled
21-23	Attractive	56-57	Mutated	88-90	Weathered
24-25	Augmented	58-60	Plain	91-92	Well-equipped
26-27	Concealed	61-62	Poised	93-95	Wiry
28-30	Distracted	63-65	Scarred	96-97	Wounded
31-33	Eccentric	66-68	Scruffy	98-100	Youthful

INITIAL DISPOSITION

1-6	Helpful	31-40	Indifferent	71-78	Demanding
7-14	Friendly	41-50	Suspicious	79-86	Unfriendly
15-22	Cooperative	51-60	Wanting	87-94	Threatening
23-30	Curious	61-70	Desperate	95-100	Hostile



CHARACTER ROLE

1–2 Agent	33–34 Guide	65–66 Pirate
3–4 AI	35–36 Healer	67–68 Preacher
5–6 Artisan	37–38 Historian	69–70 Prophet
7–8 Assassin	39–40 Hunter	71–72 Raider
9–10 Bounty Hunter	41–42 Investigator	73–74 Researcher
11–12 Courier	43–44 Laborer	75–76 Scavenger
13–14 Crew	45–46 Lawkeeper	77–78 Scholar
15–16 Criminal	47–48 Leader	79–80 Scout
17–18 Cultist	49–50 Mercenary	81–82 Shipwright
19–20 Diplomat	51–52 Merchant	83–84 Smuggler
21–22 Engineer	53–54 Miner	85–86 Soldier
23–24 Entertainer	55–56 Mystic	87–88 Spacer
25–26 Explorer	57–58 Navigator	89–90 Technician
27–28 Farmer	59–60 Outcast	91–92 Thief
29–30 Fugitive	61–62 Pilgrim	93–95 ►Action + Theme
31–32 Guard	63–64 Pilot	96–100 Roll twice

CHARACTER GOAL

1–2 Avenge a wrong	44–45 Obtain an object
3–4 Build a home	46–47 Pay a debt
5–7 Build a relationship	48–49 Protect a lifeform
8–10 Claim a resource	50–51 Protect a secret
11–12 Collect a debt	52–53 Prove worthiness
13–14 Craft an object	54–55 Rebel against power
15–16 Cure an ill	56–57 Refute a falsehood
17–18 Defeat a rival	58–59 Repair a technology
19–20 Defend a person	60–61 Resolve a dispute
21–23 Defend a place	62–63 Restore a relationship
24–25 Discover a truth	64–65 Sabotage a technology
26–27 End a conflict	66–68 Secure a resource
28–29 Escape a captor	69–70 Seek redemption
30–31 Fight injustice	71–72 Seize power
32–33 Find a person	73–74 Solve a mystery
34–35 Forge an alliance	75–76 Spread faith
36–37 Gain knowledge	77–78 Travel to a place
38–39 Gain riches	79–80 Undermine a relationship
40–41 Maintain order	81–90 ►Action + Theme
42–43 Make an agreement	91–100 Roll twice

REVEALED CHARACTER ASPECT

1-3

1 Addicted	39 Generous	70 Quiet
2 Adventurous	40 Gifted	71 Quirky
3 Afflicted	41 Greedy	72 Rebellious
4 Aggressive	42 Grief-stricken	73 Reclusive
5 Ambitious	43 Handy	74 Relaxed
6 Angry	44 Hardhearted	75 Remorseful
7 Anxious	45 Haunted	76 Resourceful
8 Apathetic	46 Honorable	77 Secretive
9 Bitter	47 Hot-tempered	78 Selfish
10 Boastful	48 Impulsive	79 Sociable
11 Boisterous	49 Incompetent	80 Stealthy
12 Bold	50 Independent	81 Stern
13 Brave	51 Infamous	82 Stingy
14 Careless	52 Influential	83 Stoic
15 Cautious	53 Insensitive	84 Strong
16 Charismatic	54 Insightful	85 Stubborn
17 Clever	55 Intelligent	86 Successful
18 Conceited	56 Intolerant	87 Suspicious
19 Confident	57 Ironsworn	88 Talented
20 Confused	58 Kind	89 Technical
21 Connected	59 Law-abiding	90 Timid
22 Corrupted	60 Lonely	91 Tolerant
23 Cowardly	61 Loving	92 Tough
24 Creative	62 Loyal	93 Vengeful
25 Critical	63 Manipulative	94 Violent
26 Cruel	64 Oblivious	95 Wary
27 Cunning	65 Obsessed	96 Watchful
28 Dangerous	66 Oppressed	97 Weak
29 Deceitful	67 Passive	98 Weary
30 Defiant	68 Powerful	99 Wild
31 Determined	69 Proud	100 Wise
32 Disabled		
33 Doomed		
34 Driven		
35 Dying		
36 Envious		
37 Experienced		
38 Faithful		

As you interact with a character and gain a deeper understanding of their nature and personality, roll on this table to reveal new characteristics. You may ignore, reroll, or adjust contradictions. Or envision how those contradictions add interesting complexity to the character.

CHARACTER NAME (1–30)

Roll	Given Name	Family Name	Callsign
1	Akim	Kuzmin	Albatross
2	Alex	Durant	Angler
3	Alexis	Jefferies	Anvil
4	Alisa	Velez	Badger
5	Althea	Lontoc	Bandit
6	Amari	Wade	Bash
7	Aparna	Kade	Basilisk
8	Argus	Thorn	Bingo
9	Arnav	Khosla	Blackbird
10	Ash	Hendrix	Blade
11	Asha	Okiro	Bloodshot
12	Astrid	Ripley	Bluewing
13	Aurora	Talin	Bonfire
14	Ayako	Jin	Book
15	Azriel	Finn	Breaker
16	Blake	Solas	Brick
17	Brennan	Quint	Buzz
18	Brianna	Keelan	Buzzard
19	Bruna	Silva	Centurion
20	Bruno	Valk	Chimera
21	Cassidy	O'Brien	Circuit
22	Christa	Ruiz	Clank
23	Cole	Stallard	Cleric
24	Corey	Mackenson	Crash
25	Creed	Jensen	Cutter
26	Derya	Sakir	Cutthroat
27	Dex	Tolari	Cypher
28	Doran	Kain	Dagger
29	Echo	Carr	Dancer
30	Eren	Valenus	Dash

This 1–100 oracle spans multiple pages. Check page 334 for the 31–65 results, and page 335 for 66–100. Given and family names are presented as an intended pair, so you may roll once for both. If you'd like to give a character a callsign, which are the monikers used by spacers, you may roll separately or take the one provided for the selected name.

CHARACTER NAME (31–65)

Roll	Given Name	Family Name	Callsign
31	Erim	Kaan	Deadeye
32	Esana	Taylan	Deuce
33	Eveline	Legrand	Failsafe
34	Faye	Jemison	Farseer
35	Fletcher	Arden	Fidget
36	Flint	Sayer	Firestarter
37	Florian	Kai	Fixer
38	Gavin	Slater	Flatline
39	Halia	Edris	Ghost
40	Ike	Sutton	Grudge
41	Isaac	Savarin	Gutshot
42	James	Bridger	Harrow
43	Janya	Mital	Havoc
44	Jihun	Shin	Hellhound
45	Jorunn	Nadir	Hellion
46	Juliana	Santos	Hex
47	Juro	Mihara	Hush
48	Kaisa	Buhari	Ironclad
49	Karthik	Salvi	Jackal
50	Kayla	Adler	Jackpot
51	Kei	Takara	Jester
52	Kiana	Shelton	Link
53	Kieran	Vandu	Longshot
54	Kierra	Vega	Mainframe
55	Kimora	Zhang	Mantis
56	Kiri	Savela	Mimic
57	Kirsa	Hawking	Mole
58	Kwan	Jen	Monarch
59	Kylar	Hobbs	Mongoose
60	Landry	Holland	Nails
61	Logan	Silvius	Ogre
62	Lowell	Freeman	Omega
63	Lucas	Barbosa	Overload
64	Curtis	Winter	Packrat
65	Luna	Hammond	Paladin

Given and family names can often be reversed, or used independently as standalone names.

CHARACTER NAME (66–100)

Roll	Given Name	Family Name	Callsign
66	Lux	Archer	Phantom
67	Mae	Barlowe	Phoenix
68	Magnus	Shepherd	Pyro
69	Mave	Griffin	Quickdraw
70	Merrick	Frost	Razor
71	Mina	Quon	Rogue
72	Nashida	Malek	Rook
73	Nassar	Murad	Rover
74	Ostara	Becker	Scout
75	Qasira	Ammar	Shadow
76	Quinn	Braddock	Shark
77	Ragnar	Blackstone	Shutdown
78	Raven	Hadley	Slack
79	Ria	Farin	Slash
80	Rokuro	Kobayashi	Snipe
81	Roland	Duval	Spider
82	Rowena	Hunter	Splinter
83	Sage	Beckett	Static
84	Saren	Dykstra	Stinger
85	Annora	Gray	Straggler
86	Severinus	Sedano	Swindle
87	Shen	Bai	Tinker
88	Talia	Booker	Touchdown
89	Tomiko	Sato	Tycoon
90	Ulan	Vayan	Vagabond
91	Valda	Bond	Valkyrie
92	Venri	Stark	Vanguard
93	Vesper	Stirling	Vertigo
94	Vuldar	Wolfe	Warden
95	William	O'Niel	Watchdog
96	Yelena	Petrov	Wayfinder
97	Zakia	Nazari	Whisper
98	Zari	Darwin	Wraith
99	Zev	Pearson	Wrongway
100	Zoya	Volkov	Zephyr

Spacers are often known only by their callsigns, with their “dirtside names” reserved for family and close friends.

CREATURES

ENVIRONMENT

Choose the closest match for your location. Or roll to identify the primary habitat of a creature.



1-5
Space



6-15
Interior



16-55
Land



56-80
Liquid



81-100
Air

SCALE

1-3 Minuscule (bug-sized)

4-10 Tiny (rodent-sized)

11-25 Small (dog-sized)

26-60 Medium (person-sized)

61-90 Large (vehicle-sized)

91-99 Huge (whale-sized)

100 ▶ Ultra-scale

ULTRA-SCALE

1-89 Titanic (hill-sized)

90-99 Colossal (mountain-sized)

100 Vast (planet-sized)



BASIC CREATURE FORM

Space	Interior	Land	Liquid	Air	Result
1-5	1-3	1-2	1-5	1-2	Amoeba / pseudopods
6-20	4-6	3-5	6-8	3-12	Amorphous / elemental
21-30	7-12	6-10	9-11	13-37	Avian / winged
31-32	13-19	11-25	12-17	38-40	Beast / mammal
33-34	20-22	26-32	18-24	41-42	Crustacean / shelled
35-37	23-24	33-34	25-39	43-47	Fish / torpedo-shaped
38-39	25-37	35-39	40-42	48-49	Humanoid / bipedal
40-41	38-49	40-49	43-45	50-51	Insectoid / exoskeletal
42-60	50-51	50-51	46-53	52-66	Jellyfish / gasbag
61-62	52-56	52-58	54-56	67-68	Lizard / reptilian
63-67	57-58	59-60	57-63	69-70	Octopoid / tentacled
68-72	59-63	61-65	64-68	71-72	Plant / fungus
73-82	64-65	66-67	69-75	73-82	Ray / flat-bodied
83-84	66-68	68-74	76-80	83-84	Snake / eel
85-86	69-83	75-81	81-82	85-86	Spider / web-weaver
87-88	84-85	82-83	83-87	87-88	Starfish / symmetrical
89-90	86-90	84-90	88-90	89-90	Worm / slug / larva
91-100					Roll twice



CREATURE FIRST LOOK

1-2

1-2	Antennae or sensory organs	59-60	Injured or scarred
3-4	Armored	61-62	Iridescent
5-6	Beautiful	63-64	Long-limbed
7-8	Biotech	65-66	Luminescent
9-10	Bony or gaunt	67-68	Mandibles or pincers
11-12	Brutish or muscled	69-70	Many-eyed
13-14	Camouflaged	71-72	Mineral or metallic
15-16	Claws or talons	73-74	Multi-jointed
17-18	Compound eyes	75-76	Multi-segmented body
19-20	Comprised of many creatures	77-78	Ornamented or colorful
21-22	Corrupted	79-80	Oversized mouth
23-24	Crystalline	81-82	Prominent tail
25-26	Dead or undead	83-84	Prominent wings or fins
27-28	Distinctive markings	85-86	Ridges or plates
29-30	Distinctive smell	87-88	Scaled
31-32	Distinctive sound	89-90	Single eye or oversized eyes
33-34	Dripping mucus	91-92	Spikes or spines
35-36	Elongated Neck	93-94	Stinger or barbs
37-38	Energy emissions	95-96	Tentacles or tendrils
39-40	Extra limbs	97-98	Translucent
41-42	Faceless or inexpressive	99-100	Visible symbiote
43-44	Fangs or rows of teeth		
45-46	Feathered		
47-48	Fungal growth		
49-50	Fur, hair, or filaments		
51-52	Graceful		
53-54	Hideous		
55-56	Hooded or crested		
57-58	Immobile or trapped		

Roll for a basic form (previous page), and flesh out the creature's appearance using this Creature First Look table. Then, roll once on the Encountered Behavior table (below) to define this creature's motivation and frame how the encounter begins.

ENCOUNTERED BEHAVIOR

1-5	Ambusher	34-37	Hibernator	66-70	Pack hunter
6-10	Apex predator	38-41	Hoarder	71-75	Prey
11-14	Builder	42-46	Hunter	76-80	Protector
15-19	Camouflager	47-51	Lurer	81-85	Scavenger
20-24	Forager	52-55	Migratory	86-90	Tracker
25-29	Grazer	56-60	Mimic	91-95	Trapper
30-33	Herder	61-65	Nester	96-100	Roll twice

REVEALED CREATURE ASPECT

Q1-2

1–2	Alternative environment	51–52	Illusionary
3–4	Alternative movement	53–54	Infectious
5–6	Alternative senses	55–56	Infested with parasites
7–8	Burrower	57–58	Intimidating threat display
9–10	Chameleon	59–60	Limited sense
11–12	Clever	61–62	Magnetic
13–14	Consumes energy	63–64	Mental influence or control
15–16	Consumes inorganic matter	65–66	Metamorphic
17–18	Controlled or puppeteered	67–68	Noxious cloud or spores
19–20	Controls lesser creatures	69–70	Paralytic toxin
21–22	Corrosive excretion	71–72	Parasitic
23–24	Crusher or constrictor	73–74	Pheromones
25–26	Egg sac or carried offspring	75–76	Poisonous
27–28	Electric shock	77–78	Powerful bite
29–30	Electromagnetic pulse	79–80	Proboscis or inner jaw
31–32	Energy breath	81–82	Projectile attack
33–34	Energy manipulation	83–84	Radioactive
35–36	Engineered biology	85–86	Regeneration
37–38	Enhanced senses	87–88	Replication
39–40	Enhanced strength	89–90	Sacrificial defense
41–42	Entangling secretion	91–92	Shapechanger
43–44	Extradimensional	93–94	Telekinetic
45–46	Hallucinogen secretion	95–96	Teleportation
47–48	Hidden symbiote	97–98	Territorial
49–50	Hive mind	99–100	Toxic spew

Roll on this table as you interact with the creature to introduce new features or behaviors. Some results may contradict the established nature of a creature. For example, an amorphous creature that you envisioned as a mass of pure energy would not have typical physical features. If a result doesn't fit, feel free to ignore, reroll, or adjust. Or envision how this contradiction signals a new understanding or unexpected transformation.

FACTIONS

FACTION TYPE

Roll	Result	Summary
1–40	►Dominion	Governing power
41–70	►Guild	Organization of specialists
71–100	►Fringe Group	Band of outlaws, outcasts, or rogues

INFLUENCE

Roll	Result	Summary
1–10	Forsaken	Banished or forgotten
11–30	Isolated	Limited influence in a remote location
31–50	Localized	Marginal influence in a single sector
51–70	Established	Strong influence in a single sector
71–85	Notable	Dispersed influence across a few sectors
86–95	Dominant	Far-reaching influence across many sectors
96–100	Inescapable	Pervasive influence across inhabited space



DOMINION

1-3



1-5 Agriculture	35-38 Exploration	68-71 Pacifism
6-9 Artistry	39-42 Faith	72-75 Prophecy
10-14 Commerce	43-46 History	76-79 Science
15-18 Conquest	47-50 Honor	80-83 Secrecy
19-22 Construction	51-55 Industry	84-87 Technology
23-26 Diplomacy	56-59 Isolationism	88-91 Treachery
27-30 Education	60-63 Law	92-96 Warfare
31-34 Environmentalism	64-67 Mysticism	97-100 Wealth

DOMINION: LEADERSHIP

1-5 Anarchist	61-70 Fated or prophesied leader
6-15 Disputed leadership	71-80 Clan chiefs or elders
16-30 Authoritarian dictatorship	81-90 Elected representatives
31-45 Oligarchical elite	91-95 Machine intelligence
46-60 Dynastic lineage	96-100 Varied / decentralized

GUILD



1-5 Assassins	26-30 Healers	66-75 Navigators
6-10 Bounty hunters	31-40 Industrialists	76-80 Peacekeepers
11-15 Couriers	41-50 Mercenaries	81-85 Researchers
16-20 Courtesans	51-60 Merchants	86-90 Spies
21-25 Engineers	61-65 Mystics	91-100 Roll twice

FRINGE GROUP



1-5 Cultists	36-40 Monster hunters	71-75 Rogue AI
6-15 Exiles	41-50 Pirates	76-85 Scavengers
16-25 Gangsters	51-60 Raiders	86-95 Smugglers
26-35 Hackers	61-70 Rebels	96-100 Roll twice

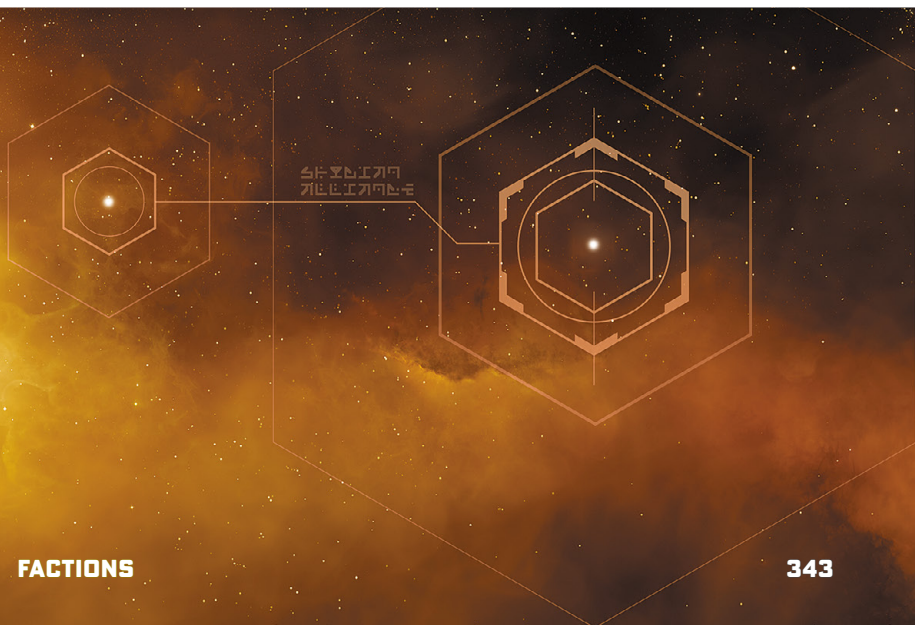
1-3	Broaden scope of the faction to include a new focus
4-6	Build or secure a powerful device
7-9	Consolidate control of a valuable commodity
10-12	Destroy or defeat a rival
13-15	Disrupt the operations of a rival
16-18	Escape the control of another faction or power
19-21	Establish a monument or memorial
22-24	Establish a safe refuge or headquarters
25-27	Expand operations to a new location or sector
28-30	Form an alliance
31-33	Fulfill a prophecy
34-36	Give aid to a faction
37-39	Harness unnatural or forbidden power
40-42	Hunt down a rogue asset
43-45	Incite conflict among rivals
46-48	Negotiate an agreement
49-51	Obtain a needed commodity
52-54	Obtain an important cultural artifact
55-57	Obtain crucial data or information
58-60	Obtain incriminating information about a rival
61-63	Prevent a prophecy
64-66	Put down an internal revolt or rebellion
67-69	Repay a debt
70-72	Rescue or recover a group or asset
73-75	Research an innovation
76-78	Resolve a conflict with another faction
79-81	Reunite splintered elements of the faction
82-84	Seize a powerful artifact or valuable treasure
85-87	Seize rival territory or operations
88-90	Subsume another faction
91-93	Transport a valued asset
94-96	Usurp leadership within a rival faction
97-100	►Action + Theme

Pick or roll on this table to reveal the current focus of a faction. Then, use the nature of the organization to help envision the meaning of the project. The result may introduce events that motivate your character to aid or resist the project, or can serve as background detail for your setting. If you would like to track the faction's progress, set a clock for the project using the campaign clock guidelines on page 235.

FACTION RELATIONSHIPS

1–4	Antagonistic towards	52–54	Owes a debt to
5–8	Apathetic or unaware of	55–58	Shares a rivalry with
9–11	Betrayed by	59–61	Shares power with
12–14	Broke faith with	62–64	Shows respect for
15–18	Distrustful of	65–67	Splintered from
19–22	Does business with	68–70	Subordinate to
23–25	Extorted by	71–74	Supplied with resources by
26–29	Holds contempt for	75–78	Supplies resources to
30–33	Holds leverage over	79–81	Temporary alliance with
34–36	In control of	82–85	Tolerates
37–40	Maneuvering against	86–89	Trades favors with
41–44	Needs aid from	90–92	Unjustly accused by
45–47	Negotiating with	93–96	Warring with
48–51	Open alliance with	97–100	Roll twice

Factions add scale and narrative opportunities to your setting. But keep it manageable. Don't overload your campaign with factions. Instead, focus on your interactions and entanglements with members of a few interesting factions. Then, when you have a question about the relationship of one faction to another, use this table. The result is the commonly understood connection between those factions. Further investigations or events may reveal a deeper or alternate truth.



FACTION NAME TEMPLATE

1–40 [▶Legacy] [▶Affiliation]

41–55 [▶Legacy] [▶Identity]

56–70 [▶Identity] *of the* [▶Legacy] [▶Affiliation]

71–100 [▶Affiliation] *of the* [▶Legacy] [▶Identity]

LEGACY

1–2 Ancient

53–54 Infinite

77–78 Silent

3–4 Ashen

55–56 Iron

79–80 Silver

5–6 Awakened

57–58 Kindred

81–82 Sovereign

7–8 Azure

59–60 Obsidian

83–84 Stellar

9–10 Blessed

61–62 Radiant

85–86 Sundered

11–12 Bloody

63–64 Risen

87–88 Supreme

13–14 Broken

65–66 Sacred

89–90 Undying

15–16 Ceaseless

67–68 Sapphire

91–92 Unified

17–18 Crimson

69–70 Scarlet

93–94 United

19–20 Cursed

71–72 Serene

95–96 Universal

21–22 Dawning

73–74 Shattered

97–98 Veiled

23–24 Dissident

75–76 Shining

99–100 Wandering

25–26 Ebon

27–28 Elder

29–30 Enduring

31–32 Enlightened

33–34 Exalted

35–36 Fallen

37–38 Fated

39–40 First

41–42 Forgotten

43–44 Forsaken

45–46 Gloaming

47–48 Golden

49–50 Hidden

51–52 Infernal

To generate a faction name, first roll or choose the name template. Then, follow the structure of the template to build the name from individual tables. If you've already set the faction type, picking from the tables (instead of rolling) will likely provide a more appropriate result. For example, "Silver Jackals" is a fitting name for a criminal organization. The "Empire of the Undying Suns" is a less apt name for that gang—unless their leader is prone to delusions of grandeur. In short, choosing a name will give you more control. Rolling might give you a result that doesn't square with known aspects, but those contradictions may prove inspiring.

AFFILIATION

1–4	Accord
5–8	Alliance
9–12	Ascendancy
13–16	Circle
17–20	Coalition
21–24	Collective
25–28	Commonwealth
29–32	Confederation
33–36	Consortium
37–40	Council
41–44	Court
45–48	Covenant
49–52	Dominion
53–56	Empire
57–60	Federation
61–64	Imperium
65–68	League
69–72	Legion
73–76	Order
77–80	Pact
81–84	Regiment
85–88	Republic
89–92	Sphere
93–96	Syndicate
97–100	Union

IDENTITY

1–2	Blades	51–52	Realms
3–4	Builders	53–54	Reavers
5–6	Daggers	55–56	Relics
7–8	Defenders	57–58	Seekers
9–10	Disciples	59–60	Sentinels
11–12	Domains	61–62	Serpents
13–14	Drifters	63–64	Servants
15–16	Embers	65–66	Shadows
17–18	Flames	67–68	Shards
19–20	Fleet	69–70	Skulls
21–22	Guardians	71–72	Souls
23–24	Hammers	73–74	Specters
25–26	Harbingers	75–76	Stars
27–28	Heralds	77–78	Suns
29–30	Hounds	79–80	Swarm
31–32	Hunters	81–82	Swords
33–34	Jackals	83–84	Talons
35–36	Keepers	85–86	Vanguards
37–38	Knights	87–88	Wardens
39–40	Menders	89–90	Watchers
41–42	Outcasts	91–92	Wolves
43–44	Phantoms	93–94	Worlds
45–46	Planets	95–96	Wraiths
47–48	Raiders	97–98	Wreckers
49–50	Ravens	99–100	Wrights

An alternative approach to generating a faction from scratch is to start with a random name. Then, consider what the name evokes and choose an appropriate faction type instead of rolling on those tables. For example, “Bloody Ravens” might suggest a mercenary guild, while the “Republic of the Radiant Servants” brings to mind a dominion built upon a religion, or one that idolizes a prophesied leader. If a result doesn’t inspire anything interesting, roll again or pick.

1-3	Ancient or coded language
4-6	Animal or creature motif used as a faction symbol
7-9	Banishes the disloyal
10-12	Body augmentations are respected and valued
13-15	Body ornamentations signify castes or roles
16-18	Conceals individual identity
19-21	Dependent on an addictive substance
22-24	Distinctive or elaborate clothing
25-27	Elite soldiers provide defense or serve as bodyguards
28-30	Favors a signature weapon
31-33	Guided by superstition or prophecy
34-36	Heavily stratified social structure
37-39	Hoards precursor artifacts
40-42	Honors the fallen through unusual death rites
43-45	Idolizes a long-dead founder or martyr
46-48	Keeps exhaustive records or archives
49-51	Lives off-planet in spaceborne fleets
52-54	Members take a new name when joining the faction
55-57	Nomadic people and mobile operations
58-60	Operates under strict codes or laws
61-63	Recognizes others through a distinctive greeting or gesture
64-66	Reliant on machine intelligence
67-69	Resolves disputes through formal duels
70-72	Rites of adulthood or ascension
73-75	Shuns or distrusts machine intelligence
76-78	Starships share a distinctive and recognizable profile
79-81	Suspicious of outsiders
82-84	Symbiotic relationship with a specific type of creature
85-87	Trades in a unique currency or commodity
88-90	Trains in a demanding physical discipline or martial art
91-93	Wields unnatural abilities or strange technologies
94-96	Work or environment causes mutations
97-100	►Action + Theme

Roll or pick known characteristics of the faction and its members using this table. But keep in mind that even within a small or specialized faction, there are no absolutes. These quirks represent common attitudes, practices, or approaches, but are not universal to every member of that faction. Leave room in your portrayal for diversity and contradictions.

FACTION RUMORS

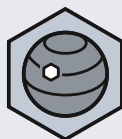
1-2

1-3	Caught in the crossfire of feuding factions
4-6	Colluding with a criminal enterprise
7-9	Corrupted by a dangerous power
10-12	Critical resource is in short supply
13-15	Defenses are overextended
16-18	Developing revolutionary technology
19-21	Digital systems are corrupted or infiltrated
22-24	Heavily in debt
25-27	Hit hard by a recent attack or calamity
28-30	Holds a powerful artifact
31-33	Holds incriminating information against a leader or faction
34-36	Hoarding a valuable commodity
37-39	Infiltrated by a rival faction
40-42	Knows the location of a fabled treasure or lost technology
43-45	Leaders are haunted by a dark prophecy
46-48	Leaders are incompetent
49-51	Leaders are puppets of another power or faction
52-54	Lesser members of the leadership are plotting a coup
55-57	New belief or religion is creating a schism among members
58-60	Operations are a false front for their true purpose
61-63	Overdependence on a failing or vulnerable technology
64-66	Plagued by infighting and low morale
67-69	Plotting to betray an allied faction
70-72	Preparing a major offensive or operation
73-75	Pulling the strings of a leader or faction
76-78	Recently acquired an unexpected fortune
79-81	Secretly supporting a reviled faction
82-84	Sheltering an infamous or dangerous fugitive
85-87	Suffered destructive sabotage from within
88-90	Suffering a shortage of key workers or personnel
91-93	Uprising or revolt is brewing from within
94-96	Vulnerable to attack or aggression
97-100	►Action + Theme

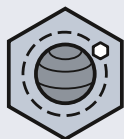
Use this table when you are in a position to investigate a faction by uncovering secrets or fishing for gossip.

DERELICTS

LOCATION



1-40
Planetside



41-60
Orbital



61-100
Deep Space

TYPE (BY LOCATION)

Planetside	Orbital	Deep Space	Result
1-25	1-40	1-75	Derelict starship
26-100	41-100	76-100	Derelict settlement

CONDITION

1-10	Functional	61-90	Damaged or breached
11-30	Limited power	91-98	Heavily damaged
31-60	Cold and dark	99-100	Impending destruction



OUTER FIRST LOOK

1–15	Blocked access
16–30	Corpses
31–45	Hazardous readings
46–50	Mutated structure
51–60	Odd orientation
61–65	Overgrown or entangled
66–80	Sending a signal or message
81–85	Signs that others are here
86–95	Stripped exterior
96–100	Time or reality distortions

Derelicts are the forsaken relics of human endeavors. Use these First Look tables for your initial survey of the derelict. To reveal more about the look and original function or nature of the site, roll on appropriate tables in the *Starship* or *Settlement* oracles. If you explore the depths of a derelict, you may use the zone oracles on the following pages to help envision what you find.

INNER FIRST LOOK

1-2

1–3	Abnormal gravity	49–51	Haunting visions of the dead
4–6	Active bots	52–54	Hazardous temperature
7–9	Archaic equipment	55–57	Heavy steam or moisture
10–12	Automated announcements	58–60	Littered with corpses
13–15	Biological infestation	61–63	Nesting or feeding creatures
16–18	Charred surfaces	64–66	Ornate furnishings
19–21	Claw marks	67–69	Scarred by gunfire
22–24	Cluttered with debris	70–72	Sealed against intruders
25–27	Corroded surfaces	73–75	Signs of looting or scavenging
28–30	Cramped spaces	76–78	Smell of decay
31–33	Creaking hull	79–81	Splattered with blood
34–36	Esoteric writing or symbols	82–84	Temporal distortions
37–39	Evidence of new inhabitants	85–87	Thick haze or smoke
40–42	Exposed wiring or conduits	88–90	Unstable energy surges
43–45	Flashing strobe lights	91–93	Watchful AI
46–48	Fluctuating power	94–100	►Descriptor + Focus

SUMMARY: EXPLORING DERELICTS

Derelicts are broken into **zones** for primary areas and functions. When you envision moving from one section to another while exploring a derelict, you may roll or choose on the zone chart on the opposite page to help identify what you find. If that's enough detail, stop rolling and envision the nature of those spaces. You can also use the Descriptor and Focus oracles (pages 298–299) to generate additional aspects of a zone or as an alternative to rolling for a zone.

DETAILED DERELICT GENERATION

If you want to give your exploration of a derelict extra focus, use the zone oracles on the following pages. Each includes several tables.

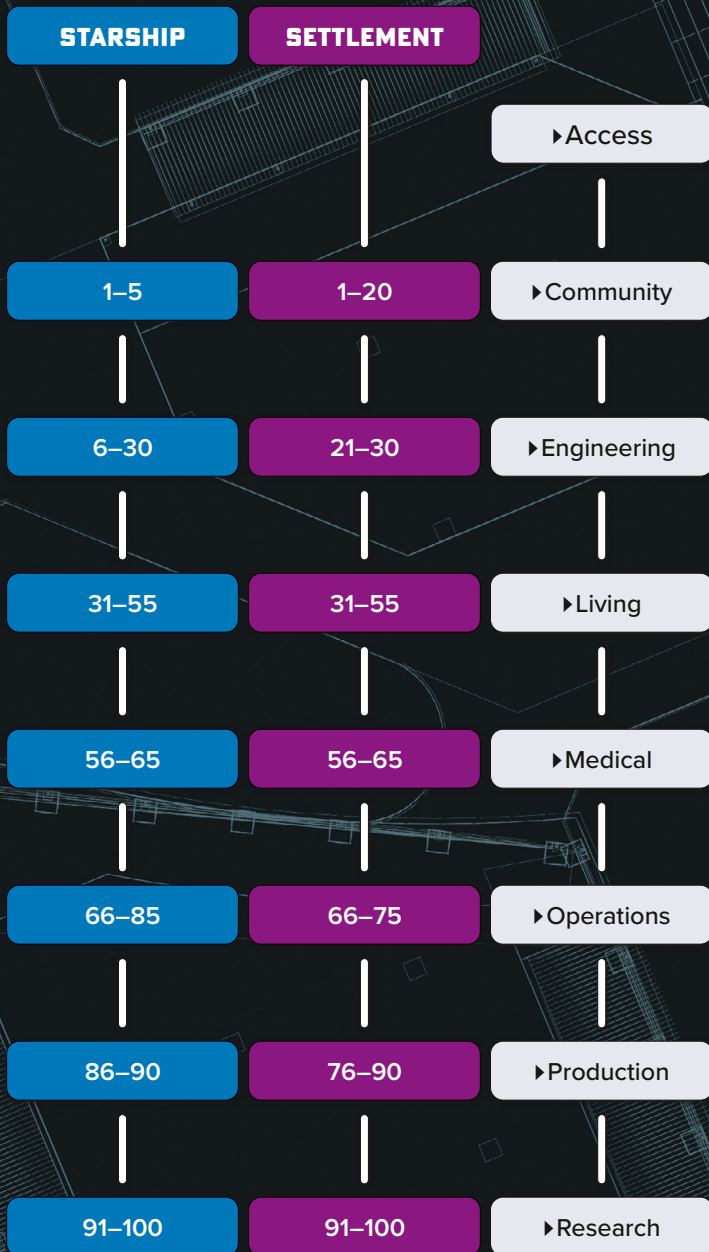
- * **Area:** Roll on this table to help envision the spaces you encounter in that segment of your exploration. Each zone may consist of one or more areas as appropriate to what you envision for the overall complexity of the derelict. If you Undertake an Expedition, an area can serve as a waypoint in your survey of the derelict.
- * **Feature:** Roll on this table when you want to reveal new aspects of your current surroundings. This is best used sparingly—a bit of occasional extra detail or ambiance—rather than rolling for every segment of your exploration.
- * **Peril:** Roll on this table when you want help envisioning a complication or danger within a zone, such as when suffering a cost as an outcome of your exploration.
- * **Opportunity:** Roll on this table when you want inspiration for a beneficial encounter or event within a derelict, such as when you roll a strong hit with a match as you Undertake an Expedition, or if you Explore a Waypoint and find an opportunity.

If you encounter a prompt for a “New Zone” when rolling for an area, you are transitioning into a different section of the derelict, and can roll or envision that zone as you like. “New Zone via ►Access” means you should first envision the connecting path between the old zone and the new; the Access oracles can help flesh this out.

SURVEYING A PREPARED SITE

If you envision your character with a map or scan of the derelict, or the goal of your exploration is to reach a specific zone (such as the bridge on a derelict starship), you can create a simple flow chart of the layout. Include zones and the access types that connect them. Leave some blank zones to discover during play. Use this map—along with rolls on the zone oracles as appropriate—to help envision your path through the site.

DERELICT ZONES





AREA

1–50	Corridor	81–85	Vertical shaft or ladder
51–60	Stairs	86–90	Hub or intersection
61–70	Lift or elevator	91–95	Crawl space or duct
71–80	Catwalk or bridge	96–100	Airlock or external

FEATURE

1–5	Abandoned gear	51–55	Organic growths
6–10	Blood trail	56–60	Ruined bot
11–15	Breached door or hatch	61–65	Scrawled warning
16–20	Control or terminal station	66–70	Sealed breach
21–25	Corpse	71–75	Sounds of movement
26–30	Dismantled equipment	76–80	Steam or smoke
31–35	Flashing strobes	81–85	Wandering bot
36–40	Leaking pipes	86–90	Windows or viewports
41–45	Makeshift barricade	91–95	Wrecked passage or debris
46–50	Opened or missing panels	96–100	►Descriptor + Focus

PERIL

1–10	Alarm or failsafe is triggered
11–20	Automated defenses
21–30	Blocked or sealed path
31–40	Dreadful scene of death or violence
41–50	Foe closes in
51–60	Gear is failing or broken
61–70	Hazardous environmental change
71–80	Path is trapped
81–90	Unsettling sound or disturbance
91–98	►Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Directions, shortcut, or alternate path
21–40	Encounter with a friendly survivor, explorer, or denizen
41–60	Hopeful signs of life
61–80	Opening to outmaneuver or escape a threat or foe
81–100	Useful equipment



AREA

1–8	Bar or club	49–56	Gym or fitness
9–16	Temple or chapel	57–64	Market or trade
17–24	Classroom or education	65–72	Promenade or overlook
25–32	Concourse or hub	73–80	Restaurant or dining
33–40	Entertainment	81–85	New zone
41–48	Park or garden	86–100	New zone via ▶ Access

FEATURE

1–8	Ad-hoc memorials	49–56	Graffiti or vandalism
9–16	Art depicting historic event	57–64	Guard post or surveillance
17–24	Artificial environment	65–72	Mass grave or corpses
25–32	Automated announcements	73–80	Panoramic viewport
33–40	Barricaded area	81–88	Rubble or debris
41–48	Gaming devices or interfaces	89–100	▶ Descriptor + Focus

PERIL

1–10	Biological infestation
11–20	Breached or broken structure
21–30	Distressing signs of mass violence or death
31–40	Flooded environment
41–50	Foe lurks within concealment
51–60	Fragile structural integrity
61–70	Haunting vision of life here before the fall
71–80	Hazardous environmental change
81–90	Heartbreaking memento of lost lives
91–98	▶ Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Culturally significant object or artifact
21–40	Salvageable goods or resources
41–60	Secure area offers a moment of peace
61–80	Terminal with access to site details
81–100	Valuable item



AREA

1–8	Control room	49–56	Maintenance tube
9–16	Engine room or power core	57–64	Vehicle bay or garage
17–24	Engineering offices	65–72	Water processing
25–32	Equipment storage	73–80	Workshop
33–40	Fuel or coolant tanks	81–85	New zone
41–48	Life support	86–100	New zone via ▶Access

FEATURE

1–8	Cluttered workbench	49–56	Multilevel layout
9–16	Control terminal	57–64	Pipes and valves
17–24	Crane or lift	65–72	Sharp ozone smell
25–32	Disassembled equipment	73–80	Unfinished project
33–40	Flickering status monitors	81–88	Utility bots
41–48	Jury-rigged equipment	89–100	▶Descriptor + Focus

PERIL

1–10	Corrosive leak
11–20	Erratic utility bots
21–30	Failing equipment requires a specific part or skill
31–40	Fire or energy surge
41–50	Precarious or broken path
51–60	Radioactive hotspot
61–70	Sabotaged equipment
71–80	Shrouded atmosphere conceals a lurking foe
81–90	Unstable or failing power core
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Advanced or experimental equipment
21–40	Chance to restore power or function
41–60	Helpful plans or schematics
61–80	Helpful utility bot
81–100	Useful tool or device



AREA

1–8	Food storage	49–56	Quarters (individual)
9–16	Galley or kitchen	57–64	Quarters (communal)
17–24	Laundry	65–72	Restroom or showers
25–32	Locker room or storage	73–80	Sleeping pods
33–40	Mess hall or dining	81–85	New zone
41–48	Observation lounge	86–100	New zone via ▶Access

FEATURE

1–8	Abandoned pet	49–56	Ransacked belongings
9–16	Audible music	57–64	Remains of the dead
17–24	Cherished personal item	65–72	Scuttling vermin
25–32	Failed barricade	73–80	Shrine or altar
33–40	Half-eaten food	81–88	Unusual art
41–48	Messages from loved ones	89–100	▶Descriptor + Focus

PERIL

1–10	Booby trap
11–20	Distressing written message
21–30	Disturbing evidence of exploitive living conditions
31–40	Dreadful scene of death or violence
41–50	Lured into danger by signs of life
51–60	Recorded message reveals a threat or complication
61–70	Sealed door or hatch blocks access
71–80	Signs of unwelcome invaders
81–90	Unsettling sound or disturbance
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Culturally significant object or artifact
21–40	Hidden stash of valuable contraband
41–60	Intact barricade or protected area
61–80	Recorded message reveals helpful aspects of this site
81–100	Useful personal gear

AREA

1–8	Crematorium	49–56	Operating room
9–16	Emergency or triage	57–64	Pharmacy or drug locker
17–24	Isolation or containment	65–72	Prosthetics workshop
25–32	Medical lab	73–80	Ward or clinic
33–40	Medical offices	81–85	New zone
41–48	Morgue	86–100	New zone via ▶Access

FEATURE

1–8	Autopsied corpse	49–56	Dissected specimen
9–16	Biological specimens	57–64	Improvised overflow beds
17–24	Blood spatter or pools	65–72	Medical monitors
25–32	Bloody medical supplies	73–80	Medical records or scans
33–40	Broken prosthetics	81–88	Stacks of body bags
41–48	Corpse of a healer	89–100	▶Descriptor + Focus

PERIL

1–10	Disgusting sight / smell
11–20	Disturbing evidence of medical misconduct
21–30	Erratic medical bots
31–40	Evidence of a virulent disease
41–50	Malfunctioning medical equipment
51–60	Repercussions of a medical experiment
61–70	Restless dead
71–80	Signs of a horrific death
81–90	Signs of broken quarantine
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Cache of medicine
21–40	Clues to a medical mystery
41–60	Helpful medical bot
61–80	Unusual or rare specimen
81–100	Useful medical equipment



AREA

1–8	Admin or command offices	49–56	Conference or briefing room
9–16	Armory	57–64	Landing bay or hangar
17–24	Bridge or command center	65–72	Lounge
25–32	Brig or cells	73–80	Security
33–40	Comms center	81–85	New zone
41–48	Computer core	86–100	New zone via ▶Access

FEATURE

1–8	Automated warning	49–56	Intricate control panels
9–16	Buckled blast doors	57–64	Map of the site
17–24	Control terminal	65–72	Recorded message
25–32	Emergency lighting	73–80	Video surveillance monitors
33–40	EV suit storage	81–88	Written logs
41–48	Hissing comms channel	89–100	▶Descriptor + Focus

PERIL

1–10	Automated defenses target you
11–20	Broken equipment limits control
21–30	Coded message or puzzling security device
31–40	Discouraging evidence of failed plans or defenses
41–50	Displays reveal a new threat elsewhere in this site
51–60	Failing power
61–70	Hostile AI
71–80	Sealed blast doors block access
81–90	Sensors indicate the arrival of an external threat
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Cache of weapons or ammo
21–40	Helpful AI
41–60	Keycard or access code
61–80	Log offers insight into this site's downfall
81–100	Secure area offers a moment of peace



AREA

1–8	Airlock or staging area	49–56	Monitoring or control room
9–16	Assembly or processing	57–64	Processed goods storage
17–24	Cargo bay	65–72	Raw materials storage
25–32	Equipment storage	73–80	Scrapyard
33–40	Exosuit bay	81–85	New zone
41–48	Harvesting or mining platform	86–100	New zone via ▶Access

FEATURE

1–8	Cargo lifts	49–56	Immense machinery
9–16	Control panels	57–64	Sealed or locked containers
17–24	Disassembled machinery	65–72	Tools
25–32	Elevated walkways	73–80	Vats of chemicals or gas
33–40	Environment suits	81–88	Written manifest
41–48	Ill-fated workers	89–100	▶Descriptor + Focus

PERIL

1–10	Claustrophobic spaces
11–20	Dangerous machinery
21–30	Disturbing evidence of exploited labor
31–40	Extreme temperatures
41–50	Hazardous materials
51–60	Impending industrial disaster
61–70	Malfunctioning automation
71–80	Rivals seek to secure these resources
81–90	Signs of an unearthed or manufactured threat
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Helpful vehicle or transport
21–40	Rare or valuable resource
41–60	Salvageable materials
61–80	Useful equipment
81–100	Valuable cargo



AREA

1–8	Clean room	49–56	Isolation or containment
9–16	Cold storage	57–64	Lab
17–24	Creature or animal pens	65–72	Library or records
25–32	Decontamination room	73–80	Secure vault
33–40	Hazardous material storage	81–85	New zone
41–48	Hydroponics or agriculture	86–100	New zone via ▶Access

FEATURE

1–8	Aquarium or tank	49–56	Hazmat suits
9–16	Biological specimens	57–64	Inscrutable artifact
17–24	Bones or fossils	65–72	Invasive plant growth
25–32	Broken equipment	73–80	Recorded research log
33–40	Cryptic research notes	81–88	Spilled chemicals
41–48	Hastily destroyed data	89–100	▶Descriptor + Focus

PERIL

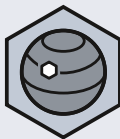
1–10	Automated containment protocols are activated
11–20	Biological infestation
21–30	Dangerous specimen
31–40	Disturbing outcome of a failed experiment
41–50	Evidence of sinister experiments
51–60	Fragile vault holds a dire threat
61–70	Signs of broken containment
71–80	Toxic environment
81–90	Unstable technology
91–98	▶Action + Theme
99–100	Roll twice

OPPORTUNITY

1–20	Helpful research data
21–40	Records of a notable discovery
41–60	Specialized research tools
61–80	Unique prototype
81–100	Useful navigational data

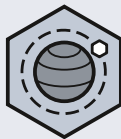
PRECURSOR VAULTS

LOCATION



1-50

Planetside



51-75

Orbital



76-100

Deep Space

SCALE

1-30 Minor, confined site

31-65 Typical site of limited scope

66-90 Large, elaborate site

91-99 Vast site of unfathomable complexity

100 World-spanning site or megastructure

FORM

1-35 Structure

36-60 Vessel

61-80 Monument

81-95 Machine

96-100 Incomprehensible



SHAPE

1–15	Practical or functional	56–60	Platform or disc
16–20	Geometric (complex shape)	61–65	Spires or towers
21–25	Geometric (cube)	66–68	Domed
26–30	Geometric (obelisk)	69–73	Spiky
31–35	Geometric (pyramid)	74–76	Sculptural or effigy
36–40	Geometric (ring or torus)	77–79	Amorphous
41–45	Geometric (sphere)	80–85	Transforming
46–55	Organic or curved	86–100	Roll twice

MATERIAL

1–30	Metallic (industrial)	79–82	Flesh-like
31–60	Metallic (smooth)	83–86	Plant-like
61–70	Rocky or stone-like	87–88	Energy
71–74	Crystalline or glass-like	89–90	Liquid
75–78	Bone-like	91–100	Roll twice

OUTER FIRST LOOK

1-2

1–3	Corrupting its environment	52–54	Levitating or in motion
4–7	Automated defenses	55–58	Lighted or illuminated
8–10	Breached exterior	59–61	No obvious point of entry
11–14	Broken or fragmented	62–64	Overgrown or entangled
15–17	Camouflaged or hidden	65–67	Perfectly preserved
18–20	Cavernous opening	68–70	Phasing in and out of reality
21–23	Dispersed structures	71–73	Physical barrier
24–26	Dreadful premonitions	74–76	Pitted or scarred
27–30	Electromagnetic field	77–79	Scaled for outsized beings
31–33	Embedded within terrain	80–82	Shrouded in mist or haze
34–36	Encased in an energy field	83–85	Signs of invaders
37–40	Energy core or conduit	86–89	Sound or signal
41–43	Fractal patterns	90–92	Strong gravity well
44–47	Glyphs or symbols	93–95	Surrounded by destruction
48–51	Hazardous readings	96–100	►Descriptor + Focus

SUMMARY: EXPLORING PRECURSOR VAULTS

When you first come upon a vault, use the tables on the previous two pages to help envision its form and nature. For a more abstract prompt, just use the Descriptor oracle (page 298). In either case—if that’s enough detail for the role of the vault in your story—stop there.

DETAILED PRECURSOR VAULT GENERATION

If the survey of a vault is a focus for your current quest, use the oracle tables in this section to generate a more complete picture of the site. See the next page for a diagram of the three main phases of exploration.

- * **Exterior:** Start by generating the basic form and characteristics of the vault using the tables on the previous two pages. These features represent what you observe from a safe distance.
- * **Interior:** If you enter the site, check the Inner First Look table (page 364) for initial impressions of what lies within. If you explore further, use the Interior Feature table (page 366) to define what you find or encounter. If you Undertake an Expedition within a vault, check this table if you want help setting the scene for a waypoint.
- * **Sanctum:** As you delve deeper into a vault, the corruption and strangeness of the place takes hold. Use the Sanctum Feature table (page 368) to represent the aberrant nature of a vault’s depths.

DELVING THE SANCTUM

Your passage from the Interior into the Sanctum is triggered by a rolled result on the Interior Feature table: “Transition into the Sanctum.”

If you Undertake an Expedition into a vault, you can also use the progress track as a gauge for your current location. Once you reach six or more filled progress boxes, you have reached the Sanctum.

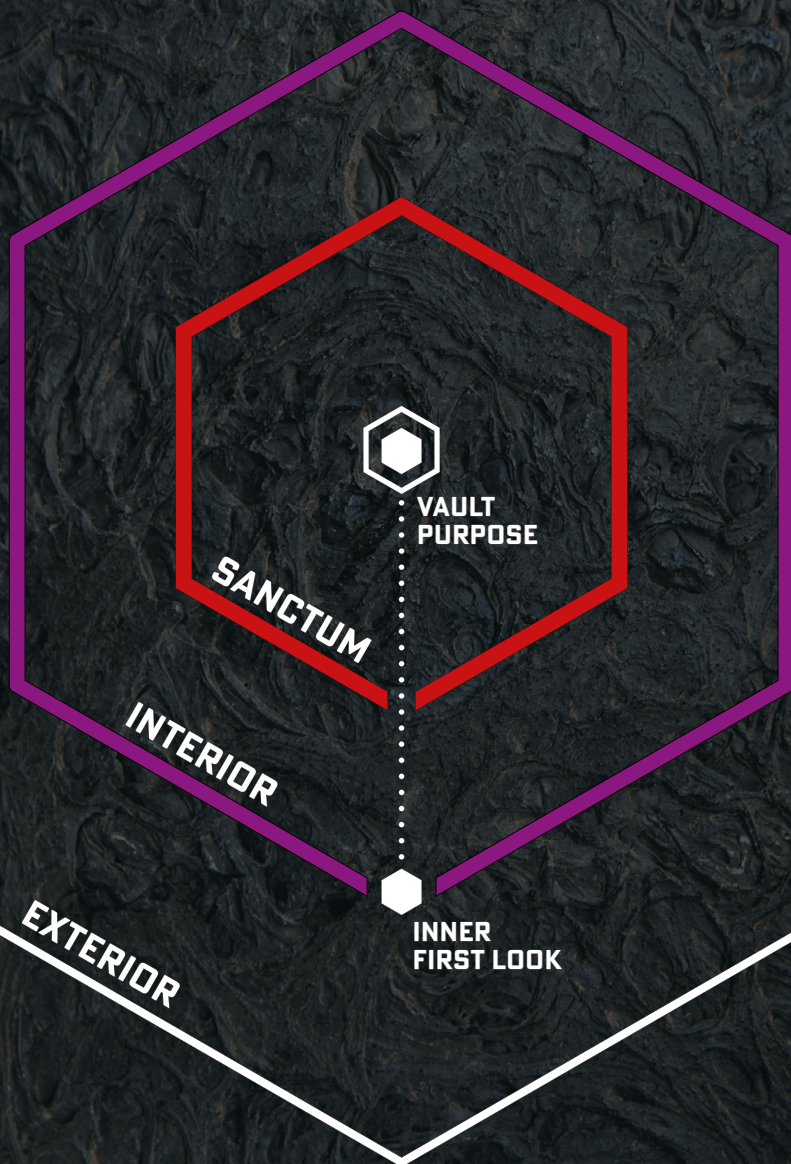
If you envision a vault as particularly strange and perilous, use the Sanctum as the framing for the entirety of your exploration. If it is relatively mundane, use only the Interior.

REVEALING THE VAULT’S PURPOSE

If the original function of the vault is a mystery, use the Vault Purpose table (page 365) to see what lies at its heart. Check this oracle when your story leads to a reveal of the site’s true nature, such as when you Finish an Expedition.

PERILS AND OPPORTUNITIES

Use these tables to help envision a complication or favorable circumstance within a vault, such as when you Explore a Waypoint and are prompted to envision a peril or opportunity.



1-3	Abnormal gravity
4-6	Automated defenses
7-9	Biological infestation
10-12	Carried tech is disrupted
13-15	Complex textures or patterns
16-18	Corpses of intruders
19-21	Damage and debris
22-24	Deteriorating spaces
25-27	Dissonant tones or music
28-30	Energy surges
31-33	Environment reacts to your presence
34-36	Evidence of looting or scavenging
37-39	Excessive cold
40-42	Excessive heat
43-45	Faint ambient lighting
46-48	Impenetrable darkness
49-51	Intense smell
52-54	Magnetic surfaces
55-57	Material does not match exterior
58-60	Ornate markings or symbols
61-63	Reactive lighting responds to your presence
64-66	Scale does not match exterior
67-69	Signs of invasive lifeforms
70-72	Surfaces respond to touch
73-75	Thick haze or smoke
76-78	Thick or fluid atmosphere
79-81	Thrumming or droning sound
82-84	Toxic atmosphere
85-87	Toxic residue
88-90	Well-preserved
91-93	Wet or humid
94-100	►Descriptor + Focus

Use this table to reveal what you see or encounter when first entering the site. These aspects, combined with the exterior features, will help you envision the nature and condition of the vault and provide context for the rest of your exploration.

VAULT PURPOSE

1–3	Capture or control of other beings
4–6	Command or communication relay
7–9	Commemoration of an event
10–12	Conduit to mystical powers
13–16	Conservation of living specimens
17–20	Containment of a powerful being
21–24	Containment of dangerous creatures
25–27	Containment of weapons
28–31	Control of a destructive weapon
32–34	Generation of defenses or barriers
35–38	Generation or transformation of energy
39–41	Harvesting of resources
42–44	Interment of the dead
45–47	Manipulation of spacetime
48–50	Manufacturing of lifeforms
51–53	Manufacturing of machines or devices
54–56	Passage to another location
57–59	Preservation of an ancient intelligence
60–62	Preservation of maps or navigational data
63–66	Protection of a sacred artifact
67–69	Researching science or technology
70–73	Safekeeping of cultural records or memories
74–77	Shelter for inhabitants
78–80	Stockpiling of resources
81–83	Surveying or monitoring of a location
84–87	Transformation of terrain or environments
88–90	Worship of a god or being
91–95	►Action + Theme
96–100	Roll twice

Because precursor vaults are alien and enigmatic, understanding their ultimate purpose requires investigation and exploration. Use this table to reveal the vault's original function or role at an appropriate point in your survey. This can come as an outcome of completing an expedition, or when your story naturally leads you to a revelation of the site's nature.



INTERIOR FEATURE

1–3	Ascending or descending path
4–6	Biological growths
7–8	Blood trail
9–10	Breached or ruptured area
11–13	Broken or inactive machinery
14–15	Clinging mist
16–18	Damage or debris
19–20	Echoing noises
21–22	Elevated path over chasm or shaft
23–25	Energy discharges
26–28	Enigmatic controls or terminal
29–30	Garden or invasive plant life
31–32	Inscrutable object lies dark and silent
33–35	Intersection or hub
36–38	Intricate symbols or pictographs
39–41	Looted or dismantled technology
42–44	Looted or empty containers
45–47	Mazelike passages
48–49	Moving platform or lift
50–52	Mummified or decayed corpses
53–55	Narrowing or widening path
56–58	Pooled liquid
59–61	Remains of intruders
62–63	Scattered bones
64–66	Scrawled markings
67–68	Signs of an attack or battle
69–71	Signs of invasive creatures
72–73	Surfaces honeycombed with openings
74–76	Unintelligible recorded message
77–79	Unintelligible whispers
80–82	Vaulted chamber
83–85	Vertical shaft
86–90	Transition into the ►Sanctum
91–95	►Descriptor + Focus
96–100	Roll twice



INTERIOR PERIL

- | | |
|-------|---|
| 1–5 | Broken path |
| 6–10 | Change in atmosphere or environment |
| 11–15 | Corrosive environment |
| 16–20 | Dire warning left by other explorers |
| 21–25 | Foes close in |
| 26–30 | Fragile structural integrity |
| 31–35 | Hazardous path designed for traversal by other beings |
| 36–40 | Important gear malfunctions |
| 41–45 | Isolation or fear presses in |
| 46–50 | Mechanical trap |
| 51–55 | Mist or darkness conceals dangers |
| 56–60 | Puzzling mystery blocks the way |
| 61–65 | Radioactive hot spot |
| 66–70 | Rivals seek what lay within |
| 71–75 | Signs of a contagion |
| 76–80 | Signs of a lurking foe |
| 81–85 | Tempting location or object holds hidden dangers |
| 86–90 | Toxic atmosphere |
| 91–95 | Unnerving sound or sensation |
| 96–99 | ►Action + Theme |
| 100 | Roll twice |

INTERIOR OPPORTUNITY

- | | |
|--------|---|
| 1–10 | Clue points the way to your destination or target |
| 11–20 | Clue to a lifeform's nature or vulnerabilities |
| 21–30 | Helpful gear left by another explorer |
| 31–40 | Insight into the nature or history of this site |
| 41–50 | Intriguing device or artifact |
| 51–60 | Opening to get the drop on a foe |
| 61–70 | Opening to outmaneuver or escape a threat or foe |
| 71–80 | Salvageable resource |
| 81–90 | Secure area offers a moment of peace |
| 91–100 | Shortcut or less perilous path speeds your way |



SANCTUM FEATURE

- | | |
|--------|---|
| 1–2 | Abyssal pit or chasm |
| 3–5 | Altered gravity |
| 6–7 | Area filled with strange liquid |
| 8–10 | Area humming with aberrant energy |
| 11–13 | Blasted or wrecked area |
| 14–16 | Central chamber of immense proportions or grandeur |
| 17–19 | Colossal machine |
| 20–21 | Corrupted plant life |
| 22–24 | Enigmatic mechanisms come to life |
| 25–26 | Haze of spores or nanomachines |
| 27–28 | Incomprehensible architecture or geometry |
| 29–31 | Incongruent space contradicts the nature of this site |
| 32–34 | Inscrutable object emits sound and energy |
| 35–37 | Machinery fused with organic growths |
| 38–40 | Moving chamber or passage |
| 41–43 | Mutated remains of the dead |
| 44–46 | Nest of invasive creatures |
| 47–49 | Pockets or layers of altered atmosphere |
| 50–51 | Pods or chambers with preserved corpses |
| 52–54 | Pools of strange liquid |
| 55–57 | Pulsating surfaces |
| 58–60 | Rampant biological infestation |
| 61–63 | Repository of biological specimens |
| 64–66 | Sealed chamber |
| 67–69 | Sealed containers of inscrutable purpose |
| 70–72 | Simulated or illusionary environment |
| 73–74 | Surfaces covered in slime or fungus |
| 75–76 | Temporal distortions |
| 77–79 | Transforming spaces |
| 80–82 | Visions of this place in another time |
| 83–85 | Visions or reflections of another reality |
| 86–88 | Warped or misshapen spaces |
| 89–90 | Whispering voices speak to you |
| 91–95 | ►Descriptor + Focus |
| 96–100 | Roll twice |

SANCTUM PERIL

- | | |
|-------|--|
| 1–5 | Camouflaged or transforming foe reveals itself |
| 6–10 | Confounding distortions of the timestream |
| 11–15 | Destructive environmental disturbance |
| 16–20 | Horrorfying fate for a previous intruder |
| 21–25 | Important equipment rendered useless |
| 26–30 | Led astray or lured into danger by a manifestation or illusion |
| 31–35 | Lost the way or separated from others |
| 36–40 | Manifestations prey upon your weaknesses or worries |
| 41–45 | Other intruders have been corrupted or mutated by this place |
| 46–50 | Paranoia or suspicion takes hold |
| 51–55 | Path behind you is sealed |
| 56–60 | Powerful foe strikes without warning |
| 61–65 | Restless dead awoken |
| 66–70 | Scene of hideous violence or death |
| 71–75 | Snared in an unnatural trap |
| 76–80 | Spawning or swarming foes surround you |
| 81–85 | Sudden structural collapse or failure |
| 86–90 | Temptations to linger or remain in this site |
| 91–95 | You are marked by physical corruption or mutation |
| 96–99 | ►Action + Theme |
| 100 | Roll twice |

SANCTUM OPPORTUNITY

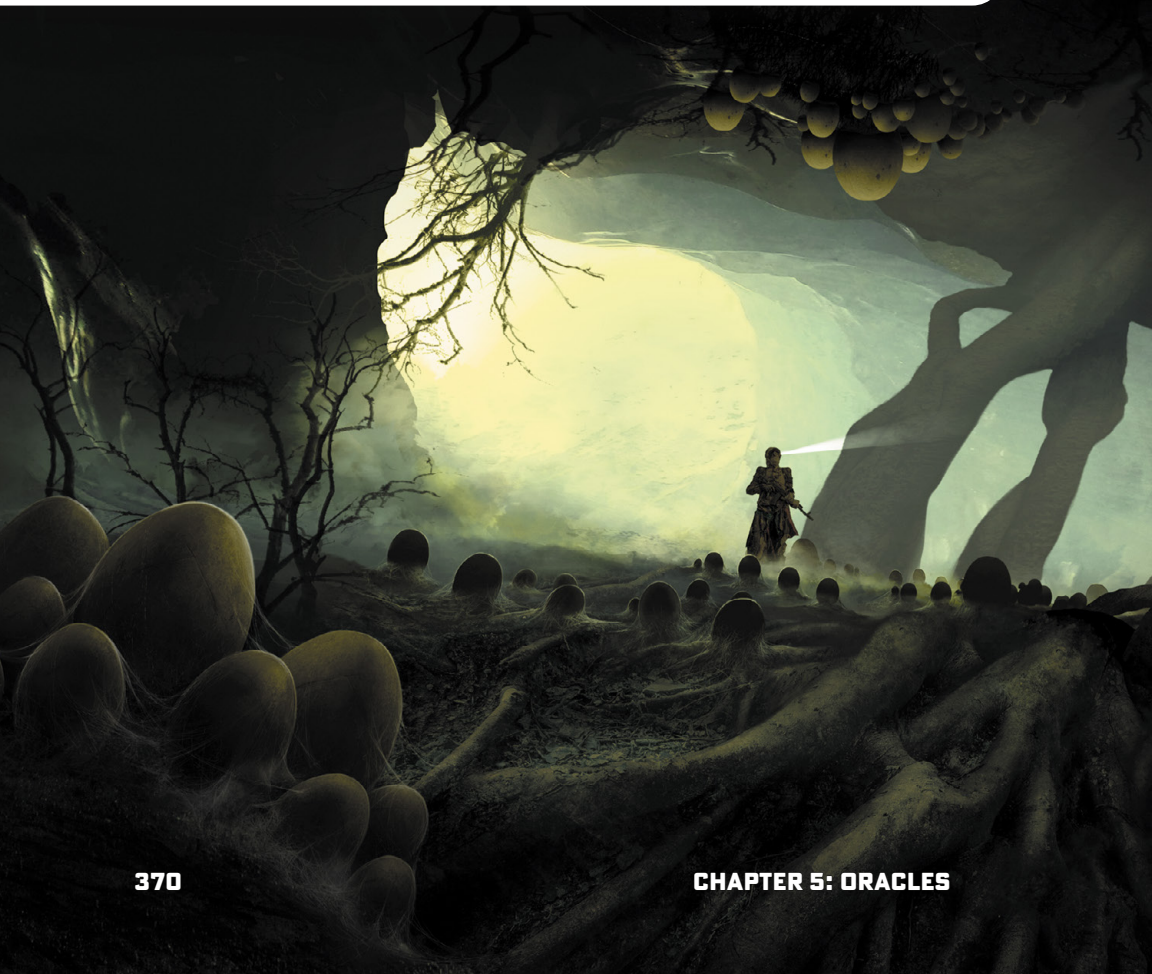
- | | |
|--------|---|
| 1–10 | Access to a secret or protected area |
| 11–20 | Clue points the way to your destination or target |
| 21–30 | Comforting illusion or vision |
| 31–40 | Control or terminal adjusts to accept your input |
| 41–50 | Deeper insight into the history or nature of this site |
| 51–60 | Device or artifact reveals its purpose |
| 61–70 | Environment adjusts to better suit you |
| 71–80 | Foes stand down or give way |
| 81–90 | Key offers control of a function or aspect of this site |
| 91–100 | Shortcut or less perilous path speeds your way |

LOCATION THEMES

THEME TYPE

Roll	Result	Summary
1–15	► Chaotic	Reality is corrupted or warped in this place
16–25	► Fortified	Enemies defend this place against intruders
26–35	► Haunted	Restless spirits are bound to this place
36–50	► Infested	Foul creatures have overrun this place
51–60	► Inhabited	People have built a community in this place
61–75	► Mechanical	Machines and technology hold sway in this place
76–90	► Ruined	Time, disaster, or war have ravaged this place
91–100	► Sacred	Worshipers glorify strange powers in this place

Choose a theme that supports what you know of that location's nature. For a random theme, roll on the table above.



SUMMARY: EXPLORING THEMED LOCATIONS

Themes help you envision atmosphere, features, and encounters within an unusual, aberrant, or important location.

Each theme on the following pages includes a set of oracles.

- * **Feature:** Use this table to reveal a new aspect of the location.
- * **Peril:** Use this table to help envision a complication or hazard.
- * **Opportunity:** Use this table to help envision a beneficial encounter or event, such as when rolling a strong hit with a match in a location.

You can answer questions about a place using only the tables provided for a theme, such as when delving into an **Infested** cave. Or pair a theme with other location oracles for more flavor and variety; for example, you might explore a **Haunted Grave World**, a **Ruined Derelict**, a **Sacred Precursor Vault**, or an **Inhabited Settlement**.

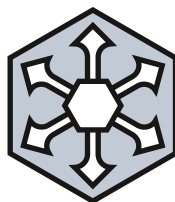
When mixing-and-matching a theme with another set of tables, use the techniques described for an **oracle array** (page 384) to determine which oracle you reference for that question or phase of your exploration.



LOCATION THEME

CHAOTIC

Reality is corrupted or warped in this place.



FEATURE

- 1–8 Alterations in the flow of time
- 9–16 Chaotic portal, focus, or conduit
- 17–24 Corrupted or warped architecture or terrain
- 25–32 Corrupted or warped environment or ecosystem
- 33–40 Corrupted or warped technology
- 41–48 Cryptic device harnesses or powers chaos
- 49–56 Distortions of gravity or other natural forces
- 57–64 Energy field or barrier
- 65–72 Glimpses of alternate realities
- 73–80 Lifeforms mutated or altered by chaos
- 81–88 Lifeforms spawned from chaos
- 89–96 Visions of your past or future
- 97–100 ▶Descriptor + Focus

PERIL

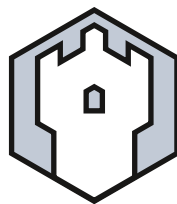
- 1–9 Chaos makes its mark upon you
- 10–18 Chaos spreads or intensifies
- 19–27 Chaos tempts or lures you
- 28–36 Chaotic energies block the path or assail you
- 37–45 Disorienting changes in time or location
- 46–54 Dreadful scene of those who fell prey to chaos
- 55–63 Equipment is made unstable or dangerous
- 64–72 Foes harness or wield chaos
- 73–81 Hazardous environmental changes
- 82–90 Lifeforms made hostile by chaos
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Chaos ebbs or withdraws for a time
- 21–40 Chaos empowers you with strange but useful abilities
- 41–60 Chaos manifests as comforting or inspiring visions
- 61–80 Chaotic changes hamper your foes
- 81–100 Insight into the source or nature of the chaos

LOCATION THEME FORTIFIED

Enemies defend this place against intruders.



FEATURE

- 1–8 Captives or prisoners
- 9–16 Control area or terminal
- 17–24 Empty or inactive area
- 25–32 Enemy forces assembled for an event
- 33–40 Enemy forces off-duty or at leisure
- 41–48 Enemy forces on guard
- 49–56 Enemy forces on patrol
- 57–64 Enemy forces transporting supplies or equipment
- 65–72 Enemy leader makes an inspection
- 73–80 Prototype technology or equipment
- 81–88 Robotic assistant or watchful AI
- 89–96 Support personnel at work
- 97–100 ▶Descriptor + Focus

PERIL

- 1–9 Alarm is triggered
- 10–18 Automated security or weapons target you
- 19–27 Checkpoint or path with restricted access
- 28–36 Enemies converge on this area
- 37–45 Enemies reveal new capabilities or technology
- 46–54 Enemies trick you or lure you into a trap
- 55–63 Powerful enemy appears
- 64–72 Problematic alliance or affiliation is revealed
- 73–81 Revealed schemes of an enemy leader create new urgency
- 82–90 Your plan is undone by an unexpected complication
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Insight into the plans or methods of the enemy force
- 21–40 Opening to get the drop on an enemy
- 41–60 Opening to outmaneuver or escape enemies
- 61–80 Potential collaborator or informant reveals themselves
- 81–100 Access to useful equipment or weapons

LOCATION THEME

HAUNTED

Restless spirits are bound to this place.



FEATURE

- 1–8 Disembodied voices
- 9–16 Eerie cold
- 17–24 Foreboding omen or message
- 25–32 Ghostly visions of this place in another time
- 33–40 Glimpses of shadowy movement
- 41–48 Objects move of their own accord
- 49–56 Sensation of being watched
- 57–64 Signs of death or violence
- 65–72 Spectral sounds
- 73–80 Twisted or altered architecture or terrain
- 81–88 Unnatural blight, decay, or ruin
- 89–96 Unnatural mists or darkness
- 97–100 ►Descriptor + Focus

PERIL

- 1–9 Assailed by an angry or vengeful being
- 10–18 Beguiling illusions tempt you to linger or stay
- 19–27 Besieged by frightening sensations
- 28–36 Equipment is plagued by unexplainable malfunctions
- 37–45 Plunged into disorienting darkness or illusionary surroundings
- 46–54 Spectral manifestations of your fears
- 55–63 Spirits or undead reveal surprising abilities or motivations
- 64–72 Sudden, shocking reveal of a ghostly manifestation or undead form
- 73–81 Trickery leads you into danger
- 82–90 Visions reveal a horrifying aspect of this place
- 91–98 ►Action + Theme
- 99–100 Roll twice

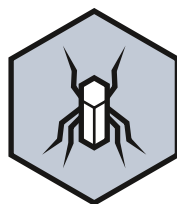
OPPORTUNITY

- 1–20 Encounter with a benign spirit or being
- 21–40 Helpful vision of past events
- 41–60 Message or clue offers insight into the nature of this haunting
- 61–80 Secret area or path is revealed
- 81–100 Useful or interesting artifact or device

LOCATION THEME

INFESTED

Foul creatures have overrun this place.



FEATURE

- 1–8 Corpse of an unfortunate victim
- 9–16 Eggs, cocoons, or nest
- 17–24 Environment corrupted by the infestation
- 25–32 Evidence of a lurking creature
- 33–40 Evidence of an ill-fated victim
- 41–48 Hoarded food
- 49–56 Indistinct movement or sounds
- 57–64 Lair of lesser creatures
- 65–72 Ravaged supplies or equipment
- 73–80 Remains of a creature or remnants of a previous form
- 81–88 Territorial markings
- 89–96 Trail or evidence of a creature's passage
- 97–100 ▶Descriptor + Focus

PERIL

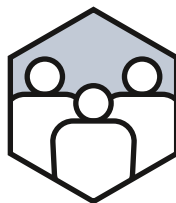
- 1–9 Creatures attack without warning
- 10–18 Creatures guided or controlled by a greater threat
- 19–27 Creatures reveal new aspects or abilities
- 28–36 Creatures reveal surprising cleverness
- 37–45 Creatures take or destroy something important
- 46–54 Discovery of a live but threatened victim
- 55–63 Hazardous architecture or terrain
- 64–72 Lured or driven into a trap or dead-end
- 73–81 Powerful or dominant creature reveals itself
- 82–90 Toxic or sickening environment
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Clue to the nature or vulnerabilities of these creatures
- 21–40 Creatures turn on each other
- 41–60 Early warning of an attack or ambush
- 61–80 External event provides a helpful distraction
- 81–100 Helpful resource or equipment

LOCATION THEME INHABITED

People have built a community in this place.



FEATURE

- | | |
|--------|---|
| 1–8 | Conspicuous patrols or surveillance |
| 9–16 | Crews at work |
| 17–24 | Display or monument honors a notable cultural event |
| 25–32 | Emergency teams responding to an incident or crisis |
| 33–40 | Families gathering or children playing |
| 41–48 | Festival, celebration, or observance |
| 49–56 | Fight breaks out |
| 57–64 | Notable figure stands out from the crowd |
| 65–72 | Protest or strike |
| 73–80 | Unrepaired damage |
| 81–88 | Unusually empty or quiet area |
| 89–96 | Vendor or merchant hawking their wares |
| 97–100 | ►Descriptor + Focus |

PERIL

- | | |
|--------|---|
| 1–9 | Announcement or notification brings harrowing news |
| 10–18 | Arrival of a foe or rival |
| 19–27 | Blockade or security cordon cuts off needed access |
| 28–36 | Caught in the crossfire of a dispute |
| 37–45 | Disturbing evidence of exploitive conditions |
| 46–54 | Lured into danger |
| 55–63 | Signs of disease, infestation, or toxic environment |
| 64–72 | Signs of unrest or rebellion |
| 73–81 | Signs that you are being watched or followed |
| 82–90 | Unwanted attention from authority or enemies |
| 91–98 | ►Action + Theme |
| 99–100 | Roll twice |

OPPORTUNITY

- | | |
|--------|---|
| 1–20 | Intriguing offer from an unexpected source |
| 21–40 | Lively festival or gathering place provides a chance to socialize |
| 41–60 | Local gossip proves interesting or helpful |
| 61–80 | Needed item, resource, or buyer is available |
| 81–100 | Old friend or connection resurfaces |

LOCATION THEME **MECHANICAL**

Machines and technology hold sway in this place.



FEATURE

- 1–8 Control station or terminal
- 9–16 Device or technology with a mysterious function
- 17–24 Disassembled machinery or parts
- 25–32 Heavy machinery at work
- 33–40 Machine fabrication or repair
- 41–48 Machines emulating or fusing with biological life
- 49–56 Machines in stasis or powered down
- 57–64 Machines single-mindedly executing a function or program
- 65–72 Major project under construction
- 73–80 Mechanical environment in motion or transforming
- 81–88 Mechanical wreckage or destruction
- 89–96 Power source for the machines
- 97–100 ▶Descriptor + Focus

PERIL

- 1–9 Alarm or warning is triggered
- 10–18 Automated weapon or trap is activated
- 19–27 Environment made unsuitable for life
- 28–36 Hostile machines on patrol
- 37–45 Machines transform to reveal new capabilities
- 46–54 Machines with corrupted or hacked programming
- 55–63 Malfunctioning machines or technology
- 64–72 Moving machinery creates a danger or obstacle
- 73–81 Under surveillance by a central machine intelligence
- 82–90 Volatile technology
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Helpful device
- 21–40 Insight into the workings or purpose of the machines
- 41–60 Intelligent machine offers aid
- 61–80 Salvageable resource
- 81–100 Wondrous technology

LOCATION THEME

RUINED

Time, disaster, or war have ravaged this place.



FEATURE

- 1–8 Collapsed or broken structures or terrain
- 9–16 Device or artifact with residual power or function
- 17–24 Focal point or nexus of the destruction
- 25–32 Graves or corpses
- 33–40 Innermost or hidden spaces laid bare by the destruction
- 41–48 Message or recording from before the fall
- 49–56 Overgrown or entombed spaces
- 57–64 Rubble-strewn paths
- 65–72 Sad memento of a lost life
- 73–80 Sights or sounds of structural instability
- 81–88 Signs of looting or scavenging
- 89–96 Survivors or guardians dwell among the ruins
- 97–100 ▶Descriptor + Focus

PERIL

- 1–9 Dreadful atmosphere of loss and destruction weighs upon you
- 10–18 Evidence of a horrible fate for others who passed this way
- 19–27 Hazardous atmosphere or environment
- 28–36 Hostile creature has staked out their territory
- 37–45 Imminent collapse or destruction
- 46–54 Lured into a trap or targeted by automated defenses
- 55–63 Source of the destruction persists or returns anew
- 64–72 Unearthed secrets best left buried
- 73–81 Unstable or broken path
- 82–90 Volatile device or artifact
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Access to an untouched or preserved area
- 21–40 Insight into what brought this place to ruin
- 41–60 Interesting or useful device or artifact
- 61–80 Salvageable equipment or resources
- 81–100 Shortcut or passage through the destruction

LOCATION THEME

SACRED

Worshippers glorify strange powers in this place.



FEATURE

- 1–8 Adherents performing worship or enacting rituals
- 9–16 Altar or temple
- 17–24 Dwellings for the faithful
- 25–32 Enigmatic symbols
- 33–40 Graves or remains of glorified disciples
- 41–48 Holy text or archives
- 49–56 Offerings or atonements
- 57–64 Pilgrims arriving to pay homage
- 65–72 Protected reliquary of an artifact or token
- 73–80 Religious art or idols
- 81–88 Subtle manifestations of mystical power or visions
- 89–96 Tokens or motifs representing the faith's domain
- 97–100 ▶Descriptor + Focus

PERIL

- 1–9 An aspect of the faith beguiles you or lures you into danger
- 10–18 Dreadful aspects or powers of the faith are revealed
- 19–27 Embodiment of a god or power is given corrupted form or purpose
- 28–36 Guardians seek martyrdom in defense of this place
- 37–45 Leaders corrupt or exploit their followers to oppose you
- 46–54 Prophecies portend a dire threat
- 55–63 Protective ward or enigmatic puzzle blocks the way
- 64–72 Religious artifact evokes unnerving power
- 73–81 Unnatural corruption or decay fouls the environment
- 82–90 Zealots enact a ceremony to unlock forbidden powers
- 91–98 ▶Action + Theme
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Access to a hidden or sealed area
- 21–40 Encounter with a helpful adherent or heretic
- 41–60 Insight into the nature or history of the faith
- 61–80 Insight into the schemes or methods of religious zealots
- 81–100 Interesting or valuable artifact or device

MISCELLANEOUS ORACLES

STORY COMPLICATION

1–4	Crucial equipment or device fails
5–7	Crucial equipment or device is sabotaged
8–10	Debt or promise comes due
11–14	Enemy reveals unexpected powers, abilities, or influence
15–17	Enemy reveals their true agenda or nature
18–20	Enemy unexpectedly benefits from your actions
21–23	Key location is made inaccessible
24–26	Key location is threatened or made unsafe
27–29	Natural disaster is imminent
30–33	Needed item or resource is unavailable
34–36	Object of a quest is not what you assumed
37–39	Old enemy resurfaces
40–42	Simultaneous problems force a hard choice
43–45	Someone important betrays your trust
46–48	Someone important is threatened or endangered
49–51	Someone important reveals their problematic secret or history
52–54	Something important goes missing
55–57	Technology or device is shown to have unexpected effects
58–61	Time pressure suddenly increases
62–65	Trap is sprung
66–68	True agenda of a connection or patron is revealed
69–72	Trusted information is shown to be false
73–76	Two seemingly unrelated problems are shown to be connected
77–80	Undermined by self-doubt or vulnerabilities
81–84	Unexpected enemies appear
85–88	Urgent message distracts you from your quest
89–92	You are tracked or followed
93–95	You were diverted from the true crisis
96–100	Roll twice

This oracle will introduce narrative turns, troubles, and revelations. It can be used as an alternative to the [Pay the Price](#) table when you encounter a negative outcome at a crucial moment. In particular, you might use this table after rolling matched 10s on the challenge dice.

STORY CLUE

1-2

- | | |
|--------|---|
| 1-3 | Affirms a previously understood fact or clue |
| 4-6 | Connects to a known rumor or scandal |
| 7-9 | Connects to a previously unrelated mystery or quest |
| 10-12 | Connects to your own expertise or interests |
| 13-15 | Contradicts a previously understood fact or clue |
| 16-18 | Evokes a personal memory |
| 19-21 | Evokes a remarkable anomaly or phenomenon |
| 22-24 | Evokes a vision or prophecy |
| 25-27 | Involves a cultural touchstone |
| 28-30 | Involves a hidden or mysterious faction |
| 31-33 | Involves a hidden or mysterious person |
| 34-36 | Involves a key or means of access |
| 37-39 | Involves a machine or technology |
| 40-42 | Involves a non-human being or creature |
| 43-45 | Involves a notable faction |
| 46-48 | Involves a notable person |
| 49-51 | Involves a person or faction from your background |
| 52-54 | Involves a personal item |
| 55-57 | Involves an enemy or rival |
| 58-60 | Involves an organism or biological evidence |
| 61-63 | Involves an unusual ability or power |
| 64-66 | Involves someone you trust |
| 67-69 | Involves something rare, expensive, or precious |
| 70-72 | Leads to a distant or unfamiliar place |
| 73-75 | Leads to a hidden or forgotten place |
| 76-78 | Leads to a nearby or familiar place |
| 79-81 | Leads to a notable or central place |
| 82-84 | Suggests a history of similar incidents |
| 85-87 | Suggests a looming event or deadline |
| 88-90 | Suggests an impostor or forgery |
| 91-100 | ►Descriptor + Focus |

When you Gather Information to investigate a mystery, you might uncover clues in the form of messages, rumors, eyewitness reports, data, or physical evidence. You can use this oracle to help reveal what this evidence connects to or implicates. Then, use the outcome of the Gather Information roll—strong hit, weak hit, or miss—to guide whether the clue brings clarity or complications.

ANOMALY EFFECT

1–3	Alters or focuses gravity
4–6	Alters or reshapes nonliving matter
7–9	Alters surrounding air or atmosphere
10–12	Alters surrounding ecosystems
13–15	Awakens the dead
16–18	Causes distressing visions or nightmares
19–21	Causes rapid biological growth or infestation
22–24	Causes sickness or weakness
25–27	Corrupts living matter
28–30	Corrupts or infects devices or computers
31–33	Creates manifestations or illusions
34–36	Decays or weakens surrounding terrain or structures
37–39	Drains energy from equipment or devices
40–42	Emits forceful or destructive energy
43–45	Emits radiation
46–48	Generates a barrier or ward
49–51	Generates intense lights and sounds
52–54	Generates tendrils of energy that slither or grasp
55–57	Harvests or destroys living matter
58–60	Harvests or destroys nonliving matter
61–63	Nullifies or destroys equipment or devices
64–66	Opens a path to another location
67–69	Replicates living matter
70–72	Replicates nonliving matter
73–75	Reveals glimpses of the distant past
76–78	Reveals glimpses of the far future
79–81	Reverses time by a few moments or minutes
82–84	Slows or stops time
85–87	Summons or manifests an ancient being or intelligence
88–90	Summons or manifests creatures
91–93	Transports to another location
94–96	Triggers an impending catastrophic explosion
97–100	Roll twice

Meddling with alien artifacts or forbidden magic may put you at the mercy of chaos. Use this table to resolve the effects of ancient tech, rituals, or other strange forces. Results on this table may have devastating implications, so use it only in rare and dramatic moments.

COMBAT ACTION

1–3	Block a path or cut off an objective
4–6	Cause reckless damage
7–9	Change weapons or tactics
10–12	Compel a surrender or concession
13–15	Coordinate with allies
16–18	Corner, trap, or entangle
19–21	Counter or reflect an attack
22–24	Create a distraction
25–27	Destroy something or render it useless
28–30	Fall back or stand off
31–33	Hide or sneak
34–36	Intimidate, taunt, or frighten
37–39	Leverage the advantage of a weapon or ability
40–42	Leverage the terrain or surroundings
43–45	Lure into a vulnerable position
46–48	Make a cautious or probing attack
49–51	Make a ferocious or powerful attack
52–54	Make a precise or careful attack
55–57	Make a sacrificial attack
58–60	Make an indirect attack
61–63	Move in close or grapple
64–66	Nullify a system, device, or weapon
67–69	Overrun a position
70–72	Perform a feint or trick
73–75	Press an advantage
76–78	Provoke a careless response
79–81	Ready a decisive action
82–84	Shift the fight to a new area
85–87	Summon aid or reinforcements
88–90	Take cover or bolster defenses
91–93	Use an unexpected weapon or ability
94–96	Weaken defenses
97–100	Roll twice

Use this oracle to help inspire an action for a foe in a fight. When you're not sure what an enemy does next, particularly when they have you in a bad spot, roll on this table and interpret the result as appropriate to the nature of the enemy and your objective.

MORE ORACLE OPTIONS

ORACLE ARRAYS

Starforged oracles offer many options for answering questions and generating locations and encounters. But these options can slow down your gameplay as you consider what table to use for a specific situation.

Don't get overwhelmed. You'll soon develop your own preferences. Plus, using established facts and your intuition without needing to Ask the Oracle will keep things moving. But if you want to play with all the toys in the oracle toolbox, while leaving some of the moment-to-moment decisions in the hands of fate, an **oracle array** is your answer.

An oracle array is a collection of oracles you assemble to help answer questions for a specific situation or location.

The key to an oracle array is your six-sided action die. To create an array, you'll assign the values of that die (1–6) to two or more oracle tables. When you need inspiration for a situation or location associated with an array, roll your action die alongside your oracle dice. This magically transforms your action die into an **array die** for the purposes of this roll. Check the value of the array die to see what table you'll reference.

You've traveled to an orbital outpost, and roll a weak hit as you Finish an Expedition. Per that move, you must suffer a complication at the end of the journey. You aren't sure how to resolve this new trouble, so you consider what oracle table to use for inspiration. The Story Complication oracle would be a good fit. Or you could assign this settlement the Inhabited theme and roll on the Inhabited Peril table. You decide to leave it in the hands of fate with an impromptu oracle array. On a 1–4, you'll use the Story Complication oracle. On a 5–6, it'll be an Inhabited Peril. You roll the 6-sided array die alongside the oracle dice. It comes up as a 5, so you check the value of the oracle dice against the Inhabited Peril table.

Exploring the Haunted Derelict

- 1 Haunted Feature
- 2–5 Derelict Feature
- 6 Descriptor + Focus

Trouble in the Haunted Derelict

- 1 Pay the Price table
- 2–3 Haunted Peril
- 4–5 Derelict Peril
- 6 Story Complication



Arrays are an optional tool, but mixing and matching oracle tables within an array will arm you with a rich collection of possibilities.

A simple ad-hoc array can be quickly created while making an oracle roll. More complex arrays for a site or situation can be outlined in your journal or on a note card for repeated use.

CAMPAIGN ELEMENTS

A **campaign elements oracle** is a handcrafted table of story ingredients specific to your campaign. When you encounter or introduce an open-ended situation and want to know what is involved, or how it connects to something already established in your story, roll on your campaign elements oracle to learn the answer.

To create a campaign elements oracle, use the oracle worksheet (included in the *Starforged Playkit*), your journal, or a note card to build a roll table of 10 or 20 items. This table can include narrative themes, people, factions, locations, troubles, quests, and other story threads.

STARTING ELEMENTS

If you'd like to begin your campaign with a campaign elements oracle, or create one for an in-progress campaign, here's a suggestion of ten items to include. Adjust to your liking, particularly if playing with allies to allow for more character-focused entries.

- * Narrative theme or motif (1)
- * Ongoing situations or conflicts (2)
- * Factions or cultural influences (2)
- * Background vow (1)
- * Important item or vehicle (1)
- * Location in your current sector (1)
- * Connection in the current sector (1)
- * Trouble in the current sector (1)

Campaign Elements

1-10	Theme: Redemption
11-20	Situation: The Sundering
21-30	Situation: AI Rebellion
31-40	Faction: Silver Dominion
41-50	Faction: Iron Hammers
51-60	Vow: Find the Lost Gate
61-70	My Starship: Stardust
71-80	Settlement: Eventide
81-90	Connection: Dex Tolari
91-100	Trouble: Pirate Raids

MANAGING THE CAMPAIGN ELEMENT ORACLE

Your campaign elements oracle should be a dynamic resource, periodically changing to reflect the events of your story. Elements that are no longer a factor, or no longer interesting to you, can be removed. New elements that emerge during play can be added.

During a session, use your journal or a scratchpad to make note of elements you'd like to adjust. Then, when you End a Session, take a moment to update the table entries. When you need more room, "upgrade" your table to include more entries.

USING ELEMENT SUBTABLES

Want more detail? You can maintain separate tables for categories of campaign elements, such as notable people, key factions, important locations, and ongoing quests. This gives you the option to roll for an answer to a more specific question, such as where something is located or who is involved in a situation.

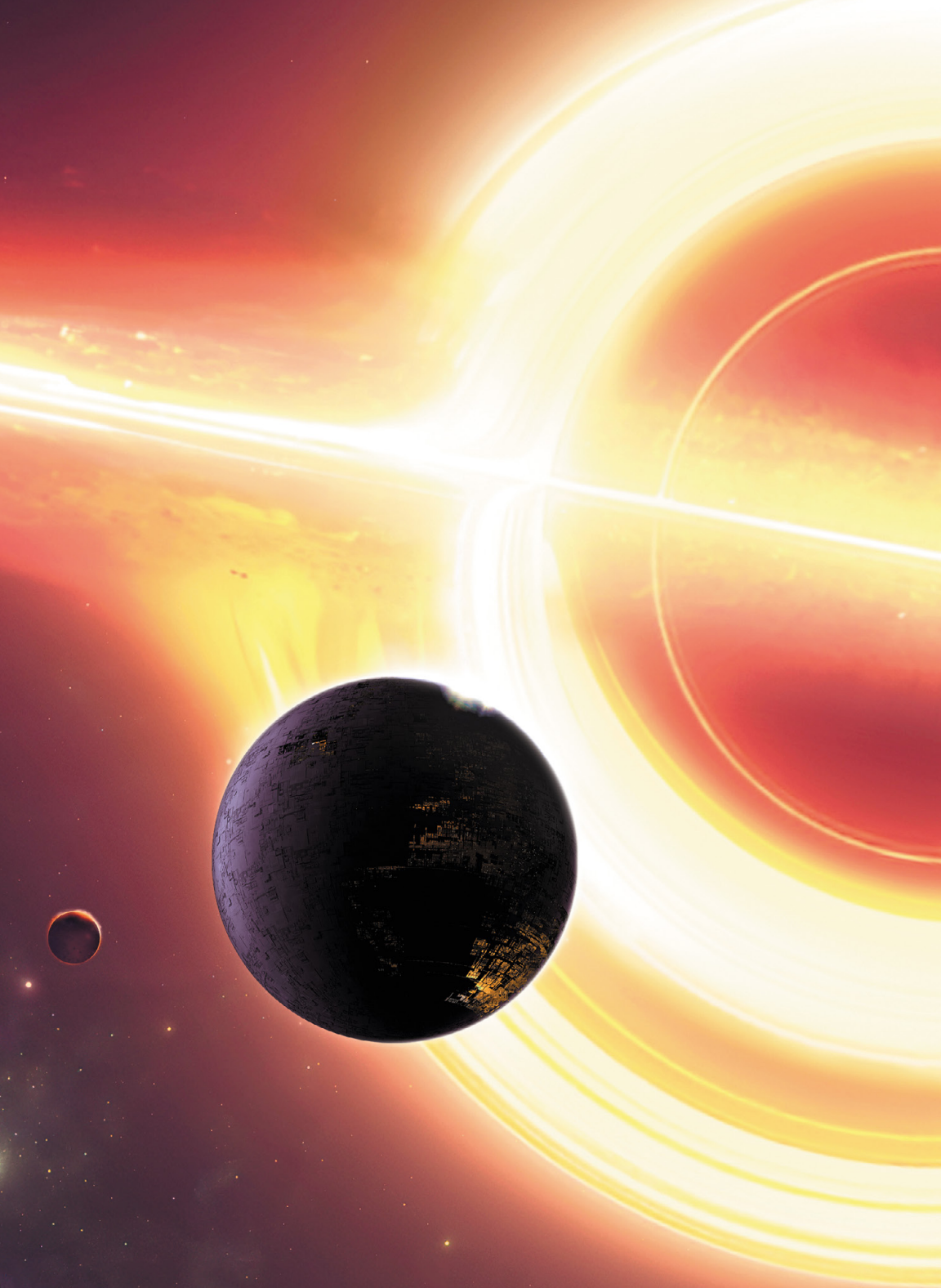
FILLING IN THE BLANKS

A final option for structuring oracle prompts is to construct sentences or phrases with blanks for oracle answers. Creating these mad libs and interpreting their meaning can be a fun creative exercise to help kickoff or energize a campaign.

For example, here's an oracle mad lib for a sworn quest.

I swear to Action a Theme
of a Descriptor Focus
located in Sector Name.

I am opposed by Character Name,
a Character Role who
wants to Character Goal.



MOVE AND ASSET GLOSSARY

“ADD +X”

Add this value to your action die. For most action rolls, your action die + stat + adds is your final action score. If you gain multiple prompts to “add +x” for a single action, those bonuses stack.

“ACTION SCORE”

When making an action roll, the total of your action die, your stat, and any adds is your action score. The action score is never greater than 10—anything over that is ignored.

“ALLIES / ALLY”

An ally is a protagonist character controlled by another player.

“BEFORE ROLLING”

Some asset abilities include a benefit at a risk that must be decided prior to rolling the dice. When activating this ability, you must commit to the choice or cost before the dice hit the table.

“BURN MOMENTUM”

When you have positive momentum, after you make an action roll, you may replace your action score with your current momentum value to improve your result. See page 36 for details.

Some assets may offer additional benefits when you burn momentum, or will alter the result. But note that you cannot burn momentum unless it actually improves the outcome of the move, making a miss a hit or a weak hit a strong hit.

After you burn momentum, you must reset your momentum. The default reset is +2, but is reduced as you suffer impacts. See page 37 for details.

“COMPANION”

A companion is an NPC asset. See page 57 for details.

“COMPANION TAKES A HIT (-X)”

Make the Companion Takes a Hit move, suffering the indicated amount of harm to your companion’s health.

“CHOOSE”

The move will provide a list of options and the number you may select. Unless the move says otherwise, you may not select a single option more than once.

“ENDURE HARM (-X)”

Make the Endure Harm move, suffering the indicated amount of harm.

“ENDURE STRESS (-X)”

Make the Endure Stress move, suffering the indicated amount of stress.

“ENVISION”

When you see “envision” as a prompt during gameplay, that’s your reminder to take a moment and put the focus on the fiction by imagining, describing, or discussing what is happening. If you’re unsure, Ask the Oracle, using the *Starforged* oracles to generate the details of a situation, location, person, creature, and more.

“IN CONTROL” / “IN A BAD SPOT”

In a fight (using combat moves), your character is in one of two positions: in control or in a bad spot. If you are in control, you can make proactive moves such as Gain Ground and Strike. When in a bad spot, your foes have the upper hand and you must make reactive moves such as React Under Fire and Clash.

When you make a move that doesn’t define whether you are in control or in a bad spot (such as a suffer move), follow these guidelines: On a strong hit, you are in control; on a weak hit or miss, you are in a bad spot.

See page 184 for details.

“LOSE MOMENTUM (-X)”

Make the Lose Momentum move, reducing your momentum meter by the indicated amount.

“MAKE A SUFFER MOVE (-X)”

Select a suffer move appropriate to the situation, and reduce the related condition meter by the listed amount.

“MARK [REWARD] ON YOUR QUESTS/BONDS/DISCOVERIES LEGACY TRACK”

Moves and asset abilities may prompt you to mark ticks or fill boxes in one or more of your legacy tracks. This is called a legacy reward. For example, if you Make a Discovery, you and your allies mark two ticks on your discoveries legacy track.

If you are successful as you make a progress move to Fulfill Your Vow, Forge a Bond, or Finish an Expedition, anyone who was part of the shared challenge earns the legacy reward and marks the appropriate legacy track. However, bonus legacy rewards granted by an asset are only for the character making the move, unless the ability specifically provides a reward for allies.

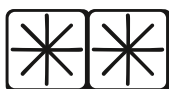
Legacy tracks are not given a rank, but are otherwise treated the same as standard progress tracks. It takes four ticks to fill a box. When you fill a legacy track box, make the Earn Experience move.

“MARK PROGRESS”

When a move or asset ability prompts you to mark progress, check the rank of the challenge and fill in the appropriate number of boxes or ticks in your progress track.



Troublesome
3 boxes



Dangerous
2 boxes



Formidable
1 box



Extreme
2 ticks



Epic
1 tick

If a move prompts you to mark progress, and you have an asset ability that also instructs you to mark progress for that action, you may mark progress again. In other words, “mark progress” stacks. Every instance of progress earned within the same action allows you to mark the appropriate number of boxes or ticks per the rank of the challenge.

When you and your allies are working together to resolve a challenge—a quest, expedition, connection, or fight—you share a progress track. When a move prompts someone to mark progress for that challenge, it is marked on your shared progress track.

See page 40 for details.

“MARK PROGRESS TWICE”

When a move or asset ability prompts you to “mark progress twice,” mark double the number of ticks or boxes per the rank of the challenge. For example, marking progress twice on a troublesome challenge would mean marking 6 boxes (instead of 3). Marking progress twice on a epic challenge would result in 2 ticks (instead of 1).

Any additional instances of “mark progress” gained through an asset ability stack on top of this reward.

“MATCH”

A match occurs when you roll the same value on both challenge dice. If a move or ability prompts a specific result for a match, such as “on a match” or “on a strong hit with a match,” act on those instructions. If not, you can use the match as a trigger to introduce a twist or more dramatic outcome. See page 34 for details.

“ON A HIT” / “IF YOU SCORE A HIT”

Act on these instructions if you score a weak or strong hit on a move (your action score beats one or both of the challenge dice).

“ON A MISS” / “IF YOU SCORE A MISS”

Act on these instructions if your action score does not beat (is not greater than) either of the challenge dice. Ties are always in the favor of the challenge dice.

“ON A STRONG HIT” / “IF YOU SCORE A STRONG HIT”

Act on these instructions if your action score beats (is greater than) both challenge dice.

“ON A WEAK HIT” / “IF YOU SCORE A WEAK HIT”

Act on these instructions if your action score beats (is greater than) one challenge die, but does not beat the other.

“PAY THE PRICE”

When you suffer a negative outcome on a move, you’ll often see a prompt to Pay the Price. This move helps you resolve the cost of that action. If you’re playing without a guide, you make the most obvious or interesting bad outcome happen based on the current circumstances, roll on the Pay the Price table to see what happens, or Ask the Oracle. If you’re playing with a guide, they can decide what happens, ask you to roll on a table, or talk it through with you.

“PRESET YOUR ACTION DIE”

Some asset abilities enable you to set your action die to an automatic value instead of rolling that die. If you take that option, roll only the challenge dice and use the preset value to determine your action score.

“PROGRESS MOVE”

This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal.

You may not burn momentum on this roll, and you are not affected by negative momentum. In addition, assets abilities do not affect progress rolls unless they define a specific benefit for a progress move.

See page 42 for details.

“PROGRESS SCORE”

When making a progress move, tally the number of fully filled progress boxes (those with four ticks) in your progress track for that challenge. This is your progress score, and is used to resolve the move in place of an action score.

“REROLL”

After you roll your move, you may pick up and reroll the indicated dice. The move or ability will tell you what dice are eligible for the reroll; for example: “reroll your action die,” or “reroll any dice.” Unless stated otherwise, you may not reroll when making a progress move.

You may reroll only once, using a single throw for all dice you are rerolling. The new result for all dice must stand, even if it is a worse outcome than the original roll.

In rare cases, you might have multiple asset abilities that each allow a reroll on the same action. If so, you may make one reroll for every instance of a “reroll” prompt, following the process above.

Unless indicated, a reroll is never required. If you are happy with the first result, let it stand.

“RESET MOMENTUM”

After you burn momentum, or if prompted to “reset momentum” by a move or asset ability, you must adjust your momentum meter to its reset value.

The default momentum reset is +2, but this value is reduced when you suffer from an impact (page 50).

- * If you have one impact marked, your momentum reset is +1.
- * If you have more than one impact marked, your momentum reset is 0.

After you reset your momentum, resolve the move. If the move or an asset provides a momentum bonus as a reward for the move outcome, adjust the meter appropriately.

“ROLL +[STAT/METER/OTHER]”

This is the basic action roll. Most action rolls are made by adding the value of a stat to your action die. Moves may indicate a stat you should use, such as “roll +iron.” If it doesn’t, or gives you a choice, use the stat that best fits the situation and your approach.

Some moves and asset abilities will prompt you to use the value of a condition meter instead of a stat (for example, “roll +supply”). Others may include their own custom value or meter in place of a stat.

See page 32 for details.

“SACRIFICE RESOURCES (-X)”

Make the Sacrifice Resources move, suffering the indicated loss of supply.

“SUFFER -X”

Subtract this number from the indicated condition meter. For example, “suffer -1 supply” tells you to reduce your current supply meter value by 1.

“TAKE +X”

Add this number to the indicated meter. For example, “take +2 momentum” tells you to add 2 to your current momentum meter.

Your assets may offer additional bonuses for a move. Unless stated otherwise, this bonus is added to anything else you gain as a result of the action. If you take +2 momentum as part of a move, and you are aided by an asset that tells you to “take +1 momentum” on the same move, you gain a total of +3 momentum.

“WHEN YOU...”

This is a move trigger. When you do this thing, or encounter this situation, make the move.

Moves are player-facing. You or the guide don’t make moves for non-player characters or creatures. If you’re just checking to see if something happens or how someone acts, you can Ask the Oracle.

Asset abilities also use the “when you” trigger to give you additional options and bonuses when making a move. This might be a limited to a specific move (“When you Strike”), or can sometimes apply to any move that fits the scope of a situation (“When you make a move to...”). However, unless an asset specifically defines a benefit for a progress move, you may not leverage an asset ability when making one of those moves.

“WITHSTAND DAMAGE (-X)”

Make the Withstand Damage move, suffering the indicated amount of damage. This damage is applied to your vehicle’s integrity track.

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*Opposite page: Early sketch of the
Launching Your Campaign artwork
(page 76), by Joshua Meehan*



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**MAY
ALL YOUR
VOWS
BE
FULFILLED**