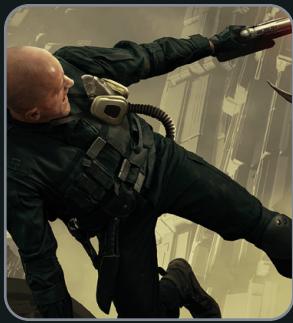


IRONSWORD
STARFORGED

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The *Starforged Reference Guide* is a supplement for the *Ironsworn: Starforged* tabletop roleplaying game. It includes the core materials needed during play.

The *Starforged* rulebook, available separately, provides rules, gameplay options, campaign launch exercises, setting info, and more.

Visit ironswornrpg.com for details.

IRONSWORD STARFORGED

REFERENCE GUIDE

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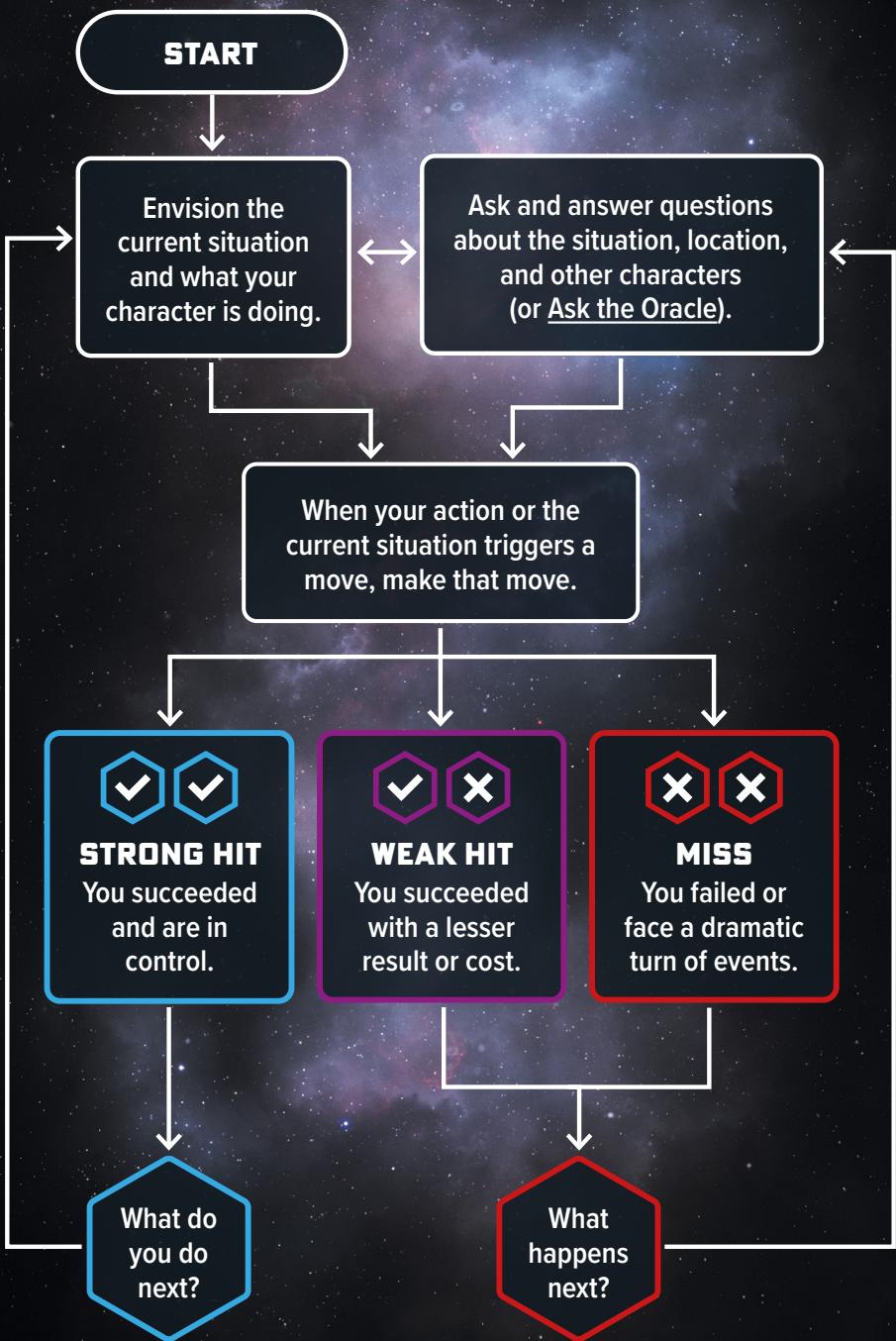
MÖDIPHÜS®
ENTERTAINMENT

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ISBN: 978-1-80281-048-6

Updated October 2022





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For details on making moves, see Chapter 3 (page 136) of the *Starforged* rulebook. You can review an expanded summary for each move using the rulebook page references in the table above.

QUICK REFERENCE

Some common move terms are detailed below.

For a more complete glossary of terms, see page 124.

“WHEN YOU...”

This is a move trigger. When you do this thing, or encounter this situation, make the move.

“ROLL +[STAT/METER/OTHER]”

This is the basic action roll. Most action rolls are made by adding the value of a stat to your action die. Moves may indicate a stat you should use, such as “roll +iron.” If it doesn’t, or gives you a choice, use the stat that best fits the situation and your approach.

Some moves and asset abilities will prompt you to use a condition meter or other value instead of a stat.

“ADD +X”

Add this value to your action die. For most action rolls, your action die + stat + adds is your final action score. If you gain multiple prompts to “add +x” for a single action, those bonuses stack.

“TAKE +X”

Add this number to the indicated meter. For example, “take +2 momentum” tells you to add 2 to your current momentum meter.

Your assets may offer additional bonuses for a move. Unless stated otherwise, this bonus is added to anything else you gain as a result of the action. If you take +2 momentum as part of a move, and you are aided by an asset that tells you to “take +1 momentum” on the same move, you gain a total of +3 momentum..

“MARK PROGRESS”

When a move or asset ability prompts you to mark progress, check the rank of the challenge and fill in the appropriate number of boxes or ticks in your progress track.

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

“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). Any additional instances of “mark progress” in the same action stack on top of this reward.

“PROGRESS MOVE”

This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal.

You may not burn momentum on this roll, and you are not affected by negative momentum. In addition, assets abilities do not affect progress rolls unless they define a specific benefit for a progress move.

SESSION MOVES

BEGIN A SESSION

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

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

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

-
- | | |
|--------|--|
| 1–10 | Flashback reveals an aspect of your background or nature |
| 11–20 | Flashback reveals an aspect of another character, place, or faction |
| 21–30 | Influential character or faction is introduced or given new detail |
| 31–40 | Seemingly unrelated situations are shown to be connected |
| 41–50 | External factors create new danger, urgency, or importance for a quest |
| 51–60 | Important character is put in danger or suffers a misadventure |
| 61–70 | Key location is made unsafe or becomes mired in conflict |
| 71–80 | Unexpected return of an enemy or threat |
| 81–90 | Peril lies ahead or lurks just out of view |
| 91–100 | Unforeseen aid is on the way or within reach |
-

SET A FLAG

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

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

CHANGE YOUR FATE

When you encounter flagged content, reject an oracle, resist a consequence, or otherwise need to shift your circumstances within the game for your comfort or enjoyment, pause and identify what needs to be changed. Choose as many options as appropriate.

- * **Reframe:** This didn't happen the way you first thought. Envision the moment from another perspective in a way that diminishes or changes the content.
 - * **Refocus:** This is not the most important thing happening right now. Envision how the spotlight shifts to change the focus.
 - * **Replace:** This happens but with a small adjustment. Switch out an element and envision how this new detail changes the scenario.
 - * **Redirect:** Adjust the trajectory to involve a helping hand. Envision how another person or party becomes involved.
 - * **Reshape:** The situation changes completely. Envision what happened instead.
-

TAKE A BREAK

When you resolve a progress move or complete an intense scenario, take a few deep breaths and take some time to attend to the needs of your body. Reflect on what just happened and how it made you feel. Then, choose one.

- * Move on: Continue the session. You or an ally may add +1 on the next move (not a progress move), bolstered by your reflection and past experiences.
 - * Stop for now: End a Session.
-

END A SESSION

When you end a significant session or chapter of play, reflect on the events of the game and identify any missed opportunities to mark progress.

- * If you strengthened your ties to a connection, Develop Your Relationship.
- * If you moved forward on a quest, Reach a Milestone.

If there is a quest, connection, or other situation you would like to give focus in your next session, make note of it and take +1 momentum.

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 not without a cost. Make a suffer move (-1).

On a **miss**, you fail, or a momentary success is undermined by a dire turn of events. [Pay the Price](#).

SECURE AN ADVANTAGE

When you assess a situation, make preparations, or attempt to gain leverage, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron

- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **hit**, you succeed. On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, you fail or your assumptions betray you. [Pay the Price](#).

GATHER INFORMATION

When you search for clues, conduct an investigation, analyze evidence, or do research, roll +wits.

On a **strong hit**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn. Then, take +2 momentum.

On a **weak hit**, the information provides new insight, but also complicates your quest. Envision what you discover. Then, take +1 momentum.

On a **miss**, 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 that 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.

The adventure moves encompass broadly useful actions to overcome obstacles, reinforce your position, conduct investigations, influence others, and support your fellow protagonists.

When you face a peril or try to gain leverage, and another move does not apply, you'll likely find your answer among these moves.

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

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.

FULFILL YOUR VOW

Progress Move

When you reach the end of your quest, roll the challenge dice and compare to your progress.

On a **strong hit**, your vow is fulfilled. Mark a reward on your quests legacy track per the vow's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this vow also mark the reward.

On a **weak hit**, as above, but there is more to be done or you realize the truth of your quest. If you Swear an Iron Vow to set things right, take your full legacy reward. Otherwise, make the legacy reward one rank lower (none for a troublesome quest).

On a **miss**, your vow is undone through an unexpected complication or realization. Envision what happens and choose one.

- * Give up on the quest: Forsake Your Vow.
 - * Recommit to the quest: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the vow's rank by one (if not already epic).
-

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.

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.

If you already share a bond with the connection, do not mark progress. Instead, roll +their rank to learn the impact on your legacy: troublesome=+1; dangerous=+2; formidable=+3; extreme=+4; epic=+5. On a **strong hit**, mark 2 ticks on your bonds legacy track. On a **strong hit with a match**, you may also envision how recent events bolstered your connection's standing and raise their rank by one (if not already epic). On a **weak hit**, take +2 momentum. On a **miss**, take no lasting benefit.

TEST YOUR RELATIONSHIP

When your relationship with a connection is tested through conflict, betrayal, or circumstance, roll +heart. If you share a bond, add +1.

On a **strong hit**, Develop Your Relationship.

On a **weak hit**, Develop Your Relationship, but also envision a demand or complication as a fallout of this test.

On a **miss**, or if you have no interest in maintaining this relationship, choose one.

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

* Prove your loyalty: Envision what you offer or what they demand, and Swear an Iron Vow (formidable or greater) to see it done. Until you complete the quest, take no benefit for the connection. If you refuse or fail, the connection is permanently undone.

FORGE A BOND

Progress Move

When your relationship with a connection is ready to evolve, roll the challenge dice and compare to your progress.

On a **strong hit**, you now share a bond. Mark a reward on your bonds legacy track per the connection's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who share this connection also mark the reward. Then, choose one.

* Bolster their influence: When they aid you on a move closely associated with their role, add +2 instead of +1.

* Expand their influence: Give them a second role. When they aid you on a move closely associated with either role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but they ask something more of you first. To gain the bond and the legacy reward, envision the nature of the request, and do it (or Swear an Iron Vow to see it done).

On a **miss**, they reveal a motivation or background that puts you at odds. If you recommit to this relationship, roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the connection's rank by one (if not already epic).

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 the expedition.

On a **weak hit**, as above, but this progress costs you. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a peril at the waypoint: Envision what you encounter.

On a **miss**, you are waylaid by a crisis, or arrive at a waypoint to confront an immediate hardship or threat. Do not mark progress, and Pay the Price.

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 (none for a troublesome expedition), and envision what you encounter.

On a **miss**, your destination is lost to you, or you come to understand the true nature or cost of the expedition. Envision what happens and choose one.

- * Abandon the expedition: Envision the cost of this setback and Pay the Price.
 - * Return to the expedition: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the expedition's rank by one (if not already epic).
-

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	1–4	Baneful weapon of mass destruction
5–9	Ancient archive or message	5–9	Cataclysmic environmental effects
10–12	Artificial consciousness evolved to a higher state	10–12	Dead given unnatural life
13–17	Clues to a crucial resource or uncharted domain	13–17	Destructive lifeform of monstrous proportion
18–20	Envoy from another time or reality	18–20	Dread hallucinations or illusions
21–24	Extraordinary natural phenomenon	21–24	Harbingers of an imminent invasion
25–27	First contact with intelligent life	25–27	Horde of insatiable hunger or fury
28–32	Gateway to another time or alternate reality	28–32	Horrible lifeforms of inscrutable purpose
33–36	Key to unlocking a language or method of communication	33–36	Impostors in human form
37–41	Lost or hidden people	37–41	Machines made enemy
42–45	Majestic or unusual lifeforms	42–45	Malignant contagion or parasite
46–50	Marvel of ancient engineering	46–50	Messenger or signal with a dire warning
51–53	Miraculously preserved artifact or specimen	51–53	Passage to a grim alternate reality
54–58	Monumental architecture or artistry of an ancient civilization	54–58	People corrupted by chaos
59–63	Mysterious device or artifact of potential value	59–63	Powerful distortions of time or space
64–68	New understanding of an enduring mystery	64–68	Signs of an impending catastrophe
69–72	Pathway or means of travel to a distant location	69–72	Site of a baffling disappearance
73–77	Person or lifeform with phenomenal abilities	73–77	Site of a horrible disaster
78–82	Place of awe-inspiring beauty	78–82	Site of terrible carnage
83–87	Rare and valuable resource	83–87	Technology nullified or made unstable
88–92	Safeguarded or idyllic location	88–92	Technology warped for dark purpose
93–96	Visions or prophesies of the future	93–96	Vault of dread technology or power
97–100	Roll twice	97–100	Worshipers of great and malevolent powers

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.

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 toward an objective, envision your approach and roll. If you are...

- * In pursuit, fleeing, or maneuvering: Roll +edge
- * Charging boldly into action, coming to the aid of others, negotiating, or commanding: Roll +heart
- * Gaining leverage with force, powering through, or making a threat: Roll +iron
- * Hiding, preparing an ambush, or misdirecting: Roll +shadow
- * Coordinating a plan, studying a situation, or cleverly gaining leverage: Roll +wits

On a **hit**, you stay in control. On a **strong hit**, choose two. On a **weak hit**, choose one.

- * Mark progress
- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, your foe gains the upper hand, the fight moves to a new location, or you encounter a new peril. You are in a bad spot and must Pay the Price.

REACT UNDER FIRE

When you are in a bad spot and take action in a fight to avoid danger or overcome an obstacle, envision your approach and roll. If you are...

- * In pursuit, fleeing, dodging, getting back into position, or taking cover: Roll +edge
- * Remaining stalwart against fear or temptation: Roll +heart
- * Blocking or diverting with force, or taking the hit: Roll +iron
- * Moving into hiding or creating a distraction: Roll +shadow
- * Changing the plan, finding a way out, or cleverly bypassing an obstacle: Roll +wits

On a **strong hit**, you succeed and are in control. Take +1 momentum.

On a **weak hit**, you avoid the worst of the danger or overcome the obstacle, but not without a cost. Make a suffer move (-1). You stay in a bad spot.

On a **miss**, the situation worsens. You stay in a bad spot and must Pay the Price.

STRIKE

When you are in control and assault a foe at close quarters, roll +iron; when you attack at a distance, roll +edge.

On a **strong hit**, mark progress twice. You dominate your foe and stay in control.

On a **weak hit**, mark progress twice, but you expose yourself to danger. You are in a bad spot.

On a **miss**, the fight turns against you. You are in a bad spot and must Pay the Price.

CLASH

When you are in a bad spot and fight back against a foe at close quarters, roll +iron; when you exchange fire at a distance, roll +edge.

On a **strong hit**, mark progress twice. You overwhelm your foe and are in control.

On a **weak hit**, mark progress, but you are dealt a counterblow or setback. You stay in a bad spot and must Pay the Price.

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

TAKE DECISIVE ACTION

Progress Move

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

If you are in control, check the result as normal. If you are in a bad spot, count a strong hit without a match as a weak hit, and a weak hit as a miss.

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

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

1–40 It's worse than you thought: Make a suffer move (-2)

41–52 Victory is short-lived: A new peril or foe appears

53–64 You face collateral damage: Something is lost, damaged, or broken

65–76 Others pay the price: Someone else suffers the cost

77–88 Others won't forget: You are marked for vengeance

89–100 It gets complicated: The true nature of a foe or objective is revealed

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

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.

BATTLE

When you fight a battle and it happens in a blur, envision your objective and roll. If you primarily...

- * Fight at range, or using your speed and the environment to your advantage: Roll +edge.
- * Fight depending on your courage, leadership, or companions: Roll +heart.
- * Fight in close to overpower your foe: Roll +iron.
- * Fight using trickery to befuddle your foe: Roll +shadow.
- * Fight using careful tactics to outsmart your foe: Roll +wits.

On a **strong hit**, you achieve your objective unconditionally. You and any allies who joined the battle may take +2 momentum.

On a **weak hit**, you achieve your objective, but not without cost. Pay the Price.

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

In a fight, your character is in one of two positions: **in control** or **in a bad spot**.

If you are in control, you can make proactive moves such as Gain Ground and Strike. When in a bad spot, you must make reactive moves such as React Under Fire and Clash. The outcome of a combat move will describe your current position.

When you make a move that doesn't define your position (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

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. If you engage in any vigorous activity before taking a breather, roll on this table again (before resolving the other move).

51–100 You are still standing.

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.

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.

WITHSTAND DAMAGE

When your vehicle faces a damaging situation or environment, suffer -1 integrity for minor damage, -2 for serious damage, or -3 for major damage. If your integrity is 0, Lose Momentum equal to any remaining damage.

Then, if your integrity is 0 or you choose to resist the damage, roll +integrity.

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

- * Bypass: If your vehicle is not battered, take +1 integrity
- * Ride it out: Take +1 momentum

On a **weak hit**, if your vehicle is not battered, you may Lose Momentum (-1) in exchange for +1 integrity. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 integrity or Lose Momentum (-2). If your integrity is 0, also suffer a cost according to the vehicle type.

* **Command vehicle:** Mark the vehicle as **battered** or **cursed**, mark a module as **broken**, destroy a broken module by discarding it, or roll on the table below. If the command vehicle is destroyed, Overcome Destruction.

* **Support vehicle:** Mark the vehicle as **battered** or roll on the table below. If the vehicle is destroyed, discard the asset.

* **Incidental vehicle:** Roll on the table below.

- 1–10 Immediate catastrophic destruction. All aboard must Endure Harm or Face Death, as appropriate.
- 11–25 Destruction is imminent and unavoidable. If you do not have the means or intention to get clear, Endure Harm or Face Death, as appropriate.
- 26–40 Destruction is imminent, but can be averted if you Repair your vehicle and raise its integrity above 0. If you fail, see 11–25.
- 41–55 You cannot Repair this vehicle until you Resupply and obtain a crucial replacement part. If you roll this result again prior to that, see 11–25.
- 56–70 The vehicle is crippled or out of your control. To get it back in action, you must Repair and raise its integrity above 0.
- 71–85 It's a rough ride. All aboard must make the Endure Harm, Endure Stress, or Companion Takes a Hit move, suffering a serious (-2) cost.
- 86–95 You've lost fuel, energy, or cargo. Sacrifice Resources (-2).
- 96–100 Against all odds, the vehicle holds together.

When you bear the brunt of a failed action or make a concession, the suffer moves help resolve the cost. These moves are typically made when you must Pay the Price and face a hardship that directly impacts your well-being and readiness, or as prompted by a move or asset.

If you mark an impact as an outcome of a suffer move, reduce your max momentum and momentum reset.

Max Momentum

Your max momentum 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.

Momentum Reset

If you have one marked impact, your momentum reset is +1 (instead of +2).

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

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.

RESUPPLY

When you attempt to bolster your readiness, envision the opportunity and your approach. If you...

- * Barter or make an appeal: Roll +heart
- * Threaten or seize: Roll +iron
- * Steal or swindle: Roll +shadow
- * Scavenge or craft: Roll +wits

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

- * If you are unprepared, clear the impact and take +1 supply. Otherwise, take +2 supply.
- * If you are in need of a specific item or resource that can reasonably be obtained, you acquire it. Take +1 momentum.

On a **weak hit**, as above, but you must first deal with a cost, complication, or demand. Envision the nature of this obstacle.

On a **miss**, you encounter an unexpected peril. Pay the Price.

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.

When you Repair and score a hit, you gain repair points. This is a limited resource used only within the scope of the move to prioritize and make repairs. The amount of repair points you earn varies according to the situation and the outcome of the move, per the included table. Here's a summary of those situations.

At a Facility

Access to a well-equipped location suited to making repairs, such as a dockyard or repair shop.

In the Field

On your own in the depths of space, on a remote planet, or in a community that lacks equipment and infrastructure.

Under Fire

In the midst of a crisis, such as in combat, navigating a hazardous environment, under extreme time pressure, or dealing with life-and-death mechanical failures.

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 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.

LEGACY MOVES

EARN EXPERIENCE

When you fill a box (four ticks) on any legacy track, take 2 experience. This experience may be spent when you Advance.

Once you completely fill the tenth box on any legacy track, clear that track. You may start again marking progress on the cleared track, but earn experience at a reduced rate of 1 experience (instead of 2) for each filled progress box. If you make a progress roll against this track, resolve the outcome as if at 10 progress.

ADVANCE

When you develop your abilities, improve your resources, gain a reward, or boost your influence, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset. Choose from the following categories as appropriate to your focus and opportunities.

- * Module: Upgrade your command vehicle
- * Support Vehicle: Acquire or improve a secondary vehicle
- * Path: Bolster your personal capabilities or follow a new calling
- * Companion: Gain or improve a trusted helper
- * Deed: Learn from your experiences or build a legacy

CONTINUE A LEGACY

Progress Move

When you retire from your life as Ironsworn, or succumb to death or desolation, you may create a new character in your established setting. If you do, roll the challenge dice and compare to each of the former character's legacy tracks: quests, bonds, and discoveries (one roll per track).

For each **strong hit**, choose one from below, or one from the weak hit or miss options.

- * Follow their path: Take one path or companion asset from the former character (at no cost), including any marked abilities.
- * Share a connection: Take one connection from the former character, including any accrued progress or bond benefits.
- * Accept an inheritance: Take the former character's command vehicle and one module or support vehicle (at no cost), including any marked abilities.

For each **weak hit**, choose one from below, or one from the miss options.

- * See it through: Choose one of the former character's unfinished quests, and Swear an Iron Vow (with an automatic strong hit) to see it done. You may immediately mark up to half their earned progress (round down) on this quest.

- * Rebuild a connection: Name one of the former character's connections, and envision how time or circumstances have changed them in a dramatic way. When you Make a Connection with them, take an automatic strong hit and mark two ticks on your bonds legacy track.

- * Explore familiar ground: Name a location that was meaningful to the former character. When you first visit that place, envision how it has changed or is endangered. Then, mark two ticks on your discoveries legacy track.

For each **miss**, choose one.

- * Deal with the aftermath: Envision how one of your former character's foes has gained power or influence.

- * Switch loyalties: Envision how you begin in opposition to your former character's beliefs, goals, or allegiances.

- * Open Pandora's Box: Envision how an advancement or discovery has unleashed unexpectedly dire consequences.

FATE MOVES

ASK THE ORACLE

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

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

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

On a match, envision an extreme result or twist.

In solo or co-op play, Ask the Oracle when you have a question about the outcome of an action, an aspect of your setting, or a narrative event.

A match on your oracle dice when rolling on the yes/no table indicates an extreme result, interesting twist, or dramatic complication.

In guided play, the guide is the oracle. When the players pose a question or a situation creates uncertainty, the guide can decide an answer, Ask the Oracle for inspiration, or turn the question back to the players.

PAY THE PRICE

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

- * Make the most obvious negative outcome happen.
- * Ask the Oracle for inspiration. Interpret the answer as a hardship or complication appropriate to the situation.
- * Roll on the table below. If the result doesn't fit the situation, roll again.

1–2	A trusted individual or community acts against you
3–4	An individual or community you care about is exposed to danger
5–7	You encounter signs of a looming threat
8–10	You create an opportunity for an enemy
11–14	You face a tough choice
15–18	You face the consequences of an earlier choice
19–22	A surprising development complicates your quest
23–26	You are separated from something or someone
27–32	Your action causes collateral damage or has an unintended effect
33–38	Something of value is lost or destroyed
39–44	The environment or terrain introduces a new hazard
45–50	A new enemy is revealed
51–56	A friend, companion, or ally is in harm's way (or you are, if alone)
57–62	Your equipment or vehicle malfunctions
63–68	Your vehicle suffers damage
69–74	You waste resources
75–81	You are harmed
82–88	You are stressed
89–95	You are delayed or put at a disadvantage
96–100	Roll twice

Make the Pay the Price move when prompted by another move due to a negative outcome, or when the current situation naturally leads to a cost through your choices or actions.

To determine the cost when you Pay the Price, you may decide the outcome yourself, Ask the Oracle for insight, or roll on the included table. In guided play, look to the guide for a ruling.

The price you pay can be a narrative consequence that complicates things for your character, or a combination of a narrative and mechanical cost. But be mindful of pacing; don't drop the hammer after one bad roll. Start with lesser complications and consequences appropriate to the situation, and apply escalating danger and hardships if the failures stack up.



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ORACLES

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CORE ORACLES

ACTION

1	Abandon	26	Coordinate	51	Guard	76	Release
2	Acquire	27	Create	52	Hide	77	Remove
3	Advance	28	Debate	53	Hold	78	Research
4	Affect	29	Defeat	54	Hunt	79	Resist
5	Aid	30	Defend	55	Impress	80	Restore
6	Arrive	31	Deflect	56	Initiate	81	Reveal
7	Assault	32	Defy	57	Inspect	82	Risk
8	Attack	33	Deliver	58	Investigate	83	Scheme
9	Avenge	34	Demand	59	Journey	84	Search
10	Avoid	35	Depart	60	Learn	85	Secure
11	Await	36	Destroy	61	Leave	86	Seize
12	Begin	37	Distract	62	Locate	87	Serve
13	Betray	38	Eliminate	63	Lose	88	Share
14	Bolster	39	Endure	64	Manipulate	89	Strengthen
15	Breach	40	Escalate	65	Mourn	90	Summon
16	Break	41	Escort	66	Move	91	Support
17	Capture	42	Evade	67	Oppose	92	Suppress
18	Challenge	43	Explore	68	Overwhelm	93	Surrender
19	Change	44	Falter	69	Persevere	94	Swear
20	Charge	45	Find	70	Preserve	95	Threaten
21	Clash	46	Finish	71	Protect	96	Transform
22	Command	47	Focus	72	Raid	97	Uncover
23	Communicate	48	Follow	73	Reduce	98	Uphold
24	Construct	49	Fortify	74	Refuse	99	Weaken
25	Control	50	Gather	75	Reject	100	Withdraw

When you Ask the Oracle about a goal, situation, or event, roll for an Action (above) and Theme (opposite page). Together, these provide an interpretative verb/noun prompt.



For details on using these oracles, see page 295 of the *Starforged* rulebook.

THEME

1 Ability	26 Discovery	51 Language	76 Rumor
2 Advantage	27 Disease	52 Law	77 Safety
3 Alliance	28 Dominion	53 Legacy	78 Sanctuary
4 Authority	29 Dream	54 Life	79 Secret
5 Balance	30 Duty	55 Love	80 Solution
6 Barrier	31 Enemy	56 Memory	81 Spirit
7 Belief	32 Expedition	57 Nature	82 Stranger
8 Blood	33 Faction	58 Opportunity	83 Strategy
9 Bond	34 Fame	59 Passage	84 Strength
10 Burden	35 Family	60 Peace	85 Superstition
11 Commerce	36 Fear	61 Phenomenon	86 Supply
12 Community	37 Fellowship	62 Possession	87 Survival
13 Corruption	38 Freedom	63 Power	88 Technology
14 Creation	39 Greed	64 Price	89 Time
15 Crime	40 Hardship	65 Pride	90 Tool
16 Culture	41 Hate	66 Prize	91 Trade
17 Cure	42 Health	67 Prophesy	92 Truth
18 Danger	43 History	68 Protection	93 Vengeance
19 Death	44 Home	69 Quest	94 Vow
20 Debt	45 Honor	70 Relationship	95 War
21 Decay	46 Hope	71 Religion	96 Warning
22 Deception	47 Humanity	72 Reputation	97 Weakness
23 Defense	48 Innocence	73 Resource	98 Wealth
24 Destiny	49 Knowledge	74 Revenge	99 Weapon
25 Disaster	50 Labor	75 Rival	100 World

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.

descriptor

1	Abandoned	26	Damaged	51	Haunted	76	Preserved
2	Abundant	27	Dead	52	Hidden	77	Prominent
3	Active	28	Deadly	53	Hoarded	78	Protected
4	Advanced	29	Decaying	54	Hostile	79	Radiant
5	Alien	30	Defended	55	Immersed	80	Rare
6	Ancient	31	Depleted	56	Inaccessible	81	Remote
7	Archaic	32	Desolate	57	Infested	82	Rich
8	Automated	33	Destroyed	58	Inhabited	83	Ruined
9	Barren	34	Diverse	59	Isolated	84	Sacred
10	Biological	35	Empty	60	Living	85	Safe
11	Blighted	36	Engulfed	61	Lost	86	Sealed
12	Blocked	37	Ensnaring	62	Lush	87	Secret
13	Breached	38	Expansive	63	Makeshift	88	Settled
14	Broken	39	Exposed	64	Mechanical	89	Shrouded
15	Captured	40	Fiery	65	Misleading	90	Stolen
16	Chaotic	41	Foreboding	66	Moving	91	Strange
17	Civilized	42	Forgotten	67	Mysterious	92	Subsurface
18	Collapsed	43	Forsaken	68	Natural	93	Toxic
19	Colossal	44	Fortified	69	New	94	Trapped
20	Confined	45	Foul	70	Obscured	95	Undiscovered
21	Conspicuous	46	Fragile	71	Open	96	Unnatural
22	Constructed	47	Frozen	72	Peaceful	97	Unstable
23	Contested	48	Functional	73	Perilous	98	Untamed
24	Corrupted	49	Grim	74	Pillaged	99	Valuable
25	Created	50	Guarded	75	Powerful	100	Violent

When you Ask the Oracle to help define the nature of a location, discovery, or encounter, roll for a Descriptor (above) and a Focus (opposite page) for an adjective/noun prompt.

FOCUS

1	Alarm	26	Discovery	51	Material	76	Ship
2	Anomaly	27	Ecosystem	52	Mechanism	77	Shortcut
3	Apparition	28	Enclosure	53	Message	78	Signal
4	Archive	29	Energy	54	Mineral	79	Sound
5	Art	30	Environment	55	Monument	80	Storage
6	Artifact	31	Equipment	56	Obstacle	81	Storm
7	Atmosphere	32	Experiment	57	Organism	82	Structure
8	Battleground	33	Facility	58	Outbreak	83	Supply
9	Beacon	34	Faction	59	Outpost	84	Symbol
10	Being	35	Fleet	60	Path	85	System
11	Blockade	36	Force	61	People	86	Technology
12	Boundary	37	Fortification	62	Person	87	Terrain
13	Cache	38	Gas	63	Plant	88	Territory
14	Cargo	39	Grave	64	Portal	89	Threshold
15	Commodity	40	Habitat	65	Reality	90	Time
16	Confinement	41	Hazard	66	Refuge	91	Transport
17	Connection	42	Hideaway	67	Relic	92	Trap
18	Container	43	Home	68	Remains	93	Treasure
19	Creation	44	Illusion	69	Rendezvous	94	Vault
20	Creature	45	Industry	70	Resource	95	Vehicle
21	Crossing	46	Intelligence	71	Route	96	Viewpoint
22	Data	47	Lair	72	Ruins	97	Void
23	Debris	48	Lifeform	73	Salvage	98	Weapon
24	Device	49	Liquid	74	Settlement	99	World
25	Dimension	50	Machine	75	Shelter	100	Wreckage

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.

SPACE ENCOUNTERS

SPACE SIGHTING

Terminus	Outlands	Expanse	Result
1–15	1–15	1–15	► Stellar Object; pg 34
16–35	16–35	16–35	► Planet; pg 38
36–40	36–38	36–37	► Settlement; pg 54
41–47	39–43	38–39	► Starship; pg 58
48–51	44–46	40–41	► Derelict; pg 80
52–53	47–49	42–45	► Precursor Vault; pg 92
54–55	50–52	46–49	► Creature; pg 68
56–60	53–58	50–56	► Descriptor + Focus; pg 30–31
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

If you trigger a result with an arrow symbol (►), that's your cue to go to that section or table to reveal more about the encounter. Use the included page number to find your way.



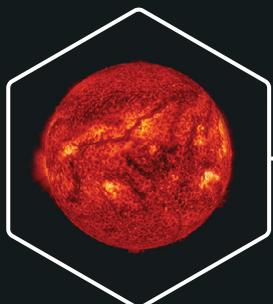
For details on exploring the Forge and generating locations during a spaceborne expedition, see page 301 of the *Starforged* rulebook.

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

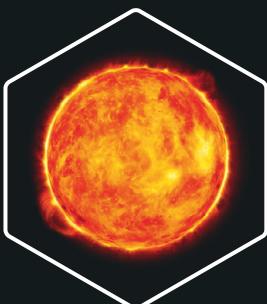
To generate a name for a sector or region of space, roll once for the prefix (the first word), and once for the suffix (the second word). Or just roll once, and choose a suitable prefix and suffix from anywhere in that row.

STELLAR OBJECTS



1-15

Smoldering
red star



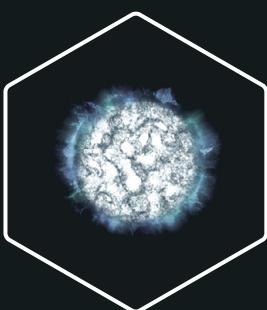
16-30

Glowing
orange star



51-60

Young star
incubating in a
molecular cloud



61-70

White dwarf
shining with
spectral light



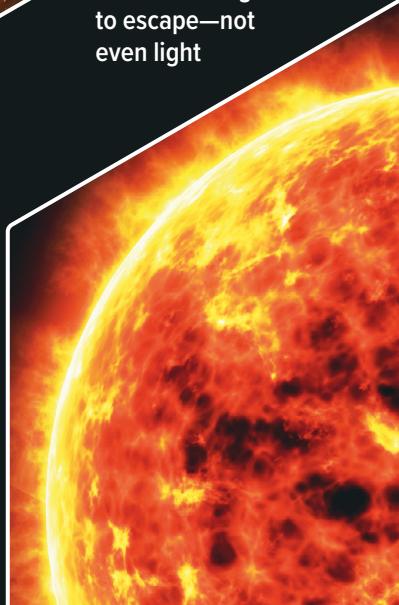
81-85

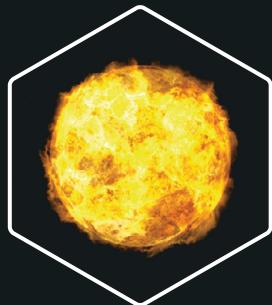
Two stars in
close orbit
connected by
fiery tendrils
of energy



86-90

Black hole
allows nothing
to escape—not
even light





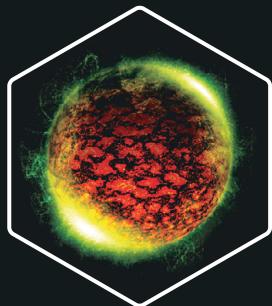
31-45

Burning
yellow star



46-50

Blazing
blue star



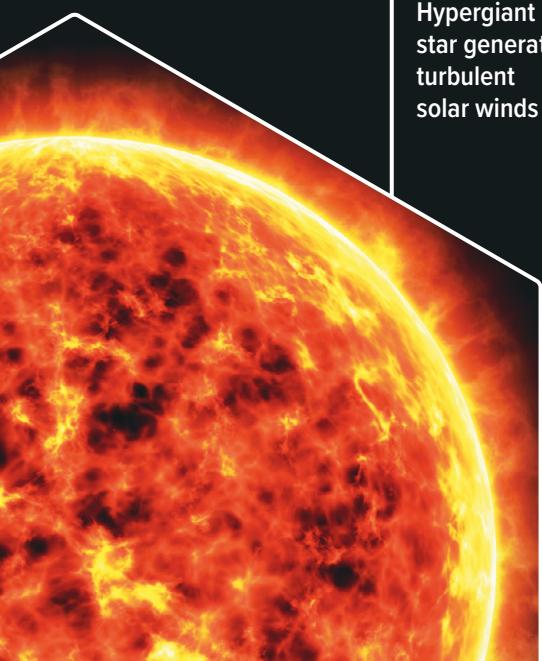
71-75

Corrupted star
radiating with
unnatural light



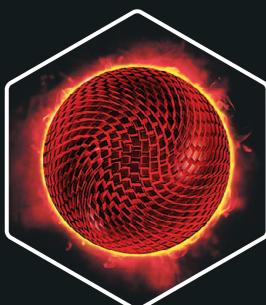
76-80

Neutron star
surrounded
by intense
magnetic fields



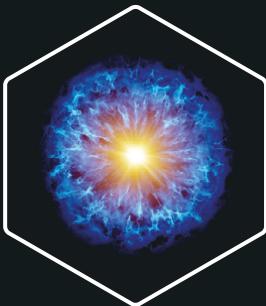
91-98

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; pg 28–29
- 100 Roll twice

SPACEBORNE OPPORTUNITY

1–4	Advance warning of an environmental threat
5–8	Automated signal offers a helpful message or warning
9–12	Cache of cargo or supplies
13–16	Chance for fellowship or a moment of inner peace
17–20	Clear path through otherwise perilous space
21–24	Clue offers insight into a current quest or mystery
25–28	Clue to a lifeform's nature or vulnerabilities
29–32	Derelict ripe for the picking
33–36	Foe inadvertently reveals themselves or tips their hand
37–40	Friendly interaction with a benign lifeform
41–44	Friendly settlement in range
45–48	Friendly spacers at work here
49–52	Friendly starship crosses your path
53–56	Helpful or encouraging message from an acquaintance
57–60	Impressive vista offers comfort or inspiration
61–64	Interesting site offers opportunities for exploration
65–68	Mineral or energy resource detected
69–72	Navigational or environmental hazard is left behind
73–76	Opening to escape or avoid foes
77–80	Plea for help from a potential benefactor
81–84	Probe or beacon with useful data
85–88	Refuge offers a place to hide, plan, or recover
89–92	Sensors pinpoint a lurking foe
93–96	Sensors reveal helpful or interesting environmental data
97–100	Vehicle or equipment performs beyond expectations

Roll or choose on the Spaceborne Peril or Opportunity tables when you want inspiration for an encounter or event at a deep space location or on an interstellar expedition. These tables can help resolve a match on your action roll as you Undertake an Expedition, or reveal the nature of what you find when you Explore a Waypoint. For a new danger or complication, use the Peril table. For a lucky break or unexpected advantage, use the Opportunity table.

PLANETS



1-15

► DESERT WORLD

A pitiless planet of searing heat, blowing sand, and sunbaked rock.

pg 40



16-30

► FURNACE WORLD

A planet with relentless volcanic activity, wreathed in fire and ash.

pg 41



51-65

► JOVIAN WORLD

A massive planet with vast layers of dense gasses surrounding a small rocky core.

pg 44



66-70

► JUNGLE WORLD

A humid, rain-soaked planet which keeps its secrets under a thick canopy of vegetation.

pg 45

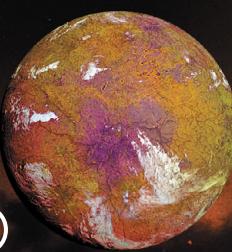


91-92

► SHATTERED WORLD

A world sundered by cataclysmic destruction.

pg 48

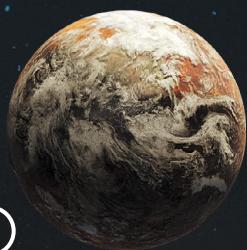


93-98

► TAINTED WORLD

A foul planet wracked by a poisonous climate and virulent growths.

pg 49



31-35

► GRAVE WORLD

A once-thriving world—now a grim monument to a fallen civilization.

pg 42



36-50

► ICE WORLD

A rugged, frozen world—locked in an unending winter.

pg 43



71-75

► OCEAN WORLD

A planet completely or mostly covered by a boundless ocean.

pg 46



76-90

► ROCKY WORLD

A rugged planet scarred by eons of destructive asteroid impacts.

pg 47



99-100

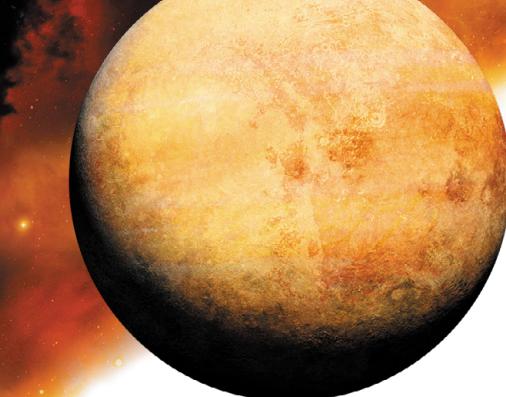
► VITAL WORLD

This diverse, lifebearing planet might provide some small measure of hope.

pg 50



For details on generating and exploring planets, see page 307 of the *Starforged* rulebook.



PLANET DESERT WORLD

A pitiless planet of searing heat, blowing sand, and sunbaked rock.

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

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

ATMOSPHERE

1–10	None / thin	41–70	Marginal
11–25	Toxic	71–95	Breathable
26–40	Corrosive	96–100	Ideal

LIFE

1–20	None	71–90	Diverse
21–40	Extinct	91–97	Bountiful
41–70	Scarce	98–100	Overrun

OBSERVED FROM SPACE

Descriptor	Focus
1–11	Dry seabeds
12–22	Expansive dune seas
23–33	Massive canyons
34–44	Perpetual daylight
45–55	Rugged mountains
56–66	Sprawling salt flats
67–77	Vast plateaus
78–88	Vibrant terrain colors
89–98	► Descriptor + Focus; pg 30–31
99–100	► Precursor Vault (orbital); pg 92

PLANETSIDE FEATURE

Descriptor	Focus
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; pg 30–31
99–100	► Precursor Vault (planetside); pg 92



PLANET FURNACE WORLD

A planet with relentless volcanic activity, wreathed in fire and ash.

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

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

ATMOSPHERE

1–10	None / thin	66–90	Marginal	1–35	None	86–95	Diverse
11–50	Toxic	91–100	Breathable	36–60	Extinct	96–98	Bountiful
51–65	Corrosive	--	Ideal	61–85	Scarce	99–100	Overrun

OBSERVED FROM SPACE

⌚1–2

- 1–11 Fiery world-spanning chasms
- 12–22 Glowing rivers of lava
- 23–33 Lightning-wracked ash clouds
- 34–44 Magma seas
- 45–55 Massive supervolcano
- 56–66 Once verdant terrain
- 67–77 Towering mountain ranges
- 78–88 World-spanning fissures
- 89–98 ►Descriptor + Focus; pg 30–31
- 99–100 ►Precursor Vault (orbital); pg 92

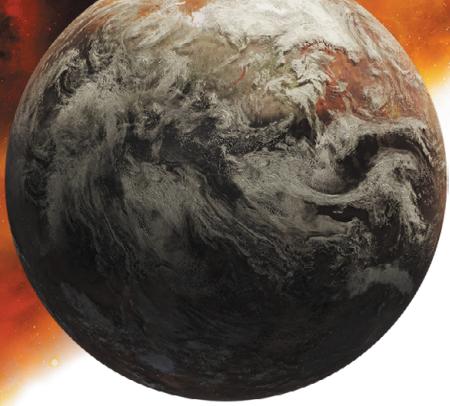
LIFE

1–35	None	86–95	Diverse
36–60	Extinct	96–98	Bountiful
61–85	Scarce	99–100	Overrun

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; pg 30–31
- 99–100 ►Precursor Vault (planetside); pg 92



PLANET GRAVE WORLD

A once-thriving world—now a grim monument to a fallen civilization.

Sample Names: Anubis, Banshee, Barrow, Cairn, Cerberus, Charon, Elysia, Keen, Kur, Lament, Mantus, Morrigan, Mourn, Necropolis, Orcus, Osiris, Requiem, Stygia, Tartarus, Thrace

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

ATMOSPHERE

1–10	None / thin	71–90	Marginal
11–45	Toxic	91–100	Breathable
46–70	Corrosive	--	Ideal

LIFE

1–25	None	96–100	Diverse
26–75	Extinct	--	Bountiful
76–95	Scarce	--	Overrun

OBSERVED FROM SPACE

1–11	Broken moon
12–22	Cratered surface
23–33	Dry seabeds
34–44	Irradiated atmosphere
45–55	Orbiting ship graveyard
56–66	Perpetual overcast
67–77	Sky-breaching ruins
78–88	Vast wastelands
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

1-2

PLANETSIDE FEATURE

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92

1-2



PLANET ICE WORLD

A rugged, frozen world—locked in an unending winter.

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

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

ATMOSPHERE

1–15	None / thin	41–70	Marginal
16–35	Toxic	71–95	Breathable
36–40	Corrosive	96–100	Ideal

LIFE

1–20	None	71–90	Diverse
21–40	Extinct	91–97	Bountiful
41–70	Scarce	98–100	Overrun

OBSERVED FROM SPACE

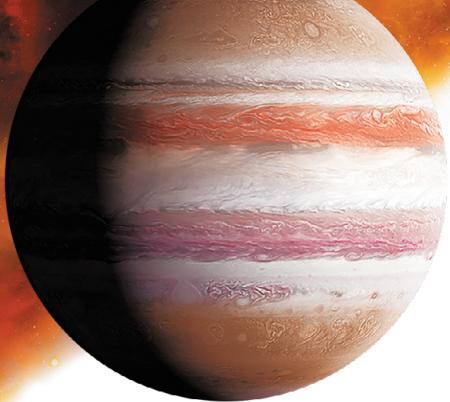
◎1–2

1–11	Feeble sunlight
12–22	Frozen oceans
23–33	Rocky glacial islands
34–44	Snowbound mountains
45–55	Sky-breaching geysers
56–66	Supersized ice volcano
67–77	Vibrantly colored ice
78–88	World-spanning ice canyon
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92



PLANET **JOVIAN WORLD**

A massive planet with vast layers of dense gasses surrounding a rocky core.

Sample Names: Aether, Arrokoth, Esen, Hanish, Magnus, Magonia, Mistral, Nephele, Nimbus, Nuada, Nubium, Serein, Stratus, Taranis, Tempest, Tenzin, Tyr, Veil, Vulum, Zephyr

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

ATMOSPHERE

--	None / thin	66–85	Marginal
1–50	Toxic	86–100	Breathable
51–65	Corrosive	--	Ideal

LIFE

1–50	None	76–90	Diverse
51–55	Extinct	91–97	Bountiful
56–75	Scarce	98–100	Overrun

OBSERVED FROM SPACE

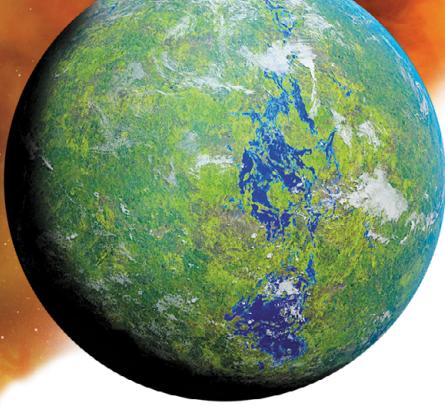
1–11	Complex ring system
12–22	Intense gravity well
23–33	Numerous moons
34–44	Perpetual superstorm
45–55	Powerful magnetic field
56–66	Severe electrical storms
67–77	Superheated atmosphere
78–88	Unusual atmospheric colors
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

1-2

PLANETSIDE FEATURE

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92

1-2



PLANET JUNGLE WORLD

A humid, rain-soaked planet that keeps its secrets under a thick canopy of vegetation.

Sample Names: Acacia, Aster, Beryl, Celadon, Ceres, Damu, Dryad, Flora, Iridum, Iris, Kishar, Penumbra, Roris, Sylva, Tangle, Thorn, Venom, Verdure, Veris, Viridian

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

ATMOSPHERE

--	None / thin	31–60	Marginal	--	None	6–35	Diverse
1–25	Toxic	61–90	Breathable	--	Extinct	36–75	Bountiful
26–30	Corrosive	91–100	Ideal	1–5	Scarce	76–100	Overrun

OBSERVED FROM SPACE

⌚1–2

- 1–11 Cloud-breaching trees
- 12–22 Expansive rivers or wetlands
- 23–33 Inland seas
- 34–44 Massive canyons
- 45–55 Persistent cloud cover
- 56–66 Towering mountains
- 67–77 Unbroken canopy
- 78–88 Unusual vegetation color
- 89–98 ►Descriptor + Focus; pg 30–31
- 99–100 ►Precursor Vault (orbital); pg 92

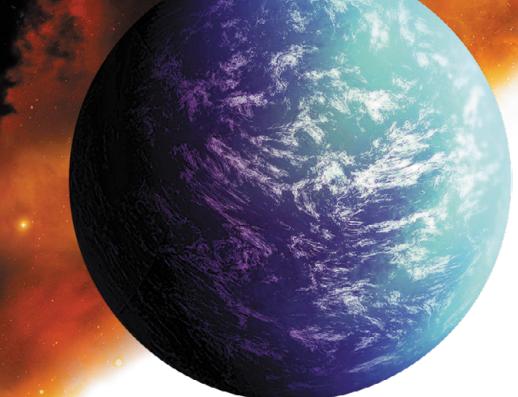
LIFE

--	None	6–35	Diverse
--	Extinct	36–75	Bountiful
1–5	Scarce	76–100	Overrun

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; pg 30–31
- 99–100 ►Precursor Vault (planetside); pg 92



PLANET OCEAN WORLD

A planet completely or mostly covered by a boundless ocean.

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

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

ATMOSPHERE

1–5	None / thin	26–60	Marginal
6–20	Toxic	61–90	Breathable
21–25	Corrosive	91–100	Ideal

LIFE

1–5	None	31–60	Diverse
6–15	Extinct	61–90	Bountiful
16–30	Scarce	91–100	Overrun

OBSERVED FROM SPACE

1–11	Complex reef systems
12–22	Emerging volcanoes
23–33	Floating forests
34–44	Global hurricanes
45–55	Large moon and strong tides
56–66	Scattered islands
67–77	Semi-frozen oceans
78–88	Unusual water color
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

1-2

PLANETSIDE FEATURE

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92

1-2



PLANET ROCKY WORLD

A rugged planet scarred by eons of destructive asteroid impacts.

Sample Names: Aphelion, Artemis, Capella, Cobalt, Crag, Dusk, Eos, Hecate, Imbrium, Latona, Losna, Orpheus, Ory, Quietus, Selene, Silas, Silex, Slate, Themis, Umbra

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

ATMOSPHERE

1–65	None / thin	86–95	Marginal
66–80	Toxic	96–100	Breathable
81–85	Corrosive	--	Ideal

LIFE

1–65	None	91–95	Diverse
66–80	Extinct	96–98	Bountiful
81–90	Scarce	99–100	Overrun

OBSERVED FROM SPACE

⌚1–2

1–11	Barren plains
12–22	Constant asteroid strikes
23–33	Dense ring system
34–44	Jagged mountains
45–55	Massive impact crater
56–66	Missed form (low gravity)
67–77	Perpetual night
78–88	Towering plateaus
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92



PLANET SHATTERED WORLD

A world sundered by cataclysmic destruction.

Sample Names: Cavus, Chrysalis, Fragment, Havoc, Keres, Lux, Nemain, Praxis, Riven, Schism, Shell, Slag, Sliver, Sunder, Torment, Vestige, Vigrid, Vortex, Wrath, Zix

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

ATMOSPHERE

1–93	None / thin	98–99	Marginal
94–95	Toxic	100	Breathable
96–97	Corrosive	--	Ideal

LIFE

1–30	None	96–100	Diverse
31–85	Extinct	--	Bountiful
86–95	Scarce	--	Overrun

OBSERVED FROM SPACE

1–11	Demolished space fleet
12–22	Dense ring system
23–33	Fiery planetary core
34–44	Geomagnetic storms
45–55	Intense solar radiation
56–66	Preserved planetary fragment
67–77	Swirling debris field
78–88	Unbroken moon
89–98	►Descriptor + Focus; pg 30–31
99–100	►Precursor Vault (orbital); pg 92

◎1-2

PLANETSIDE FEATURE

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; pg 30–31
99–100	►Precursor Vault (planetside); pg 92

◎1-2



PLANET TAINTED WORLD

A foul planet wracked by a poisonous climate and virulent growths.

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

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

ATMOSPHERE

--	None / thin	86–95 Marginal	--	None	11–35 Diverse
1–65	Toxic	96–100 Breathable	--	Extinct	36–65 Bountiful
66–85	Corrosive	-- Ideal	1–10	Scarce	66–100 Overrun

OBSERVED FROM SPACE

1-2

- 1–11 Expansive fungal plains
- 12–22 Fungal forests
- 23–33 Scabrous, infected terrain
- 34–44 Sky-breaching fungus
- 45–55 Sludge-filled river networks
- 56–66 Stagnant cloud cover
- 67–77 Thick, murky atmosphere
- 78–88 Toxic seas
- 89–98 ►Descriptor + Focus; pg 30–31
- 99–100 ►Precursor Vault (orbital); pg 92

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; pg 30–31
- 99–100 ►Precursor Vault (planetside); pg 92



PLANET VITAL WORLD

This diverse, lifebearing planet might provide some small measure of hope.

Sample Names: Chiron, Demeter, Erebos, Erembour, Feronia, Fortuna, Gaia, Harbinger, Haven, Hope, Morpheus, Nemus, Sapphire, Serenity, Sif, Silva, Sirona, Solstice, Vale, Valinor

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

ATMOSPHERE

OBSERVED FROM SPACE

⌚1–2

--	None / thin	1–11	Complex ring system
--	Toxic	12–22	Dramatic seasonal variation
--	Corrosive	23–33	High gravity
1–20	Marginal	34–44	Large moon
21–50	Breathable	45–55	Narrow livable band
51–100	Ideal	56–66	Numerous small moons
		67–77	Unusual day or night cycle
		78–88	Vibrantly colored landscapes
		89–98	►Descriptor + Focus; pg 30–31
		99–100	►Precursor Vault (orbital); pg 92

DIVERSITY

- 1–20 Simple (two biomes)
- 21–70 Diverse (three biomes)
- 71–90 Complex (four biomes)
- 91–100 Garden world (five+ biomes)

BIOMES

- 1–5 Caves
- 6–10 Cold forest
- 11–15 Fungal
- 16–20 Glacial or snow
- 21–25 Grassland
- 26–30 Islands
- 31–35 Jungle
- 36–40 Mountainous
- 41–45 Ocean
- 46–50 Rocky desert
- 51–55 Sandy desert
- 56–60 Savanna
- 61–65 Shallow seas
- 66–70 Shrubland
- 71–75 Temperate rainforest
- 76–80 Temperate forest
- 81–85 Tundra
- 86–90 Volcanic
- 91–95 Waterways
- 96–100 Wetland

LIFE

- None
- Extinct
- 1–10 Scarce
- 11–45 Diverse
- 46–85 Bountiful
- 86–100 Overrun

PLANETSIDE FEATURE

Q1-2

- 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; pg 30–31
- 99–100 ►Precursor Vault (planetside); pg 92

To learn the major terrain and environment types found on a Vital World, first roll on the diversity table. Then, roll the indicated number of times on the biomes table. If you get a duplicate result, roll again, or envision that landscape as more dominant, unusual, or dramatic.



PLANETSIDE PERIL

Lifebearing	Lifeless	Result
1–3	--	Corrupted or mutated lifeform
4–6	--	Signs of a lifeform's power or cunning
7–9	--	Hazardous plant life or malignant spores
10–12	--	Lifeform hunts for prey
13–15	--	Lifeform lairs here
16–18	--	Lifeforms guided by a greater threat
19–21	--	Lifeforms spooked or stampeding
22–24	--	Threatening lifeform draws near
25–27	1–3	Life is revealed or takes an unexpected form
28–30	4–7	Blocked or impassable path
31–33	8–11	Corrosive substance or environment
34–36	12–15	Disturbing remains or evidence of death
37–39	16–19	Drastic environmental change
40–42	20–23	Enemy holds this area
43–45	24–27	Entangling or engulfing hazard
46–48	28–31	Equipment fails or malfunctions
49–51	32–35	Guarded or patrolled path
52–54	36–39	Led astray
55–57	40–43	Lost the path
58–60	44–47	Meteorites fall from the sky
61–63	48–51	Irradiated area or object
64–66	52–55	Realization that something was left behind
67–69	56–59	Seismic or volcanic upheaval
70–72	60–63	Signs of a lurking or trailing foe
73–75	64–67	Storm or atmospheric disruption
76–78	68–71	Toxic or sickening environment
79–81	72–75	Trap or alarm
82–84	76–79	Treacherous or arduous path
85–87	80–83	Troubling visions or apparitions
88–90	84–87	Visibility hindered by atmospheric effects
91–93	88–91	Worrying arrival of a ship or vehicle
94–96	92–95	Wreckage or ruins portend a new threat
97–99	96–99	► Action + Theme; pg 28–29
100	100	Roll twice

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 the Planetside Peril or Opportunity tables when you want inspiration for an encounter or event on a planetside journey. For a new danger or complication, use the Peril table. For a lucky break or unexpected advantage, use the Opportunity table. These tables can help resolve a match on your action roll as you Undertake an Expedition, or reveal the nature of what you find when you Explore a Waypoint.

SETTLEMENTS

LOCATION



1–40
Planetside



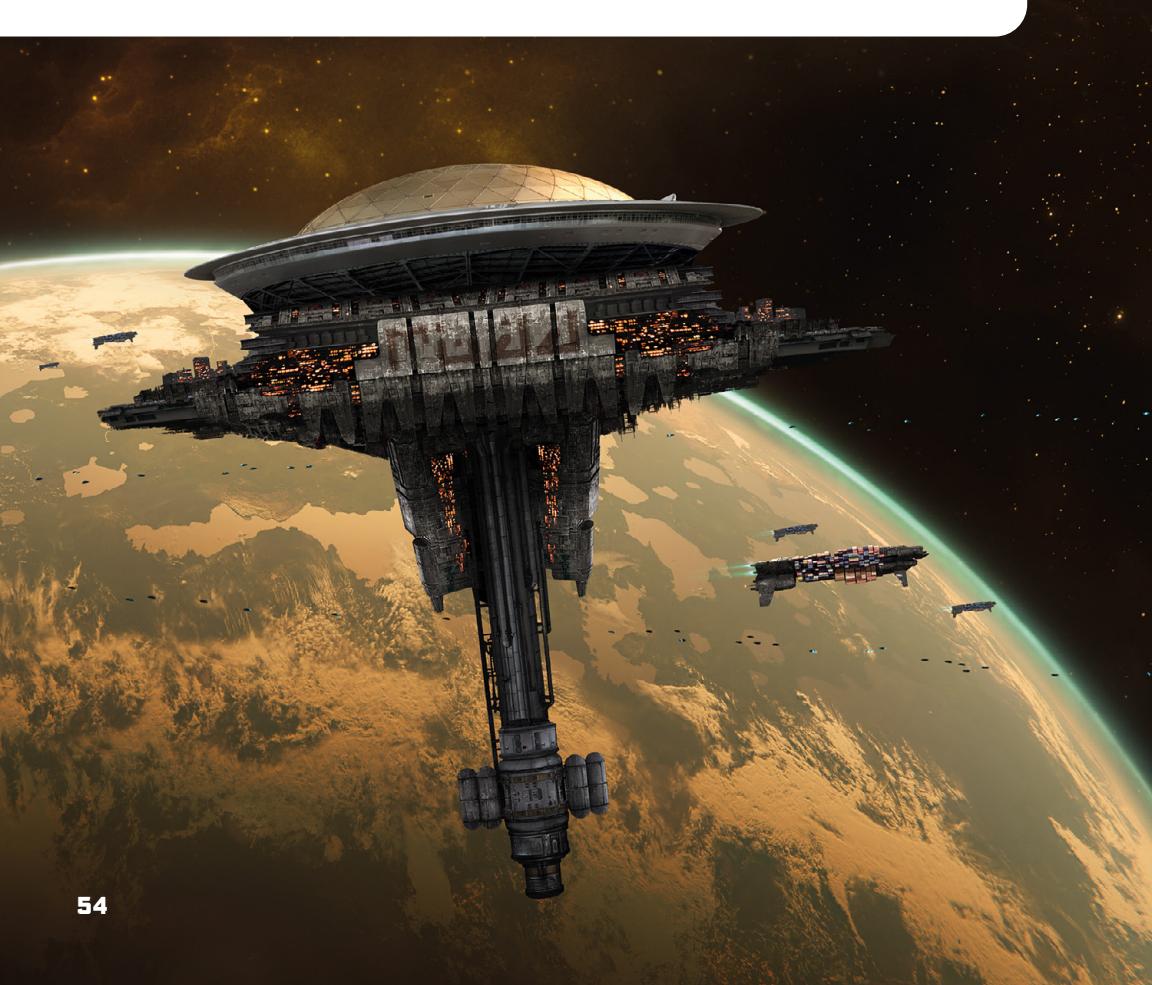
41–75
Orbital



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

- 1–4 Beautiful architecture
5–8 Built from natural materials
9–14 Built from scrap metal
15–20 Built within repurposed ship
21–25 Built within terrain or asteroid
26–29 Elevated or multi-level construction
30–34 Hidden or subsurface location
35–37 High-tech construction
38–43 Industrial architecture
44–48 Intimidating defenses
49–51 Moving or transforming
52–56 Obvious social stratification
57–61 Precarious location
62–65 Prominent emblems or signage
66–71 Rustic architecture
72–76 Significant structural damage
77–80 Sprawling or dispersed structures
81–83 Temporary or seasonal location
84–87 Toxic or polluted habitat
88–90 Within or near ▶ Precursor Vault; pg 92
91–100 ▶ Descriptor + Focus; pg 30–31

①-2

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; pg 80

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; pg 28–29

SETTLEMENT TROUBLE

1-2

1–3	Battle for leadership	54–55	Mounting debt
4–6	Betrayal from within	56–57	Mysterious deaths
7–8	Caught in the crossfire	58–60	Overdue delivery
9–11	Changing environment	61–62	Plagued by sickness
12–13	Clash of cultures	63–65	Preyed upon by raiders
14–17	Dangerous discovery	66–67	Revolt against leadership
18–21	Depleted supplies	68–69	Sabotaged technology
22–24	Deprived of a resource	70–71	Shunned by others
25–28	Failing technology	72–74	Social strife
29–32	Feuding factions	75–76	Someone is ill or injured
33–34	Ghostly visitations	77–78	Someone is missing
35–38	Hazardous environment	79–80	Stolen technology or object
39–42	Hostile lifeforms	81–83	Strange phenomenon
43–45	Impassable route	84–86	Toxic waste or pollution
46–48	Impending attack	87–88	Volatile energy source
49–51	Impending natural disaster	89–90	Vulnerable lifeforms
52–53	Invasive organisms	91–100	► Action + Theme; pg 28–29

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	26	Felicity	51	Moirai	76	Rockhome
2	Altair	27	Florin	52	Mudd	77	Rust
3	Altura	28	Forlorn	53	Neoma	78	Sagan
4	Amity	29	Forsaken	54	Nerio	79	Sanctity
5	Apex	30	Freya	55	Nova	80	Selena
6	Apogee	31	Glimmer	56	Nyx	81	Sepulcher
7	Argosy	32	Gloam	57	Osseus	82	Sigil
8	Astra	33	Hearth	58	Paradox	83	Silvana
9	Aurora	34	Helia	59	Paragon	84	Sirius
10	Beacon	35	Hypatia	60	Paxton	85	Sisyphus
11	Brink	36	Hyperion	61	Perchance	86	Solitude
12	Bulwark	37	Janus	62	Pinnacle	87	Spire
13	Burnell	38	Karma	63	Polaris	88	Starfall
14	Burrow	39	Kepler	64	Portent	89	Summit
15	Concord	40	Koshiba	65	Prism	90	Tranquility
16	Crux	41	Lagrange	66	Providence	91	Tyson
17	Deadrock	42	Larissa	67	Purgatory	92	Unity
18	Deception	43	Lasthope	68	Rampart	93	Utopia
19	Elysium	44	Lastport	69	Ramshackle	94	Vega
20	Enigma	45	Legacy	70	Redemption	95	Vesper
21	Erebus	46	Lodestar	71	Redhaven	96	Wayward
22	Eris	47	Luminus	72	Relic	97	Welkin
23	Evenfall	48	Lyra	73	Reprise	98	Wellspring
24	Eventide	49	Marrow	74	Reverie	99	Weyland
25	Farpoint	50	Meridian	75	Rhiannon	100	Wreck

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; pg 60
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; pg 60

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; pg 80

FIRST LOOK

Q1-2

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; pg 30–31



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; pg 28–29
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.

STARSHIP NAME

1	Arlight	37	Implicit	69	Royal Signet
2	Argent Arrow	38	Inferno	70	Rubicon
3	Artemis	39	Invictus	71	Sareea's Tribute
4	Astral Explorer	40	Iron Cairn	72	Second Chance
5	Atlas	41	Karena's Reverie	73	Shard of the Sun
6	Aurora	42	Kraken	74	Shattered Siege
7	Avari's Wake	43	Kuno's Hammer	75	Shattered Star
8	Banshee's Cry	44	Lightline	76	Silver Talon
9	Beowulf	45	Lodestar	77	Smoldering Flame
10	Bloody Jaw	46	Long Haul	78	Sovereign Skies
11	Broken Sword	47	Lost Fortune	79	Sparrowhawk
12	Buccaneer	48	Luminous Sorrow	80	Stardust
13	Cerelis Nine	49	Manta	81	Starfall
14	Clarion Call	50	Mercy	82	Stellar Hawk
15	Dawn's Herald	51	Mutara	83	Stormswept
16	Dead Reckoning	52	Nebula Prowler	84	Sundered Aegis
17	Drift Runner	53	Newton's Folly	85	Sundown
18	Eclipse	54	Nightfall	86	Sureshot
19	Elara Five	55	Nomad	87	Terminus Clipper
20	Enchantress	56	Obsidian Trident	88	Terrapin
21	Endurance	57	Onslaught	89	Timber Wolf
22	Excalibur	58	Orca	90	Tip of the Spear
23	Eye of the Void	59	Outward Bound	91	Titan
24	Fall of Icarus	60	Phantom	92	Tormentor
25	Fallen Light	61	Photon	93	Trithia Six
26	False Hope	62	Poltergeist	94	Ultraviolet
27	Firebreak	63	Profit Margin	95	Valora's Comet
28	First Light	64	Raven's Call	96	Vengeance
29	Forge Flier	65	Raya's Promise	97	Venture
30	Fortune's Favor	66	Reaper	98	Vigilant
31	Freya's Wrath	67	Reforged Hope	99	Voidtreader
32	Ghost	68	Relentless	100	Vulture
33	Guiding Star				
34	Hand of Fate				
35	Herald of Doom				
36	Implacable				

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.

CHARACTERS

FIRST LOOK

◎ 1-2

1–3	Accented	34–35	Energetic	69–71	Shifty
4–6	Accompanied	36–37	Flashy	72–73	Sickly
7–8	Adorned	38–40	Graceful	74–76	Slight
9–11	Aged	41–43	Grim	77–78	Swaggering
12–13	Alluring	44–46	Haggard	79–81	Tattooed
14–15	Armed	47–49	Ill-equipped	82–83	Threatened
16–17	Armored	50–52	Imposing	84–85	Uncanny
18–20	Athletic	53–55	Large	86–87	Visibly disabled
21–23	Attractive	56–57	Mutated	88–90	Weathered
24–25	Augmented	58–60	Plain	91–92	Well-equipped
26–27	Concealed	61–62	Poised	93–95	Wiry
28–30	Distracted	63–65	Scarred	96–97	Wounded
31–33	Eccentric	66–68	Scruffy	98–100	Youthful

INITIAL DISPOSITION

1–6	Helpful	31–40	Indifferent	71–78	Demanding
7–14	Friendly	41–50	Suspicious	79–86	Unfriendly
15–22	Cooperative	51–60	Wanting	87–94	Threatening
23–30	Curious	61–70	Desperate	95–100	Hostile

CHARACTER ROLE

1–2	Agent	33–34	Guide	65–66	Pirate
3–4	AI	35–36	Healer	67–68	Preacher
5–6	Artisan	37–38	Historian	69–70	Prophet
7–8	Assassin	39–40	Hunter	71–72	Raider
9–10	Bounty Hunter	41–42	Investigator	73–74	Researcher
11–12	Courier	43–44	Laborer	75–76	Scavenger
13–14	Crew	45–46	Lawkeeper	77–78	Scholar
15–16	Criminal	47–48	Leader	79–80	Scout
17–18	Cultist	49–50	Mercenary	81–82	Shipwright
19–20	Diplomat	51–52	Merchant	83–84	Smuggler
21–22	Engineer	53–54	Miner	85–86	Soldier
23–24	Entertainer	55–56	Mystic	87–88	Spacer
25–26	Explorer	57–58	Navigator	89–90	Technician
27–28	Farmer	59–60	Outcast	91–92	Thief
29–30	Fugitive	61–62	Pilgrim	93–95	►Action + Theme; pg 28–29
31–32	Guard	63–64	Pilot	96–100	Roll twice

CHARACTER GOAL

1–2	Avenge a wrong	36–37	Gain knowledge	60–61	Resolve a dispute
3–4	Build a home	38–39	Gain riches	62–63	Restore a relationship
5–7	Build a relationship	40–41	Maintain order	64–65	Sabotage a technology
8–10	Claim a resource	42–43	Make an agreement	66–68	Secure a resource
11–12	Collect a debt	44–45	Obtain an object	69–70	Seek redemption
13–14	Craft an object	46–47	Pay a debt	71–72	Seize power
15–16	Cure an ill	48–49	Protect a lifeform	73–74	Solve a mystery
17–18	Defeat a rival	50–51	Protect a secret	75–76	Spread faith
19–20	Defend a person	52–53	Prove worthiness	77–78	Travel to a place
21–23	Defend a place	54–55	Rebel against power	79–80	Undermine a relationship
24–25	Discover a truth	56–57	Refute a falsehood	81–90	►Action + Theme; pg 28–29
26–27	End a conflict	58–59	Repair a technology	91–100	Roll twice
28–29	Escape a captor				
30–31	Fight injustice				
32–33	Find a person				
34–35	Forge an alliance				

Don't try to build a fully formed understanding of the character when you first encounter them; instead, focus on what you learn or perceive as a first impression using oracles such as First Look and Initial Disposition. Then envision or generate additional details over time.

REVEALED CHARACTER ASPECT

©1-3

1	Addicted	26	Cruel	51	Infamous	76	Resourceful
2	Adventurous	27	Cunning	52	Influential	77	Secretive
3	Afflicted	28	Dangerous	53	Insensitive	78	Selfish
4	Aggressive	29	Deceitful	54	Insightful	79	Sociable
5	Ambitious	30	Defiant	55	Intelligent	80	Stealthy
6	Angry	31	Determined	56	Intolerant	81	Stern
7	Anxious	32	Disabled	57	Ironsworn	82	Stingy
8	Apathetic	33	Doomed	58	Kind	83	Stoic
9	Bitter	34	Driven	59	Law-abiding	84	Strong
10	Boastful	35	Dying	60	Lonely	85	Stubborn
11	Boisterous	36	Envious	61	Loving	86	Successful
12	Bold	37	Experienced	62	Loyal	87	Suspicious
13	Brave	38	Faithful	63	Manipulative	88	Talented
14	Careless	39	Generous	64	Oblivious	89	Technical
15	Cautious	40	Gifted	65	Obsessed	90	Timid
16	Charismatic	41	Greedy	66	Oppressed	91	Tolerant
17	Clever	42	Grief-stricken	67	Passive	92	Tough
18	Conceited	43	Handy	68	Powerful	93	Vengeful
19	Confident	44	Hardhearted	69	Proud	94	Violent
20	Confused	45	Haunted	70	Quiet	95	Wary
21	Connected	46	Honorable	71	Quirky	96	Watchful
22	Corrupted	47	Hot-tempered	72	Rebellious	97	Weak
23	Cowardly	48	Impulsive	73	Reclusive	98	Weary
24	Creative	49	Incompetent	74	Relaxed	99	Wild
25	Critical	50	Independent	75	Remorseful	100	Wise

As you interact with a person to gain a deeper understanding of their nature and personality, roll on the this table to reveal new characteristics. You may ignore, reroll, or adjust contradictions. Or envision how those contradictions add interesting complexity to the character.

CHARACTER NAME (1-30)

Roll	Given Name	Family Name	Callsign
1	Akim	Kuzmin	Albatross
2	Alex	Durant	Angler
3	Alexis	Jefferies	Anvil
4	Alisa	Velez	Badger
5	Althea	Lontoc	Bandit
6	Amari	Wade	Bash
7	Aparna	Kade	Basilisk
8	Argus	Thorn	Bingo
9	Arnav	Khosla	Blackbird
10	Ash	Hendrix	Blade
11	Asha	Okiro	Bloodshot
12	Astrid	Ripley	Bluewing
13	Aurora	Talin	Bonfire
14	Ayako	Jin	Book
15	Azriel	Finn	Breaker
16	Blake	Solas	Brick
17	Brennan	Quint	Buzz
18	Brianna	Keelan	Buzzard
19	Bruna	Silva	Centurion
20	Bruno	Valk	Chimera
21	Cassidy	O'Brien	Circuit
22	Christa	Ruiz	Clank
23	Cole	Stallard	Cleric
24	Corey	Mackenson	Crash
25	Creed	Jensen	Cutter
26	Derya	Sakir	Cutthroat
27	Dex	Tolari	Cypher
28	Doran	Kain	Dagger
29	Echo	Carr	Dancer
30	Eren	Valenus	Dash

Check page 66 for the 31–65 results, and page 67 for 66–100. Given and family names are presented as a pair, so you may roll once for both or twice to mix-and-match. You can also try reversing given and family names, or use either independently as a standalone name. 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 your rolled 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	Farseeer
35	Fletcher	Arden	Fidget
36	Flint	Sayer	Firestarter
37	Florian	Kai	Fixer
38	Gavin	Slater	Flatline
39	Halia	Edris	Ghost
40	Ike	Sutton	Grudge
41	Isaac	Savarin	Gutshot
42	James	Bridger	Harrow
43	Janya	Mital	Havoc
44	Jihun	Shin	Hellhound
45	Jorunn	Nadir	Hellion
46	Juliana	Santos	Hex
47	Juro	Mihara	Hush
48	Kaisa	Buhari	Ironclad
49	Karthik	Salvi	Jackal
50	Kayla	Adler	Jackpot
51	Kei	Takara	Jester
52	Kiana	Shelton	Link
53	Kieran	Vandu	Longshot
54	Kierra	Vega	Mainframe
55	Kimora	Zhang	Mantis
56	Kiri	Savela	Mimic
57	Kirsa	Hawking	Mole
58	Kwan	Jen	Monarch
59	Kylar	Hobbs	Mongoose
60	Landry	Holland	Nails
61	Logan	Silvius	Ogre
62	Lowell	Freeman	Omega
63	Lucas	Barbosa	Overload
64	Curtis	Winter	Packrat
65	Luna	Hammond	Paladin

CHARACTER NAME (66-100)

Roll	Given Name	Family Name	Callsign
66	Lux	Archer	Phantom
67	Mae	Barlowe	Phoenix
68	Magnus	Shepherd	Pyro
69	Mave	Griffin	Quickdraw
70	Merrick	Frost	Razor
71	Mina	Quon	Rogue
72	Nashida	Malek	Rook
73	Nassar	Murad	Rover
74	Ostara	Becker	Scout
75	Qasira	Ammar	Shadow
76	Quinn	Braddock	Shark
77	Ragnar	Blackstone	Shutdown
78	Raven	Hadley	Slack
79	Ria	Farin	Slash
80	Rokuro	Kobayashi	Snipe
81	Roland	Duval	Spider
82	Rowena	Hunter	Splinter
83	Sage	Beckett	Static
84	Saren	Dykstra	Stinger
85	Annora	Gray	Straggler
86	Severinus	Sedano	Swindle
87	Shen	Bai	Tinker
88	Talia	Booker	Touchdown
89	Tomiko	Sato	Tycoon
90	Ulan	Vayan	Vagabond
91	Valda	Bond	Valkyrie
92	Venri	Stark	Vanguard
93	Vesper	Stirling	Vertigo
94	Vuldar	Wolfe	Warden
95	William	O'Niel	Watchdog
96	Yelena	Petrov	Wayfinder
97	Zakia	Nazari	Whisper
98	Zari	Darwin	Wraith
99	Zev	Pearson	Wrongway
100	Zoya	Volkov	Zephyr

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	55–56 Hooded or crested
3–4	Armored	57–58 Immobile or trapped
5–6	Beautiful	59–60 Injured or scarred
7–8	Biotech	61–62 Iridescent
9–10	Bony or gaunt	63–64 Long-limbed
11–12	Brutish or muscled	65–66 Luminescent
13–14	Camouflaged	67–68 Mandibles or pincers
15–16	Claws or talons	69–70 Many-eyed
17–18	Compound eyes	71–72 Mineral or metallic
19–20	Comprised of many creatures	73–74 Multi-jointed
21–22	Corrupted	75–76 Multi-segmented body
23–24	Crystalline	77–78 Ornamented or colorful
25–26	Dead or undead	79–80 Oversized mouth
27–28	Distinctive markings	81–82 Prominent tail
29–30	Distinctive smell	83–84 Prominent wings or fins
31–32	Distinctive sound	85–86 Ridges or plates
33–34	Dripping mucus	87–88 Scaled
35–36	Elongated Neck	89–90 Single eye or oversized eyes
37–38	Energy emissions	91–92 Spikes or spines
39–40	Extra limbs	93–94 Stinger or barbs
41–42	Faceless or inexpressive	95–96 Tentacles or tendrils
43–44	Fangs or rows of teeth	97–98 Translucent
45–46	Feathered	99–100 Visible symbiote
47–48	Fungal growth	Roll for a basic form (previous page), and flesh out the creature's appearance using this Creature First Look table. Then, roll on the Encountered Behavior table to envision this creature's motivation and frame how the encounter begins.
49–50	Fur, hair, or filaments	
51–52	Graceful	
53–54	Hideous	

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 that you envisioned as a mass of pure energy would not have typical physical features. If a result doesn't fit, feel free to ignore, reroll, or adjust. Or envision how this contradiction signals a new understanding or unexpected transformation.

FACTIONS

FACTION TYPE

Roll	Result	Summary
1–40	► Dominion	Governing power
41–70	► Guild	Organization of specialists
71–100	► Fringe Group	Band of outlaws, outcasts, or rogues

INFLUENCE

Roll	Result	Summary
1–10	Forsaken	Banished or forgotten
11–30	Isolated	Limited influence in a remote location
31–50	Localized	Marginal influence in a single sector
51–70	Established	Strong influence in a single sector
71–85	Notable	Dispersed influence across a few sectors
86–95	Dominant	Far-reaching influence across many sectors
96–100	Inescapable	Pervasive influence across inhabited space





DOMINION

1–5	Agriculture	35–38	Exploration	68–71	Pacifism
6–9	Artistry	39–42	Faith	72–75	Prophecy
10–14	Commerce	43–46	History	76–79	Science
15–18	Conquest	47–50	Honor	80–83	Secrecy
19–22	Construction	51–55	Industry	84–87	Technology
23–26	Diplomacy	56–59	Isolationism	88–91	Treachery
27–30	Education	60–63	Law	92–96	Warfare
31–34	Environmentalism	64–67	Mysticism	97–100	Wealth

DOMINION: LEADERSHIP

1–5	Anarchist	61–70	Fated or prophesied leader
6–15	Disputed leadership	71–80	Clan chiefs or elders
16–30	Authoritarian dictatorship	81–90	Elected representatives
31–45	Oligarchical elite	91–95	Machine intelligence
46–60	Dynastic lineage	96–100	Varied / decentralized

GUILD



1–5	Assassins	26–30	Healers	66–75	Navigators
6–10	Bounty Hunters	31–40	Industrialists	76–80	Peacekeepers
11–15	Couriers	41–50	Mercenaries	81–85	Researchers
16–20	Courtesans	51–60	Merchants	86–90	Spies
21–25	Engineers	61–65	Mystics	91–100	Roll twice

FRINGE GROUP



1–5	Cultists	36–40	Monster hunters	71–75	Rogue AI
6–15	Exiles	41–50	Pirates	76–85	Scavengers
16–25	Gangsters	51–60	Raiders	86–95	Smugglers
26–35	Hackers	61–70	Rebels	96–100	Roll twice

- 1–3 Broaden scope of the faction to include a new focus
- 4–6 Build or secure a powerful device
- 7–9 Consolidate control of a valuable commodity
- 10–12 Destroy or defeat a rival
- 13–15 Disrupt the operations of a rival
- 16–18 Escape the control of another faction or power
- 19–21 Establish a monument or memorial
- 22–24 Establish a safe refuge or headquarters
- 25–27 Expand operations to a new location or sector
- 28–30 Form an alliance
- 31–33 Fulfill a prophecy
- 34–36 Give aid to a faction
- 37–39 Harness unnatural or forbidden power
- 40–42 Hunt down a rogue asset
- 43–45 Incite conflict among rivals
- 46–48 Negotiate an agreement
- 49–51 Obtain a needed commodity
- 52–54 Obtain an important cultural artifact
- 55–57 Obtain crucial data or information
- 58–60 Obtain incriminating information about a rival
- 61–63 Prevent a prophecy
- 64–66 Put down an internal revolt or rebellion
- 67–69 Repay a debt
- 70–72 Rescue or recover a group or asset
- 73–75 Research an innovation
- 76–78 Resolve a conflict with another faction
- 79–81 Reunite splintered elements of the faction
- 82–84 Seize a powerful artifact or valuable treasure
- 85–87 Seize rival territory or operations
- 88–90 Subsume another faction
- 91–93 Transport a valued asset
- 94–96 Usurp leadership within a rival faction
- 97–100 ►Action + Theme; pg 28–29

Pick or roll on this table to reveal the current focus of a faction. This may introduce events that motivate your character to aid or resist the project, or can serve as setting detail.

FACTION RELATIONSHIPS

1–4	Antagonistic towards	52–54	Owes a debt to
5–8	Apathetic or unaware of	55–58	Shares a rivalry with
9–11	Betrayed by	59–61	Shares power with
12–14	Broke faith with	62–64	Shows respect for
15–18	Distrustful of	65–67	Splintered from
19–22	Does business with	68–70	Subordinate to
23–25	Extorted by	71–74	Supplied with resources by
26–29	Holds contempt for	75–78	Supplies resources to
30–33	Holds leverage over	79–81	Temporary alliance with
34–36	In control of	82–85	Tolerates
37–40	Maneuvering against	86–89	Trades favors with
41–44	Needs aid from	90–92	Unjustly accused by
45–47	Negotiating with	93–96	Warring with
48–51	Open alliance with	97–100	Roll twice

Factions can add scale and narrative opportunities to your setting. But keep it manageable. Don't overload your campaign with factions. Instead, focus on your interactions and entanglements with members of a few interesting factions. Then, when you have a question about the relationship of one faction to another, use this table. The result is the commonly understood connection between those factions. Further investigations or events may reveal a deeper or alternate truth.



FACTION NAME TEMPLATE

1–40 [►Legacy] [►Affiliation]

41–55 [►Legacy] [►Identity]

56–70 [►Identity] *of the* [►Legacy] [►Affiliation]

71–100 [►Affiliation] *of the* [►Legacy] [►Identity]

LEGACY

1–2	Ancient	51–52	Infernal
3–4	Ashen	53–54	Infinite
5–6	Awakened	55–56	Iron
7–8	Azure	57–58	Kindred
9–10	Blessed	59–60	Obsidian
11–12	Bloody	61–62	Radiant
13–14	Broken	63–64	Risen
15–16	Ceaseless	65–66	Sacred
17–18	Crimson	67–68	Sapphire
19–20	Cursed	69–70	Scarlet
21–22	Dawning	71–72	Serene
23–24	Dissident	73–74	Shattered
25–26	Ebon	75–76	Shining
27–28	Elder	77–78	Silent
29–30	Enduring	79–80	Silver
31–32	Enlightened	81–82	Sovereign
33–34	Exalted	83–84	Stellar
35–36	Fallen	85–86	Sundered
37–38	Fated	87–88	Supreme
39–40	First	89–90	Undying
41–42	Forgotten	91–92	Unified
43–44	Forsaken	93–94	United
45–46	Gloaming	95–96	Universal
47–48	Golden	97–98	Veiled
49–50	Hidden	99–100	Wandering

To generate a faction name, first roll or choose the name template. Then, follow the structure of the template to build the name from individual tables. If you've already set the faction type, picking from the tables (instead of rolling) will likely provide a more appropriate result. For example, "Silver Jackals" is a fitting name for a criminal organization. The "Empire of the Undying Suns" is a less apt name for that gang—unless their leader is prone to delusions of grandeur. In short, choosing a name will give you more control. Rolling might give you a result that doesn't square with known aspects, but those contradictions may prove inspiring.

AFFILIATION

1–4	Accord
5–8	Alliance
9–12	Ascendancy
13–16	Circle
17–20	Coalition
21–24	Collective
25–28	Commonwealth
29–32	Confederation
33–36	Consortium
37–40	Council
41–44	Court
45–48	Covenant
49–52	Dominion
53–56	Empire
57–60	Federation
61–64	Imperium
65–68	League
69–72	Legion
73–76	Order
77–80	Pact
81–84	Regiment
85–88	Republic
89–92	Sphere
93–96	Syndicate
97–100	Union

IDENTITY

1–2	Blades	51–52	Realms
3–4	Builders	53–54	Reavers
5–6	Daggers	55–56	Relics
7–8	Defenders	57–58	Seekers
9–10	Disciples	59–60	Sentinels
11–12	Domains	61–62	Serpents
13–14	Drifters	63–64	Servants
15–16	Embers	65–66	Shadows
17–18	Flames	67–68	Shards
19–20	Fleet	69–70	Skulls
21–22	Guardians	71–72	Souls
23–24	Hammers	73–74	Specters
25–26	Harbingers	75–76	Stars
27–28	Heralds	77–78	Suns
29–30	Hounds	79–80	Swarm
31–32	Hunters	81–82	Swords
33–34	Jackals	83–84	Talons
35–36	Keepers	85–86	Vanguards
37–38	Knights	87–88	Wardens
39–40	Menders	89–90	Watchers
41–42	Outcasts	91–92	Wolves
43–44	Phantoms	93–94	Worlds
45–46	Planets	95–96	Wraiths
47–48	Raiders	97–98	Wreckers
49–50	Ravens	99–100	Wrights

An alternative approach to generate a faction from scratch is to start with a random name. Then, consider what the name evokes and choose an appropriate faction type instead of rolling on those tables. For example, “Bloody Ravens” might suggest a mercenary guild, while the “Republic of the Radiant Servants” brings to mind a dominion built upon a religion, or one which idolizes a prophesied leader. If a result doesn’t inspire anything interesting, roll again or pick.

- 1–3 Ancient or coded language
- 4–6 Animal or creature motif used as a faction symbol
- 7–9 Banishes the disloyal
- 10–12 Body augmentations are respected and valued
- 13–15 Body ornamentations signify castes or roles
- 16–18 Conceals individual identity
- 19–21 Dependent on an addictive substance
- 22–24 Distinctive or elaborate clothing
- 25–27 Elite soldiers provide defense or serve as bodyguards
- 28–30 Favors a signature weapon
- 31–33 Guided by superstition or prophecy
- 34–36 Heavily stratified social structure
- 37–39 Hoards precursor artifacts
- 40–42 Honors the fallen through unusual death rites
- 43–45 Idolizes a long-dead founder or martyr
- 46–48 Keeps exhaustive records or archives
- 49–51 Lives off-planet in spaceborne fleets
- 52–54 Members take a new name when joining the faction
- 55–57 Nomadic people and mobile operations
- 58–60 Operates under strict codes or laws
- 61–63 Recognizes others through a distinctive greeting or gesture
- 64–66 Reliant on machine intelligence
- 67–69 Resolves disputes through formal duels
- 70–72 Rites of adulthood or ascension
- 73–75 Shuns or distrusts machine intelligence
- 76–78 Starships share a distinctive and recognizable profile
- 79–81 Suspicious of outsiders
- 82–84 Symbiotic relationship with a specific type of creature
- 85–87 Trades in a unique currency or commodity
- 88–90 Trains in a demanding physical discipline or martial art
- 91–93 Wields unnatural abilities or strange technologies
- 94–96 Work or environment causes mutations
- 97–100 ►Action + Theme; pg 28–29

These quirks represent common attitudes, practices, or approaches, but are not universal to every member of that faction. Leave room in your portrayal for diversity and contradictions.

- 1–3 Caught in the crossfire of feuding factions
- 4–6 Colluding with a criminal enterprise
- 7–9 Corrupted by a dangerous power
- 10–12 Critical resource is in short supply
- 13–15 Defenses are overextended
- 16–18 Developing revolutionary technology
- 19–21 Digital systems are corrupted or infiltrated
- 22–24 Heavily in debt
- 25–27 Hit hard by a recent attack or calamity
- 28–30 Holds a powerful artifact
- 31–33 Holds incriminating information against a leader or faction
- 34–36 Hoarding a valuable commodity
- 37–39 Infiltrated by a rival faction
- 40–42 Knows the location of a fabled treasure or lost technology
- 43–45 Leaders are haunted by a dark prophecy
- 46–48 Leaders are incompetent
- 49–51 Leaders are puppets of another power or faction
- 52–54 Lesser members of the leadership are plotting a coup
- 55–57 New belief or religion is creating a schism among members
- 58–60 Operations are a false front for their true purpose
- 61–63 Overdependence on a failing or vulnerable technology
- 64–66 Plagued by infighting and low morale
- 67–69 Plotting to betray an allied faction
- 70–72 Preparing a major offensive or operation
- 73–75 Pulling the strings of a leader or faction
- 76–78 Recently acquired an unexpected fortune
- 79–81 Secretly supporting a reviled faction
- 82–84 Sheltering an infamous or dangerous fugitive
- 85–87 Suffered destructive sabotage from within
- 88–90 Suffering a shortage of key workers or personnel
- 91–93 Uprising or revolt is brewing from within
- 94–96 Vulnerable to attack or aggression
- 97–100 ►Action + Theme; pg 28–29

Use this table when you are in a position to investigate a faction by uncovering secrets or fishing for gossip.

DERELICTS

LOCATION



1-40
Planetside



41-60
Orbital



61-100
Deep Space

TYPE (BY LOCATION)

Planetside	Orbital	Deep Space	Result
1-25	1-40	1-75	Derelict starship
26-100	41-100	76-100	Derelict settlement

CONDITION

1-10	Functional	61-90	Damaged or breached
11-30	Limited power	91-98	Heavily damaged
31-60	Cold and dark	99-100	Impending destruction



OUTER FIRST LOOK

1–15	Blocked access	61–65	Overgrown or entangled
16–30	Corpses	66–80	Sending a signal or message
31–45	Hazardous readings	81–85	Signs that others are here
46–50	Mutated structure	86–95	Stripped exterior
51–60	Odd orientation	96–100	Time or reality distortions

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; pg 30–31

 For details on generating and exploring derelicts,
see page 350 of the *Starforged* rulebook.

DERELICT ZONES

Derelicts are broken into zones for primary areas and functions. When you envision moving from one section to another while exploring a derelict, you may roll or choose on this zone map to help identify what you find. Check your result based on what you've already established as the derelict type: starship or settlement.

You can use the Access area to help envision the connecting environment between zones.



► **ACCESS**
pg 84



► **COMMUNITY**
pg 85

STARSHIP

1-5

SETTLEMENT

1-20



► **MEDICAL**
pg 88

STARSHIP

56-65

SETTLEMENT

56-65



► **OPERATIONS**
pg 89

STARSHIP

66-85

SETTLEMENT

66-75



► ENGINEERING

pg 86

STARSHIP

6-30

SETTLEMENT

21-30



► LIVING

pg 87

STARSHIP

31-55

SETTLEMENT

31-55



► PRODUCTION

pg 90

STARSHIP

86-90

SETTLEMENT

76-90



► RESEARCH

pg 91

STARSHIP

91-100

SETTLEMENT

91-100



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; pg 30–31

PERIL

1–10	Alarm / failsafe is triggered
11–20	Automated defenses
21–30	Blocked / sealed path
31–40	Dreadful scene of death / violence
41–50	Foe closes in
51–60	Gear is failing / broken
61–70	Hazardous environmental change
71–80	Path is trapped
81–90	Unsettling sound / disturbance
91–98	►Action + Theme; pg 28–29
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; pg 84

FEATURE

1–8	Ad-hoc memorials	49–56	Graffiti or vandalism
9–16	Art depicting historic event	57–64	Guard post or surveillance
17–24	Artificial environment	65–72	Mass grave or corpses
25–32	Automated announcements	73–80	Panoramic viewport
33–40	Barricaded area	81–88	Rubble or debris
41–48	Gaming devices or interfaces	89–100	▶ Descriptor + Focus; pg 30–31

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; pg 28–29
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; pg 84

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; pg 30–31

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; pg 28–29
99–100	Roll twice

OPPORTUNITY

1–20	Advanced or experimental equipment
21–40	Chance to restore power or function
41–60	Helpful plans or schematics
61–80	Helpful utility bot
81–100	Useful tool or device



AREA

1–8	Food storage	49–56	Quarters (individual)
9–16	Galley or kitchen	57–64	Quarters (communal)
17–24	Laundry	65–72	Restroom or showers
25–32	Locker room or storage	73–80	Sleeping pods
33–40	Mess hall or dining	81–85	New zone
41–48	Observation lounge	86–100	New zone via ▶Access; pg 84

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; pg 30–31

PERIL

1–10	Booby trap
11–20	Distressing written message
21–30	Disturbing evidence of exploitative living conditions
31–40	Dreadful scene of death or violence
41–50	Lured into danger by signs of life
51–60	Recorded message reveals a threat or complication
61–70	Sealed door or hatch blocks access
71–80	Signs of unwelcome invaders
81–90	Unsettling sound or disturbance
91–98	►Action + Theme; pg 28–29
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; pg 84

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; pg 30–31

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; pg 28–29
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; pg 84

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; pg 30–31

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; pg 28–29
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; pg 84

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; pg 30–31

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 unearthened or manufactured threat
91–98	▶Action + Theme; pg 28–29
99–100	Roll twice

OPPORTUNITY

1–20	Helpful vehicle or transport
21–40	Rare or valuable resource
41–60	Salvageable materials
61–80	Useful equipment
81–100	Valuable cargo



AREA

1–8	Clean room	49–56	Isolation or containment
9–16	Cold storage	57–64	Lab
17–24	Creature or animal pens	65–72	Library or records
25–32	Decontamination room	73–80	Secure vault
33–40	Hazardous material storage	81–85	New zone
41–48	Hydroponics or agriculture	86–100	New zone via ▶Access; pg 84

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; pg 30–31

PERIL

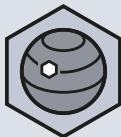
1–10	Automated containment protocols are activated
11–20	Biological infestation
21–30	Dangerous specimen
31–40	Disturbing outcome of a failed experiment
41–50	Evidence of sinister experiments
51–60	Fragile vault holds a dire threat
61–70	Signs of broken containment
71–80	Toxic environment
81–90	Unstable technology
91–98	▶Action + Theme; pg 28–29
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

For details on generating and exploring precursor vaults, see page 362 of the *Starforged* rulebook.



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

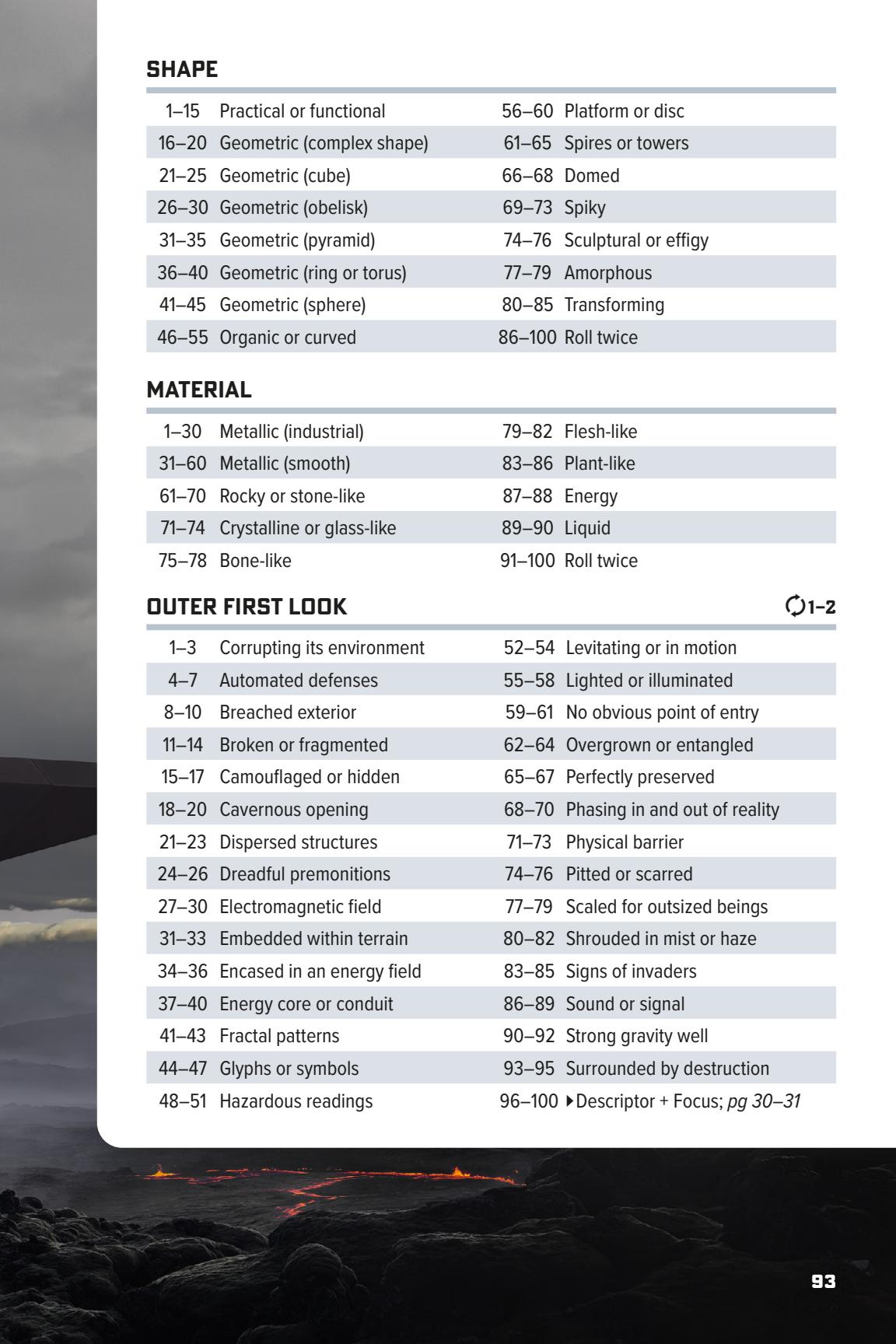
MATERIAL

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; pg 30–31



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; pg 30–31

Use this table to reveal what you see or encounter when first entering the site. These aspects, combined with the exterior features, will help you envision the nature and condition of the vault and provide context for the rest of your exploration

VAULT PURPOSE

1–3	Capture or control of other beings
4–6	Command or communication relay
7–9	Commemoration of an event
10–12	Conduit to mystical powers
13–16	Conservation of living specimens
17–20	Containment of a powerful being
21–24	Containment of dangerous creatures
25–27	Containment of weapons
28–31	Control of a destructive weapon
32–34	Generation of defenses or barriers
35–38	Generation or transformation of energy
39–41	Harvesting of resources
42–44	Interment of the dead
45–47	Manipulation of spacetime
48–50	Manufacturing of lifeforms
51–53	Manufacturing of machines or devices
54–56	Passage to another location
57–59	Preservation of an ancient intelligence
60–62	Preservation of maps or navigational data
63–66	Protection of a sacred artifact
67–69	Researching science or technology
70–73	Safekeeping of cultural records or memories
74–77	Shelter for inhabitants
78–80	Stockpiling of resources
81–83	Surveying or monitoring of a location
84–87	Transformation of terrain or environments
88–90	Worship of a god or being
91–95	► Action + Theme; pg 28–29
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.



Vault INTERIOR

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; pg 98 |
| 91–95 | ►Descriptor + Focus; pg 30–31 |
| 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; pg 28–29
- 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; pg 30–31 |
| 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; pg 28–29
- 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



1-15

► CHAOTIC

Reality is corrupted or warped in this place.

pg 102



16-25

► FORTIFIED

Enemies defend this place against intruders.

pg 103



51-60

► INHABITED

People have built a community in this place.

pg 106



61-75

► MECHANICAL

Machines and technology hold sway in this place.

pg 107





For details on using location themes, see page 371 of the *Starforged* rulebook.



26-35

► **HAUNTED**

Restless spirits are bound to this place.

pg 104



36-50

► **INFESTED**

Foul creatures have overrun this place.

pg 105



76-90

► **RUINED**

Time, disaster, or war have ravaged this place.

pg 108



91-100

► **SACRED**

Worshippers glorify strange powers in this place.

pg 109



LOCATION THEME **CHAOTIC**

Reality is corrupted or warped in this place.



FEATURE

- 1–8 Alterations in the flow of time
- 9–16 Chaotic portal, focus, or conduit
- 17–24 Corrupted or warped architecture or terrain
- 25–32 Corrupted or warped environment or ecosystem
- 33–40 Corrupted or warped technology
- 41–48 Cryptic device harnesses or powers chaos
- 49–56 Distortions of gravity or other natural forces
- 57–64 Energy field or barrier
- 65–72 Glimpses of alternate realities
- 73–80 Lifeforms mutated or altered by chaos
- 81–88 Lifeforms spawned from chaos
- 89–96 Visions of your past or future
- 97–100 ►Descriptor + Focus; pg 30–31

PERIL

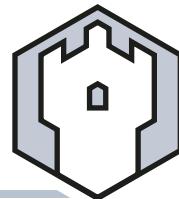
- 1–9 Chaos makes its mark upon you
- 10–18 Chaos spreads or intensifies
- 19–27 Chaos tempts or lures you
- 28–36 Chaotic energies block the path or assail you
- 37–45 Disorienting changes in time or location
- 46–54 Dreadful scene of those who fell prey to chaos
- 55–63 Equipment is made unstable or dangerous
- 64–72 Foes harness or wield chaos
- 73–81 Hazardous environmental changes
- 82–90 Lifeforms made hostile by chaos
- 91–98 ►Action + Theme; pg 28–29
- 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; pg 30–31

PERIL

- 1–9 Alarm is triggered
- 10–18 Automated security or weapons target you
- 19–27 Checkpoint or path with restricted access
- 28–36 Enemies converge on this area
- 37–45 Enemies reveal new capabilities or technology
- 46–54 Enemies trick you or lure you into a trap
- 55–63 Powerful enemy appears
- 64–72 Problematic alliance or affiliation is revealed
- 73–81 Revealed schemes of an enemy leader create new urgency
- 82–90 Your plan is undone by an unexpected complication
- 91–98 ► Action + Theme; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Insight into the plans or methods of the enemy force
- 21–40 Opening to get the drop on an enemy
- 41–60 Opening to outmaneuver or escape enemies
- 61–80 Potential collaborator or informant reveals themselves
- 81–100 Access to useful equipment or weapons

**LOCATION THEME
HAUNTED**

Restless spirits are bound to this place.

**FEATURE**

- 1–8 Disembodied voices
- 9–16 Eerie cold
- 17–24 Foreboding omen or message
- 25–32 Ghostly visions of this place in another time
- 33–40 Glimpses of shadowy movement
- 41–48 Objects move of their own accord
- 49–56 Sensation of being watched
- 57–64 Signs of death or violence
- 65–72 Spectral sounds
- 73–80 Twisted or altered architecture or terrain
- 81–88 Unnatural blight, decay, or ruin
- 89–96 Unnatural mists or darkness
- 97–100 ►Descriptor + Focus; pg 30–31

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; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

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

LOCATION THEME
INFESTED

Foul creatures have overrun this place.

**FEATURE**

- 1–8 Corpse of an unfortunate victim
- 9–16 Eggs, cocoons, or nest
- 17–24 Environment corrupted by the infestation
- 25–32 Evidence of a lurking creature
- 33–40 Evidence of an ill-fated victim
- 41–48 Hoarded food
- 49–56 Indistinct movement or sounds
- 57–64 Lair of lesser creatures
- 65–72 Ravaged supplies or equipment
- 73–80 Remains of a creature or remnants of a previous form
- 81–88 Territorial markings
- 89–96 Trail or evidence of a creature's passage
- 97–100 ►Descriptor + Focus; pg 30–31

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; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Clue to the nature or vulnerabilities of these creatures
- 21–40 Creatures turn on each other
- 41–60 Early warning of an attack or ambush
- 61–80 External event provides a helpful distraction
- 81–100 Helpful resource or equipment

LOCATION THEME INHABITED

People have built a community in this place.



FEATURE

- 1–8 Conspicuous patrols or surveillance
- 9–16 Crews at work
- 17–24 Display or monument honors a notable cultural event
- 25–32 Emergency teams responding to an incident or crisis
- 33–40 Families gathering or children playing
- 41–48 Festival, celebration, or observance
- 49–56 Fight breaks out
- 57–64 Notable figure stands out from the crowd
- 65–72 Protest or strike
- 73–80 Unrepaired damage
- 81–88 Unusually empty or quiet area
- 89–96 Vendor or merchant hawking their wares
- 97–100 ►Descriptor + Focus; pg 30–31

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 exploitative 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; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Intriguing offer from an unexpected source
- 21–40 Lively festival or gathering place provides a chance to socialize
- 41–60 Local gossip proves interesting or helpful
- 61–80 Needed item, resource, or buyer is available
- 81–100 Old friend or connection resurfaces

LOCATION THEME
MECHANICAL

Machines and technology hold sway in this place.



FEATURE

- 1–8 Control station or terminal
- 9–16 Device or technology with a mysterious function
- 17–24 Disassembled machinery or parts
- 25–32 Heavy machinery at work
- 33–40 Machine fabrication or repair
- 41–48 Machines emulating or fusing with biological life
- 49–56 Machines in stasis or powered down
- 57–64 Machines single-mindedly executing a function or program
- 65–72 Major project under construction
- 73–80 Mechanical environment in motion or transforming
- 81–88 Mechanical wreckage or destruction
- 89–96 Power source for the machines
- 97–100 ►Descriptor + Focus; pg 30–31

PERIL

- 1–9 Alarm or warning is triggered
- 10–18 Automated weapon or trap is activated
- 19–27 Environment made unsuitable for life
- 28–36 Hostile machines on patrol
- 37–45 Machines transform to reveal new capabilities
- 46–54 Machines with corrupted or hacked programming
- 55–63 Malfunctioning machines or technology
- 64–72 Moving machinery creates a danger or obstacle
- 73–81 Under surveillance by a central machine intelligence
- 82–90 Volatile technology
- 91–98 ►Action + Theme; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Helpful device
- 21–40 Insight into the workings or purpose of the machines
- 41–60 Intelligent machine offers aid
- 61–80 Salvageable resource
- 81–100 Wondrous technology

LOCATION THEME **RUINED**

Time, disaster, or war have ravaged this place.



FEATURE

- 1–8 Collapsed or broken structures or terrain
- 9–16 Device or artifact with residual power or function
- 17–24 Focal point or nexus of the destruction
- 25–32 Graves or corpses
- 33–40 Innermost or hidden spaces laid bare by the destruction
- 41–48 Message or recording from before the fall
- 49–56 Overgrown or entombed spaces
- 57–64 Rubble-strewn paths
- 65–72 Sad memento of a lost life
- 73–80 Sights or sounds of structural instability
- 81–88 Signs of looting or scavenging
- 89–96 Survivors or guardians dwell among the ruins
- 97–100 ►Descriptor + Focus; pg 30–31

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; pg 28–29
- 99–100 Roll twice

OPPORTUNITY

- 1–20 Access to an untouched or preserved area
- 21–40 Insight into what brought this place to ruin
- 41–60 Interesting or useful device or artifact
- 61–80 Salvageable equipment or resources
- 81–100 Shortcut or passage through the destruction

LOCATION THEME**SACRED**

Worshipers glorify strange powers in this place.

**FEATURE**

- 1–8 Adherents performing worship or enacting rituals
- 9–16 Altar or temple
- 17–24 Dwellings for the faithful
- 25–32 Enigmatic symbols
- 33–40 Graves or remains of glorified disciples
- 41–48 Holy text or archives
- 49–56 Offerings or atonements
- 57–64 Pilgrims arriving to pay homage
- 65–72 Protected reliquary of an artifact or token
- 73–80 Religious art or idols
- 81–88 Subtle manifestations of mystical power or visions
- 89–96 Tokens or motifs representing the faith's domain
- 97–100 ► Descriptor + Focus; pg 30–31

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; pg 28–29
- 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 can be used instead of the [Pay the Price](#) table for negative outcomes in crucial moments. It will introduce narrative turns, troubles, and revelations.

STORY CLUE

1-2

- 1–3 Affirms a previously understood fact or clue
- 4–6 Connects to a known rumor or scandal
- 7–9 Connects to a previously unrelated mystery or quest
- 10–12 Connects to your own expertise or interests
- 13–15 Contradicts a previously understood fact or clue
- 16–18 Evokes a personal memory
- 19–21 Evokes a remarkable anomaly or phenomenon
- 22–24 Evokes a vision or prophecy
- 25–27 Involves a cultural touchstone
- 28–30 Involves a hidden or mysterious faction
- 31–33 Involves a hidden or mysterious person
- 34–36 Involves a key or means of access
- 37–39 Involves a machine or technology
- 40–42 Involves a non-human being or creature
- 43–45 Involves a notable faction
- 46–48 Involves a notable person
- 49–51 Involves a person or faction from your background
- 52–54 Involves a personal item
- 55–57 Involves an enemy or rival
- 58–60 Involves an organism or biological evidence
- 61–63 Involves an unusual ability or power
- 64–66 Involves someone you trust
- 67–69 Involves something rare, expensive, or precious
- 70–72 Leads to a distant or unfamiliar place
- 73–75 Leads to a hidden or forgotten place
- 76–78 Leads to a nearby or familiar place
- 79–81 Leads to a notable or central place
- 82–84 Suggests a history of similar incidents
- 85–87 Suggests a looming event or deadline
- 88–90 Suggests an imposter or forgery
- 91–100 ►Descriptor + Focus; pg 30–31

When you Gather Information to investigate a mystery, you might uncover clues in the form of messages, rumors, eyewitness reports, data, or physical evidence. You can use this oracle to help reveal what this evidence connects to or implicates.

ANOMALY EFFECT

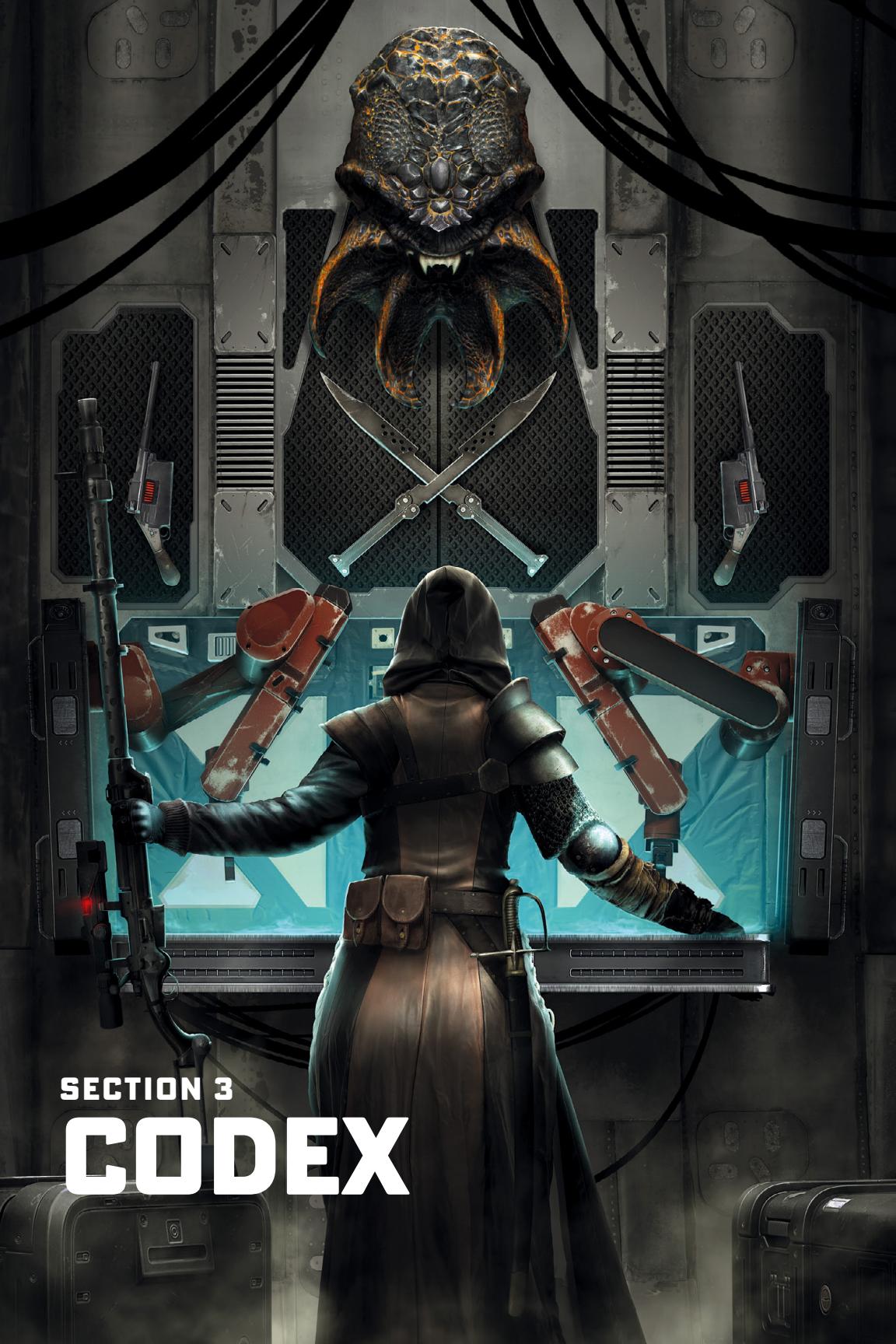
- | | |
|--------|---|
| 1–3 | Alters or focuses gravity |
| 4–6 | Alters or reshapes nonliving matter |
| 7–9 | Alters surrounding air or atmosphere |
| 10–12 | Alters surrounding ecosystems |
| 13–15 | Awakens the dead |
| 16–18 | Causes distressing visions or nightmares |
| 19–21 | Causes rapid biological growth or infestation |
| 22–24 | Causes sickness or weakness |
| 25–27 | Corrupts living matter |
| 28–30 | Corrupts or infects devices or computers |
| 31–33 | Creates manifestations or illusions |
| 34–36 | Decays or weakens surrounding terrain or structures |
| 37–39 | Drains energy from equipment or devices |
| 40–42 | Emits forceful or destructive energy |
| 43–45 | Emits radiation |
| 46–48 | Generates a barrier or ward |
| 49–51 | Generates intense lights and sounds |
| 52–54 | Generates tendrils of energy that slither or grasp |
| 55–57 | Harvests or destroys living matter |
| 58–60 | Harvests or destroys nonliving matter |
| 61–63 | Nullifies or destroys equipment or devices |
| 64–66 | Opens a path to another location |
| 67–69 | Replicates living matter |
| 70–72 | Replicates nonliving matter |
| 73–75 | Reveals glimpses of the distant past |
| 76–78 | Reveals glimpses of the far future |
| 79–81 | Reverses time by a few moments or minutes |
| 82–84 | Slows or stops time |
| 85–87 | Summons or manifests an ancient being or intelligence |
| 88–90 | Summons or manifests creatures |
| 91–93 | Transports to another location |
| 94–96 | Triggers an impending catastrophic explosion |
| 97–100 | Roll twice |

Meddling with alien artifacts or forbidden magic may put you at the mercy of chaos. Use this table to resolve the effects of ancient tech, rituals, or other strange forces.

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. Roll on this table when you're not sure what an enemy does next, particularly when they have you in a bad spot.



SECTION 3

CODEX

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STARFORGED RULES SUMMARY

MOVES

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

When you do something or encounter a situation within the scope of a move, refer to the move and follow its instructions. When a move's name is referenced by another move, you'll see it as underlined text.

If you have a question about a specific term used within a move, check the glossary on page 124.

Moves are preceded and followed by the **fiction**—the imagined narrative of your game. Take the time to **envision** the situation which triggers the move and what changes as a result of the move.

GROUP MOVES

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

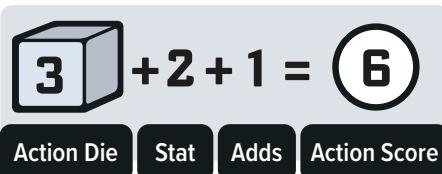
Unless a move specifically offers benefits for your allies, any mechanical bonus you gain from a move is applied only to the character making the move. Everyone else benefits from the narrative success.

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.

THE ACTION ROLL

Roll your **action die** (d6) and two **challenge dice** (2d10).

Then, add a stat to your action die. The move will tell you what stat to add (phrased as “roll +stat”), or may give you a choice. Some moves will tell you to use a condition meter, 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**. Your action score is never greater than 10.

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



ACTION ROLL OUTCOMES

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.

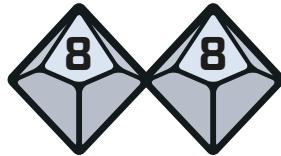


Miss: Your action score doesn't beat either challenge die. You fail, or must make serious concessions.

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.

MATCHES

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



Some moves and assets offer specific outcomes on a match. Otherwise, you can use a match as a prompt to add a twist, create a new complication, or introduce a new peril.

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



Strong hit: The match represents an interesting twist or new opportunity.



Miss: The match represents a heightened negative outcome, a complication, or new danger.

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

If you're not sure what a match means for the current situation, you can Ask the Oracle. If the oracle isn't helpful, and you're still stuck for an idea, move on. Matches are not mandates—they are just an opportunity to season your story with occasional dramatic turns.

MOMENTUM

Your **momentum meter** ranges from -6 to +10 and represents your inertia, luck, and confidence. It is located on the left side of your character sheet. Move results and asset abilities may prompt you to increase or decrease momentum.

GAINING MOMENTUM

You can gain momentum as an outcome or option when making moves. If a move tells you to add momentum—phrased as “take +X momentum”—increase your momentum meter by that amount.

LOSING MOMENTUM

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

Some moves or assets will prompt you to Lose Momentum as part of an outcome for an action, and may specify an amount of momentum to suffer, phrased as “Lose Momentum (-X).”

BURNING MOMENTUM

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

RESETTING MOMENTUM

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

The default reset is +2. This value is reduced when you suffer from an impact.

* If you have one impact marked, your momentum reset is +1.

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

PROGRESS TRACKS

A **progress track** measures your headway against a goal or obstacle, including quests, expeditions, connections, and fights.

Progress tracks are drawn as a row of ten boxes that you fill in—or **mark**—as you advance toward your goal. 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**.

MARKING PROGRESS

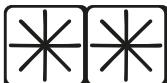
When a move tells you to **mark progress**, fill in the appropriate number of ticks or progress boxes per the rank of your challenge.

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



Troublesome

3 boxes



Dangerous

2 boxes



Formidable

1 box



Extreme

2 ticks



Epic

1 tick

SHARED PROGRESS TRACKS

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

PROGRESS MOVES

There are several key moves, called **progress moves**, which utilize progress tracks to resolve the outcome of challenges.

MAKING A PROGRESS ROLL

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

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

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.



Progress Score

COMPARE

Does the progress score beat the challenge dice?



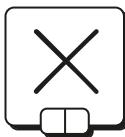
Challenge Dice

LEGACY TRACKS

As you complete **quests**, form **bonds**, and make **discoveries**, you advance along your **legacy tracks**.

MARKING LEGACY REWARDS

In recognition of notable achievements, moves and assets will prompt you to mark ticks or fill boxes on one or more legacy tracks.

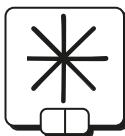


Legacy tracks do not have a rank, but are otherwise treated the same as a standard progress track. It takes four ticks to fill a box.

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

GAINING EXPERIENCE

When you fill a legacy track box with four ticks, make the Earn Experience move. Per that move, take 2 **experience** for each newly filled legacy box.



The two **experience counters** attached to a full legacy track box each represent 1 earned experience that is ready to spend.

SPENDING EXPERIENCE

You spend earned experience to gain or upgrade assets. 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, fill in the experience counters.



ROLLING ON A LEGACY TRACK

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

CLEARING A LEGACY TRACK

When you fill all ten boxes on a legacy track, erase all boxes and experience counters, and resume marking legacy rewards in the now-empty track.

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

EARNING EXPERIENCE ON A COMPLETED TRACK

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

CONDITION METERS

Along the right side of your character sheet are three **condition meters**: **health**, **spirit**, and **supply**. Their values are reduced when you face hardship through a **suffer move**, and increased when you make **recover moves**.

- * **Health** represents your physical condition and stamina.
- * **Spirit** is your morale and mental state.
- * **Supply** is an abstract representation of your overall preparedness, including food, water, fuel, weapons, ammo, equipment, cargo, money, and general upkeep.

ALLIES AND SUPPLY

If you are playing with allies, you share the same supply value. 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.

ASSET CONDITION METERS

Some assets have their own condition meters, such as a vehicle’s **integrity meter** or a companion’s **health meter**. Track their status using the condition meter on the asset card.

IMPACTS

Impacts represent temporary, long-term, and permanent disadvantages. Moves will tell you when to mark an impact, or may give you an option to mark an impact to avoid a greater danger.

Impacts reduce your max momentum. Each marked impact reduces your max momentum (normally 10) by 1.

Impacts also reduce your momentum reset:

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

MISFORTUNES

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

If you are wounded, shaken, or unprepared, you cannot increase the associated condition meter until you make a **recover move** to clear the impact.

VEHICLE TROUBLES

- * **Battered** may be marked when your vehicle is at 0 integrity and you fail to Withstand Damage. It's barely holding together. Until you successfully Repair, you cannot raise the vehicle's integrity.
- * **Cursed** may be marked when your command vehicle 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 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.

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

BURDENS

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

Burdens leave you bound to new vows. Clearing a burden can only be accomplished by resolving the quest.

LASTING EFFECTS

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

Lasting effects are permanent. They forever impact your character through the momentum adjustment and—more importantly—the narrative impact.

ASSETS

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

Unless an asset specifically defines a benefit for a progress move, you may not leverage an asset ability when making a progress roll.

When you create your character, you pick three assets. You also start your campaign with a STARSHIP command vehicle.

As you mark progress on your legacy tracks, 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. All assets include three abilities. The first ability is enabled when you purchase the asset.

UPGRADING AN ASSET

It costs 2 experience to claim the second or third ability for an existing asset. When you spend experience to upgrade an asset, fill in the dot on the asset card to show you've acquired the ability. The second and third abilities may be selected in any order.

ORACLES

Make the Ask the Oracle move to help guide your campaign. The most basic function of this move is to answer a yes/no question, but you can also use **oracle tables** (starting on page 26 of this guide) to generate story events, locations, characters, creatures, and more.

Whenever you are prompted to generate a result between 1 and 100, roll two ten-sided dice. Decide before rolling which represents the tens digit and which is the units. This is an **oracle roll**.

EQUIPMENT

Your **supply meter** is an abstract representation of your overall readiness. You are otherwise armed, armored, and equipped as appropriate to your vision of your character.

Make note of equipment at whatever level of detail you like. Envision how it enables you to make moves where that gear is important, or perhaps allows you to avoid the risky nature of a move altogether.

If you ever need to know if you have a specific helpful item, make the Check Your Gear move.

VEHICLES

There are three categories of vehicles.

COMMAND VEHICLE

Your **command vehicle** is your STARSHIP asset, earned at character creation. If you are playing with others, you and your allies share this asset.

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

SUPPORT VEHICLES

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

INCIDENTAL VEHICLES

An **incidental vehicle** is one you temporarily acquire through the course of your story. 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** incidental vehicle: 4 integrity
- * **Medium** incidental vehicle: 3 integrity
- * **Light** incidental vehicle: 2 integrity



CAMPAIGN CLOCKS

Use **campaign clocks** to resolve the actions of entities such as factions and major threats in the background of your campaign.

SETTING A CAMPAIGN CLOCK

Give the clock a name and decide the number of segments: four, six, eight, or ten.

ADVANCING A CAMPAIGN CLOCK

When you Begin a Session, make a check against any active campaign clocks. If advancing a clock is not in doubt, fill the next segment. If circumstances or time conspire to push the clock forward more rapidly, fill two segments.

If there are factors that create uncertainty, Ask the Oracle using the yes/no table.

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

Set the chance of the clock advancing to *likely* as the default, and adjust up or down if other factors (including your own aid or interference) have a strong influence. If it is more likely, make it *almost certain*. If it is less likely, make it *50/50*. In exceptional circumstances, you can make it as low as *unlikely*.

If the answer is yes, fill a clock segment. If you also roll a match on your oracle dice, envision how this situation or project gains dramatic support or inertia, and fill two segments instead of one.

If the answer is no, do not fill a segment. The situation or project has stalled or encountered resistance. If you also roll a match on your oracle dice, envision a turn of events that pits new factors or forces against the clock.

COMPLETING A CAMPAIGN CLOCK

Once the clock is filled, the event is triggered. Envision the impact on your character and the setting.

If events in your campaign bring a definitive end to a situation or project tracked by a clock before it is completed, remove it from play.

TENSION CLOCKS

Use **tension clocks** to represent a looming threat or deadline in a scene, or an escalating danger that persists across scenes. Unlike campaign clocks, tension clocks do not advance independent of your actions. They are smaller-scope clocks that fill as you suffer setbacks or fail to act.

SETTING A TENSION CLOCK

Name the clock and decide the number of segments. If the danger or deadline is imminent, make it four or six segments. If it represents a longer-term threat, make it eight or ten segments.

ADVANCING A TENSION CLOCK

When you Pay the Price or encounter a complication in a situation where a tension clock is active, you can resolve the cost or concession by filling a segment on the clock. If it is a dramatic failure, such as a miss with a match, make it two segments.

COMPLETING A TENSION CLOCK

Once the clock is filled, time is up. The threat or deadline triggers. This should result in harrowing problems for your character.

If you escape the looming threat or deadline, or it is no longer relevant, stop the clock and remove it from play.

SCENE CHALLENGES

A **scene challenge** is an optional structured approach for resolving an extended non-combat scene against a threat or other characters, particularly when a time limit or looming danger adds extra urgency. Scene challenges use a troublesome, dangerous or formidable **progress track** countered by a **tension clock** with four segments.

Make the Begin the Scene move to start the challenge. To act within the scene, use the alternative versions of Face Danger and Secure an Advantage shown here. When the clock or progress track is filled, or the narrative is guiding you to a conclusion, Finish the Scene.

BEGIN THE SCENE

When you face an extended or complex challenge, name your objective and choose a rank as appropriate to the situation.

- * You have a clear advantage: Troublesome
- * You are ready to act: Dangerous
- * You are unprepared or outmatched: Formidable

Then, activate a 4-segment tension clock and Face Danger or Secure an Advantage to take action.

FACE DANGER (SCENE CHALLENGE)

When you attempt something risky or react to an imminent threat within a scene challenge, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, you are successful and mark progress. On a strong hit with a match, mark progress twice.

On a **weak hit**, you are successful and mark progress, but also encounter a complication or setback. Envision what occurs and fill a clock segment.

On a **miss**, you fail, or a momentary success is undermined by a dramatic turn of events. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

SECURE AN ADVANTAGE (SCENE CHALLENGE)

When you assess a situation, make preparations, or attempt to gain leverage within a scene challenge, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **hit**, you are successful. On a **strong hit**, take both. On a **strong hit with a match**, take both and mark progress. On a **weak hit**, choose one.

- * Take +2 momentum
 - * Add +1 on your next move (not a progress move)
- On a **miss**, you fail or your assumptions betray you. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.
-

FINISH THE SCENE

Progress Move

When the scene challenge tension clock or progress track is filled, or when events lead to the scene's conclusion, roll the challenge dice and compare to your progress.

On a **strong hit**, you achieve your objective unconditionally.

On a **weak hit**, you succeed, but not without cost. You must Pay the Price. Make this a minor cost relative to the scope of the scene.

On a **miss**, you fail or are undermined by a dire turn of events. Pay the Price.

GLOSSARY

“ADD +X”

Add this value to your action die. For most action rolls, your action die + stat + adds is your final action score. If you gain multiple prompts to “add +x” for a single action, those bonuses stack.

“ACTION SCORE”

When making an action roll, the total of your action die, your stat, and any adds is your action score. The action score is never greater than 10—anything over that is ignored.

“ALLIES / ALLY”

An ally is a protagonist character controlled by another player.

“BEFORE ROLLING”

Some asset abilities include a benefit at a risk that must be decided prior to rolling the dice. When activating this ability, you must commit to the choice or cost before the dice hit the table.

“BURN MOMENTUM”

When you have positive momentum, after you make an action roll, you may replace your action score with your current momentum value to improve your result.

Some assets may offer additional benefits when you burn momentum, or will alter the result. But note that you cannot burn momentum unless it actually improves the outcome of the move (making a miss a hit or a weak hit a strong hit).

After you burn momentum, you must reset your momentum.

“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.

“ENDURE HARM (-X)”

Make the Endure Harm move, suffering the indicated amount of harm.

“ENDURE STRESS (-X)”

Make the Endure Stress move, suffering the indicated amount of stress.

“ENVISION”

When you see “envision” as a prompt during gameplay, that’s your reminder to take a moment and put the focus on the fiction by imagining, describing, or discussing what is happening. If you’re unsure, Ask the Oracle, using the *Starforged* oracles to generate the details of a situation, location, person, creature, and more.

“IN CONTROL” / “IN A BAD SPOT”

In a fight (using combat moves), your character is in one of two positions: in control or in a bad spot. If you are in control, you can make proactive moves such as Gain Ground and Strike. When in a bad spot, your foes have the upper hand and you must make reactive moves such as React Under Fire and Clash.

When you make a move that doesn’t define whether you are in control or in a bad spot (such as a suffer move), follow these guidelines: On a strong hit, you are in control; on a weak hit or miss, you are in a bad spot.

“LOSE MOMENTUM (-X)”

Make the Lose Momentum move, reducing your momentum meter by the indicated amount.

“MAKE A SUFFER MOVE (-X)”

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

“MARK [REWARD] ON YOUR QUESTS/BONDS/DISCOVERIES LEGACY TRACK”

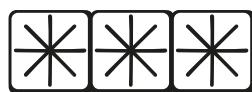
Moves and asset abilities may prompt you to mark ticks or fill boxes in one or more of your legacy tracks. This is called a legacy reward. For example, if you Make a Discovery, you and your allies mark two ticks on your discoveries legacy track.

If you are successful as you make a progress move to Fulfill Your Vow, Forge a Bond, or Finish an Expedition, anyone who was part of the shared challenge earns the legacy reward and marks the appropriate legacy track. However, bonus legacy rewards granted by an asset are only for the character making the move, unless the ability specifically provides a reward for allies.

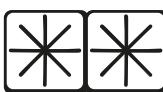
Legacy tracks are not given a rank, but are otherwise treated the same as standard progress tracks. It takes four ticks to fill a box. When you fill a legacy track box, make the Earn Experience move.

“MARK PROGRESS”

When a move or asset ability prompts you to mark progress, check the rank of the challenge and fill in the appropriate number of boxes or ticks in your progress track.

**Troublesome**

3 boxes

**Dangerous**

2 boxes

**Formidable**

1 box

**Extreme**

2 ticks

**Epic**

1 tick

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

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

“MARK PROGRESS TWICE”

When a move or asset ability prompts you to “mark progress twice,” mark double the number of ticks or boxes per the rank of the challenge. For example, marking progress twice on a troublesome challenge would mean marking 6 boxes (instead of 3). Marking progress twice on a epic challenge would result in 2 ticks (instead of 1).

Any additional instances of “mark progress” gained through an asset ability stack on top of this reward.

“MATCH”

A match occurs when you roll the same value on both challenge dice. If a move or ability prompts a specific result for a match, such as “on a match” or “on a strong hit with a match,” act on those instructions. If not, you can use the match as a trigger to introduce a twist or more dramatic outcome.

“ON A HIT” / “IF YOU SCORE A HIT”

Act on these instructions if you score a weak or strong hit on a move (your action score beats one or both of the challenge dice).

“ON A MISS” / “IF YOU SCORE A MISS”

Act on these instructions if your action score does not beat (is not greater than) either of the challenge dice. Ties are always in the favor of the challenge dice.

“ON A STRONG HIT” / “IF YOU SCORE A STRONG HIT”

Act on these instructions if your action score beats (is greater than) both challenge dice.

“ON A WEAK HIT” / “IF YOU SCORE A WEAK HIT”

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

“PAY THE PRICE”

When you suffer a negative outcome on a move, you’ll often see a prompt to Pay the Price. This move helps you resolve the cost of that action. If you’re playing without a guide, you make the most obvious or interesting bad outcome happen based on the current circumstances, roll on the Pay the Price table to see what happens, or Ask the Oracle. If you’re playing with a guide, they can decide what happens, ask you to roll on a table, or talk it through with you.

“PRESET YOUR ACTION DIE”

Some asset abilities enable you to set your action die to an automatic value instead of rolling that die. If you take that option, roll only the challenge dice and use the preset value to determine your action score.

“PROGRESS MOVE”

This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal.

You may not burn momentum on this roll, and you are not affected by negative momentum. In addition, assets abilities do not affect progress rolls unless they define a specific benefit for a progress move.

“PROGRESS SCORE”

When making a progress move, tally the number of fully filled progress boxes (those with four ticks) in your progress track for that challenge. This is your progress score, and is used to resolve the move in place of an action score.

“REROLL”

After you roll your move, you may pick up and reroll the indicated dice. The move or ability will tell you what dice are eligible for the reroll; for example: “reroll your action die,” or “reroll any dice.” Unless stated otherwise, you may not reroll when making a progress move.

You may reroll only once, using a single throw for all dice you are rerolling. The new result for all dice must stand, even if it is a worse outcome than the original roll.

In rare cases, you might have multiple asset abilities that each allow a reroll on the same action. If so, you may make one reroll for every instance of a “reroll” prompt, following the process above.

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

“RESET MOMENTUM”

After you burn momentum, or if prompted to “reset momentum” by a move or asset ability, you must adjust your momentum meter to its reset value.

The default momentum reset is +2, but this value is reduced when you suffer from an impact.

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

After you reset your momentum, resolve the move. If the move or an asset provides a momentum bonus as a reward for the move outcome, adjust the meter appropriately.

“ROLL +[STAT/METER/OTHER]”

This is the basic action roll. Most action rolls are made by adding the value of a stat to your action die. Moves may indicate a stat you should use, such as “roll +iron.” If it doesn’t, or gives you a choice, use the stat that best fits the situation and your approach.

Some moves and asset abilities will prompt you to use the value of a condition meter instead of a stat (for example, “roll +supply”). Others may include their own custom value or meter in place of a stat.

“SACRIFICE RESOURCES (-X)”

Make the Sacrifice Resources move, suffering the indicated loss of supply.

“SUFFER -X”

Subtract this number from the indicated condition meter. For example, “suffer -1 supply” tells you to reduce your current supply meter value by 1.

“TAKE +X”

Add this number to the indicated meter. For example, “take +2 momentum” tells you to add 2 to your current momentum meter.

Your assets may offer additional bonuses for a move. Unless stated otherwise, this bonus is added to anything else you gain as a result of the action. If you take +2 momentum as part of a move, and you are aided by an asset that tells you to “take +1 momentum” on the same move, you gain a total of +3 momentum.

“WHEN YOU...”

This is a move trigger. When you do this thing, or encounter this situation, make the move.

Moves are player-facing. You or the guide don’t make moves for non-player characters or creatures. If you’re just checking to see if something happens or how someone acts, you can Ask the Oracle.

Asset abilities also use the “when you” trigger to give you additional options and bonuses when making a move. This might be a limited to a specific move (“When you Strike”), or can sometimes apply to any move that fits the scope of a situation (“When you make a move to...”). However, unless an asset specifically defines a benefit for a progress move, you may not leverage an asset ability when making one of those moves.

“WITHSTAND DAMAGE (-X)”

Make the Withstand Damage move, suffering the indicated amount of damage. This damage is applied to your vehicle’s integrity track.