

ARMOUR ASTIR ADVENT アドベント

A Powered By The Apocalypse game about giant magical robots and the people that control them.

Version 0.54
(11/11/2019)



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A NOTE ON WORLDBUILDING

While this game doesn't include a pre-written setting you are expected to play, that's not to say these rules are completely free of any details outside the mechanics.

These are intended to establish a feel for the game that will serve as a starting point for your own world—some core elements that you can build around. 'Armour Astirs' rather than mechs, 'Channelers' rather than pilots—these things are there to inspire and set an identity, and you should feel free to change all of them if the world you and your fellow players are exploring demands something different, or if you already have a setting you're bringing these rules to.

Replacing magic itself is a little trickier, but it's doable. The alternate sci-fi playbooks for *Armour Astir: Ascent* replace +CHANNEL with +ZEAL, a more abstract representation of various sources of strength, and also rename or replace several magic-centric moves. The example weapons in [Gear & Tools](#) have suggestions for non-fantasy alternatives.

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Armour Astir: Advent
Playtest Beta, October 2019©
by Briar Sovereign

ARMOUR ASTIR: ASCENT

Ascent is an alternative sci-fi themed rule set for Armour Astir, comprised of reworked playbooks, some new assumed fiction about Astirs and how they work, and a new set of example Astirs. Where Armour Astir: Advent is about fantasy worlds rife with magic that mingles with and gestures towards future technology, Ascent is the opposite. In Ascent, Astir pilots fight over the fate of planets and galaxies in high-tech Astirs, pitting power that might as well be arcane against each other in the hope for peace.

In Ascent, the Basic and Downtime moves stay the same with the exception of **weave magic**, which is re-themed into;

Limit Break

When you rely on your zeal to line up a miraculous shot, predict something you could never have known, or otherwise do something beyond human possibility, you're attempting to limit break. When you do so, roll +ZEAL;

On a 10+, you manage to achieve your goal without any extra ill effect.

On a 7-9, you succeed, but it is exhausting to do or has dangerous consequences.

PLAYBOOKS

ACES

Anyone can climb in an Astir and pull a lever or two - it takes zeal to be an Ace. While they have their differences, all Aces are more than capable in a fight. When the odds are against them, only an Ace has the **drive** to make it through.

TACTICIAN ALIGNED
HAUNTED LEASHED

Overdrive

When you push through a bad situation with your Drive, spend it 1-for-1 to do one of the following;

- Do something surprising, replacing a d6 result with one of your Astir's Sub-traits.
- Reveal something you already knew and take Advantage on a move.
- See something nobody else did, asking one question from the **read the room** list.
- Grit your teeth and bear the heat, unticking 'overheating' on your Astir.

SUPPORTS

Supports are a varied group, but are generally people with less of a direct combat focus than Aces. While they're all capable of holding a gun, most Support Roles have an area of expertise best put into practice off the battlefield. When a Sortie doesn't call for their skill-set, they can instead take part in the **b-plot** with the move below.

SCOUT CAPTAIN
ENGINEER DIPLOMAT

B-Plot

When you take part in the **b-plot** rather than be involved in a Sortie, name one or two Director characters that accompany you and hold 3. During the Sortie, you may spend it 1-for-1 to do the following;

- Give another player increased level of success on their next move, but complicate things for yourself.
- Deny an NPC from appearing during the Sortie - they're busy, possibly with the same thing as you.
- Spend some time and take a Downtime move.
- Cut away from the Sortie during a moment when time is precious, giving everyone room to think.

TACTICIAN

Fighting can be chaotic, dangerous, and unerringly unpredictable. But with a good plan, and a practised move or two, you won't need luck on your side.

ZEAL (+2)

LOOK

You look: *smart, bookish, wily, anxious or imposing*

You wear: *pilot jumpsuit, military uniform, dress uniform, fancy robes*

Your style is: *quiet and understated, bold and blunt, openly devilish, plain and matter-of-fact*

When you launch your Astir, you say: _____

APPROACH

When fighting on foot, your approach is: **arcane** or **elemental** (choose one)

GEAR

- 1 Astir III
- Smartblade I (*melee / bane*)
- 2 Tactician Gear
- Clothes that match your look

TACTICIAN GEAR

- Laser Pistol I (*ranged*)
- Baton I (*melee / mundane*)
- Sidearm I (*ranged / defensive*)
- Shield Broach I (*ward*)

Tacticians are careful, prepared combatants. This is most apparent in their use of 'tactics' - plans of action thought out in advance of a Sortie. Most Tacticians typically attain their skills through formal study, and while good at making plans and full of useful knowledge, they often don't deal well with surprises.

Playing a Tactician often means calling your shot, either through your choice of tactics or through plans you make in the heat of action. Once you have advanced and can take new ones, other moves like **overclocker** and **run wild** make it easier to respond to situations you haven't prepared for.

Consider;

- Where did you get such a good understanding of tactics?
- Is this something open and public, like an academy, or private, like training passed down through a family lineage?
- Was where you studied connected to a military, or the Authority in any way?
- What does preparing your tactics entail?
- Where did you get your Astir? Is it stolen from a military force? A family heirloom? Does it belong to the Cause?

STARTING MOVES

You start with the **plans** and **prepare tactics** moves.

Prepare Tactics

You have a practised set of tactics you use to enhance your piloting talents. Discuss what they are with your Director and where you perform them. When someone **leads a Sortie**, choose 2 tactics you had time to prepare;

- A **realigning** tactic - Increase one of your Traits by 1 and reduce another by 1 (no Trait may be higher or lower than -/+3)
- A **contingency** tactic - Specify three specific situations: if you find yourself in one of them, increase your level of success on your next roll by one, and this ritual expires.
- An **adaptation** tactic - When you fail a roll, take Advantage on your next one.
- An **observational** tactic - When you **read the room**, you may ask questions of a broader situation than here and now.

All rituals expire after the Sortie, and you lose their effects when that happens.

Plans

Tacticians are educated in the art of war, and fight according to preordained tactics in order to perform at their best. Unexpected situations are the bane of a good tactician. Whenever the party enters a dangerous situation, declare your plan to resolve it.

If your plan is interfered with or prevented at any point, take the *risk* (perturbed, irritated, or vexed).

If your plan succeeds, even accidentally, advance a GRAVITY clock with someone who didn't think it would.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Run Wild

When you abandon a **tactic** and turn to your zeal instead, choose one of your prepared tactics - you no longer gain its benefit. You may then choose an option from the **subsystems** move without spending power.

Overclocker

When you make a move while piloting an Astir, you can roll +ZEAL instead of the usual Trait - if you do so, tick 'overheating' on your Astir. If it's already ticked, it destroys one of your systems - you are in *peril* (burnout).

Consult Records

You have a store of books and files on various subjects that you can consult for information when given time. Choose 1 subject you have almost perfect records of, and 2 you have extensive information on;

- Civilian engineering
- Military engineering
- Popular culture
- Natural flora and fauna
- Unnatural flora and fauna
- Military tactics
- Nations/Factions (by specific)
- General world history

Indomitable

If you are outside your Astir and fighting on foot, you can **exchange blows** and **strike decisively** with +ZEAL when attempting to cause physical harm.

Part Of The Plan

Whenever you roll a 10+, you may opt to instead take a reduced level of success. If you do so, hold 1, which you may spend at any point before the end of the Sortie to do one of the following;

- Swap two of your Traits.
- Increase your level of success on a move.

Analyst [Requires: Consult Literature]

You acquire a new source of knowledge, and choose 2 more subjects you have extensive information of to your **consult records** move.

ALIGNED

Through augmentation, medical treatments, or sheer force of will, you took control of your body and made it ideal. This is who you were meant to be, and they'll never take it away from you.

+ZEAL (+1)

LOOK

You look: *wild, cold, sharp, cocky or brash*

You wear: *pilot jumpsuit, military uniform, dress uniform, casual attire*

Your augments are: *shiny and chrome, not noticeable, military designs, plain and simple*

When you launch your Astir, you say: _____

APPROACH

When fighting on foot, your approach is: **profane** or **mundane** (choose one)

GEAR

- 1 Astir III
- Augments I (*melee / bane*)
- 2 Aligned Gear
- Clothes that match your look

ALIGNED GEAR

- Revolver I (*ranged / decisive*)
- Thermal Blade I (*melee / elemental*)
- Sidearm I (*ranged / defensive*)
- Shield Broach I (*ward*)

Through augmentation, medical treatments, or sheer force of will, the Aligned seize control of their bodies and make it ideal. For some, this is the cost to pilot Astirs not designed in their image. For others, piloting is the cost - one more they'd happily pay to be their best self.

To play an Aligned is to, depending on what your **augments** are and why you got them, invite questions about the body: about disability, transhumanism, being transgender, loss of bodily autonomy to the Authority or otherwise and so on. It might not be the focus of your campaign or even your character to tackle this in-depth, but you should at least think about the place of these things and the people affected by them in your world. It's also the playbook most indulged in mecha anime tropes, with moves like **face to face**, **resonance**, **bullheaded** and **let loose** all lending themselves to various kinds of hot-blooded action.

Consider;

- Where and how did you get your augments?
- How are they made, and of what material? How rare are such things in your world? How noticeable are they?
- Do people use a word other than 'augment'?
- Why did you choose to undergo augmentation? Did you choose?
- How does the existence of Aligned relate to disability in your world?
- Do your augments require maintenance or upkeep in some way?
- What kind of reactions do people have to your augments?
- Are your augments heavy or uncomfortable? Can they be removed?
- How do your augments help your control an Astir? Do you use controls with them like usual, or do they interface directly into it somehow?
- How often is the term Aligned used, if at all? Is it formal or informal? Do you have another word for yourself? Are there others who control Astirs in a similar way?

STARTING MOVES

You start with the **augments** move as well as two others from your Additional Moves.

Augments

Aligned control their Astir using alterations to their body, like artificial limbs, new organs, or treatments that influence their biology. These augmentations allow them to uniquely interface with Astirs, but otherwise do not interfere with your life unless you decide so. You're exactly who you want to be, and your zeal only builds as that's put to the test.

Your ZEAL is increased by 1 for each *danger* you have (upto a max of +3).

When someone you have GRAVITY with sees you be put in *peril*, advance it.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Higher Purpose

If you are outside your Astir and fighting on foot, you can **exchange blows** and **strike decisively** with +CHANNEL when attempting to cause physical harm.

Scour Existence

You can **exchange blows** and **strike decisively** with +ZEAL when attempting to cause physical harm with Astir-mounted weapons. If you do so, tick 'overheating' on your Astir. If it's already ticked, it destroys one of your modules - you are in *peril* (burnout).

Don't Follow Me

When you **lead a Sortie** with +DEFY, give everyone that follows Advantage to their next roll.

Resonance

When you would **limit break** to form a clear empathic bond with another, sharing your true feelings and ideals, choose 2 instead of rolling;

- Your connection lasts a single, precious moment - time for little more than a short exchange.
- They or someone else view it as a breach of trust or some kind of trick, and will hold it against you.
- You miss something important while you're together.

Let Loose

Whenever you gain a *peril*, **exchange blows** and **strike decisively** with Advantage until the end of the Sortie.

Bullheaded

You may take a *risk* to add +*dangers* to your next roll.

Face To Face

When you leave your Astir in the hopes another will do the same to meet you **face to face**, roll +TALK.

On a 10+, NPCs will leave their Astir to face you. PC's must **weather the storm** to refuse.

On a 7-9, NPCs will leave their Astir to face you, but choose one;

- Take the *risk* (entangled).
- You have Disadvantage to moves against the other Channeler.
- You are separated from your Astirs temporarily.

PC's may choose whether to leave their Astir or not - if they do, they pick one of the above for you.

Realignment

You undergo deeper alteration and enhancement to your body. Discuss what it is with your GM, and either choose a move from another playbook to represent its effects, or work with your GM to create a new one.

HAUNTED

There's a fire in your eyes and ghosts at your back. This all has to end.

+ZEAL (+3)

LOOK

You look: *serious, haughty, caring, wise or zealous*

You wear: *pilot jumpsuit, military uniform, dress uniform, religious garb*

Your aura is: *blue and soothing, red and angry, green and energetic, amber and courageous*

When you launch your Astir, you say: _____

GEAR

- 1 Astir III
- 1 Holdout
- Clothing appropriate for your look

HOLDOUTS

- Heavy Pistol I (*ranged / bane, limited*)
- Sidearm I (*ranged / small, defensive*)
- Knife I (*melee / small, thrown*)

The Haunted are in touch with the ghosts of those that have died to conflict, both unfortunate victims and willing participants. They draw their zeal from their memories and embodiments of these people, and use it to demand a better tomorrow.

While playing the Haunted, you have lots of moves that let you aid and protect other players, like **safeguard** and **no more lost**. Your high natural ZEAL of +3 also gives you a great chance of success on moves like **limit break** and **not forgotten**, but keeping this +3 will require you to hold your **memories** close.

Consider;

- Is your deity really divine in the supernatural sense, or just a godlike figure?
- How formal is your religion/connection to your deity?
- How well known is your deity?
- How common are people like yourself? Are they called Paradigms, or something else?
- What is the Cause's relationship to faith?
- What is the Authority's relationship to faith?
- What is your deity like? What do they demand, and what do they request?
- What does giving service or worship to your deity look like?
- What was your life like before the Cause?
- How were you introduced to your deity?

STARTING MOVES

You start with the **memories** and **empath** moves as well as one other from your Additional Moves.

Memories

Instead of Ideals, write three Memories that represent people you have lost and what their beliefs or goals were. When you talk about the dead with someone or learn about those that they have lost, advance a GRAVITY clock with them if you have one. If you ever abandon or turn away from a Memory, replace it with an Ideal instead of crossing it off and taking an advance.

Your ZEAL Trait is also reduced by 1 until you make amends in whatever way is appropriate for those memories that still remain.

Example tenets might be:

- Lumen died for me. I'll never let anyone else do the same.
- Noelle believed we should always show mercy to those that will accept it.
- Marico would be heartbroken to see me kill without remorse.
- I'm only here because Suhi thought everyone deserved a second chance.

Empath

Your connection to the spirits of others gives you a limited understanding of their emotional well-being, and you cannot help but feel as they feel. You find yourself drawn to others, and gain an additional action during Downtime that can only be used to give emotional care or guidance to a crewmember using the ***talk it out*** move.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Speak With The Dead

When you look to those that have passed for guidance, you may ***dispel uncertainties*** with +ZEAL. If you do so, on a 7-9 the information is still directly useful, but it is difficult to discern if your answer came from the intended person.

Inspire Focus

Once per Sortie, you may take a visible position over the battlefield and inspire confidence and clarity in your allies that see you - they each clear a *risk* and take Advantage to their next roll.

No More Lost

When you enter battle with a group of allies, give up to four people (including yourself) Advantage when they next ***bite the dust***.

Safeguard

When you ***exchange blows*** and someone ***helps or hinders*** you, you can protect them from any harm they might suffer as a result. When you ***help or hinder*** someone who is ***exchanging blows***, you can suffer any harm taken in their place.

Take The Wheel

When you let a ghost possess you to make use of their skills or knowledge, roll +ZEAL. On a 10+, they'll do as you ask, and will return your body to you when you're ready. On a 7-9, they'll do as you ask, but you must convince or force them to leave.

Not Forgotten

When you openly and loudly advocate for something tied to a Memory, roll the highest of +TALK or +ZEAL. On a 10+, choose 2. On a 7-9, choose 1.

- Your words reach people far beyond where your voice is heard.
- Even those that would call you a foe are sympathetic.
- There's no immediate retaliation against you.

On a 6 or below, your words are misinterpreted, co-opted, or misrepresented in a terrible way.

Séance

When you take time to attempt to prepare an area, allowing ghosts to manifest to everyone for a short time, roll +ZEAL. On a 10+, choose 2. On a 7-9, choose 1;

- Only ghosts you allow access may manifest.
- Ghosts may not be harmed or banished while in this space.
- Beings within your prepared area cannot knowingly lie.

LEASHED

You belong to something. First it giveth...

+ZEAL (+2)

LOOK

You look: *dark, mysterious, shrouded, unsure or haunted*

You wear: *pilot jumpsuit, military uniform, dress uniform, occult robes*

You're marked by: *religious icons, corporate branding, occult tattoos, strange mutations*

When you launch your Astir, you say: _____

GEAR

- 1 Astir III
- 1 Holdout
- Clothing appropriate for your look

HOLDOUTS

- Heavy Pistol I (*ranged / bane, limited*)
- Sidearm I (*ranged / small, defensive*)
- Knife I (*melee / small, thrown*)

Leashed are backed by an imposing benefactor, like a powerful corporation, an AI, real divinity, etc. Their zeal's only as useful as their patron's gifts, and most backers are looking for a return on investment. Patrons trade in Influence.

While playing a Leashed, you trade Influence to your **patron** to activate a variety of moves, like **for every occasion** and **borrowed power**. These moves let you break the rules a little: altering weapon tags, automatically succeeding at rolls, and even using moves from other playbooks. **Sponsorships** gives you two moves at random per Sortie, but both **whims** and **borrowed power** give you some control over what you end up with.

Consider;

- What and who is your patron? Are they supernatural, or just powerful enough to seem so?
- What is the nature of your relationship with your patron?
- Are there other Leashed serving your patron? Are there other Leashed at all?
- Is your bond with your patron forever, or will it expire?
- What other kinds of entities exist that could be patrons?
- Did forming this bond cost you anything now, or will it in the future?
- What kind of reputation do Leashed have?
- Does your patron have a direct connection to you, or do they act through agents?

STARTING MOVES

You start with the **sponsorships** and **patron** moves.

Sponsorships

At each dawn, you receive **sponsorships** from your patron. Roll on the list below two times to discern what powers you receive. They last until the next dawn.

1 • Metered Psycodrive - You may give your **patron** 1 Influence to make a move with +ZEAL instead of the usual trait—when you do so, tick 'overheating' on your Astir. If it's already ticked, it destroys part of your Astir - you are in *peril* (burnout).

2 • Digital Wizardry - You can have an Astir hacked into, locking it out of some of its systems. When you do so, roll +ZEAL. On a 10+, choose 2. On a 7-9, choose 1;

- A Player or Rival cannot spend Drive to activate **subsystems**.
- A weapon, tool or function stalls, malfunctions, and stops working.
- The pilot cannot prevent you from communicating with them.

3 • Indifference Protocols - You can mask yourself or an Astir you are attuned to against detection. When you do so, roll +ZEAL. On a 10+, you are disguised or cloaked in a fashion appropriate to your **patron**. On a 7-9, the Director will tell you a flaw with your disguise.

4 • Reactive Shielding - You may give your **patron** 1 Influence to have Advantage when facing harm.

5 • Fuel Injection - You may give your **patron** 1 Influence to make the **subsystems** move for free.

6 • Reality Subjugation - When you use the **overdrive** move to alter the result of a roll, you may change both d6's to the chosen Sub-trait rather than just one if you wish.

Patron

You're backed by a patron or benefactor, whose motivations are typically not something you can discern. While they are often content to let you run free with their gifts, they will sometimes require things of you - and when they can, they will exert their Influence to make sure their bidding is done.

Your patron may spend their Influence like hold in order to do the following;

- **Help or hinder** you, succeeding as if they had rolled a 10+.
- Attempt to force you to do something; you may **weather the storm** to resist.
- Re-roll your **boons** for the day.

Whenever your Patron spends Influence, advance your GRAVITY clock with them.

As long as you Patron has at least 1 Influence, your ZEAL Trait is set to +3.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Need-To-Know Basis

When you consult your patron for useful information, you may **dispel uncertainties** with +ZEAL. If you do so, on a 7-9 the information is still directly useful, but using it would cause some unforeseen complication entertaining or beneficial to your patron.

Whims

Your patron is unfathomable, and their interests obscure. Your Director should, once per Sortie, give you some minor goal or abstract requirement your patron demands of you - it should be doable within the session. If you complete it, at the next dawn you may choose your **sponsorships** instead of rolling. If you don't, give your patron 1 Influence.

After Images

When you leave mirror images in your wake to distract your foes, roll +ZEAL. On a 10+, choose 2. On a 7-9, choose 1, but your illusions also distract an unintended audience.

- The images last until you stop sustaining them (otherwise they last up to a minute).
- Your images affect anyone you intend to perceive them, rather than a single person.
- You can create images that affect all the senses, rather than just sight.

For Every Occasion

When you use a piece of equipment to make a move, e.g using a weapon to **strike decisively**, you can ignore one of it's tags OR act as if it had an additional one of your choice. When you do so, give your patron 1 Influence.

Relinquish

If a part of your Astir is damaged or destroyed and you take a *peril* as a result, you may **relinquish** your **sponsorships**; losing them until you recieve **sponsorships** again but fixing that part and losing the *peril*. You cannot re-roll relinquished **sponsorships**.

Share The Burden

When you cool off you may choose to succeed as if you had rolled a 10+. If you do so, give your patron 1 Influence.

Borrowed Power

When you request help from your patron, roll +ZEAL and give your patron 1 Influence. On a 10+, hold 3. On a 7-9, hold 1, or be in *peril* and hold 3. You may spend your hold at any point during the Sortie 1-for-1 to do the following;

- Exchange one of your **boons** for one you didn't roll.
- **Help or hinder** with +ZEAL.
- **Exchange blows** whilst on foot with +ZEAL.
- Use a move from another playbook (costs 2 hold).

SCOUT

Scouts are straightforward people. Trained in navigating any terrain and pathfinding for less mobile troops, scouts are often the eyes and ears for their Astir allies.

LOOK

You look: *wild, cold, sharp, cocky or brash*

You wear: *kevlar padding, well-worn uniform, survivalist's gear or rugged leathers*

You fight with: *brute strength, dextrous moves, practiced discipline, raw tenacity*

GEAR

- 1 Scout Weapon
- 1 Infantry Weapon
- 2 Scout Equipment
- Clothing appropriate for your look (it has either the *armour* or *insulated* tag)

SCOUT WEAPONS

- Astircleaver II (*melee / bane, cleave, messy, 2H*)
- Bowgun II (*ranged / infinite, loud, blitz, 2H*)
- Force Ballista II (*sniper / magic, reloading, ruin, bulky, 2H*)

INFANTRY WEAPONS

- Sword, Baton, Shovel I (*melee*)
- Carbine I (*ranged / 2H*)

SCOUT EQUIPMENT

- Maps and Charts (You can always figure out a route)
- Gatherer's Tools (You can always feed your party)
- First Aid Kit (You can tend to basic injuries and wounds)
- Mines & Tripwires (You can always set up a defence given time)

Scouts are more than the rank-and-file soldier. Trained to be fast, strong and capable, Scouts are the trailblazers and survivors that make it possible for everyone else to do their job. From sneaking into enemy territory to gather information to performing patch repairs on Astirs damaged in the field, a good Scout can work wonders.

While playing a Scout, you have the fairly unique position of being someone who excels at fighting on foot in a world of Astirs. Thankfully, **field scout** lets you stand toe-to-toe with things higher tier than you, and also lets you use bulky, awkward equipment far more easily. Depending on the moves you take, a Scout can be a dangerous solo agent, leaning on moves like **personal armoury** and **strong as hell**, or a powerful team player with moves like **natural leader** and **patch job**.

Consider;

- Are Scouts common, or are you an exception ?
- Do you have a tool or ability that helps you be mobile, or are you just agile?
- What kind of reputation do Scouts have? Is fighting an Astir considered risky for you?
- Who didn't want you to fight?
- Who encouraged you to fight?
- How long have you been a soldier?
- Were you trained or are you a natural fighter?
- Where did you get your equipment?
- What drives you to work on foot in a world of mechs?
- Do you have a better relationship with regular soldiers due to not being a pilot?

STARTING MOVES

You start with the **field scout** move as well as two others from your Additional Moves.

Field Scout

You're an expert at managing operations in the field and supporting your allies. You're agile and strong, you tend to notice things those in Astirs don't, and your size allows you access to spaces too small for them.

You can wield tier II weapons without much difficulty, can reload weapons easily while on the move or under fire, and don't need to **bite the dust** when threatened by harm from a higher tier than you.

When you hold your own against Astirs or show yourself completely above the rank-and-file, advance a GRAVITY clock with someone who sees you and is impressed.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Team Player

When you **read the room**, you may pass the information you gain along and allow an ally to act with Advantage instead of you. When you do so, you may advance a GRAVITY clock with them if you have one.

Mobility

When you're fighting somewhere with the room to be acrobatic and mobile, roll +DEFY. On a 10+, hold 3. On a 7-9, hold 1. You can spend 1 hold at any time to do one of the following;

- Escape from something that binds, traps or impedes you
- Acquire high ground or a defensible position
- Get to somewhere or something before others can
- Avoid an incoming source of physical harm

Personalised Armoury

Choose up to 5 tags and add them to your equipment however you wish. Describe how you gained these new features or refined the designs of your equipment, and what made it possible. *Bane* counts as 3 tags for the purposes of this move, and *ruin* counts as all 5.

Natural Leader

When participating in a group move, you can always make the roll in place of whoever has the lowest relevant trait.

Strong As Hell

You can carry and wield tier II weapons while on foot, and the effects of field scout extend to them. If you take this move at character creation, upgrade a weapon of your choice to tier II.

Patch Job

When you **cool off** to remove a *risk* or the 'overheating' tick from an Astir, you can do it in a few moments rather than minutes, even while the Astir is still moving. Instead of the usual result, on a 7-9 you attract unwanted attention.

Guerrilla

When you attempt to evade detection or sneak past others, roll +KNOW. On a 10+, choose 2. On a 7-9, choose 1, or choose 2 and take a risk.

- You avoid detection.
- You find something hidden or forgotten.
- You can set up for an ambush.
- You find a way to allow others to follow you without being detected.

Pathfinding

When you're leading a group that is travelling a long distance, hold 3, and spend it 1-for-1 on the following options while you travel;

- You lead the group past an area of difficult terrain without issue.
- You find a comfortable, sheltered place to set up camp.
- You're familiar with the area; **dispel uncertainties** regarding it or the things in it with Advantage during the journey.
- You find a shortcut, reducing the length of your journey but adding complications.

CAPTAIN

Even the best of teams need guidance. Overlooking sorties from the Carrier's helm, the Captain commands the crew and ensures those in the field get the help they need.

LOOK

You look: *noble, upright, callow, eager or intimidating*

You wear: *immaculate uniform, casual clothes, armoured clothing, officer's coat*

You lead with: *gut feelings, well-informed advice, stoic instruction, tested experience*

GEAR

- 1 Ornate Weapon
- 1 Bonus Carrier Module
- Clothing appropriate for your look

ORNATE WEAPONS

- Engraved Revolver I (*ranged / bane, limited, distinct*)
- Reaver Pistol I (*ranged / reloading, dangerous, ruin, rare*)
- Dueling Sword I (*melee / bane, decisive, distinct*)

CARRIER MODULES

- Broad-beam Sensors (Can detect & identify II-V entities approaching the Carrier) ■
- Encrypted Comms (Can send long-distance messages quickly) ■
- Enhanced Armour (Carrier has *armour*) ■
- Cloaking Systems (Can hide the Carrier from sight) ■

Responsible for the crew and their mission, the Captain provides support on missions by leading the crew and harnessing the Carrier's equipment and weaponry. Captains can even provide temporary upgrades and refits for Constructs deployed on a sortie, or level their tactical know-how into better positioning on the battlefield.

While playing a Captain, you're **in command** of the group's Carrier and its crew. This lets you roll several moves with the Carrier's +CREW trait instead of your own when commanding it - which is either a blessing or a curse, depending on what that CREW value is. Additionally, while at the helm of your Carrier you can take 4 *dangers* rather than 3 before you're *defenceless*, meaning you're tough to take down in a straight fight. All those hands on deck add up, after all. Many of your other moves revolve around supporting other players, like **surprise requisition** and **fire support**.

Consider;

- Were you formally schooled as a Captain? How exclusive are such schools?
- Who appointed you Captain of this Carrier?
- Have you served with another crew before?
- Are you used to helming ships this big?
- Have you served with a military before? Are you a commissioned officer?
- What exactly is your place on the Carrier's bridge?

STARTING MOVES

You start with the **coordinator** and **in command** moves, as well as one other from your Additional Moves.

Coordinator

When you roll a 10+ to **help or hinder** and choose to help, give increased level of success instead of Advantage.

When you roll a 6 or below while rolling +CREW, advance a GRAVITY clock with someone who has put their trust in you.

In Command

You are the Carrier's captain, and naturally have command of its crew. While at the helm of the Carrier, you may order the crew to;

- **Exchange blows** and **strike decisively** with +CREW, using the Carrier's weaponry.
- **Weather the storm** with +CREW to perform evasive actions.
- **Read the room** with +CREW to assess the battlefield.

Additionally, both Carrier and crew are part of your character as far as risks and perils are concerned, just like an Astir is an extension of its channeler. To reflect the many minds and hands at work for you, you are *defenceless* at 4 dangers while at the helm of your Carrier, rather than 3.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Tactical Genius

When you're supervising allies from afar during a Sortie, you can lever your tactical know-how into better positioning. Take 3 hold at the start of a Sortie, and spend it 1-for-1 to do the following;

- Remove one *risk* from an ally.
- Give an ally Advantage to their next move, describing how you advise or support them.
- Have an ally appear somehow in a place they are needed.

Force Multiplier

You acquire something - a tool, ship upgrade, a caged malevolent sentience, etc - that allows the Carrier and it's staff to operate far better than usual, but it has a downside. Once per Sortie you may increase your level of success on a move, but choose 1;

- It whispers in your ear - change one of your Ideals to represent its demands.
- It's *fragile* and needs protecting. It grants no benefit while damaged or destroyed.
- It takes up a lot of resources - spend 1 SUPPLY on it when someone **leads a Sortie**, or it stops working until you reawaken it by spending 3.

Surprise Requisition

When you dispatch supplies to another character or reveal something extra you had them deployed with all along, roll +CREW. On a 10+, choose 1 for free. On a 7-9, you had to requisition that gear personally - pay 1 SUPPLY, or advance a Faction's GRAVITY clock as they do you a favour.

- A weapon rendered unusable by damage or lack of ammo is replaced/rearmed.
- A weapon gains the *bane* tag until the end of the scene.
- A weapon gains the *ruin* tag for one shot or strike.
- A piece of Gear or a Mod is delivered and can be used until the end of the Sortie.

Fire Support

When you provide instruction and call shots for the Carrier's crew, you may **exchange harm** and **strike decisively** using +KNOW and the Carrier's weaponry.

Information Network

When you have your crew search for information, you may **dispel uncertainties** with +CREW.

When you contact your superiors for relevant intel, you may **dispel uncertainties** with +TALK.

Resupply Priority

Your Carrier gains 1 SUPPLY whenever you start Downtime.

Human Resources

When you **read the room**, you may also choose from the following questions;

- What is the crew's mood like?
- Who is responsible for a problem onboard the Carrier?
- What could be a problem for the crew in the immediate future?

ENGINEER

Between necessary repairs and wholly unnecessary tinkering, Artificers do their best to keep their allies equipped and their Astirs functioning.

LOOK

You look: *tough, filthy, punky, weary or wise*

You wear: *pristine overalls, casual clothes, patched jumpsuits, homemade armour*

Your handiwork looks: *clean and utilitarian, fancy and artistic, like it barely holds together, unremarkable*

GEAR

- 1 Engineer Tool
- 1 Transport or Service Frame II
- Engineering Manuals (**dispel uncertainties** regarding construct & Astir design with Advantage)
- Clothing appropriate for your look (it has either the *armour* or *insulated* tag)

ENGINEER TOOLS

- Hefty Wrench I (*melee / bulky, bane*)
- Beamsaw I (*melee / reloading, ruin, decisive*)
- Steelfuser I (*ranged / infinite*)

Artificers ensure that the Carrier and the Constructs it carries are in top condition, repairing and tinkering with them whenever the chance arises. While talented at putting new things together, an Artificer's expertise is just as easily applied to taking something apart. Artificers might be professionals, trained in the construction and repair of Astirs, or natural tinkerers who grew up making jury-rigged improvements to their town.

While playing an Artificer, **expert repairs** lets you give everyone else room to breathe during Downtime, and also lets you **mend something** with one of your traits in the event that the Carrier's CREW isn't very good. Aside from that, you have some very versatile options: **arcane generator** and **from scratch** let you acquire a CHANNEL trait and give you a powerful new way to use it alongside the norm, and **combat engineer** even lets you branch out into the Scout playbook easily.

Consider;

- Where and how did you learn your craft?
- Are there others as skilled at working with Astirs as you in the Cause? What about the Authority?
- How did you get involved with the Cause?
- What was your life like before the Cause?
- Have you always worked on Astirs, or did you hone your craft making something else?
- Do you have a certain material or style that is considered tell-tale of your work?

STARTING MOVES

You start with the **expert repairs** and **jury-rigger** moves, as well as one other from your Additional Moves.

Expert Repairs

You're an expert at fixing broken constructs, and gain an additional Downtime move which you can only spend to **mend something**. Additionally, you may **mend something** with +KNOW. When you tend to someone's body or Astir, advance a GRAVITY clock with them if you have one.

Jury-Rigger

When you take random parts or objects and attempt to create something useful out of them, roll +KNOW. On a 10+, choose 3. On a 7-9, choose 2;

- It fits the purpose you had in mind.
- It stops working after hours, not minutes.
- It doesn't explode when it stops working.
- It doesn't look like garbage stuck together.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Augmenter

When you **work on a project** during Downtime, you may fill an additional clock segment on a result of 10+ or 7-9.

You may **work on a project** to create and install magical enhancements or alterations to living creatures.

Nanofabricator

You've built a powerful device, small enough to be worn on your back or at your hip, that can quickly fabricate physical objects from a liquid raw material. When you tap into it to create something long-lasting fast, roll +KNOW. On a 10+, you can create something as big as a tower or as complex as a lock, and it takes but a few minutes of work. On a 7-9, choose 1;

- You are unable to create any sturdy materials, and everything you have built is *fragile*.
- It takes much longer than usual.

Fuel Optimisation

When someone **leads a Sortie**, hold 3. You may spend this hold 1-for-1 to let an ally make the **subsystems** move for free.

Field Testing

You're used to testing out new equipment, and can easily get to grips with new tech. You have Advantage when trying to use, analyse, or figure out something about unfamiliar equipment, constructs, or similar magical machinery.

It's A Prototype

Once per Sortie, you may reveal what prototype upgrade you've made to a Astir that you reasonably had access to recently. When you do so, choose 2;

- You didn't have to disassemble anything else for parts.
- Your invention doesn't draw unwanted attention to you.
- The upgrade burns out at the end of the Sortie, rather than after one use.
- Using the upgrade isn't dangerous in any way.

Combat Engineer

You supplement your Artificer training with something more conventional - choose a move from the Scout list instead and a piece of Scout Equipment.

Wirecutters

When you get close and use your expertise in machinery to try and break a machine, you may **exchange blows** and **strike decisively** with +KNOW using the following profile;

- 'Hacking' III (*melee / slow, ruin*)

DIPLOMAT

Not every war is fought with weapons. For a Diplomat, the battlefield is a boardroom, the landmines are a host's hospitality and the only weapon you need is a winning smile.

LOOK

You look: *noble, refined, experienced, naive or slick*

You wear: *military dress, mostly disguises, luxury fashion, recognisable uniform*

You have a reputation for being: *fair and trustworthy, sly and wily, unpredictable, bold and pushy*

GEAR

- 1 Diplomacy 'Tool'
- 3 'Diplomacy' Tools
- Clothing appropriate for your look

DIPLOMACY 'TOOLS'

- Stun Gun I (*ranged / small, defensive, restraining*)
- Dueling Sword I (*melee / bane, decisive, distinct*)
- Monoknife I (*melee / bane, small, thrown*)

'DIPLOMACY' TOOLS

- Audio Bugs (overhear anyone during Downtime near a bug you've hidden - they're *fragile*)
- Lockpicks (Useful for picking locks, unsurprisingly)
- Silencer (Removes all noise from a tier I weapon)
- Chameleon Clothing (Clothing can magically change colour and design)
- Agents (take **shore leave** with Advantage when searching for info or evidence)
- Transport (You have a mount/vehicle that's fast and quiet - probably a tier II construct)

Diplomats are the kind of people that bring factions together and negotiate the impossible. They definitely never ever spy on anybody; instead, they meet with other important people face to face to achieve with words the kind of things that a legion of men couldn't with blades. The pen is their sword, and none of them have ever knocked a man out before stealing his uniform to pass as a guard.

While playing a Diplomat, you have a lot of power to set the rules of a social situation with moves like **under the table** and **bureaucrat**. You're also very good at subterfuge, both by manipulating people and by stabbing them when they aren't looking, with a suite of moves including **sharp tongue** and **sharper knives**.

Consider;

- Are you actually a diplomat? Do you hold any official office?
- How long have you been with the Cause? Were you part of it before joining this crew?
- What's your stance on violence?
- What is your network of connections like? Do you have one?
- What motivates you during this conflict? What are your goals?
- What's the most danger you've been in before?
- What does diplomacy mean to you? How do you go about it?
- Have you ever negotiated with the Authority before?

STARTING MOVES

You start with the **negotiator** and **under the table** moves, as well as one other from your Additional Moves.

Negotiator

You may **read the room** with +TALK when mediating or taking part in a conversation/discussion. When you successfully negotiate or advocate for something important to you, advance a GRAVITY clock with another party in the discussion.

Under The Table

When you set up a clandestine meeting, choose 2;

- There's no risk of an ambush or interference.
- Third parties aren't privy to the contents of the meeting.
- All parties are willing to discuss in good faith.

ADDITIONAL MOVES

When you take a new move from your playbook as an advancement, choose from the list below.

Sharp Tongue

When you **exchange blows** with +TALK, on a roll of 12+ your opponent is put in *peril*.

Sharper Knives

Daggers and other *small* weapons are your forte; you can always keep at least one concealed on your person, no matter how well checked, and you **strike decisively** with Advantage while using one to cause harm. This might extend to improvised weapons, also. You probably struggle not to show off or toy around with knives in casual situations. It's unsettling.

Stir The Crowd

When you attempt to inspire dissent against the Authority, roll +TALK. On a 10+, choose 1. On a 7-9, choose 2, or let your Director choose 1.

- It takes a tragedy to truly galvanise people.
- In doing so, you become known and targeted.
- You have no control or influence over any acts of protest.
- People feel better, but nothing really changes.

Bureaucrat

When you would **exchange blows** with +TALK to slow someone down or distract them with regulations, bylaws, or whatever piece of red tape you can think of, you also choose one from the below even on a fail.

- You're not lying - they'll really be in trouble if they don't listen to you.
- You can hold them up for more than a brief moment.
- They won't remember or recognise you.
- You don't need to take a *risk*.

Irrefutable

When you argue or advocate for something and back up your point of view with hard evidence or facts, hold 1. When you reach 3 hold, you may spend them to **strike decisively** with +TALK against someone who isn't *defenceless*.

Connected

When you meet someone of note, roll +TALK. On a 10+, you're familiar with them, and you may choose whether their view of you is positive or negative. On a 7-9, as previous, but the Director decides how they think of you.

Shree Klime

During Downtime, you may also prepare an alias or disguise when you **plan & prepare**. Most people will believe you are who you say you are, unless you're disguised as someone they're very familiar with, or they are given reason to thoroughly check your person or any identification. You may spend the hold from **making plans** 1-for-1 to supplement your disguise with the following;

- You have ID that is either legitimate or so well faked it is impossible to tell the difference.
- There's a reason or expectation for someone fitting your disguise to show up.
- You've had something useful planted ahead of time - select a weapon or piece of equipment (one you have access to) to be hidden just where you'll need it.

ASTIRS, SPACE & GRAVITY

Without magic, Astirs are a little different. You still have a lot of freedom in terms of design—this is far future, after all—but your Astirs are probably made of conventional materials like metal alloys and plastics, and could probably be broadly described as machines.

This isn't to say they all need to be simple humanoid mechs, though. As long as it's something you can get in, pilot, and when challenged give maybe at least one good reason it's a mech, it's a mech. Armour Astirs can be mobile armours just as easily as mobile suits.

Generally speaking, the rules and mechanics outlined in The Carrier & Astirs still apply, but some Astirs might be built specifically for use in atmosphere or in space, and communication is assumed to take the form of audio and video feeds rather than telepathy. In the below tables, all the example weapons and Astir systems have been translated to sci-fi equivalents you could use instead of making your own, which you should still feel free to do. Most mechanics do not need changing, other than the removal of the magic tag. Though, if needed by your setting, it could be re-purposed or replaced with a tag representing certain kinds of technology distinct from others—*nano*, *biotech*, etc.

To save you some time in case you don't feel like doing it for yourself, below you'll find all the equipment and weapon tables from the Gear, Carrier & Astir sections re-fluffed to line up with a sci-fi setting.

TIER I MELEE KITS

Guard's Standard I (melee) M

Not so much the fare of soldiers as that of peace-keepers and guards. A simple hand-to-hand weapon and cheap body armour.

Might also contain: a lighter and cigarettes, identification, restraints

Agent's Kit I (melee / small, thrown) M

Concealed blades and microfibre mesh. Simple, quiet, and discreet.

Might also contain: a lockpick, binoculars, petty cash

Breaching Gear I (melee / bane, cleave, messy, 2H) E

Super-heated, for cutting through armour, walls, and a broad swathe of other things. Paired with the armour to back up a more brash approach.

Might also contain: a grenade, a crowbar, goggles

Fencer's Attire I (melee / bane, decisive, distinct) M

A thin, pretty blade, good for slipping between armour plates. A metallic weave added to clothing provides some light protection for the discerning noble.

Might also contain: a mark of office, a masquerade mask, the keys

Sapper's Kit I (melee / blast, fragile, ruin) A

A remotely triggered explosive. Won't make the biggest holes, but it'll make 'em through an Astir. The specialised armour provided gives a degree of safety.

Might also contain: fuses and charges, medical patches, a knife

TIER I RANGED KITS

Infantry Gear I (ranged / 2H) **M**

A short rifle, often used for hunting game, small predators, and fascists. Standardised armour will hold against likewise fire.

Might also contain: basic tools, identification, a knife

Sidearm Kit I (ranged / small, defensive) **M**

A small, reliable gun and protective underlays, popular with pilots.

Might also contain: lucky charms, photographs, suit patches

Officer's Gear I (ranged / bane, limited) **A**

A hefty handgun, chambered for something or other, and a personal shield emitter. Money buys a lot of things.

Might also contain: an engraved lighter, medals, a jaunty hat

Assault Kit I (ranged / infinite, distinct, blitz, 2H) **M**

A high-magazine submachine gun or something similar, and custom body armour. Perfect for those that like to stay mobile and deadly.

Might also contain: a combat knife, flashbangs, short-range communicator

Anti-Astir Kit I (sniper / reloading, ruin, bulky, 2H) **M**

Bulky and slow to fire, Anti-Astir Rifles are nonetheless often handed to ground forces and treated like they even the odds. Unless you're a certain deserter, that's rarely the case.

Might also contain: flashbangs, a little fuel, an anti-tank mine

TIER I EQUIPMENT

Armour I (+ward)

Helps keep you intact, usually.

Communicator I (small, fragile)

A simple device that allows the user to communicate with others at long distance.

Uses publically available networks, and thus often unreliable.

Construct Sensor I (bulky)

Circular tables with a surface constructed of an array of enchanted steel pins. The pins independently slide up and down when unregistered Constructs are detected in a certain radius, creating a rough three-dimensional relief of oncoming forces. The height of raised pins correspond to the size of a detected constructs, and larger tables with denser arrays allow for more precise reliefs.

Latch I (small)

Electromagnetic handles, Latches are typically used by ground forces to hitch a ride on mechs that don't have room for them to ride inside of. Also available as a pair of weaker Latches, built into a glove and boot, so that the wearer may simply hold a hand and foot against metal surface to attach to it.

Grappling Hook I (Advantage when climbing or grappling)

A small sturdy grip attached to a barrel loaded with an steel hook, which is propelled by pressured gas. An attached cord can then be reeled in, allowing the holder to quickly relocate.

Invisibility Cloak I (limited, fragile, makes you invisible)

Generally speaking, doing just about anything is cooler if you're invisible when you do it.

TIER II WEAPONS

Autoblade II (*melee / bane, cleave, messy, 2H*)

And you thought a manual sword could cut pretty well.

Might also be: **Blowtorch, Enchanted Broadsword, Bolt Gauntlets**

Chaingun Turret II (*ranged / blitz, infinite, mounted, 2H*)

An emplaced gun, capable of blisteringly high rates of fire. A huge ammo supply keeps it firing for extended periods.

Might also be: **MG Turret, Point Laser, Multi-Crossbow**

Coil Rifle II (*ranged / decisive, reload, bane, 2H*)

A large, reinforced rifle, intended for use by Frames as a defence against enemy Astirs. A bow to fight dragons with.

Might also be: **Arbalest, Flame Staff, Greatbow**

Seeker Charges II (*ranged / guided, blitz, defensive, 2H*)

Small self-propelled explosive charges. Their relatively weak payload can be overcome by launching them in salvos.

Might also be: **Orbiting Motes, Multimissile, Command Bracelets & Drone**

TIER II FRAMES

Autoframe II M

- **Mounted MG II** (*ranged / defensive, mounted*)

Autoframes are small armoured frames designed to offer protection and mobility to a single person and come in a variety of different forms. Motorbikes and powered armours are among the most popular designs.

Might also be: **Armoured Horse, Motorbike, Personal Shuttle**

Transport Frame II (*ward, bulky*) **M**

- **Cargo Hold II** (*Secure and spacious*)

For moving things from point A to point B - just make sure you have an escort.

Might also be: **Van, Trader Caravan, Cargo Shuttle**

Service Frame II M

- **Frame Fists II** (*melee / small, blitz*)
- **Coil Rifle II** (*ranged / decisive, reload, bane, 2H*)

Service Frames were originally built for industrial purposes, though they began to disappear from catalogs after being often refitted for combat in labour disputes.

Might also be: **Loader Frame, Exo-suit, Industrial Drone**

Tank Frame II (*ward*) **M**

- **Main Cannon II** (*sniper / blast, messy, bane, mounted*)
- **Light MG I** (*ranged / infinite, distinct, mounted*)

Protected by heavy metal plating and equipped for varied terrain, Tanks are still a mainstay of most ground forces, even in this age of Astirs.

Might also be: **Tank, Fighter Jet, Artillery Platform**

CARRIER MODULES

Mechanics Lab (Adds new Astir Extras to choose from)	■
Logistics Lab (Adds new Astir Extras to choose from)	■
Infirmary (<i>mend something</i> with Advantage when treating physical injuries or illnesses once per Downtime)	■
Cargo Bay (Can store up to 10 SUPPLY)	■
Defence Batteries III (<i>ranged / blitz, mounted</i>)	■
A Big, Vulnerable Weakpoint (+1 Drive to all Astirs)	■■■
Advanced Tools (<i>work on a project</i> with Advantage once per Downtime)	■
Mess Hall (<i>overhear</i> with Advantage once per Downtime)	■
Officer Quarters (<i>talk it out</i> with Advantage once per Downtime)	■
Historical Records (<i>plan & prepare</i> with Advantage once per Downtime)	■
Engineering Workshop (<i>mend something</i> with Advantage when repairing damage to an Astir once per Downtime)	■
Crew Quarters (+1 CREW)	■■
Fresh Produce (+1 CREW)	■■
Simulator Pods (+1 CREW)	■■

ASTIR GENERATORS (CORES)

Perfect Grade - <i>A perfect-grade generator, capable of outputting incredible amounts of power. Makes even Aces feel a little too safe.</i>	0 Drive 0 Drive	7 Reserve 9 Reserve
Master Grade - <i>A master-grade generator, with excellent power-gen. Almost takes the edge off.</i>	1 Drive 2 Drive	5 Reserve 6 Reserve
Real Grade - <i>A real-grade generator, with an average power output. Don't worry—you're good enough to make up the difference, right?</i>	2 Drive 3 Drive	3 Reserve 4 Reserve
High Grade - <i>They call it high-grade in the catalogue, but don't let that fool you. I hope you have more fight in you than this does.</i>	3 Drive 4 Drive	1 Reserve 2 Reserve

ASTIR FRAMES

Armoured - An armoured frame, designed to shrug off monstrous blows and weather all kinds of storms even after external armour has been destroyed.	+armour	-2 Reserve
Weaponized - A frame that contains some kind of weapon built-in to it, streamlining the flow of power to it.	1 Weapon Mount, -1 Reserve to weapon cost	-1 Reserve
System-linked (4/6) - A frame that gives primary power priority to a specific subsystem, allowing an Ace to quickly activate it.	Provides a Sub-trait of 4 or 6 for overdrive	-2/4 Reserve
Transforming - A frame endowed with the ability to shift between two forms quickly, making for a versatile Astir.	+aerial OR +aquatic	-1 Reserve
Efficient - A frame designed to move energy from the generator to an Astir's systems as easily as possible, meaning less is lost in the process.	Provides Reserve	+2 Reserve
Baneful - A frame featuring secondary energy packs, that can be rerouted to weapons in moments of need.	+bane once when you use overdrive	0 Reserve
Dampening - A frame designed to dampen or compensate for certain perilous circumstances that a pilot might find themselves in.	A specific <i>peril</i> of your choice is reduced to a <i>risk</i> for you instead)	-1 Reserve
Standardised - A standardised frame, making use of common parts and maintenance techniques.	mend something with Advantage when repairing this Astir	0 Reserve
Modular - A modular frame, designed to be used with a variety of external equipment and engineered for maximum compatibility.	Provides Reserve, -2 to Reserve cost of Mods	+1 Reserve
Cooling - A cooling-based frame, capable of dispersing the heat generated when pushing an Astir to the limits.	Don't take <i>peril</i> (burnout) when this is destroyed by overheating	0 Reserve

ASTIR SYSTEMS

Faulty/Old System - <i>"Go, funnels! And then nothing happened, can you believe it? He says the alignment labs sent us a faulty mech. Faulty mech? I think they sent us a faulty rookie!"</i>	Generate 1 point of Drive at the start of a scene.	-2 Res.
Armour - <i>A simple, but effective way of adding more protection to an Astir. Some Channelers swear by thicker armour, saying mobility simply can't be relied on.</i>	+armour	-2 Res.
Sub-trait (4/6) - Examples below; • Optimised Sink Diagnostics (Sub 4) <i>Refined diagnostics accommodate for drift in an Astir's sink control systems.</i> • Immunofield (Sub 6) <i>Immunofields are, in practice at least, simple devices. They project a localised defensive field that is capable of deflecting incoming projectiles by meeting them with an equal kinetic force.</i>	Provides a Sub-trait of 4 or 6 for overdrive	-2/4 Res.
Twin-link - <i>Two is better than one.</i>	-defensive/decisive, +versatile, +2H or +limited	-1 Res.
Peril Reduction - Examples below; • Nanofabricators (Losing Astir limbs is only a risk for you - they grow back) <i>Damage sustained. Beginning production queue.</i> • Failsafe Channels (Damaged or blocked comms is only a risk for you) <i>Hear you loud and clear, 9th. Everyone else went quiet.</i>	A specific <i>peril</i> of your choice is reduced to a risk for you instead.	0 Res.
Heat Condenser (1/2) - <i>Stopping to vent heat during a fight can make you a sitting duck - it makes sense then, that many pilots who could care less about managing it carefully opt to invest in heat condensers.</i>	Don't take <i>peril</i> (burnout) when this is destroyed by overheating	0/-1 Res.
Backup Conduits - <i>Additional conduits that supplement an Astir's power generator. Simple and effective.</i>	Provides Reserve	+2 Res.
Sink Rack - <i>A rack that stores and coordinates sink drones. Originally sync drones, but misheard and incorrectly transcribed at a crucial moment in history.</i>	Holds and comes with one set of Sinks of your choice	-2 Res.
Extra Arms - <i>While adding extra arms to an Astir is child's play, properly coordinating them in such a way that they're useful for fine manipulation is much more complex.</i>	Two extra arms & hands	-2 Res.

ASTIR MELEE WEAPONS III

Astir Fists III (<i>melee / small, blitz</i>) <i>Every Astir can fall back on its fists, but they don't make for graceful brawlers.</i> Might also be: Concealed Blades, Close-Range Vulcans, Mining Drill	0 Res.
Sword/Mace/Axe & Shield III (<i>melee / defensive, 2H</i>) <i>An Astir-sized melee weapon paired with a shield makes for a reliable combination.</i> Might also be: Flame Jets, Shielded Gauntlets, Energy Field	0 Res.
Nanoblade III (<i>melee / small, thrown, decisive</i>) <i>Short (for an Astir) blades honed to a microscopic edge, nanoblades are often worked into Astir fists or arm plating for quick deployment.</i> Might also be: Throwing Glaive, Charged Hatchet, Enchanted Kunai	-1 Res.
Greatarm III (<i>melee / cleave, decisive, slow, 2H</i>) <i>Even in this age of bullets and fusion engines, few things strong in the face of a ten-tonne hammer.</i> Might also be: Godbuster, Laser Flail, Industrial Saw	-1 Res.
Beam Saber III (<i>melee / bane</i>) <i>A simple projected-energy sword with a built-in power supply. Some pilots tweak their output settings in the field for a broader or thinner beam.</i> Might also be: Forceblade, Thermal Cutter, Pneumatic Hammer	-2 Res.
Chain Mines III (<i>melee / cleave, bane, dangerous, limited</i>) <i>High-yield mines attached to a flexible cable, that can be set to detonate on impact or on a delay after detaching onto a target. Rarely useful for more than a single foe, but a devastating weapon in skilled hands.</i> Might also be: Novawhip, Plasma Cable, Storm Gauntlet	-2 Res.
Thermal Lance III (<i>melee / bane, decisive, set-up</i>) <i>Heat-projection lances designed to punch through armour plating, thermal lances are near-useless at close quarters given their length and balance and require a thrusting motion to attain the piercing power they're known for.</i> Might also be: Ceremonial Pike, Heavy Estoc, Pile Bunker	-2 Res.
9-Beam Blade III (<i>melee / magic, ruin, fragile</i>) <i>This long blade features nine high-intensity, short-range beam emitters oriented in the same direction, forming a single ruinous edge. The inbuilt power source is long-lasting, but fragile in its construction.</i> Might also be: Decay Lance, Null-space Projector, Hi-Beam Saber	-4 Res.

ASTIR RANGED WEAPONS III

Vulcan III (ranged / defensive) <i>High fire rate and a small size make vulcans a reliable backup, but they lack in penetration power.</i> Might also be: Manapistol, Mining Laser, Point-Defense Turret	-1 Res.
Shellcannon III (ranged / cleave, blitz, bulky, 2H) <i>Shellcannons are effectively up-scaled shotguns, designed for reliability and fitted with an adaptive fire system capable of accepting various sizes and kinds of ammunition. A modular construction also allows the weapon itself to be easily repaired or modified.</i> Might also be: Heavy Bowgun, Assault Cannon, Flechette Launcher	-2 Res.
Bullpup III (ranged / infinite, 2H) <i>Bullpups are the workhorse of most armies when it comes to arming Astirs. Lightweight hi-cap magazines make them a good fit for rookies.</i> Might also be: Machine Gun, Arc Staff, Recycler Rifle	-2 Res.
Seeker Array III (sniper / guided, mounted) <i>Often mounted on an Astir's shoulder to leave their hands free, seeker arrays fire a dizzying cluster of micro-missiles that can be guided by an Astir rather than its pilot.</i> Might also be: Chaser Missiles, Lock-On Beam, Automortar	-2 Res.
Plasma Bazooka III (ranged / blast, bane, 2H) <i>Plasma Bazookas launch an ionized gas projectile that reacts explosively on impact. This explosion is capable of scouring away the armour on most Astirs.</i> Might also be: Rocket Launcher, Fireball Cannon, Reactor Rifle	-3 Res.
Brimstone Rockets III (ranged / bane, mounted, reloading) <i>Short-range rockets arranged in paired racks, 'stones are a common and potent weapon when it comes to arming Astirs.</i> Might also be: Grenade Launchers, Acid Pods, Plasma Mortar	-3 Res.
Beam Rifle III (ranged / bane, 2H) <i>Once thought to be the most destructive weapons possible, beam technology is now most commonly seen in this Astir-scaled format.</i> Might also be: Chemical Jet, Basilisk Lance, Plasma Repeater	-3 Res.
Mega Rifle III (sniper / ruin, limited, reloading, 2H) <i>Long, bulky rifles, the recoil of which is felt even by Astirs. While some balk at taking a heavy single-shot weapon into the field, others point to the ability to cut through Carrier hulls as a valuable upside.</i> Might also be: Single-Cast Rifle, Beam Sniper, Abyss Gun	-5 Res.

ASTIR SINKS (FAMILIARS)

Sentinel Sink III (ranged / bane, limited)

Sentinel sinks have a short operation lifespan but a powerful, armour-piercing primary armament. Pilots talented in the instinctive art of drone operation often attest to their value.

Might also be: **Assault Funnel, Fire Spirits, Attack Drones**

Comet Sinks III (ranged / blast, dangerous, limited)

Unpopular among Astir pilots due to the microfeedback received when operating sinks, Comets nonetheless see common use as a powerful, easily-replaced explosive.

Might also be: **Remote Bombs, Volatile Elements, Lev-Grenades**

Rivet Sink III (ranged / restraining, defensive, fragile)

Rivet Sinks restrain foes with a hail of flash-heated metal bolts. Lacking in armour penetration, but good for jamming joints and suppressive fire.

Might also be: **Glue Turret, Labour Drones, Medusa Heads**

ASTIR MODS

Backup Supplies - It never hurts to pack extra.	Resupply yourself or someone else once per Sortie	0 Res.
Ruin Reserves - The most volatile of munitions are best carried in small numbers.	+ruin once per Sortie, +dangerous	-1 Res.
Bane Reserves - In mercenary groups where finances are of concern, some pilots settle for bane-reserves to make up for a less powerful armament.	+bane once per Sortie	0 Res.
Beam Flag - For when absolutely everyone on the battlefield needs to know what you fight for, and where you are standing. Surprisingly dangerous to the touch.	It's bright!	0 Res.
Max Reserves - A large, external energy pack or container of ammunition, intended to counteract the limited uptime of some Astir weaponry.	+infinite / -limited to one weapon	-1 Res.
Risk Reduction - Examples below; • Imaging Lenses (Immune to risks from natural darkness) The number one cause of failed night operations is badly-adjusted imaging lenses. Make sure an engineer sees to yours.	You are immune to a specific risk of your choice.	0 Res.
External Condenser - Stopping to vent heat during a fight can make you a sitting duck - it makes sense then, that many pilots who could care less about managing it carefully opt to invest in heat condensers.	Don't take peril (burnout) when this is destroyed by overheating	0 Res.

ASTIR MODS (REQUIRES MECHANICS LAB)

Backlash Charges - Armour designed to meet impacts with an opposing explosion. This distributes the force more equally or something—ask an engineer.	Increase a result of 6- on exchange blows to a 7 once per Sortie.	-1 Res.
Full Armour - External plating, added on top of an Astir's own. Heavy, and often blocks important design elements.	+armour, +clumsy until destroyed/removed	-1 Res.
External System (4/6) - Examples below; • Titanic Cavalry (Sub 4) <i>Alright, alright. Hear me out. What if we built a really big horse.</i> • Apocalypse Shield (Sub 6) <i>A hefty, heavily reinforced shield capable of withstanding world-ending impacts.</i>	Use subsystems to replace a dice result with a relevant Sub-trait value	-1/3 Res.

ASTIR MODS (REQUIRES LOGISTICS LAB)

Camouflage Kit - Camouflage Kits are a mix of equipment, spray-paints and tools useful for hiding an Astir. Far more effective anywhere but open areas.	Disguise a stationary Astir	0 Res.
Med Patches - Adhesive, antibacterial patches that keep wounds clean whilst also providing a fast-acting painkiller.	Advantage when cooling off to relieve physical harm	-1 Res.
Superficial Ornamentation - I swear, they put this stuff on just so stray rounds can take it off again.	+1 Drive once per Sortie	0 Res.
Ship-Class Explosive III - The kind of explosive that can put a hole in a large, armoured spaceship is maybe not the kind to carry around, but you do you.	(melee / set-up, ruin, blast, dangerous)	0 Res.

EXAMPLE ASTIRS III

INF-EZ III		GEN: REAL		DRIVE	2
		RESERVE	0/5	OVERHEATING ☐	
FRAME: EFFICIENT		SYSTEM: SUB-TRAIT			
+2 Reserve		SOUND DAMPENING (4)			
<i>Designed for small-unit operations, the INF-EZ is probably the market leader when it comes to 'stealth' Astirs. A comprehensive suite of sound dampening technologies helps this huge metal machine sound like a much smaller metal machine, and an expensive (but fairly standard) hacking up-link helps remove problems that cannot be riddled with bullets.</i>		Mv: HACKING UPLINK			
		The additional option is added to overdrive ; Deactivate one automated security measure.			
		MOD: SF. ORNAMENT.			
CARRIED	Bullpup III (ranged / infinite, 2H)		+1 Drive once per Sortie		
SHEATHE	Nanoblade III (melee / small, thrown, decisive)				

RAMPART MK2 III		GEN: PERFECT		DRIVE	0
		RESERVE	0/7	OVERHEATING ☐	
FRAME: ARMoured		SYSTEM: OLD SYSTEM			
+armour		+1 Drive at the start of a Scene			
<i>While intended as a back-line Astir meant of defending more vulnerable assets, this second iteration of the Rampart sees regular front-line use due to its trademark reactive armour resulting in flashy, explosive clashes. Its age unfortunately leaves most active units unreliable and in need of heavy maintenance.</i>				Mv: REACTIVE ARMOUR	
				When you absorb a <i>peril</i> with your <i>armour</i> , you can inflict that <i>peril</i> back on your attacker if they're close to you.	
				MOD: BACKUP SUPP.	
CARRIED	Blade & Shield III (<i>melee / defensive, 2H</i>)			Resupply yourself or someone else once per Sortie	
SHEATHE	Brst. Rockets III (<i>ranged / bane, reloading, mounted</i>)				

HALF-COURT III		GEN: MASTER	DRIVE	1
		RESERVE	0/5	OVERHEATING ☐
FRAME: WEAPONIZED		SYSTEM: HEAT CONDENSER		
1 Weapon Mount, -1 Reserve to weapon cost		Don't take <i>peril</i> (burnout) when this is destroyed by overheating		
<i>Named for an archaic sports term from the middle-ages, the Half-Court excels at long-range bombardment. While guided weaponry often leaves the user open when fighting multiple targets (calculating complex firing angles is hard enough for one moving target), the Half-Court features a tailor-made secondary AI that is solely responsible for managing split-firing solutions.</i>		Mv: SPLITFIRE AI		
		+cleave to all weapons.		
		MOD: RUIN RESERVES		
CARRIED	Seeker Array III (sniper / guided, mounted, cleave)		+ruin once per Sortie, +dangerous	
MOUNT	Bullpup III (ranged / infinite, mounted, cleave)			

1/4 MASTER III		GEN: PERFECT		DRIVE	0
		RESERVE	0/8	OVERHEATING ☐	
FRAME: MODULAR		SYSTEM: EXTRA ARMS			
Provides Reserve, -2 to Reserve cost of Mods		Two extra arms & hands			
<i>1/4Masters are a line of refurbished construction mechs repurposed for battlefield transport. Coming standard with multiple reinforced munition bins, secondary storage for higher-grade munitions, and even a secondary pair of arms for carrying and using transported weaponry in emergencies, the 1/4Master is a common sight even in small mercenary outfits.</i>				Mv: MULTIMAG CASES	
				You can cool off to resupply another Astir or your own with any ammo they need.	
				MOD: RUIN RESERVES	
				+ruin once per Sortie, +dangerous	
CARRIED	Beam Saber III (melee / bane)				
CARRIED	Shellcannon III (ranged / cleave, blitz, bulky, 2H)				
MOUNTED	Vulcan III (ranged / defensive)				