IRONSWORN STARFORGED

PREVIEW EDITION

WRITING AND DESIGN
Shawn Tomkin

WRITING, EDITING, AND CONSULTING
Matt Click

Michael Barker

James Kearney

Tim Kearney

DIGITAL TOOLS
Ayethin

rsek

Dominic Eliot (Xeno)

LEAD ILLUSTRATOR
Joshua Meehan

ICON AND CARD DESIGN
Nathen Græy

SAFETY TOOL DEVELOPMENT AND CONSULTATION
Kienna Shaw

Lauren Bryant-Monk

CONSULTANT FOR DISABILITY SENSITIVITY
Sara Thompson

IMAGE ELEMENT CREDITS

Artwork utilizes image elements from iStock.com, 123RF.com, Pexels.com, ShutterStock.com, Photobash.com, Depositphotos.com, and NASA

ABSOLUTE TABLETOP

ABOUT THE STARFORGED PREVIEW EDITION

This is a work-in-progress version of the *Ironsworn: Starforged* tabletop roleplaying game.

The *Starforged Preview Edition* includes three primary chapters of the core rulebook, plus a seperate playkit of printable reference sheets and worksheets. This material is for Kickstarter backers.

The complete rulebook, scheduled for release in early 2022, will contain expanded summaries for moves, more gameplay tips and options, a host of perilous encounters, and a few other surprises.

Development is ongoing. Please excuse typos and other goofs. Updates to these materials will be delivered to Kickstarter backers on an ongoing basis; keep that in mind if you're considering printing this book.

If you have questions or feedback, consider joining the *Ironsworn* Discord at: bit.ly/is-discord.

Thank you for your support!

CONTENT AND SAFETY

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. The full release of *Starforged* will have a set of safety tools designed specifically for the game. In the meantime, please explore the **TTRPG Safety Toolkit** to find the safety tools that will work best for your game of *Starforged*. The TTRPG Safety Toolkit, co-curated by Kienna Shaw and Lauren Bryant-Monk, is a compilation of safety tools designed by members of the tabletop roleplaying games community. You can find it here: bit.ly/ttrpgsafetytoolkit.

CHAPTER 2: LAUNCHING YOUR CAMPAIGN — 66

APPENDIXES   224

THE
BASICS

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 in 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 primarily intended for solo and small group play. One to four 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 66): 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 undertake your first quest.

Chapter 3 – Oracles (page 126): This chapter contains oracle tables, which 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.

Gameplay in Depth (not included in the *Preview Edition*): This chapter will include extended details, options, and advice for playing *Starforged*.

Foes and Encounters (not included in the *Preview Edition*): This chapter will provide an array of cunning foes and perilous encounters for your *Starforged* campaign.

The Preview Edition also includes three appendixes: sample NPCs (page 214), a glossary (page 224) and a listing of moves (page 226).

ABOUT KEY TERMS

Throughout this book, **key terms will be shown in red** when they are first introduced. If a 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, all of which are available as digital files bundled with this rulebook.

* One **character sheet** for each player
* One set of **asset cards**
* The ***Starforged Playkit***, a bundle 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

The default tone for *Starforged* is gritty, human-centric science fiction on a perilous frontier. This is a scavenged future, with starships 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 for *Starforged* comes from the quest-driven adventures of *The Mandalorian,* the lived-in aesthetic and remote, outer-rim locations of the original *Star Wars* trilogy, the workaday exploits of *Firefly*, the isolated horror and industrial grittiness of *Alien*, the desperation and retro-tech of *Battlestar Galactica's* modern reboot, the mysticism of *Dune*, and the cosmic mysteries and class struggles of *The Expanse*.

You are encouraged to make *Starforged* your own, and to bend the tone to your liking. Your version of the setting will be unique because you'll define aspects such as the history of your people, 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.

Vast clouds of 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 often 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.

* **The 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.

* **The 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.

* **The 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.

* **The 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.

VOID

EXPANSE

OUTLANDS

TERMINUS
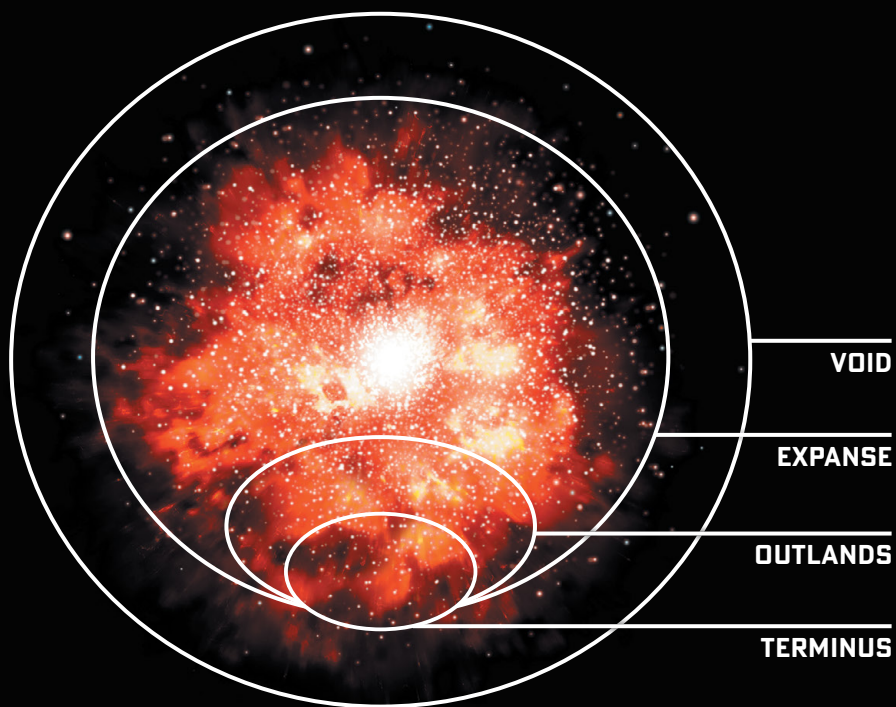
GLOBULAR CLUSTER
NSC 8412 / THE FORGE

1,700 LIGHT YEARS ABOVE
THE GALACTIC PLANE
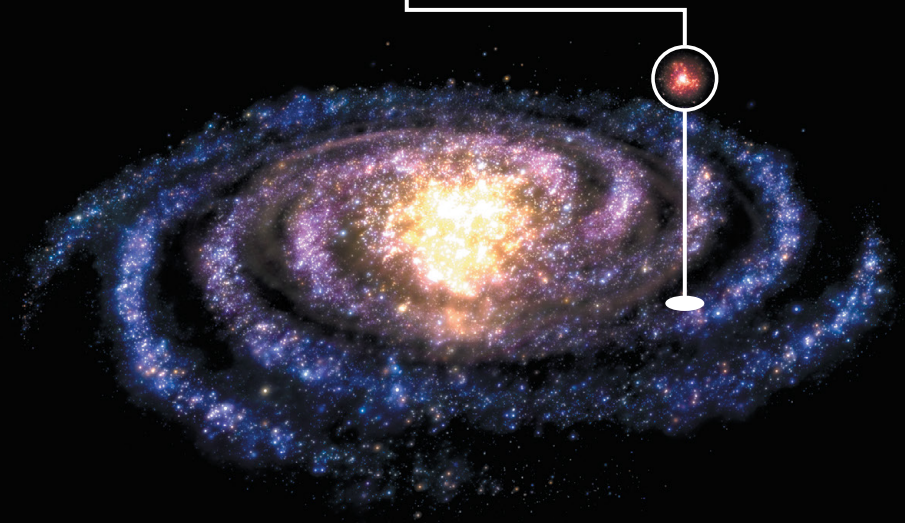
MECHANICS AND THE FICTION

Starforged is a game. It uses various **mechanics**, such as rolling dice and managing the stats and resources on your character sheet. As a player, you will 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**, which is the imagined characters, situations, and places within your game. You will **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.

FICTION	MECHANICS	FICTION
Envision the situation and your intent.	Take action and resolve the outcome.	Apply the outcome to the situation.
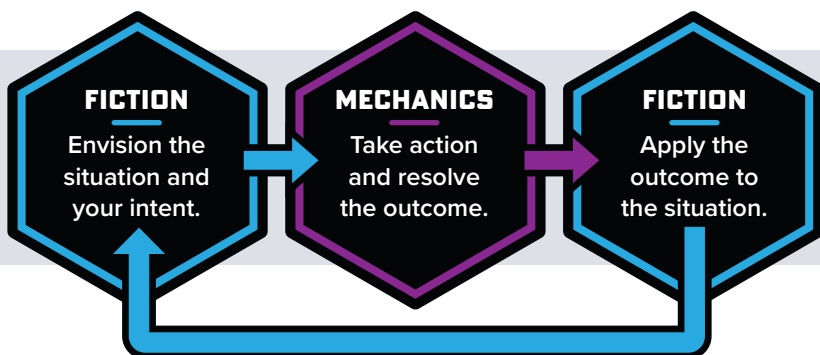
You'll learn how the mechanics work in this chapter, but keep in mind this balance between those mechanics and the fiction. Without mechanics, your story lacks choices, consequences and surprises. Without fiction, the game is an exercise in rolling dice. Playing *Starforged* relies on both the mechanics 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) 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**, which are core to your character's capabilities. 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 printable, poker-sized cards. Assets provide **abilities** which 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 48.

PATH
NAVIGATOR

* When you <u>Set a Course</u>, choose one.
  * Follow the fastest path: Take +2 momentum on a hit.
  * Follow the safest path: Add +1

  On a strong hit with a match, you charted a new path during the journey; mark 1 tick on your discoveries legacy track.

* When you <u>Secure an Advantage</u> by charting the way forward, <u>Face Danger</u> to find a path around a hazard, or <u>Gather Information</u> about a location by studying your charts, add +1 and take +1 momentum on a hit.

* Once per expedition, when you or an ally <u>Undertake an Expedition</u> 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, which is often added as a bonus when you take action.

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

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

NAME

PRONOUNS

CALLSIGN

CHARACTERISTICS

MOMENTUM

+10
+9
+8
+7
+6
+5
+4
+3
+2
+1
0
-1
-2
-3
-4
-5
-6
MAX
RESET

EDGE HEART IRON SHADOW WITS

LEGACIES

QUESTS ○ +10

BONDS ○ +10

DISCOVERIES ○ +10

BACKGROUND VOW

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

HEALTH
+5
+4
+3
+2
+1
0

SPIRIT
+5
+4
+3
+2
+1
0

SUPPLY
+5
+4
+3
+2
+1
0

IRONSWORN STARFORGED

Throughout play, you will 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 will 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 alien races, robots, or other non-human science fiction archetypes. Aside from that consideration, you can 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** (page 51) 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 the perspective of your character. More details and sample NPCs are included on page 214.

* As you explore the Forge and undertake quests, you will 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 protagonists—those characters portrayed by the players. 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 26) will tell you which **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 face a significant obstacle before you can make progress on your quest. Envision what stands in your way, and do what you must to overcome this obstacle.

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 text for that move.

MOVES AND DICE

Most moves are based on risky actions. 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 26).

A few moves measure your headway against an extended challenge, such as a expedition or fight, using a **progress track** (page 33). 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 56). These moves help determine the outcome of uncertain events out of your character's control.

Some moves don't require a roll. They might support or reference a separate move, or simply help you resolve a mechanical or narrative situation. Don't roll dice unless a move tells you to.

We'll cover all of the basic dice rolling mechanics starting on page 26.

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 basic ruleset (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 will 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 basic mechanics of rolling dice and managing your character's resources—which are detailed in this chapter—the options and outcomes within moves help create a perilous, propulsive story.

Reference sheets for the moves are available as part of the *Starforged Playkit* print-and-play package included with the *Preview Edition*. Once you begin play, use these materials to help guide your actions and resolve the outcome of those actions.

MAKING GROUP MOVES

When you are adventuring with allies—protagonists portrayed by other players—one of you will often make 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, which provide 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 which 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.

3 + **2** + **1** = **6**

| 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.

6 →

COMPARE
Does the action score beat the challenge dice?

4 ✓ **6** ✗

Action Score   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, frame how the overall situation has changed, and play to see what happens next.

* **A strong hit means you are 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?

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 which 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.

But but 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.

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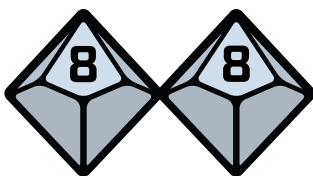
Some moves and assets offer specific outcomes for rolling a match. For example, if you Explore a Waypoint and roll a strong hit with a match, you can Make a Discovery as your character happens upon something wondrous. The match makes the outcome of your action more dramatic.

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.

There are two possible interpretations for 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 your 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 can 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 which is central to playing *Starforged*. Your momentum value ranges from a -6 to +10 and represents how you are faring in your quests. Move results may tell 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 represents 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 which 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, you 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 Lose Momentum as a cost when you Pay the Price.

NAME

PRONOUNS

CALLSIGN

MOMENTUM

+10

+9

+8

+7

+6

+5

+4

+3

+2

+1

0

-1

-2

-3

-4

-5

-6

MAX

RESET

EDGE   H

QUESTS

BONDS

DISCOVERIES

MISFORTUNES

◯ WOUNDED
◯ SHAKEN
◯ UNPREPARED

OTHER IMPACTS ◯_____

MAX MOMENTU
MOMENTUM RESE

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.

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.

When you burn momentum, replace the action score with your momentum value.

4	7	5 ✓	9 ✗
Action Score	Momentum	Challenge Dice	
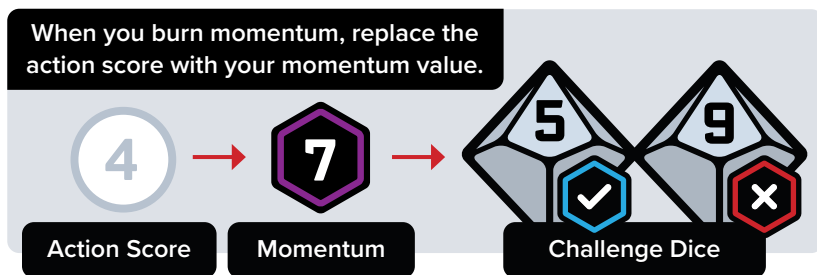
Burning momentum is never required. Even if you score a miss on a move and have enough momentum to beat the challenge dice, you can choose to suffer the failure and save your momentum for a more crucial moment.

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 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 44). Impacts are statuses such as wounded or unprepared. They are marked on your character sheet as a result of a move or a narrative event.

 * 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 as you encounter hardships and recover, but some impacts are lasting and will permanently alter your reset value.

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 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 | H

QUESTS

BONDS

DISCOVERIES

MISFORTUNES
○ WOUNDED
○ SHAKEN
○ UNPREPARED

OTHER IMPACTS ○_____

MAX MOMENTU
MOMENTUM RESE

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.

-4 ↔	4 ✕	1 + 1 = 2
Momentum	Action Die	Stat Adds Action Score

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 your condition meters (health, spirit, or supply), or suffering a setback in one of your current quests or challenges.

TRACKING MOMENTUM BETWEEN SESSIONS

Momentum is not reset between sessions. When you are finished playing, make note of 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 41). 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 <u>Swear an Iron Vow</u>, a progress track represents the challenges you overcome on your way to achieving your goal.
- ✴ When you <u>Undertake an Expedition</u>), a progress track represents how favorable the journey has been.
- ✴ When you <u>Make a Connection</u>, a progress track represents the evolution of the relationship.
- ✴ When you <u>Enter the Fray</u>, a progress track represents your advantage as you attempt to achieve your objective.

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

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 <u>Enter the Fray</u> 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 <u>Undertake an Expedition</u>, 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.

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 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
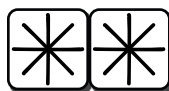
Dangerous
2 boxes

Formidable
1 box

Extreme
2 ticks

Epic
1 tick

STACKING PROGRESS

If a move prompts you to mark progress, and you have an asset which also rewards you with progress for that action, you may mark progress again. In other words, progress stacks. Every instance of "mark 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 Scirocco. 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 which 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 again for this move, 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 at ironswornrpg.com. 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 you can 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 challenge. For example, to see how you fare at the end of your expedition, you make the Finish an Expedition move.

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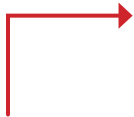
A progress move uses a **progress roll** instead of an action roll. See the next page for how it works.

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, 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).

PROGRESS ROLLS

You don't make an action roll when you make a progress move. Instead, you tally the number of fully filled progress boxes (those with four ticks). This is your **progress score**. Then, roll your challenge dice (not your action die) 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, you compare your progress score of 5 to your challenge dice when making your progress move. The sixth progress box is only partially filled in, and doesn't count toward the progress score.
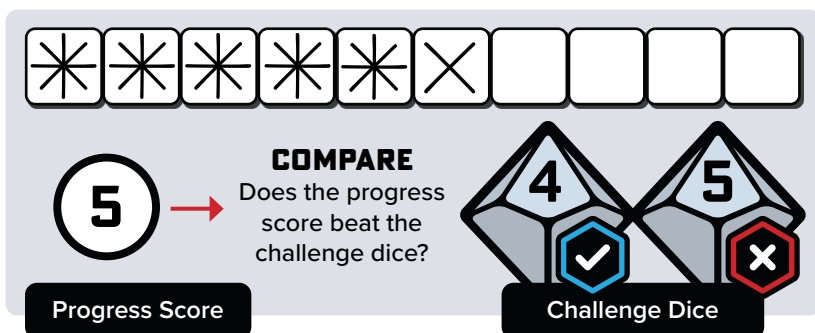
MOMENTUM AND PROGRESS ROLLS

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 and mark progress together. This is called a **shared challenge**.

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 a **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 earn 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.
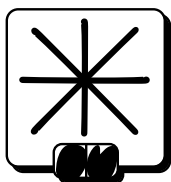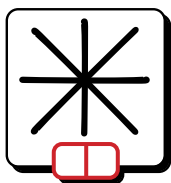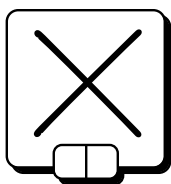
MARKING LEGACY REWARDS

In recognition of significant 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 standard progress tracks. It takes four **ticks** to fill a **box**.

GAINING EXPERIENCE

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

The two small **experience counters** attached to legacy track boxes each represent 1 potential experience. When you fill a legacy track box and Advance, 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 those experience counters. Each filled counter represents 1 spent experience.

See page 48 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 which 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 37). 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 Advance after filling all ten boxes on a legacy track, you are not necessarily at the end of that path for your character.

As noted in the Advance 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 ever make a progress roll against it.

EARNING EXPERIENCE ON A CLEARED TRACK

Because a completed legacy track represents a character nearing the height of their potential, you earn experience at a slower rate on that cleared 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 will 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

CHARACTERIS
Ace pil
Wears

MOMENTUM

2 EDGE
3 HEART

+10
+9
+8
+7
+6
+5
+4
+3
+2
+1
0
-1
-2
-3
-4
-5
-6

QUESTS

BONDS

DISCOVERIES

BACKG

I vow to get my mother's ship

IN

MISFORTUNES
○ WOUNDED
○ SHAKEN
○ UNPREPARED

LASTING EFFECTS
○ PERMANENTLY HARMED
○ TRAUMATIZED

OTHER IMPACTS ○

MAX MOMENTUM: STARTS AT +10 /
MOMENTUM RESET: 0 IMPACTS = +2 /

MAX 8
RESET 0

STICS

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

1	1	2
IRON	**SHADOW**	**WITS**

EGACIES

○ **+10**

○ **+10**

○ **+10**

GROUND VOW

back from the Stoneclaw Pirates

MPACTS

	BURDENS	CURRENT VEHICLE
	● DOOMED	● BATTERED
	○ TORMENTED	○ CURSED
	○ INDEBTED	

_____ ○ _____

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

IRONSWORN
STARFORGED

HEALTH
+5
+4
+3
+2
+1
0

SPIRIT
+5
+4
+3
+2
+1
0

SUPPLY
+5
+4
+3
+2
+1
0

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 234), and increased when you make **recover moves** (page 237).

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 44) 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 is an abstract representation of your preparedness, including food, water, fuel, 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 44).

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 <u>Withstand Damage</u> move. To get a vehicle back up to speed, make the <u>Repair</u> move.

* Companion assets have a **health meter**, which is reduced when you make the <u>Companion Takes a Hit</u> move. Their health is increased through the <u>Heal</u> move when you treat them or obtain treatment—or using the <u>Repair</u> 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.

To track the value of a condition meter on an asset card, use a paperclip or token. Or you can set a six-sided die on top of the card and rotate it to show the current value.

You can learn more about assets starting on page 48.

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 <u>Advance</u>, you may spend experience to equip this vehicle with module assets.

◯ When you <u>Finish an Expedition</u> (dangerous or greater) 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 <u>Withstand Damage</u>, you may roll +heart. If you do, <u>Endure Stress</u> (-1) on a weak hit or miss.

5 4 3 2 1 0   **BATTERED**
                   CURSED

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 <u>Check Your Gear</u>, 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 224.
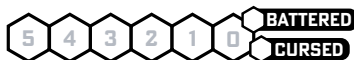
IMPACTS

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**, as follows.

* 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 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 48. To learn more about vehicles in general in your *Starforged* campaign, see page 55.

BURDENS

- **Doomed** is marked when you <u>Face Death</u> and return from death's door with a soul-bound quest.

- **Tormented** is marked when you <u>Face Desolation</u>, gain visions of a distressing future, and undertake a quest to prevent that dire fate.

- **Indebted** is marked when <u>Overcome Destruction</u>. 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 <u>Endure Harm</u>. You have suffered a wound which you must reckon with, such as the loss of an eye or hand. Or, you bear physical scars which are a constant reminder of a harrowing incident.

- **Traumatized** may be marked when you are at 0 spirit and fail to <u>Endure Stress</u>. 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—through 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	LASTING EFFECTS	BURDENS	CURRENT VEHICLE
● WOUNDED	○ PERMANENTLY HARMED	○ DOOMED	● BATTERED
○ SHAKEN	○ TRAUMATIZED	○ TORMENTED	○ CURSED
○ UNPREPARED		○ INDEBTED	

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

If you are playing with others, a vehicle impact affects everyone on the vehicle, regardless of who owns or manages the vehicle asset.

ADJUSTING MOMENTUM

Once you mark an impact, adjust your max momentum and momentum reset as detailed on page 31.

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** which 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 90), you select your starting assets. As you fill boxes on your legacy tracks, you Advance to gain experience. This experience is spent to gain new assets or upgrade current assets.

Starforged assets are formatted as printable or pre-printed 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, automatically give +1 health to everyone whose health is greater than 0.

Some assets 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 <u>Advance</u>, you may spend experience to equip this vehicle with module assets.
- ⬡ When you <u>Finish an Expedition</u> (dangerous or greater) 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 <u>Withstand Damage</u>, you may roll +heart. If you do, <u>Endure Stress</u> (-1) on a weak hit or miss.

5 4 3 2 1 0   BATTERED
                    CURSED

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 <u>Withstand Damage</u> move to see what happens.

MODULE
RESEARCH LAB

- When you use your lab to <u>Secure an Advantage</u> or <u>Gather Information</u> through careful analysis or experimentation, add +1 and take +1 momentum on a hit.
- ⬡ When you <u>Face Danger</u> to isolate or secure a hazardous specimen, reroll any dice.
- ⬡ When you <u>Swear an Iron Vow</u> to undertake a long-term research project, reroll any dice. When you obtain crucial samples, equipment, or data, <u>Reach a Milestone</u>. When you have what you need and devote extended time to the project in your lab, <u>Face Danger</u> and add +1 to see how you fare. On a hit, <u>Reach a Milestone</u>. On a strong hit with a match, mark progress. When you <u>Fulfill Your Vow</u>, make the legacy reward one rank higher (1 extra box if already epic).

MODULES

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

As with the ship itself, these can benefit any ally. However, modules are acquired and managed by a single character.

When you <u>Withstand Damage</u> and score a miss, you can mark a module as **broken** to offset potential danger to your command vehicle. A broken module cannot be used until it you successfully <u>Repair</u> 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 or around obstacles, add +1 and take +1 momentum on a hit.

- You shuttle is sealed against high pressure environments, can travel underwater, and is more resistant to damage; when you Withstand Damage, add +1.

4 3 2 1 0 BATTERED

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 Face Danger 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.

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.

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 not usable without 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 your glowcat's reactions in a charged situation, you may add +your companion's health.
- ⬡ When you Compel, your glowcat's reactions will help guide your approach. If the value of your action die is less than your glowcat's health, you may reroll it.
- ⬡ When you Endure Stress in the company of your glowcat, add +1. On a strong hit with a match, take +momentum equal to their health.

3 2 1 0 **OUT OF ACTION**

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.

COMPANIONS

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

Companions utilize a health meter which 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.

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.

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

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).
>
> ● If you have at least +8 momentum, you may attempt great kinetic feats, such as manipulating large objects and creating destructive bursts of concussive force. To do so, first reset your 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.

EQUIPMENT

As noted earlier, your **supply meter** (page 42) 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 102), which includes fundamental gear for exploring a perilous galaxy. If you ever need to know if you have a specific helpful item, you can 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. A gun in your version of the Forge might be a blaster that fires superheated plasma, or an old-fashioned slug thrower. Your setting might 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.

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 49) 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 a playing in solo mode, you can fly the ship as a lone spacer thanks to automation and centralized controls.

The STARSHIP command vehicle has an integrity meter, and can suffer from battered or cursed impacts (page 45).

SUPPORT VEHICLES

Support vehicles (page 50) are assets which 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	MEDIUM	LIGHT
+5 INTEGRITY	+4 INTEGRITY	+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.

ORACLES

In *Starforged*, an **oracle** is anything which generates random results to help determine the outcome of a move, the details of a 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 on page 126 which 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 which includes tens digits on the faces of one of those dice.

Oracle Dice → 19 Oracle Result
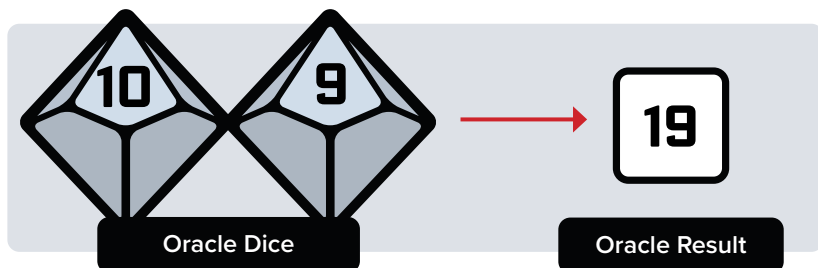
Or you can use two D10s of different colors, and decide before rolling which represents the tens digit and which is the units.

Oracle Dice → 63 Oracle Result
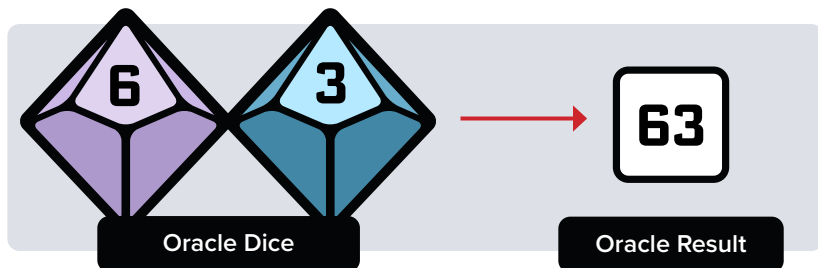
Either way, You might want to use a unique set of dice for oracle rolls, shared by everyone at the table. These dice will divine your fate and reveal the mysteries of the galaxy, so it's worth giving them special treatment.

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 if you roll to see what happens. Otherwise, you have no choice; you must cast your fates 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...
Almost Certain	11 or greater
Likely	26 or greater
50/50	51 or greater
Unlikely	76 or greater
Small Chance	91 or greater

On a match, an extreme result or twist has occurred.

If you are playing with a guide, they are the oracle. When you see a prompt to Ask the Oracle, turn to your guide. The guide can use random tools and creative prompts to come up with the answers. They can even turn the question back to you, or ask you to roll on an oracle table.

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 starting on page 126. You can 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 which you interpret based on the current situation ("What happens next?").

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 opportunities, and these oracles are your polestar for that journey. To learn more about generating locations through exploration, see page 62.

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

The *Starforged Playkit* includes a blank oracle worksheet. Use this to create your own tables to better fit your preferences or highlight unique aspects of your campaign. Then share your creations online with other *Starforged* players!

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.

NAVIGATING THE FORGE

The depiction of interstellar travel in *Starforged* is tied to the gameplay of the exploration moves (page 230). 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 select 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 simply 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 energize. 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.

DRIFTS

ANCHORAGE

PASSAGE
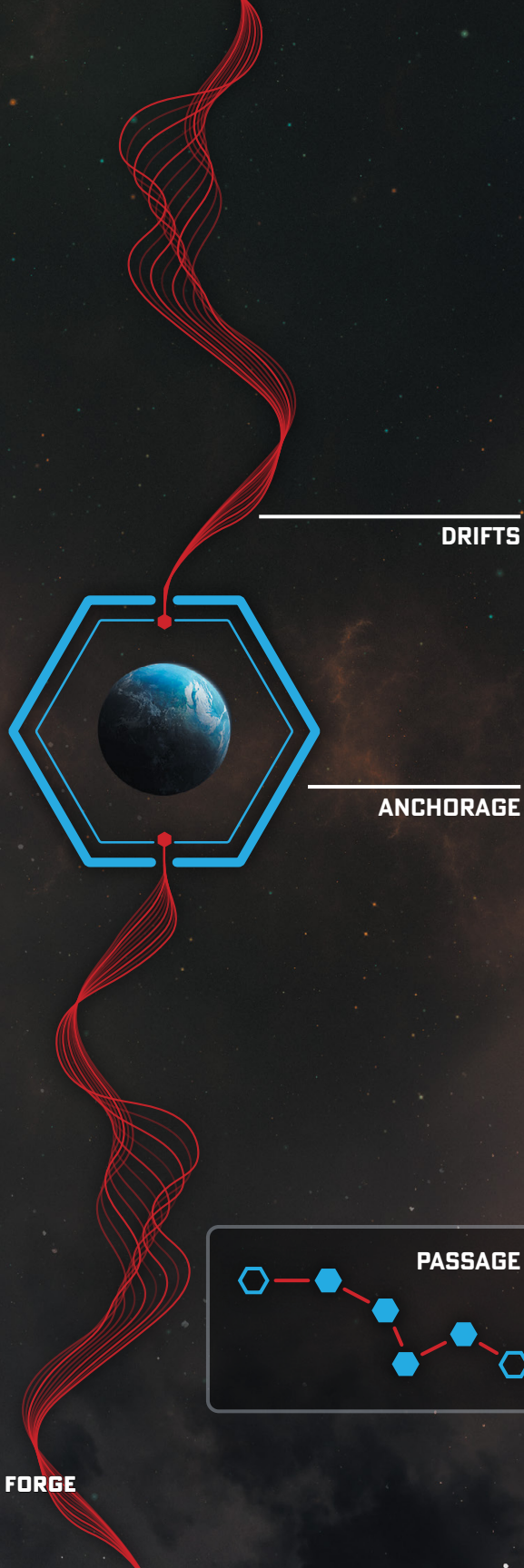
SEEING WHAT'S OUT THERE

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 the waypoints that help 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 138). 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 ↑
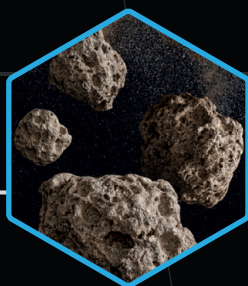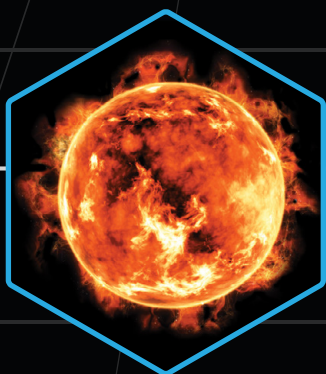
FAR ↑

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 66), 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 224. When you're ready for more detail, tips, and options, take a look at Chapter 3 for gameplay in depth.

Good luck, Ironsworn!

START

Envision the current situation and what your character is doing.

⟷

Ask and answer questions about the situation, location, and other characters (or Ask the Oracle).

When your action or the current situation triggers a move, make that move.

STRONG HIT
You succeeded and are in control.

WEAK HIT
You succeeded with a lesser result or cost.

MISS
You failed or face a dramatic turn of events.

What do you do next?

What happens next?

LAUNCHING YOUR CAMPAIGN

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 will 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.

PRIORITIZING PLAYER SAFETY

Whether you're playing *Starforged* alone or with other people, it is important to prioritize care for the players' comfort and safety over game narrative or mechanics. Safety tools help facilitate collaboration and create awareness to ensure everyone is on board with what is happening at the table. You are encouraged to use safety tools or other support/consent mechanics while playing *Starforged*, both while worldbuilding to set content boundaries and during roleplay sessions to check in with yourself and other players.

The full release of *Starforged* will have a set of safety tools designed specifically for the game. In the meantime, please explore the **TTRPG Safety Toolkit** to find the safety tools that will work best for your game of *Starforged*. The TTRPG Safety Toolkit, co-curated by Kienna Shaw and Lauren Bryant-Monk., is a compilation of safety tools designed by members of the tabletop roleplaying games community. You can find it here: bit.ly/ttrpgsafetytoolkit.

GETTING STARTED

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

Choose Your Truths Page 71	Decide what is true for your version of the Forge.
Create Your Character Page 90	Set your character's background, abilities, and characteristics.
Build a Starting Sector Page 104	Create a location to explore at the start of your campaign.
Begin Your Adventure Page 118	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 all the exercises into a single session. Considering breaking each exercise into a short individual session, or two exercises per session. Whatever works for your group.

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 92 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 118 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 71) 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 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.

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 (which 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 some ways.

This is a scavenged future. It's decaying, gritty, and used. Resources are scarce, and the people of the Forge cobble together what they can.

This is an unjust future. Within the Forge, those in power hoard resources, control technologies, and impose their will on others through force or cunning. Life can be harsh for those who lack influence.

This is a hopeful future. Despite these challenges, hope remains. Your sworn vows are a manifestation of that hope.

THE TRUTH CATEGORIES

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

The categories are:

HOW TO SELECT YOUR TRUTHS

You can 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.

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.

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, ignore it and move on.

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 you prefer to come back to a category once you encounter that aspect of the setting in play, skip it for now.

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.

CATACLYSM

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:

1-24	A temporal distortion
25-50	A superweapon run amok
51-75	A scientific experiment gone awry
76-00	The wrath of the gods

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 **We were united in the prolonged war against an implacable foe, but our defeat was at-hand.**

With the last of our defenses destroyed, our hope gone, we cast our fate to the Forge. Here, we can hide. Survive. Our foe was:

1-15	Artificial intelligence
16-30	Alien beings
31-44	Religious zealots
45-58	Genetically engineered soldiers
59-72	Self-replicating nanomachines
73-86	A tyrannical nation or leader
87-100	Ancient and malevolent entities

Quest Starter: A single ship belonging to your people's dreaded foe arrives in the Forge. But instead of bringing war, its commander carries an offer of peace. They claim to represent a rebel force seeking sanctuary. In return, they offer vital information. What news do they carry?

See the next page for the 68-100 result.

68-100	**Everything fell apart in an age of chaos.**

Uprisings flared like wildfire. Governments were toppled. Trade ceased. Old enemies waged new wars, and allies turned on one another. On the brink of total collapse, we assembled our fleets and traveled to the Forge. A new home. A fresh start. The crisis was sparked by:

1-24	The rise of a fascist power
25-50	The loss of key resources
51-75	A pandemic caused by an alien micro-organism
76-00	A dire religious prophecy

Quest Starter: The threat that triggered the cataclysm rises anew here in the Forge. How does it manifest? How has it changed or adapted since the cataclysm? What will you do to stop it?

👤 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 which 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 which 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 which cut off trade routes and threaten entire planets.

> *A balefire expands toward a remote 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 vows to a leader or organization are a key aspect of your character, you might be BANNERSWORN. If you are skilled at negotiation and resolving disputes between communities, you might be a DIPLOMAT. If you have always lived among the stars, you might be VOIDBORN.

IRON

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 your background or personality emphasizes the strength of your iron vows, you might be HONORBOUND.

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, the powerful Hunters Guild is 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 AGENT. If you have connections within the criminal underworld, you might be a SCOUNDREL.

RELIGION

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 which 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 each other. 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.

MAGIC

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, SEER, or SHADE.

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 organization 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 a guild of spaceborne couriers— the Heralds—to transport messages and data across the vast distances between settlements.**

Direct communication and transmissions beyond the near-space of a ship or outpost is impossible due to the chaotic energies of the Forge. 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 the Heralds, sworn to see that data to its destination.

Quest Starter: You discover a crippled Herald 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 AGENT. 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 community 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.*

34-67 **To help offset a scarcity of medical supplies and knowledge, the 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 simply 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 **The Menders are an order of sworn healers who preserve our medical knowledge and train new generations of caregivers.**

Advanced care is usually available only within the larger settlements, but even remote communities are often served by a novice Mender. Some Menders are travelers who offer preventative care and respond to emergencies in isolated communities.

> *Quest Starter: A reactor exploded at a remote settlement, killing several and exposing many others to lethal radiation. A team of Menders 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 specialists 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, 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   **Those few with the ability to pay can call on the Legion—a guild of professional soldiers—to defend or expand their holdings. The rest of us are on our own.**

The Legion deploy skilled fighting forces and well-equipped starships on-demand. But their service always comes at a dire cost, and the members of the Legion are mercenaries who hold no loyalty except to the highest bidder.

> *Quest Starter: A detachment of the Legion 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? Are there any experiences which haunt you now? If you are an experienced solder, 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, you might follow a path such as BLADEMASTER, GUNNER, GUNSLINGER, or SNIPER.

LIFEFORMS

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 abberant 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 GLOWCAT, VOIDGLIDER, ROCKHORN, 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 ancient civilizations as weapons in a cataclysmic war, survived the death of their creators.**

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

> *Quest Starter: A xenoarcheologist 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, you might be an ARCHIVIST. If you pick the bones of these places, you might be a SCAVENGER.

HORRORS

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. Death is not always the end to our suffering. 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 which 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 will 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 available as a printable 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, you can 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

CALLSIGN

CHARACTERISTICS

MOMENTUM

+10
+9
+8
+7
+6
+5
+4
+3
+2
+1
0
-1
-2
-3
-4
-5
-6

MAX

RESET

EDGE   HEART   IRON   SHADOW   WITS

HEALTH

+5
+4
+3
+2
+1
0

— LEGACIES —

QUESTS

BONDS   ◯ +10

DISCOVERIES   ◯ +10

SPIRIT

+5
+4
+3
+2
+1
0

— BACKGROUND VOW —

MISFORTUNES	LASTING EFFECTS	BURDENS	CURRENT VEHICLE
◯ WOUNDED	◯ PERMANENTLY HARMED	◯ DOOMED	◯ BATTERED
◯ SHAKEN	◯ TRAUMATIZED	◯ TORMENTED	◯ CURSED
◯ UNPREPARED		◯ INDEBTED	

M: STARTS AT +10 / REDUCE BY 1 FOR EACH IMPACT
MOMENTUM RESET: 0 IMPACTS = +2 / 1 IMPACT = +1 / 2 OR MORE IMPACTS

SUPPLY

+5
+4
+3
+2
+1
0

IRONSWORN
STARFORGED

There are only a few elements of your character sheet you'll need to 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 94 to get started.

1 **Ready your assets (page 94):** Separate the asset cards by category, and set aside the deed assets.

2 **Choose two paths (page 95):** Select two assets from among the paths for your character.

3 **Create your backstory (page 96):** Envision what happened to separate you from your former home and relationships.

4 **Write your background vow (page 97):** Envision a background vow to represent a primary motivation or goal. Give it an epic rank.

5 **Board your starship (page 98):** Take the starship command vehicle asset, envision the nature of your ship, and give it a name.

6 **Choose your final asset (page 100):** Select one asset from among these categories: Module, support vehicle, companion, or path.

7 **Set your stats (page 100):** Arrange these values across edge, heart, iron, shadow, and wits in any order: 3, 2, 2, 1, 1.

8 **Set your condition tracks (page 101):** 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 101):** Note any key aspects of your character's look and personality.

10 **Name your character (page 101):** Write down your character's name, pronouns, and callsign.

11 **Gear up (page 102):** 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 those categories. 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.

COMMAND VEHICLE
STARSHIP

NAME _____

- ● Your ar... ...ti... ...ted i...it...
  for inte...
  comfo...
  space...
  suppo...
  may sp...
  with m...
- ○ When ...
  or grea...
  streng...
  fellow ...
  mark 1...
- ○ When ...
  +heart...
  weak l...

5 4

MODULE
MEDBAY

- ● When you use your medbay to Heal
  yourse...
  your a...
  vehicle...
- ○ When ...
  harme...
  medba...
  so), yo...
  If you ...
  impact...
  the mo...
  serves ...
- ○ When ...
  risky ...
  Inform...
  scan, ...
  on a h...

SUPPORT VEHICLE
SHUTTLE

NAME _____

- ● Your un... ...th... ...id... ...t...
  transp...
  throug...
  travel ...
  vehicle...
  mome...
- ○ When ...
  Fire to...
  or aro...
  Inform...
  mome...
- ○ You sh...
  enviro...
  is mor...
  Withst...

4 3

PATH
DIPLOMAT

- ● When you Swear an Iron Vow (formidable
  or grea...
  an agr...
  a stro...
  Fulfill Y...
  ticks o...
- ○ When ...
  situati...
  add +1...
  differe...
  and re...
  again, ...
  your re...
- ○ When ...
  add +1...
  with a ...
  take +...

COMPANION
ROCKHORN

NAME _____

- ● Your rockhorn uses its resilient, stone-like hide and brute strength to overcome threats. When you make a move by sending your rockhorn to directly attack a foe or smash an obstacle, roll +its health.
- ○ When you make the Companion Takes a Hit move for your rockhorn, count a weak hit as a strong hit. On a strong hit with a match, its rapid healing makes it unstoppable; give it another +1 health or take +1 momentum.
- ○ Your rockhorn will come to your aid in your most vulnerable moments. When you Endure Harm or Endure Stress and roll a miss, you may reroll your action die if its value is less than your rockhorn's health.

5 4 3 2 1 0 **OUT OF ACTION**

STEP 2: CHOOSE TWO PATHS

Look through the path assets and choose any two. 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.

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

Roles marked with an asterisk (*) are not intended for solo play

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. Then, take 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
8-14	You are guided by a vision or prophesy
15-21	You are haunted by past actions or failures
22-28	You are running from a criminal past
29-36	You are the sole survivor of an attack or calamity
37-43	You escaped an abusive or unjust situation
44-50	You have no memory of your former life
51-57	You rejected a duty or destiny
58-65	You were cast out of your former home
66-72	You were denied a birthright
73-79	You were on your own for as long as you can remember
80-86	You were taken or lured away by someone
87-93	Your ambitions outgrew your humble origins
94-100	Your wanderlust carried you far away

BUILDING A BACKSTORY WITH OTHER PLAYERS

If you are playing with others, discuss whether your characters have a mutual history, or if you have come together along different paths. Have you known each other for years, do you have only casual links to each other, or are you just now coming together as the campaign begins?

Note that *Starforged* assumes your characters are working towards shared or complementary goals. Your backstories should not prohibit you from working together. You are allies, not enemies. 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 which 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 Ironclaw 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 134-135) or Character Goal (page 169) 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 earn some experience and <u>Advance</u>. For now, leave them unmarked.

FLYING WITH ALLIES

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

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 <u>Advance</u>, you may spend experience to equip this vehicle with module assets.
- ○ When you <u>Finish an Expedition</u> (dangerous or greater) 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 <u>Withstand Damage</u>, you may roll +heart. If you do, <u>Endure Stress</u> (-1) on a weak hit or miss.

5 4 3 2 1 0   **BATTERED**
                   CURSED

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 re-purposed 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

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, save it for later. You can also roll on the Starship Names oracle (page 167).

STEP 6: CHOOSE YOUR FINAL ASSET

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

* **Module**: Enhanced features or capabilities of your STARSHIP. As with the ship itself, these are shared assets, so a module's abilities can benefit other player characters.
* **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, interests, training, or 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. 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 which stat to add, or it will give you a choice.

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

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

When picking your stats, consider the nature of your emerging character. Also take a look at your assets to see if any stat is particularly useful. For example, if you are an AGENT or SCOUNDREL you would be well-served with a high value in shadow. If you are a DIPLOMAT, you may often rely on your heart.

STEP 8: SET YOUR CONDITION TRACKS

Your **condition tracks** are on the left and right sides of your character sheet. You can use a paper clip or token to mark the current values.

First, set your **health**, **spirit**, and **supply tracks** to +5

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

Set the **health** of any companion assets to their max value, as shown on their asset cards.

Finally, set the **integrity** of your command vehicle and any support vehicles, as shown on their asset cards, to their max value; for your STARSHIP, this is +5.

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 prosthetic leg also adorned with art
* ✴ **Act:** Keen understanding of machines; often prefers them to people
* ✴ **Wear:** Safety goggles and dirty coveralls

Make note of these aspects 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 171.

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, you can give your character a **callsign**. Spacers are typically known more by a callsign than their actual name. In fact, they often refer 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 171. 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 track 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

Apart from your spacer kit, make note of any specific gear which represents 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 up the starting situation for your campaign and begin your adventures in the Forge.

BUILD A STARTING SECTOR

In this exercise, you will prepare a starting sector. This area of space will serve as the backdrop as your adventures begin.
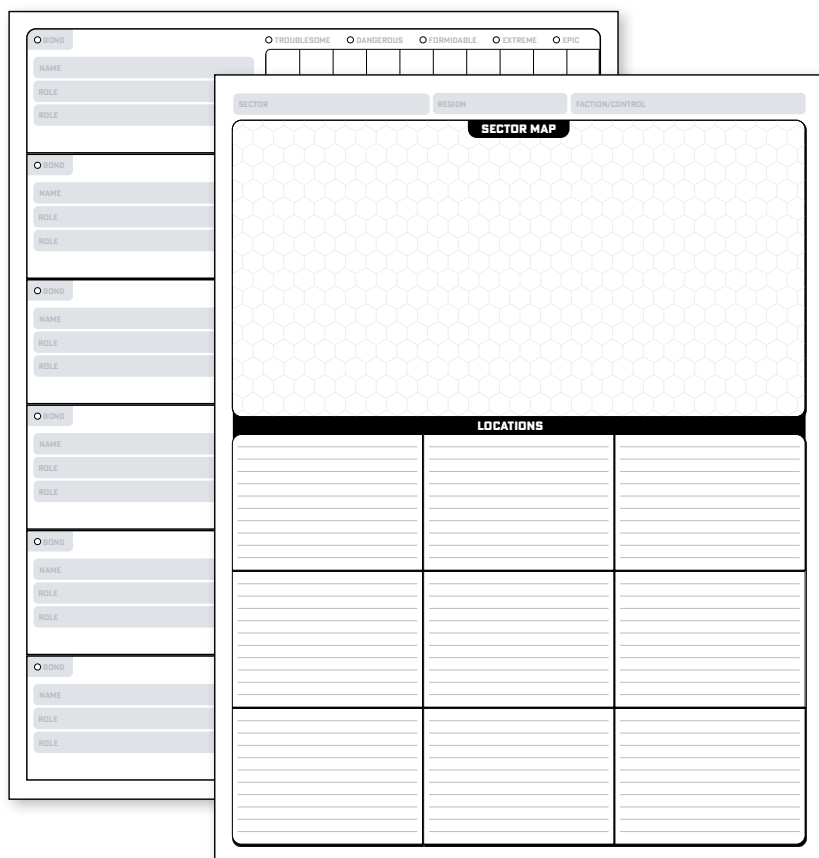
If you prefer to skip this exercise, you can jump straight to a pregenerated sector on page 117. If you want to play in a more free-form galaxy, you can also handwave or ignore sectors entirely. Use this exercise if you want some additional stage-setting and a local connection for the start of your campaign.

⏱ **Allow about 30-45 minutes for this exercise.**

WHAT YOU NEED

This exercise uses the **sector worksheet** and **connections worksheet**, both of which are available for download at ironswornrpg.com.

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

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 GM

If you are the GM, you can create a starting sector independent of your player's input. But moderating this exercise with them will give everyone more of 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 14, 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 settlement 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 160. For each of the settlements in your starting sector, roll on the following tables.

SETTLEMENT ORACLES
—
Pages 160-163

✳ Settlement Name (page 163)

✳ Location (page 160)

✳ Population (page 160)

✳ Authority (page 161)

✳ Settlement Projects (page 162); 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.

PLANET ORACLES
—
Pages 144-159

To learn the planet's basic type, go to page 144. Roll once for each planetside or orbital settlement.

Optionally, you can give each planet a name. If you need inspiration, take a look at the sample names for each planet type (pages 146-156). For now, don't roll on the other tables available for each planet; when you visit those places, you can reveal more about them.

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 141 and roll once for each settlement.

STELLAR OBJECT ORACLES
—
Page 141

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.

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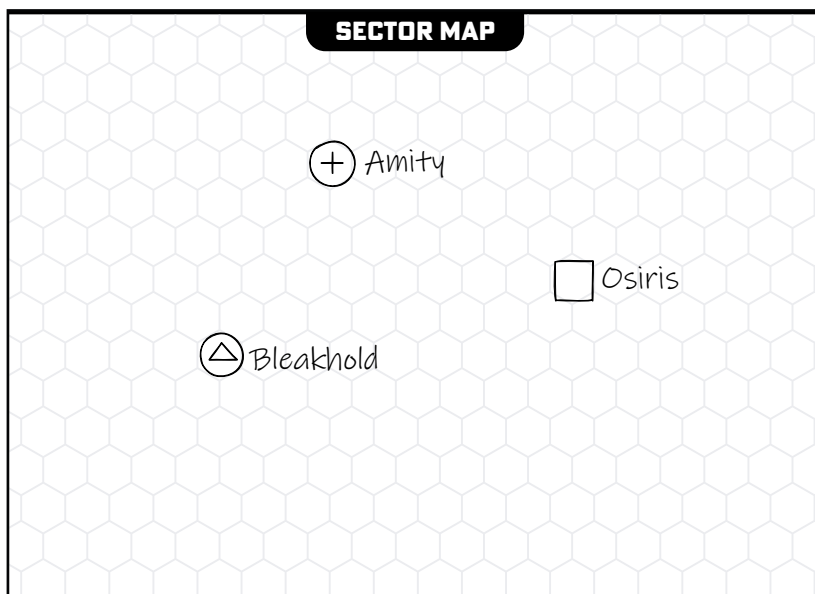
Your map can also be used to mark notable locations as you learn more about a sector. This can include discoveries such as uninhabited planets, precursor ruins, derelict ships, asteroid fields, black holes, or titanic space squids. For now, we'll just focus on the initial settlements.

STEP 7: CREATE PASSAGES

Next, you'll set which **passages** are available in 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 will instead Undertake an Expedition. This gives the journey and its perils greater focus. In exchange, you can earn experience for a successful expedition. Plus, you'll create a new passage which you (and perhaps others) can use to speed your way along the same path in the future.

To learn more about passages, see page 60. 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 aquiring 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 should 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.

SECTOR MAP

(+) Amity

☐ Osiris

△ Bleakhold
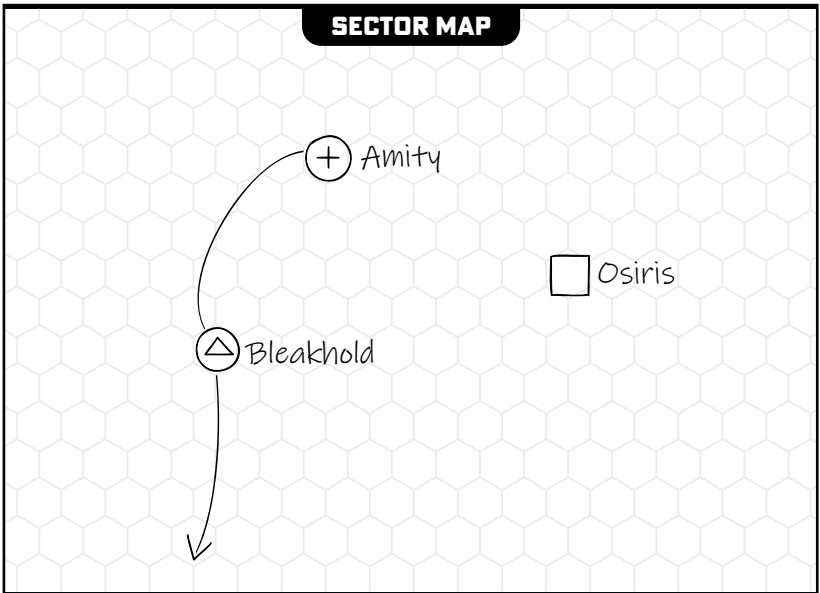
STEP 8: ZOOM IN ON A SETTLEMENT

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 160, and roll on the following tables.

* First Look (page 161); roll 1-2 times
* Settlement Trouble (page 162)

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 134-135) 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 146-156), 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, you can 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, just 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 **xenoarcheologist** 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, you can generate a random role using the Character Role table on 169. 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

ROLE *Artifact Smuggler*

ROLE

NOTES

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. 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 168-173**

- ✳ First Look (page 168); roll 2-3 times
- ✳ Character Goal (page 169)
- ✳ Revealed Character Aspect (page 170); 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 page 171. 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 introduce a trouble appropriate to your setting and character, roll on the Action and Theme oracles (pages 134-135) for inspiration, or pick or roll on the table below. Then, use your established truths and what you know of this sector thus far to envision how this might manifest. Note the trouble 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: NAME THE STARTING SECTOR

Finally, give your sector a name. If you're not sure, roll on the Sector Name table on page 140. Write the name on your sector worksheet.

Your starting sector is done! As you explore the sector and visit settlements, you'll add additional detail. See the next page for a sample sector which you can use if you skipped this exercise. Otherwise, jump to page 118 to setup an inciting incident and begin your sworn quest.

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.
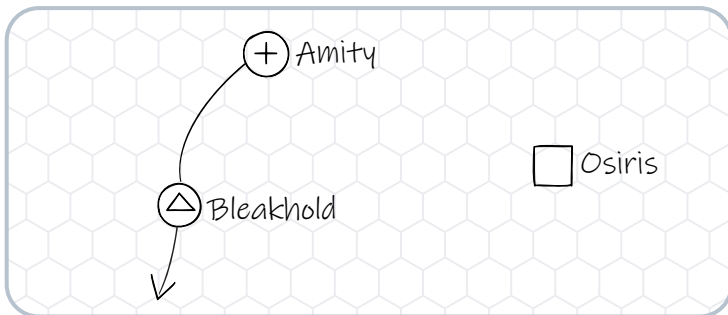
BEGIN YOUR ADVENTURE

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, you can use your journal or download and print the vows worksheet from ironswornrpg.com.

STEP 1: ENVISION AN INCITING INCIDENT

An **inciting incident** is the problem at the beginning of a story which propels the protagonists into action. Everything up to that point is backstory. It is the inciting incident which 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 121 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 which lend themselves to a quest?
* ✴ **Backstory**: Does your backstory imply an immediate danger or goal which 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 which 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 which 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 which 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 GM

If you are the GM, 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 134-135)
- ✳ Roll the Character Goal oracle (page 169)
- ✳ 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 a 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

Then, 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 (Ask the Oracle if unsure). 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 face a significant obstacle before you can begin your quest. Envision what stands in your way (Ask the Oracle if unsure), and do what you must to overcome this obstacle.

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 will make 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 <u>Swear an Iron Vow</u> 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 result means and how you respond.

And then, play. Ask and answer questions about the situations, people, and places you encounter. When you're unsure, <u>Ask the Oracle</u>. 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 224. If you have a more involved rules question, make a call and move on. You can look up the answer later.

For now, you are Ironsworn.

You've forged a galaxy.

Make your mark upon it.

Thank you again for your support of *Starforged*! Development is ongoing, and the full release of the *Starforged* rulebook will contain additional detail, options, and advice. If you have questions or feedback, please consider joining the *Ironsworn* Discord at: bit.ly/is-discord.

CHAPTER 3

ORACLES

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. You can 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 which 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 <u>Ask the Oracle</u> 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 your 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 which 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 seems to feed 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 (page 171), are helpful to quickly flesh out details. Interpretative oracles, such as the Action and Theme tables (pages 134-135), 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 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, you can 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, you can roll again, try a different table, or just fall back to your instincts and decide an answer.

Note: Matches (page 28) 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 generator (page 168) includes several tables to detail 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 Disposition table to help envision their initial reaction. The oracle responds, "Suspicious."

Over time, you can build on the initial 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 back 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 periodically 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 which 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 of which table to roll on for a specific location or situation. Once you've gained some experience using the oracles, check out page 212 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.

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 <u>Ask the Oracle</u> move and these four tables.

ACTION AND THEME (PAGES 134-136)

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 136-137)

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 an 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	Prophesy		
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	Pillaged
2	Abundant	39	Exposed	76	Powerful
3	Active	40	Fiery	77	Preserved
4	Advanced	41	Foreboding	78	Prominent
5	Alien	42	Forgotten	79	Protected
6	Ancient	43	Forsaken	80	Radiant
7	Archaic	44	Fortified	81	Rare
8	Automated	45	Foul	82	Remote
9	Barren	46	Fragile	83	Rich
10	Biological	47	Frozen	84	Ruined
11	Blighted	48	Functional	85	Sacred
12	Blocked	49	Grim	86	Safe
13	Breached	50	Guarded	87	Sealed
14	Broken	51	Haunted	88	Secret
15	Captured	52	Hidden	89	Settled
16	Chaotic	53	High-Tech	90	Stolen
17	Civilized	54	Hoarded	91	Strange
18	Collapsed	55	Hostile	92	Subsurface
19	Colossal	56	Immersed	93	Toxic
20	Confined	57	Inaccessible	94	Trapped
21	Conspicuous	58	Infested	95	Undiscovered
22	Constructed	59	Inhabited	96	Unnatural
23	Contested	60	Isolated	97	Unstable
24	Corrupted	61	Living	98	Untamed
25	Created	62	Lost	99	Valuable
26	Damaged	63	Lush	100	Violent
27	Dead	64	Makeshift		
28	Deadly	65	Mechanical		
29	Decaying	66	Misleading		
30	Defended	67	Moving		
31	Depleted	68	Mysterious		
32	Desolate	69	Natural		
33	Destroyed	70	New		
34	Diverse	71	Obscured		
35	Empty	72	Open		
36	Engulfed	73	Peaceful		
37	Ensnaring	74	Perilous		

When you *Ask the Oracle* to help define the nature of a location, discovery, or encounter, roll for a Descriptor (above). You may also roll for the Focus (opposite page) to generate a verb/noun prompt.

FOCUS

#		#		#	
1	AI	38	Habitat	75	Shelter
2	Alarm	39	Hazard	76	Shortcut
3	Anomaly	40	Hideaway	77	Signal
4	Apparition	41	Home	78	Sound
5	Archive	42	Illusion	79	Spacetime
6	Art	43	Industry	80	Starship
7	Artifact	44	Lair	81	Station
8	Atmosphere	45	Lifeform	82	Storage
9	Battleground	46	Liquid	83	Storm
10	Beacon	47	Machine	84	Structure
11	Being	48	Material	85	Supply
12	Blockade	49	Mechanism	86	Symbol
13	Boundary	50	Message	87	System
14	Cache	51	Mineral	88	Technology
15	Cargo	52	Monument	89	Terrain
16	Commodity	53	Network	90	Territory
17	Confinement	54	Obstacle	91	Transportation
18	Container	55	Orbit	92	Trap
19	Creature	56	Organism	93	Treasure
20	Crossing	57	Path	94	Vault
21	Data	58	People	95	Vehicle
22	Debris	59	Person	96	Viewpoint
23	Device	60	Plant	97	Void
24	Dimension	61	Portal	98	Weapon
25	Ecosystem	62	Probe	99	World
26	Enclosure	63	Reality	100	Wreckage
27	Energy	64	Recording		
28	Environment	65	Refuge		
29	Equipment	66	Relic		
30	Facility	67	Remains		
31	Fleet	68	Rendezvous		
32	Force	69	Resource		
33	Fortification	70	Route		
34	Fuel	71	Ruins		
35	Gas	72	Salvage		
36	Grave	73	Sector		
37	Gravity	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	Fiery 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 60) 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 simply 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 140) to give it a random name.
* Use the Stellar Object oracle (page 141) 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 142-143) can help identify the nature of a deep space event.

To learn more about travel and exploration within the Forge, see page 60.

> 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
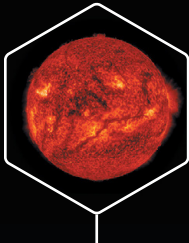
1-15
Smoldering
red star
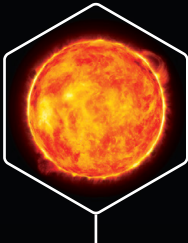
16-30
Glowing
orange star
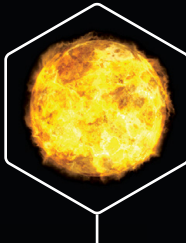
31-45
Burning
yellow star

46-50
Blazing
blue star
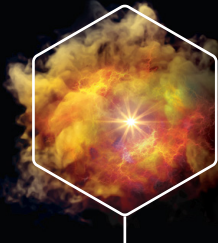
51-60
Young star
incubating in a
molecular cloud
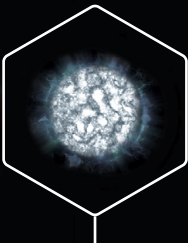
61-70
White dwarf
shining with
spectral light
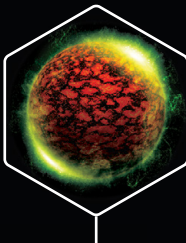
71-75
Corrupted star
radiating with
unnatural light

76-80
Neutron star
surrounded
by intense
magnetic fields
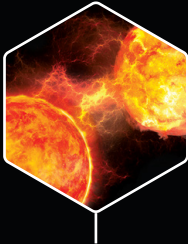
81-85
Two stars in close
orbit connected
by fiery tendrils
of energy

86-90
Black hole
allows nothing
to escape—not
even light
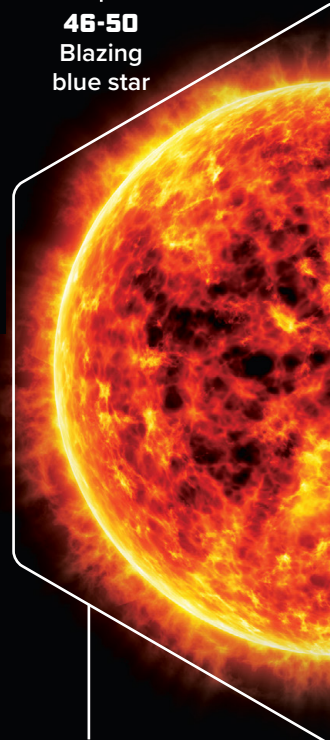
91-98
Hypergiant
star generating
turbulent
solar winds
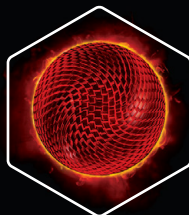
99
Artificial star
constructed by
a long-dead
civilization
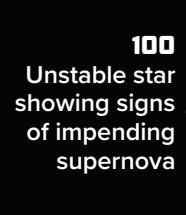
100
Unstable star
showing signs
of impending
supernova
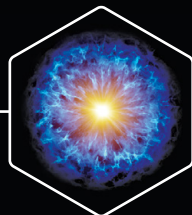
SPACEBORNE PERIL

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

Choose or roll 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

> Choose or roll 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
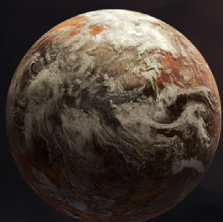
31-35
▸ Grave World
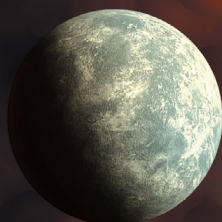
36-50
▸ Ice World

51-65
▸ Jovian World
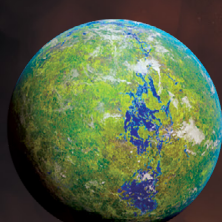
66-70
▸ Jungle World
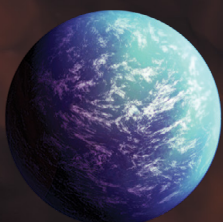
71-75
▸ Ocean World

76-90
▸ Rocky World

91-92
▸ Shattered World
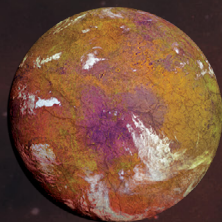
93-98
▸ Tainted World

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 (136) 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, you can assemble the characteristics of a planet as needed.

PLANET ATMOSPHERES

The atmosphere tables include the following possible results.

- ✱ **None / thin**: This planet is airless, or it's 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 136-137) for additional variety. Use the Planetside Peril and Planetside Opportunity oracles (pages 158-159) to help envision the nature of an unexpected event.

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

1-7	Cavernous sinkholes
8-14	Engulfing sandstorms
15-21	Fleeting rainstorms and flash floods
22-28	Flooded grottos
29-35	Petrified forest
36-42	Rampaging whirlwinds
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)

LIFE

1-25	None
26-45	Extinct
46-60	Simple
61-80	Sparse
81-90	Diverse
91-97	Bountiful
98-100	Overrun

SAMPLE NAMES

Abalos, Audun, Bishop, Desolation, Dykuma, Fallow, Helios, Mirage, Morricone, Nux, Ordos, Petra, Pyla, Sabulo, Saffron, Sirocco, Sulis, Torrid, Umber, Vermillion
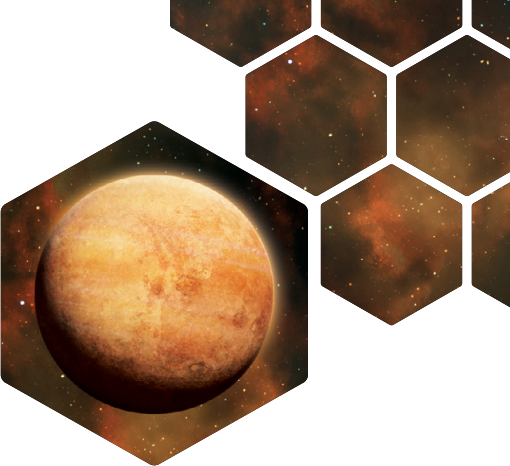
FURNACE WORLD

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

1-7	Blinding ash storms
8-14	Catastrophic earthquakes
15-21	Colorful geothermal springs
22-28	Intricate volcanic rock formations
29-35	Lava tube tunnel networks
36-42	Masses of scorched bones
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)

LIFE

1-30	None
31-50	Extinct
51-70	Simple
71-85	Sparse
86-95	Diverse
96-98	Bountiful
99-100	Overrun

SAMPLE NAMES

Ash, Azula, Cinder, Cyrus, Draconus, Effigy, Ember, Flint, Hades, Hera, Ignis, Inferno, Ishum, Kresnik, Nemesis, Obsidian, Scorch, Tana, Vesta, Vesuvius

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

1-7	Acid pools
8-14	Ash dunes
15-21	Corrosive rains
22-28	Dead forests
29-35	Fetid mudflats
36-42	Mass graves
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)

LIFE

1-25	None
26-85	Extinct
86-95	Simple
96-100	Sparse
--	Diverse
--	Bountiful
--	Overrun

SAMPLE NAMES

Anubis, Banshee, Barrow, Cairn, Cerberus, Charon, Elysia, Keen, Kur, Lament, Mantus, Morrigan, Mourn, Necropolis, Orcus, Osiris, Requim, Stygia, Tartarus, Thrace
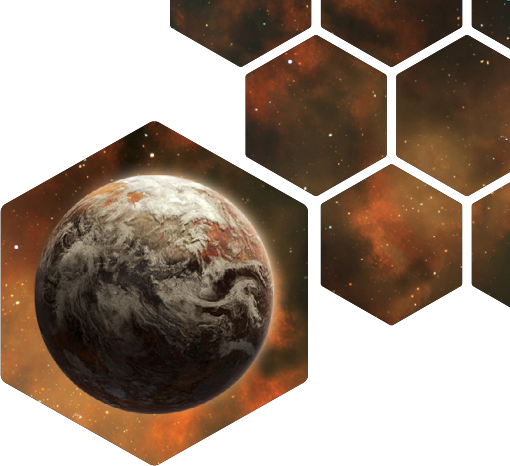
PLANET
ICE WORLD

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

1-7	Abyssal ice fissures
8-14	Blinding snow storms
15-21	Clusters of ice spikes
22-28	Colossal ice caves
29-35	Glistening ice spires
36-42	Massive snow drifts
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)

LIFE

1-25	None
26-45	Extinct
46-60	Simple
61-75	Sparse
76-90	Diverse
91-97	Bountiful
98-100	Overrun

SAMPLE NAMES

Beira, Boreas, Caradhras, Cicero, Demetria, Enten, Fissure, Frost, Gelida, Jotunn, Kanna, Karn, Kheimon, Moroz, Nix, Olwen, Osolok, Taiga, Thule, Varnholme
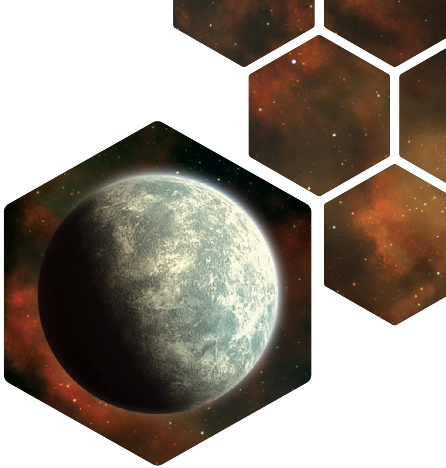
JOVIAN WORLD

A massive planet with vast layers of dense gases surrounding a small 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)

PLANETSIDE FEATURE   ↻1-2

1-7	Clouds of metal particles
8-14	Crystalline rains
15-21	Floating glaciers
22-28	Floating islands
29-35	Layer of suspended liquid
36-42	Pockets of explosive gases
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)

LIFE

1-50	None
51-55	Extinct
56-70	Simple
71-82	Sparse
83-92	Diverse
93-97	Bountiful
98-100	Overrun

SAMPLE NAMES

Aether, Arrokoth, Esen, Hanish, Magnus, Magonia, Mistral, Nephele, Nimbus, Nuada, Nubium, Serein, Stratus, Taranis, Tempest, Tenzin, Tyr, Veil, Velum, Zephyr
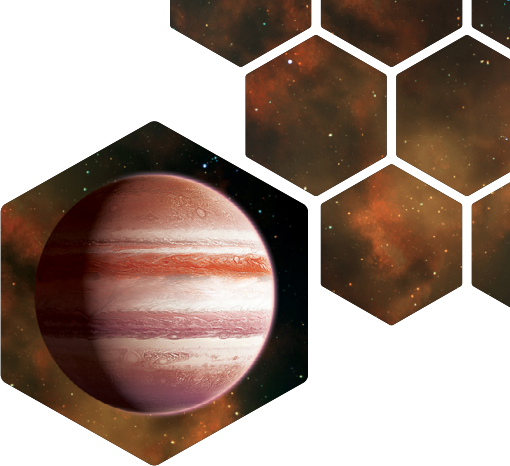
JUNGLE WORLD

A humid, rain-soaked planet which 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	Simple
6-20	Sparse
21-45	Diverse
46-80	Bountiful
81-100	Overrun
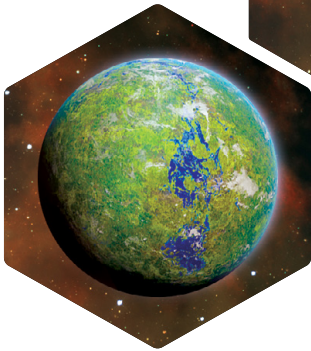
SAMPLE NAMES

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 mostly 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

1-7	Abyssal trenches
8-14	Living islands
15-21	Luminescent seas
22-28	Roaming icebergs
29-35	Shallow-water plains
36-42	Subsurface volcanoes
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)

LIFE

1-5	None
6-15	Extinct
16-25	Simple
26-45	Sparse
46-70	Diverse
71-90	Bountiful
91-100	Overrun

SAMPLE NAMES

Aegir, Alon, Clarion, Darya, Eldoris, Horizon, Hydra, Kai, Larimar, Lotan, Mira, Navini, Nerida, Oceanus, Pelagic, Proteus, Russalka, Siren, Thalassa, Triton
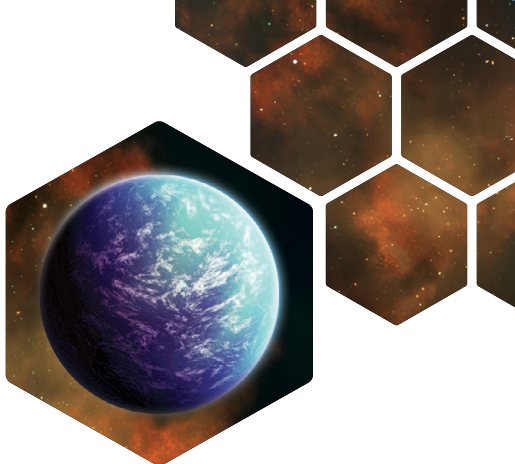
ROCKY WORLD

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)

PLANETSIDE FEATURE   ↻1-2

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)

LIFE

1-55	None
56-65	Extinct
66-80	Simple
81-90	Sparse
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

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)

LIFE

1-30	None
31-80	Extinct
81-90	Simple
91-96	Sparse
97-100	Diverse
--	Bountiful
--	Overrun

SAMPLE NAMES

Cavus, Chrysalis, Fragment, Havoc, Keres, Lux, Nemain, Praxis, Riven, Schism, Shell, Slag, 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

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)

LIFE

--	None
--	Extinct
1-5	Simple
6-15	Sparse
16-30	Diverse
31-55	Bountiful
56-100	Overrun

SAMPLE NAMES

Achlys, Animus, Bane, Blight, Carrion, Chitin, Datura, Dreck, Erra, Febris, Malacia, Miasma, Morbus, Pathosis, Pestis, Scourge, Telium, Timoris, Verus, Xanthous
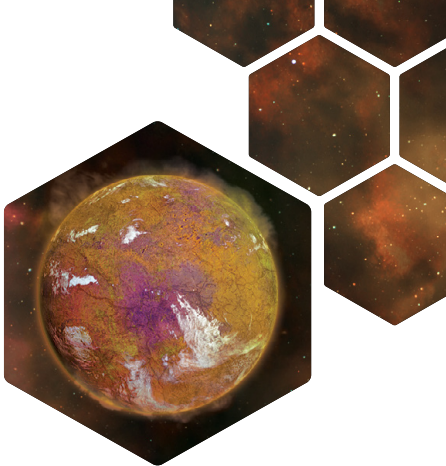
VITAL WORLD

This diverse, life-bearing 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 ↻1-2

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)

LIFE

--	None
--	Extinct
--	Simple
1-10	Sparse
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 impassible 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	Radiated 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

Choose or roll 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

Choose or roll 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

1-3	Beautiful architecture
4-9	Built from organic materials
10-15	Built from random scrap
16-21	Built within repurposed ship
22-26	Built within terrain or asteroid
27-31	Defensible location
32-35	Elevated or multi-level construction
36-40	Hidden or subsurface location
41-43	High-tech construction
44-49	Industrial architecture
50-53	Intimidating defenses
54-56	Moving or transforming
57-61	Obvious social stratification
62-66	Precarious location
67-72	Rustic architecture
73-76	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

INITIAL CONTACT

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

1-3	Betrayal from within	50-51	Mysterious deaths
4-7	Blocked resource	52-54	Plagued by sickness
8-9	Caught in the crossfire	55-57	Preyed upon by raiders
10-13	Changing environment	58-59	Revolt against leadership
14-15	Clash of cultures	60-61	Sabotaged technology
16-19	Dangerous discovery	62-64	Social strife
20-23	Depleted resource	65-66	Someone is ill or injured
24-27	Failing technology	67-68	Someone is missing
28-31	Feuding factions	69-70	Stolen technology or object
32-33	Ghostly visitations	71-73	Strange phenomenon
34-37	Hazardous environment	74-76	Toxic waste or pollution
38-41	Hostile lifeforms	77-78	Volatile energy source
42-44	Impending attack	79-80	Vulnerable lifeforms
45-47	Impending natural disaster	81-90	▶ Action + Theme
48-49	Invasive nature or lifeform	91-100	Roll twice

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	Beowulf	48	Lyra	79	Scirocco
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	Sundown
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	Wellpsring
30	Freya	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 which 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 which 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 ↻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

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
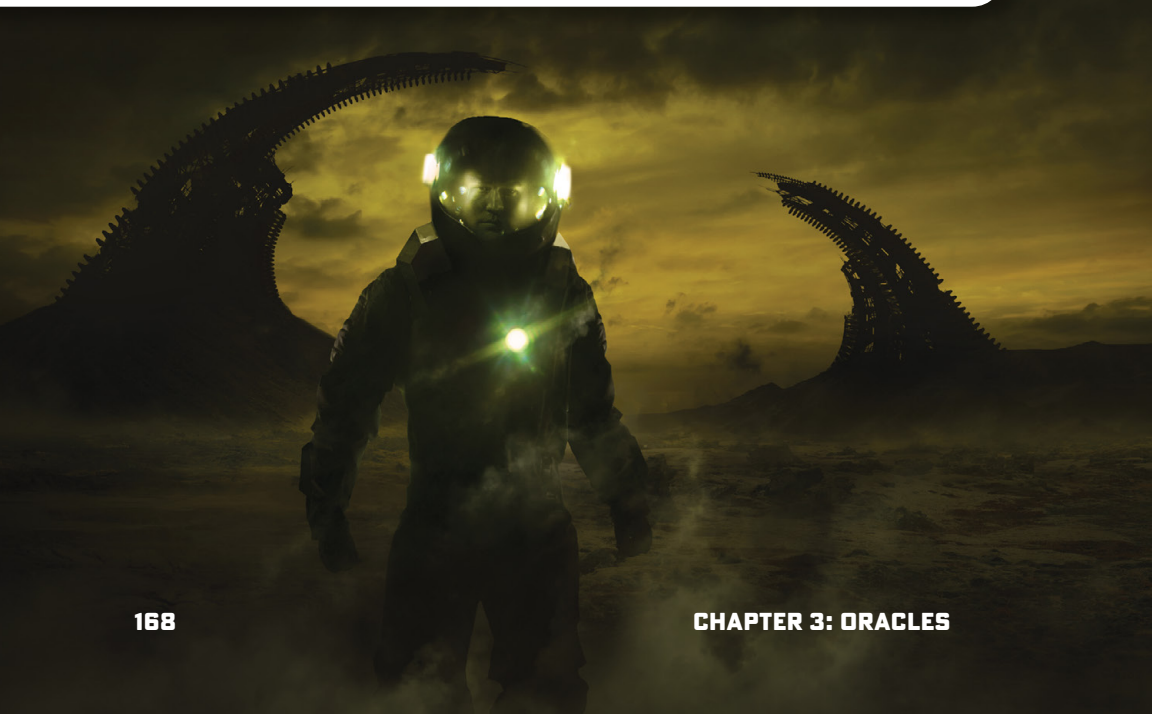
CHARACTER ROLE

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

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				

Roll on the this table as you interact with the character to deepen your understanding of that person. 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 172 for the 31-65 results, and page 173 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	Issac	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 be used independently as standalone names. In many cases you can reverse the order.

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	Slag
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	Zephyr	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

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 the 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

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 which 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 simply envision how this contradiction signals a new understanding or unexpected transformation.

DERELICTS

LOCATION

1-30 Planetside **40-60** 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 choose or roll 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 136-137) 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 you 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. Make note of the 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

STARSHIP	SETTLEMENT	
		▶Access
1-5	1-20	▶Community
6-30	21-30	▶Engineering
31-55	31-50	▶Living
56-65	51-60	▶Medical
66-85	61-70	▶Operations
86-90	71-90	▶Production
91-100	91-100	▶Research

DERELICT
ACCESS
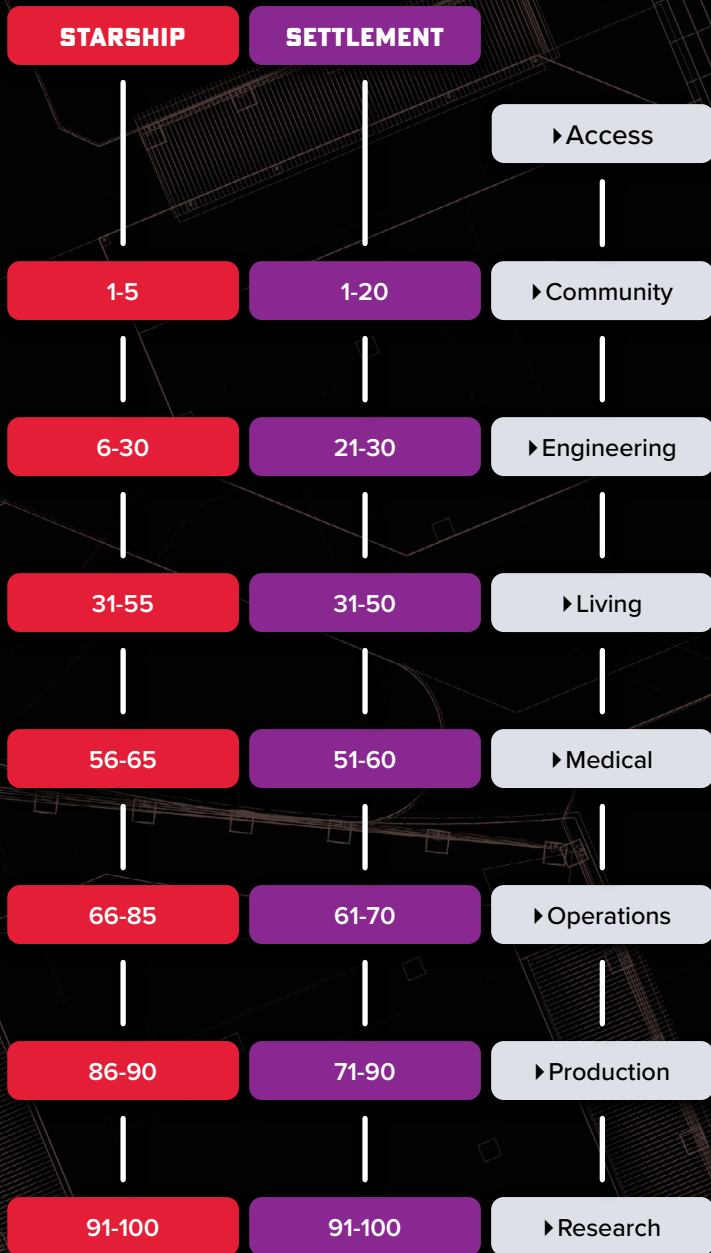
AREA

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 vandalization
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

DERELICT
LIVING

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 that unwelcome invaders now inhabit this place
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

RESEARCH

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, you can 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 136). 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, you can 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 194) for initial impressions of what lies within. If you explore further, use the Interior Feature table (page 196) 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 198) 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, you can use the Vault Purpose table (page 195) 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.

VAULT
PURPOSE

SANCTUM

INTERIOR

EXTERIOR

INNER
FIRST LOOK

INNER FIRST LOOK

↻ 1-2
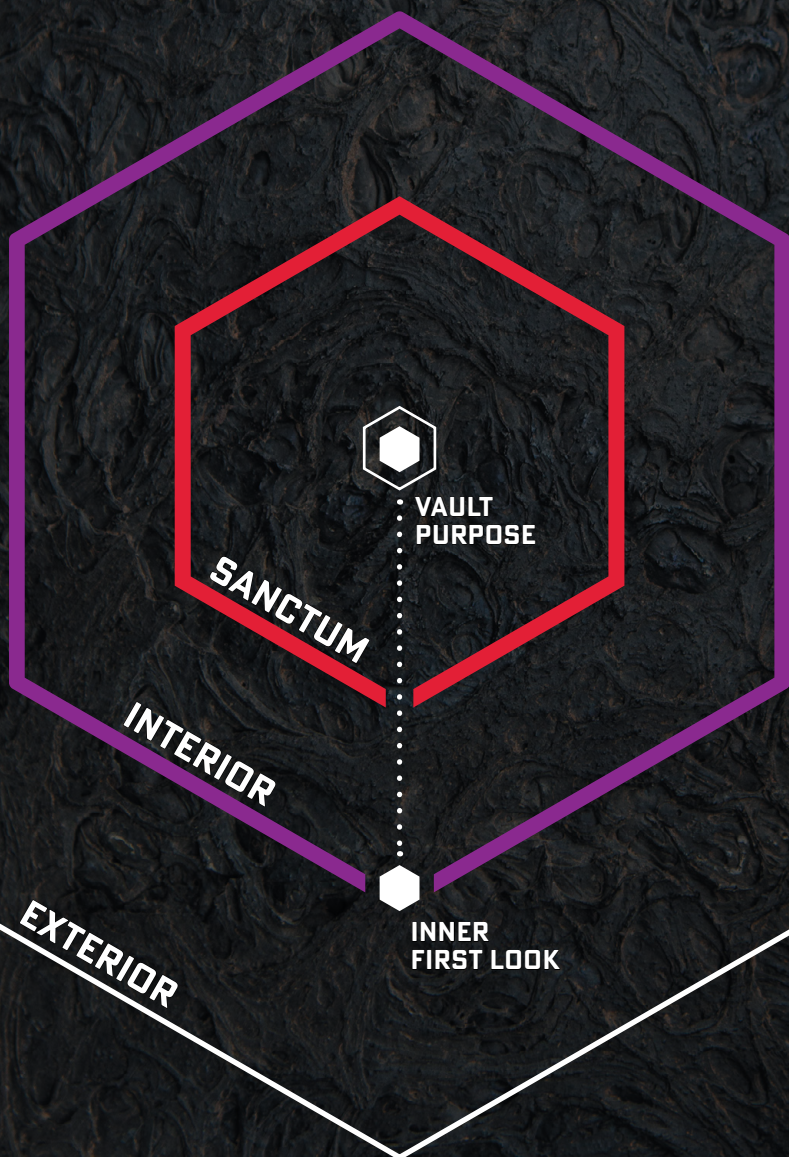
1-3	Abnormal gravity
4-6	Automated defenses
7-9	Biological infestation
10-12	Carried tech is disrupted
13-15	Complex textures or patterns
16-18	Corpses of intruders
19-21	Damage and debris
22-24	Deteriorating spaces
25-27	Dissonant tones or music
28-30	Energy surges
31-33	Environment reacts to your presence
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	Internment 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	Horrifying 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 awaken
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
16-30	Fortified	Enemies defend this place against intruders
31-45	Haunted	Restless spirits are bound to this place
46-60	Infested	Foul creatures have overrun this place
61-70	Inhabited	People have built a community in this place
71-85	Ruined	Time, disaster, or war have ravaged this place
86-100	Sacred	The faithful worship inscrutable powers in this place

You will typically choose a theme which supports what you know of that location's nature. If you want a random theme, roll on the table above.
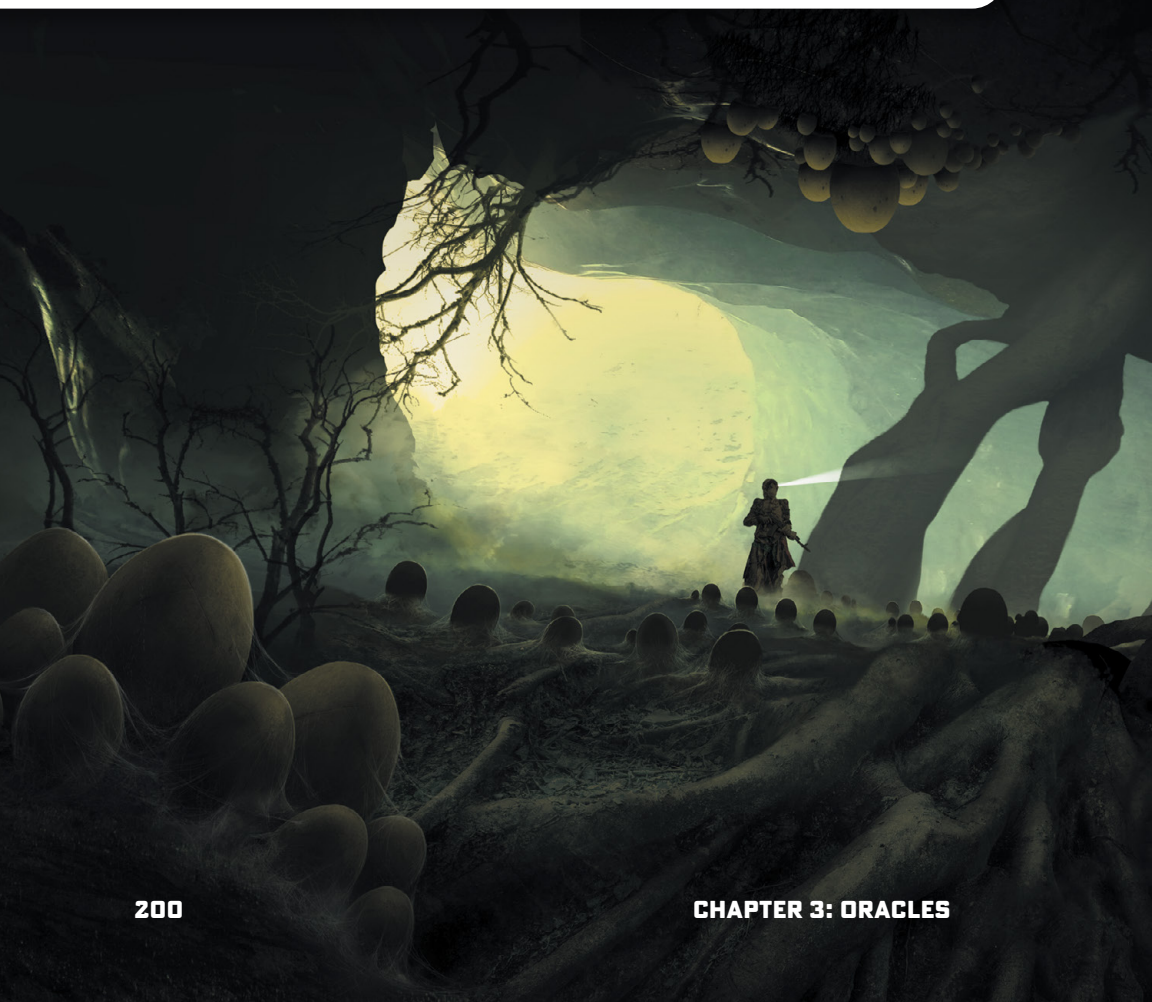
EXPLORING THEMED LOCATIONS

Themes help you envision atmosphere, features, and encounters within an unusual, aberrant, or important 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 you can 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**.

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.

When mixing-and-matching a theme with another set of tables, use the techniques described for an **oracle array** (page 212) to determine which oracle you will reference for that question or phase of your exploration.

CHAOTIC

Reality is corrupted or warped in this place.
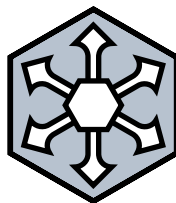
FEATURE

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 physics
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.
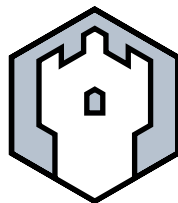
FEATURE

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 affiliations 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

HAUNTED

Restless spirits are bound to this place.
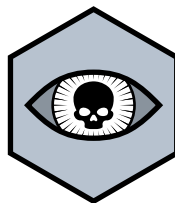
FEATURE

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

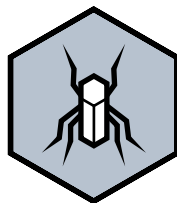|	
1-20	Encounter with a benign spirit or being
21-40	Helpful vision of past events
41-60	Message or clue leads offers insight into the nature of this haunting
61-80	Secret area or path is revealed
81-100	Useful or interesting artifact or device

INFESTED

Foul creatures have overrun this place.

FEATURE

|	
1-8	Corpse of am 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

INHABITED

People have built a community in this place.
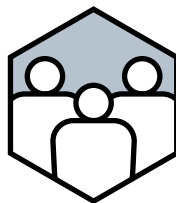
FEATURE

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

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

SACRED

The faithful worship inscrutable 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.

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.

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 which 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 prompt devastating implications, so use it only in rare and dramatic moments.

ORACLE ARRAYS

Starforged oracles offer plenty of options for answering questions and generating locations and encounters. But these options can slow down your gameplay as you consider which 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 toybox, 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. Then, 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 which table you'll reference.

Here's an example of how it works.

> 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 which 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.

Arrays are an optional tool, but provide a method of bringing more variety to oracle results. A simple ad-hoc array can be quickly defined while making an oracle roll. More complex arrays for a site or situation can be documented in your journal or on a note card for repeated use. Mixing and matching oracle tables within an array will arm you with a rich collection of possibilities.

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

FILLING IN THE BLANKS

Arrays are one method for structuring oracle prompts. Another 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.

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**.

SAMPLE ENCOUNTERS

An NPC (non-player character/creature) is anyone who inhabits your setting other than your character and those portrayed by your fellow players. They can be a person, being or creature.

This appendix includes a handful of sample NPCs. Many more will be available with the final version of *Starforged*. 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 unreal or monstrous.

COMPONENTS OF AN NPC

Because gameplay in *Starforged* is centered on the abilities and actions of your character, NPCs are primarily represented through your fiction rather than mechanics. They don't have stats, assets, or meters. Instead, the sample NPCs in this appendix (and in the eventual full version of the game) include some broad details to help guide how they are represented in your story.

Otherwise, their motivations, abilities, and actions are entirely part of your fiction. They may ignore you, aid you, or oppose you. Make moves to resolve your interactions with them as appropriate. Springboard off those moves with new details and complications to flesh out these characters. When you are unsure of an NPCs' traits or next action, Ask the Oracle.

For reoccurring NPCs, make note of what you learn of them over time. If you Make a Connection with them, track your progress as you build that relationship.

CHALLENGE RANKS

NPCs have a single mechanical attribute, their **rank**, using the standard *Starforged* challenge hierarchy (page 33). 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 ramifications on 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 <u>Make a Connection</u> with them. A higher ranked NPC will require more effort and focus to you build the relationship.

* When you <u>Enter the Fray</u> in a straightforward fight, you can use the rank of the foe as the rank of your objective. For a more complex encounter, the rank of the NPC might be one factor you consider. Increase or decrease the rank as appropriate to the situation. For example, facing multiple foes may increase the rank of the fight, while having a clear advantage can decrease it. But don't overthink it; only consider the major factors of the fight when assigning a rank.

* When you face physical harm or stress at the hands of an NPC, take their rank into account as you <u>Endure Harm</u> or <u>Endure Stress</u>. 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, such as a planet-sized creature, is of an immeasurable rank in comparison to your puny character.

* Aid from an NPC might create narrative justification for framing a challenge or reducing its rank. For example, if you <u>Enter the Fray</u> with a high-ranked NPC at your side might reduce the rank of the objective for that fight.

CREATING NPCS

As you play, you will create NPCs that fit your version of the setting, enhance your story, and enrich your character's adventures. Because NPCs don't have mechanical detail, it's easy to bring them to life without advance preparation.

You can also use the character oracles (page 168) or creature oracles (page 174) to build an NPC or reveal aspects of an NPC on-the-fly. Or take NPCs directly from the *Ironsworn* core rulebook or *Delve* supplement, reimagining them to fit the spaceborne setting.

DRIFT PIRATE

⬢⬢⬡⬡⬡⬡

Features	✳ Scavenged, piecemeal armor ✳ Cobbled-together weapons ✳ Tattoos as markings of victories
Drives	✳ Survive – by whatever means necessary ✳ Climb the ranks and prove self in combat ✳ Build a mighty fleet
Tactics	✳ Prowl eidolon passages for easy prey ✳ Deploy gravity harpoons to grapple targets ✳ Board to seize cargo and commandeer vessels

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

⬢⬢⬡⬡⬡

After commandeering a ship, drift pirates strip it down to its essentials and sell the scrap. These reworked cutlasses, which often prowl in pairs, are light and nimble as a result, favoring speed and maneuverability to better hunt ships caught alone in the drifts.

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 lurk along eidolon passages and seize unwary ships and cargo for their own.

Each pirate flotilla operates autonomously, splashed haphazardly with the colors and sigils of their captains. The near-constant exposure to the strange energies of the drifts often take their toll on pirates, who live short, brutal lives at best, or otherwise survive long enough to see that exposure manifest in strange mutations.

> *Quest Starter: A little-known drift pirate captain seizes a ship with an experimental new e-drive, and now uses it to strike ships unseen. Who created this new drive, and what are they willing to pay to get it back?*

EMBER WISP

●○○○○

Features	* Ethereal, fiery form * 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

●●○○○

Occasionally, in the depths of space where light and warmth are commodities, ember wisps congregate around a source of energy—typically 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 sign of good fortune. 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.

Some 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 RAIDER ●●●○○

Features	* 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	* Attack flanks and weak points from above * Disable communications and life-support * Cull the weak, recruit the strong

FIRESTORM RAIDING TEAM ●●●●○

Feared throughout the Forge for their brutal tactics and destructive weaponry, coordinated teams of firestorm raiders descend upon settlements and stations in powered exosuits, flying the banners of their orders amid the smoke and flames of the devastation.

FIRESTORM DROPSHIP ●●○○○

The bulky, ironclad dropships favored by firestorm clans are designed for a single purpose: deliver an overwhelming force of armored raiders into the fight.

The Forge is largely wild, uncharted territory – but armored firestorm raiders seek to conquer the whole of it in the name of their clans, their creed, or their inscrutable gods.

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?*

GNAWLING

●○○○○

Features	* Furry, rodent-like bodies * Long, jutting fangs * Multiple arachnid limbs
Drives	* Consume and proliferate * Avoid detection
Tactics	* Swarm larger foes * Disable ship systems

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?*

RISEN ⬢⬢⬡⬡⬡

Features	* Dessicated flesh hanging from shattered bones * Tattered garments and rusted weapons * Blazing light from within hollow eye sockets
Drives	* Protect the site of their demise * Stay shrouded in darkness * Hunt the living
Tactics	* Shamble forward unceasingly * Ambush enemies from the shadows

RISEN CHIMERA ⬢⬢⬢⬡⬡

When multiple beings perish in the same site, the fluxing energies of the Forge can create unforeseen horrors. Grotesque, misshapen undead creatures with multiple heads and limbs, these so-called chimera are considered myths by most spacers—wishful thinking on their part.

In the Forge, where strange and esoteric energies hold sway, the dead do not always stay that way. Often found in places of great destruction or suffering—battlefields, derelict ships, the ruins of settlements—risen protect their place of death fiercely and eternally.

To say 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, too, hang in bloodstained tatters—shattered space helmets, punctured exosuits. 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 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?

SERVITOR BOT

●●○○○

Features	✳ Metallic shell
	✳ Clicking, whirring innards
	✳ Flickering optic sensors
Drives	✳ Attend and protect humans
	✳ Obey core programming and duties
	✳ Protect self from harm
Tactics	✳ Absorb damage with armor plating
	✳ Leverage inhuman strength
	✳ Calculate odds of success

ENFORCER

●●●○○

Though most often encountered as labor and service units, many servitor bots 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 servitor bots come in.

Servitor bots 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. 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 bot will live to outgrow its programming, and begin the process of gaining sentience to forge its own path. These bots are feared or misunderstood by many, but can sometimes find a home for themselves on starship crews or on fringe settlements where they can 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 claim to seek a relic of the past—something that might shed some light on their own creation.*

WORLDBREAKER WORM

● ● ● ● ○

Features	∗ Titanic, serpentine mass ∗ Gaping maw ∗ Thunderous cry
Drives	∗ Lurk within carved depths ∗ Shape the landscape ∗ Endlessly pursue prey
Tactics	∗ Detect prey through vibrations ∗ Shatter stone and steel

WORLDBREAKER LARVA

● ● ○ ○ ○

The young of the worldbreaker worms are a fraction of the size of their older counterparts, yet still dwarf most humans, and boast a voracious appetite. Unlike their solitary parents, worldbreaker larva 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 their kind, and yet the least aggressive. They follow inscrutable whims, live in harmony with surrounding flora and fauna, and only hunt when absolutely necessary.

The sheer scale and strength of worldbreaker worms is so beyond our reckoning that some consider them godlike beings. Capable of thriving on verdant jungle worlds, planets scorched by volcanic activity, even within barren asteroids in the vacuum of space, worldbreaker worms possess a wisdom and a cunning that makes them a deadly threat for even the most competent spacer.

The worms range in size from about the size of a snubfighter to twice the length of the largest cargo hauler, boring tunnels to pursue their prey. Though blind, worldbreaker worms can detect the footfalls of a creature even while miles below the surface, 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?

MOVE GLOSSARY

"ADD +X"

Add this number to your action die. This is in addition to other bonuses you receive, such as your stat. Your action die + your stat + adds is your final action score.

"ALLIES / ALLY"

An ally is a protagonist character controlled by another player.

"COMPANION"

A companion is an NPC asset.

"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.

"DECIDE 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.

"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.

"IN CONTROL" / "IN A BAD SPOT"

In a fight (using combat moves), your character is in one of two states: 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 which 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.

"LOSE MOMENTUM (-X)"

Make the Lose Momentum move, reducing your momentum meter (page 29) by the indicated amount.

"MAKE A SUFFER MOVE (-X)"

Select a suffer move (page 234) appropriate to the situation, and reduce the related condition meter by the listed amount.

"MARK PROGRESS"

When a move 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.

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

See page page 34 for details.

"MARK PROGRESS TWICE"

If 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.

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 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 both challenge dice.

"ON A WEAK HIT" / "IF YOU SCORE A WEAK HIT"

Act on these instructions if your action score beats one challenge die, but does not beat the other.

"ON A STRONG HIT WITH A MATCH" / "ON A MISS WITH A MATCH"

A match (page 28) occurs when you roll the same value on both challenge dice. If a move or ability prompts a specific result for a match, act on those instructions.

If your move or ability don't provide a specific result for a match, you can still use it as a prompt to make something interesting happen.

"PAY THE PRICE"

When you suffer a cost on a move, you'll often see a prompt to Pay the Price. This move helps you resolve the outcome of that cost. 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.

"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.

To learn more about progress tracks and progress moves, see page 33.

"REROLL"

After you roll your move, you may pick up and reroll the indicated dice. The move or ability will tell you which dice are eligible for the reroll; for example: "reroll your action die," "reroll one challenge die," or "reroll any dice."

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.

Unless indicated, a reroll is never required. If you are happy with the first result, you can let it stand.

"ROLL +[STAT]"

Add the value of the indicated stat to your action die. This is the basic action roll (page 26). Most moves indicate the stat you should use, such as "roll +iron." If it doesn't, or gives you a choice, use the most appropriate stat.

Some moves and asset abilities will prompt you to roll using the value of a condition meter instead of a stat (for example, "roll +supply").

"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.

Some assets may offer additional bonuses. Unless stated otherwise, this bonus is added to anything else you gain as a result of your move. If you take +2 momentum as part of a move, and you are using an asset which gives you +1 momentum on the same move, you take a total of +3 momentum.

"WHEN YOU…"

This is the move trigger. When you do this thing, or encounter this situation, make the move. Only you, the character, makes moves. You or the guide don't use 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 harm.

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 have a trigger, phrased as "when you [blank]." When you do that thing, or encounter that situation, make the move.

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 rulebook on a digital device, clicking underlined text will take you to the full summary for that move.

To learn more about moves, see page 22. The full edition of Starforged will include additional detail and guidance for moves. For now, simply follow the text of the move and apply the outcome to the fiction of the current situation. If you have questions about a specific term, check the Glossary (page 224).

Printable reference sheets for moves are available as part of the *Starforged Playkit*. The Playkit is included as a seperate *Preview Edition* download.

ADVENTURE MOVES

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 at a troublesome 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.

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, aggression: Roll +iron
- ✳ With deception, stealth, or trickery: Roll +shadow
- ✳ With expertise, focus, or observation: Roll +wits

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.

GATHER INFORMATION

When you search for clues, ask questions, 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,** your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. 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 which costs you greatly. Pay the Price.

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.

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.

QUEST MOVES

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 face a significant obstacle before you can make progress on your quest. Envision what stands in your way, and do what you must to overcome this obstacle.

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.

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.

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 reward one rank lower.

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).

CONNECTION MOVES

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.

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.

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 shared this connection also mark the reward. Then, choose one.

✶ Bolster their influence: When your connection aids you on a move closely associated with their role, add +2 instead of +1.

✶ Expand their role: Give your connection an additional role. When your connection aids you on a move closely associated with their new 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 which 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).

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**, this test has strengthened your relationship. If you share a bond, mark one tick on your bonds legacy track. Otherwise, Develop Your Relationship.

On a **weak hit**, as above, but maintaining the relationship comes with a demand or complication. Envision the fallout of this test.

On a **miss**, this relationship does not survive the test. Choose one.

✶ Lose the connection: Envision how this impacts you and Pay the Price.

✶ Prove your loyalty to the connection: 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 benefits for this connection. If you refuse or fail the quest, the connection is permanently undone.

EXPLORATION MOVES

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 your 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.

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.

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, 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).

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.

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 prophesies of the future
91-100	Roll Twice

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	Worshipers of great and malevolent powers

COMBAT MOVES

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.

GAIN GROUND

When you are in control and take action in a fight to reinforce your position or move towards 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 <u>Pay the Price</u>.

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 succeed, but face a troublesome 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 <u>Pay the Price</u>.

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 <u>Pay the Price</u>.

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 <u>Pay the Price</u>.

On a **miss**, your foe dominates this exchange. You stay in a bad spot and must <u>Pay the Price</u>.

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.

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: You or an ally make a suffer move (-2)
41-52	The victory is short-lived: A new peril or foe is revealed
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.

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 to you. Pay the Price.

SUFFER MOVES

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).

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 and fighting to stay conscious. If you engage in any vigorous activity before taking a breather for a few minutes, roll on this table again (before resolving the other move).
51-100	You are still standing.

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.

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 the damage: 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 suffer 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.

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.

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.

THRESHOLD MOVES

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 to you 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.

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.

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.

RECOVER MOVES

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.

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.

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.

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.

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 which 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.

LEGACY MOVES

ADVANCE

When you fill a box (four ticks) on any legacy track, take 2 experience. You may spend 2 experience to upgrade an asset, or 3 experience to add a new asset.

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.

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 which 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.

FATE MOVES

PAY THE PRICE

When you suffer the outcome of an action, choose one.

* ✴ Make the most obvious negative outcome happen.
* ✴ <u>Ask the Oracle</u> for inspiration. Interpret the answer as a hardship or complication appropriate to the current situation.
* ✴ Roll on the table below. If you have difficulty interpreting the result to fit the current 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

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...
Almost Certain	11 or greater
Likely	26 or greater
50/50	51 or greater
Unlikely	76 or greater
Small Chance	91 or greater

On a match, an extreme result or twist has occurred.