

# Starfarer

explore the universe in search of  
adventure • refuge • mystery • danger • power • wealth

## Agenda

Challenge yourself; ask difficult questions.  
Make the hero's life risky and surprising.  
Play to find out what happens.

## Principles

Seek out the exotic and strange.  
Interject the familiar.  
People are still people, even if they're aliens.  
Nobody has plot immunity.  
Nothing is safe or untouchable.  
Build the world and mythos as you go.

## Always Say

What the Principles demand. • What the Rules demand. • What Drama demands.

## The Hero

I am a war hero • secretly gifted • an orphan • the Chosen One • the sole survivor • the lost heir.  
I have four Traits, and 16 Tags to split between them. One is *Future Human*.  
I have two Keys that show what I value.  
I have two Secrets that give me power.  
I have two ingrained Conditions that hamper me.  
If I don't like my options, I can make new ones.  
I start angry • hurt • lost • hungry • cornered • compromised.  
My Harm track is scuffed • bruised • wounded • injured • badly hurt • broken • dying.

## Simple Oracle

Pick two potential outcomes to a question like "Yes" and "No". Roll a d6 for each option; the highest happens. If one option is more likely, roll 2d6 for it.  
Any time two dice show the same number, interrupt with a Dramatic soft move.

## Genres

apocalyptic • post-apocalyptic • dystopian • cyberpunk • dying earth • military • steampunk • time travel • colonization • space opera • social • mundane • gothic • science fantasy • romance • mystery • Western • spy

## The Beginning

I crash land • hit the bar • don't think I'm alone • wake up lost • arrive at the meet • find the wreckage.  
Roll up a *Habitat* or a *Ship*.  
I stumble over an *Enigma* and maybe a *Person*.  
It is a double-cross • not what it looks like • dangerous • a trap • a secret • a crime.  
Whatever else it is, it's valuable.  
And then *Person* makes a move, and things go south fast.

Make a Dramatic move, as the fiction demands.  
Follow the Agenda & Principles. Use Conditions to shape events.  
When the hero triggers the **Strive** Move, build a modifier. Then roll to see what happens.  
On a hard move, narrate a Dramatic move and the consequences. Ask "What do you do?".  
On a soft move, narrate the setup for a Dramatic move. Ask "What do you do?".  
Add and remove Conditions as the fiction requires.  
If you need direction or details, ask the Oracle.

## Building a Modifier

If a Trait applies, add one for it. Add one for each Tag under that Trait that applies.  
Add one for each helpful Condition or bonus. Subtract one for each Condition that hinders.  
If a Condition has already affected the roll in another way, don't count it now.  
If the modifier is higher than +4, reduce it to +4.  
If it's lower than -1, you can opt to back out or to roll anyway.

## Currency

Currency expires when the situation changes.  
When you earn Currency pursuing answers, spend it one for one for those answers.  
When you earn Currency with an action and ask the oracle a question affected by that action, spend one to get the answer you want.

When you hit a Key, mark 1 xp. When you buy off a Key, mark 10 xp.  
Buy Traits, Tags, Keys, and Secrets for 5 xp each if the narrative supports it.

attack • resist • future • agent • secret • revenge • distance • anger • tech • power • desire • choice  
phobia • ice • lust • dirt • machinery • water • love • betrayal • honor • duty • mistake • debt  
fire • air • death • time • self • history • laugh • obsess • pride • pain • malice • plot

## Strive

When you **want to achieve something but success is not a given**, roll +modifier.  
On a 10+, you succeed. Choose one: gain 1d6/2 Currency, lose a Condition, gain a Condition, or gain a bonus on the next roll.  
On a 7-9, you succeed as if with 10+. Make a Dramatic soft move or follow up a previous soft move with a hard one.  
On a 6-, you fail. Deliver a Dramatic hard move.

## Traits

Alien  
Strong, Tough, Fast, Alluring, Healer, Regenerate, Sense, Aquatic, Plant, Telekinesis, Empathy, Telepathy, Teleport, Clairvoyance, Precognition, Retrocognition, Force Action, Force Thought, Force Emotion, Painful, Wild, Blast, Pheromones, Tank  
Athletic  
Run, Climb, Jump, Dodge, Sneak, Acrobatics, Endure, Quick, Swim, Focus, Martial Arts, Zero-Gee  
Criminal  
Fast-talk, Sneak, Security, Hold-out, Reflexes, Read Situation, Know Score, Contacts, Gear, Escape, Evade  
Cyborg  
Headjack, Prosthetic Limb, Fast, Tough, Strong, Numb, Painful, Prosthetic Organ, Blast, Skill Chip (Type)  
Off-Worlder  
Zero-Gee, High Gravity, Tough, Pioneer, Guns, Barter, Loyal, Hard, Mine, Scavenge, Farm  
Explorer  
Cultures, Pidgin, Spot, Danger Sense, Curiosity, Improvise, Lucky, Leap, Seen It Before  
Future Human  
Use Gadget, Healthy, Assured, Trivia, Savvy, Dabbler, Educated, Civilized, Attractive, Fashion, Technophile  
Heir  
Culture, Wealth, Connected, Contacts, Upper Class, Diplomacy, Seduce, Educated  
Pilot  
Reflexes, If It Has Wings, Navigate, Go Fast, Seduce, Evasive, Cocky, Fighter, Aim  
Social  
Small Talk, Fast Talk, Inquire, Empathize, Recall, Listen, Cold Read, Charm, Secret, Sense  
Soldier  
Martial Arts, Sword, Guns, Defy, Explosives, Hunt, Survive, Know Prey, Rules, Strong, Fast, Tough  
Specialist  
Doctor, Science, Mechanic, Engineer, Tinker, Computers, Guns, Brilliant, Insight, Research, Talk Shop  
Tactician  
Sharp, Observant, Spot Weakness, Negotiate, Trickery, Plan Ahead, Tactics, Shrewd

## Dramatic Moves

Put someone in a bad position.  
Expose a weakness or past mistake.  
Reveal an unexpected danger.  
Promise future pain or inflict harm as promised.  
Provoke emotions or tempt.  
Take something or someone away.  
Use your Traits, Conditions, Secrets against you.  
Turn your move back on you.  
Reveal off-screen badness.  
Bring in someone with an agenda.  
Offer a hard bargain or an ugly choice.

## Keys

Key of the Committed  
You value something above all else. Hit this key when you protect or care for it. BUYOFF: let it go.  
Key of the Daredevil  
Hit this key when you take a risk that you don't have to. BUYOFF: play it safe.  
Key of the Goal  
You have a specific goal. Hit this key when you try for it. BUYOFF: achieve, give up on, or refuse it.  
Key of the Good Guy  
Hit this key when you do the right thing and it costs you. BUYOFF: do something wrong for gain.  
Key of the Impulsive  
Hit this key when you act on instinct or impulse. BUYOFF: make a careful plan and follow it.  
Key of the Unfettered  
Hit this key when you avoid commitment or chains. BUYOFF: commit.

## Secrets

The Secret of the Alien  
When using the Alien Trait, your modifier cap is +7. If you go over +4, roll a d6. On a 5+ gain a Condition like *drained*, *craving*, or *unconscious*.  
The Secret of Boosting  
Pick two Traits. When you use one, add up to two Tags from the other. If so, your cap is +5, but roll a d6; on a 5+ gain a Condition like *disabled*, *weary*, or *distracted*.  
The Secret of the Hidden Ace  
If you need a small item, useful friend, or surprise ace, you have it, but roll a d6; on a 4+ it betrays you later.  
The Secret of the Legend  
Pick a Trait. Your cap for that Trait is +5; get +1 when using that Trait or exploiting your Legend.  
The Secret of Hidden Reserves  
Add up to +3, ignoring the cap. For each +1, gain a Condition like *unconscious* or *exhausted*, or take harm.  
The Secret of Luck  
If luck matters, add 1d6/2. If you exceed the cap, gain a Condition like *unconscious*, *smitten* or *blind*.

If these don't appeal, try *The Blackbird Companion*.

*Habitat*  
artificial world • alien zoo • arcology • cyberspace • domed city • floating city  
pleasure planet • asteroid • pirate utopia • jungle planet • moon colony • desert planet  
cloud city • space station • underground city • walking city • ice planet • megacity

*Enigma*  
ruins • high place • colony center • in transport • person • archaeological dig  
under guard • in stasis • coveted • under attack • minions • activated  
rewrite • warn • empower • alter • absorb • devour

*Ship*  
beat up • pristine • sleek • practical • rickety • alien  
fast • tough • long-range • stocked • agile • roomy  
sentient • cloak • turbo • enigma • inhabited • secret

*People*  
android • cyborg • robot • replicant • being of pure mind • scientist  
space pirate • super soldier • wingman • fish • dinosaur • alien  
hive mind • mutant • shapeshifter • clone • symbiont • superhuman

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Powered By The Apocalypse

Inspired by Lady Blackbird • Simple World

Adrift • Green • Phobia • Curse • Impatient • Unbusting • Ruthless • Blunt • Reckless • Lonely • Sheltered  
Bottled Up • Fish Out of Water • Owed • Cashiered • Stubborn • Reckless • Poor • Glib • Wound Up • Cold • Beaten Down • Nerve  
Dedicated • Impulsive • Seeking Vengeance • Fighting Self • Dissipated • Betrayed • Arrogant • Noncommittal • Protective • Addicted • Easy-going

hard bargains & ugly choices: put yourself in another's power • sacrifice something • incur a debt • give up a goal • take harm • make things worse later

in cold sleep • kidnapped • betrayed • mindwiped • set up • called out

in debt • unjustly exiled • on outflow • on the run • barely staying afloat • on the hunt

cloning • alteration • artificial • biohacking • military • language • destiny of humanity • dimensions • evolution • shrinking • catastrophe • human fears  
singularity • human nature • identity • alien contact • creation • collective consciousness • the nature of reality • parallels • philosophy • governance • religion • sexuality  
physics • AI • isolation & alienation • life extension • memory • mind swap • end of humanity • growing • end of the universe • return to civilization • transhumanism