

# TEMPEST

## DAMAGED EXPERIMENT, VOLATILE REBEL, HOTHEAD.

NAME:

DESCRIPTION:

## APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1. When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

**VOLATILE**

Firefight  
Skirmish  
Interrupt

**CALCULATING**

Acquire Target  
Share Expertise  
Scope It Out

**SLICK**

Act Quick  
Manipulate

**STALWART**

Recover  
Keep Your Cool  
Assist

**ALIEN**

Into The Abyss  
Assaulted by the  
Abyss

## HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

### ☑ JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

### ☑ I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

### ☑ I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

### ☑ I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

### ☑ I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

## XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Tempest Move.
- Gain a Gear slot.

## HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

## GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- ☐ Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- ☐ Melee Weapon: 2 Harm, Skirmish, Silent, Basic Gear
- ☐ Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- ☐ Grenades: 4 Harm, 1 Damage, 3 Uses, Firefight, Area, Forceful, Messy, Illegal
- ☐ Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- ☐ Prized Keepsake: Trinket
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

## SIGNATURE MOVE

You start with this Move and 3 Storm slots.

## ONCOMING STORM

STORM:



Your emotions are a swirling unstable mess that can cause you to erupt in fits of passion and destruction. When you suffer frustration, disappointment, or emotional hurt, gain 1 Storm.

When you lash out or act destructively, you may spend 1 Storm and choose one of the following additional effects:

- Something is broken beyond repair.
- Someone is frightened or cowed.
- Someone is injured or scarred.
- You have Advantage on this roll.

When a choice says someone or something is affected, the SM will specify the details.

When you gain Storm while at your maximum Storm capacity, the strain causes you to either lash out immediately and spend all of your Storm at once, or mark 1 Stress.

## BACKGROUND - TRAGEDY

Something terrible in your past put you on this past. Choose one:

### ☑ ORPHAN

You are an orphan with no ties to a family, community, or organization, because it has all be taken away from you. Describe why you have nothing but your power. When you are reminded of your loss, or encounter something directly relating to it and react poorly, immediately take 3 Storm.

### ☑ EXPERIMENT

Something was done to you to give you unusual powers, but the process was either torturous or mentally and emotionally damaging. When you rail against authority or ignore orders, you may spend Storm as though you're lashing out or acting destructively.

# TEMPEST MOVES

When you have 5 XP and choose to gain a Tempest Move, select one of the Moves below.

## ⚡ TELEKINETIC FORCE

When you instinctively reach out and throw your telekinetic power at someone or something human size and weight or smaller within Skirmish or Firefight range, Discharge this Move and roll+Volatile. On a 10+, your intent is strong, choose 1. On a 7-9, your intentions are muddled, the SM will choose 1:

- It's sent flying back, as though from a forceful blow.
- It floats or Moves a short distance.
- It's pulled towards you.

## ⚡ RECKLESS

When you take rash action that puts another Crew Member in danger, they have Advantage to try and deal with that danger.

## ⚡ BEAUTIFUL FLAWS

When you act on one of your Hooks in a self-destructive way, gain 2 Storm.

## ⚡ HEART OF GLASS

You gain an extra slot in Storm. When you let down your guard and share a tender moment with someone, remove all Storm, and Mark XP.

When you attempt to get close and they reject you or distance themselves, immediately fill your Storm to maximum. You may write a Hook about their rejection and your feelings.

## ⚡ BRAIN SPIKE

When you invade the mind of another, Discharge this Move and roll+Volatile. On a 10+, you push deep into their psyche, hold 2. On a 7-9, you only skim their surface thoughts, ask what they are thinking about right now and their player will give you a true answer. Spend hold, 1 for 1, on the following:

- You force them to take a single action that doesn't put them in direct Harm.
- You pillage their thoughts and feelings, ask a question and you will get a true answer.

When you spend Hold and choose, they must either submit or take 2 Harm, ignoring Shields and Armor.

## ⚡ TK MASTER

Requires Telekinetic Force

Add the following options to choose from for Telekinetic force:

- You activate or manipulate a simple device or switch.
- You cause the target 2 Harm.

## ⚡ FURY UNLEASHED

When you engage in vicious hand to hand combat and roll a 10+ for Firefight, choose 1 extra option.

## ⚡ POWER BOMB

When you lob a Grenade, on a 7+ you may spend 1 Storm to double its Harm or Damage.

# CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You hear news of someone in the system who shares your past, a survivor or fellow experiment.
- You gain an extra slot in Storm.
- Someone dangerous and related to your past is closing in on you, with ill intent.
- You are given an opportunity for revenge, but risk harm against yourself, or alienating those you care about.
- Someone that gave you succor when you were hurt has been captured by your enemies.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you learn of the location of the seat of power for the perpetrators of your tragedy. When you charge in to destroy them once and for all, roll+ Volatile.

On a 10+, you manage to destroy them, but you suffer severe wounds that force you to retire to a quiet life.

On a 7-9, you unleash your power and annihilate them, at the cost of your own life.

On a 6-, they kill you, but are scattered and destabilized.

## AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

## PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

## ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

# MAKING YOUR TEMPEST

## NAME

Choose 1 or make your own:

Jaq, Vex, Trill, River, Zed, Ember, Storm, Vile, Rana, Slam, Blackout, Hammer, Bull, Storm

## DESCRIPTION

Choose Pronouns & up to 4:

Wild, Twitchy, Expressive, Unconventional, Sexy, Modified, Augmented, Hot-Blooded, Violent, Aggressive, Stormy

## APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

## SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

## STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- [ PC ] gets under my skin, I want to show them I'm better than they think.
- [ PC ] has seen me at my most vulnerable. I'll make sure they never tell anyone what they saw.
- I can't help my feelings for [ PC ], but I can't let them know.
- [ PC ] is the only one that can calm me down. I want to be closer to them.
- [NPC/Group] ruined my life, I will see them all destroyed.
- [Group] calls me a criminal and a monster, they won't stop hunting me.
- My powers cause me extreme pain, and there is very little that helps me manage it.
- I am at the mercy of my [Fear/Rage/Despair], and must struggle against its impulses.