

STRANGE & UNPREDICTABLE

 **All strange rolls are -3 & +1 die**

When you make a roll that uses your **strange** attribute, subtract 3 from the roll but roll an extra die. Your strangeness is far more random than that of others.

 **Being:** The Angiophile, barely-coherent sentient that thinks only of carnage

 **Goal:** Solve a problem through peaceful means.

 **Item:** Algedonic Harness, shock collar operated by remote control.

 **Snag:** Police have been authorized to use extreme force.

CONSISTENTLY charming

 **All charm rolls are +3 & -1 die**

When you make a roll that uses your **charm** attribute, add 3 to the roll but roll one fewer die. Your charm is less random than that of others.

 **Being:** Bishop Ilrok Aujale, spiritual leader of a large conservative movement.

 **Goal:** For once, let someone else have the spotlight.

 **Item:** Rare bottle of Moranbailey wine, still in its original glass.

 **Snag:** Religious ceremony has lots of arcane rules and surprises.

CONSISTENTLY upheld

 **All up rolls are +3 & -1 die**

When you make a roll that uses your **up** attribute, add 3 to the roll but roll one fewer die. Your uprightness is less random than that of others.

 **Being:** Doctor Trarr Khayrvara, foremost specialist on dark energy

 **Goal:** Make a scientific discovery.

 **Item:** Rosetta Entremets, pastry that must be decrypted before it can be eaten safely.

 **Snag:** The directory-data was destroyed and now all our files must be re-indexed.



down and dirty

 **All down rolls are -3 & +1 die**

When you make a roll that uses your **down** attribute, subtract 3 from the roll but roll an extra die. You get down to business with more randomness than that of others.

 **Being:** X8664, malfunctioning robot built from scavenged parts

 **Goal:** Solve a problem by building a machine to do it.

 **Item:** Weapons-grade plutonium.

 **Snag:** Industrial accident has released hazardous chemicals.

upright but unstable

 **All up rolls are -3 & +1 die**

When you make a roll that uses your **up** attribute, subtract 3 from the roll but roll an extra die. Your uprightness is more random than that of others.



Being: Oomoop Ried, the one-night stand you don't remember having.



Goal: Seek out new life and new civilizations.



Item: Memetic virus that induces unbidden thoughts and desires.



Snag: Aliens use no known form of communication.

die WE MUST

All down rolls are +3 & -1 die

When you make a roll that uses your **down** attribute, add 3 to the roll but roll one fewer die. You get down to business with less randomness than others do.

 **Being:** Captain Inzi Verceta, veteran of Barnard's War.

 **Goal:** Fix a broken machine.

 **Item:** Binford Omni-Tool with lifetime warranty.

 **Snag:** Repeated malfunctions could be in software or hardware, we don't know for sure.

CONSISTENTLY ON TOP

 **All top rolls are +3 & -1 die**

When you make a roll that uses your **top** attribute, add 3 to the roll but roll one fewer die. You are on top more predictably than others.

 **Being:** Cayth Kameltz, recluse who hasn't left their habitat in over six hundred years.

 **Goal:** Finally admit that you were wrong.

 **Item:** Rod of pure potencium, the most indestructible substance known.

 **Snag:** Disorganized business is collapsing without leadership.

CONSISTENTLY ON BOTTOM

All bottom rolls are +3 & -1 die

When you make a roll that uses your **bottom** attribute, add 3 to the roll but roll one fewer die. You are on bottom more predictably than others.

 **Being:** Alfri Wibrium, mass-media shock jock.

 **Goal:** Stand up for yourself.

 **Item:** Andrenochrome-X, drug that brings out your innermost desires.

 **Snag:** Bounty-hunters seek to capture you and yours.



MELLOWING

Using top or bottom pulls towards the center

After rolling +top, subtract one from your top and add one to your bottom.

After rolling +bottom, subtract one from your bottom and add one to your top.

 **Being:** Orgrayhanx Ray, embarrassing relic of your old days, when you were hot-headed and stupid.

 **Goal:** Prove to your loved one that you're not emotionless and uncaring.

 **Item:** Mikoyan Rezhim, computer that only responds to the thoughts of a clear and disciplined mind.

 **Snag:** Political rally threatens to turn violent.

Using top or bottom pushes them further apart

After rolling +top, subtract one from your bottom and add one to your top.

After rolling +bottom, subtract one from your top and add one to your bottom.



Being: Mecha-Scion Σ , artificial construct whose brain contains pieces of yours



Goal: Find someone who appreciates you for who you are.



Item: Juffo-Wup Tyrannis, a brain-invasive fungus that can only be overcome by strong emotion.



Snag: Authority figures demand that you be committed to a mental institution.



Put aside Fx to swear to do a task

Declare you will do some task or some service for someone. Then, put 1 or more Fx on this card, as **vow**. For the rest of this session, take +vow towards any roll you make to do that thing. If you act dishonorably, or if your thing fails, move all honor points to scars.

 **Being:** Ger-Inphen the Sage, former mentor who betrayed you for reasons unknown.

 **Goal:** Through wisdom, sacrifice, and strength, temper your justice with your mercy.

 **Item:** Mjolcalibolga, the Universal Blade that can only be wielded by the true of heart and the great of purpose.

 **Snag:** The locals can't give you what you want without suffering great loss, destruction, or death.

MIND CONTROL

Put aside Fx to control characters

You have psionic powers, powerful pheromones, a mastery of neurolinguistics programming, or something else that lets you exert control over other characters. When interacting with a major character or group of minors, put 1 or more Fx on this card, as **control**. You may now use +control as a connection with these targets.

The MC may disallow control if the character is somehow immune to your influence. High +control rolls (10 or more) may let you demand the character harm themselves (Doing, Feeling, Thinking, etc.)



Being: The Zygnomican, telepathic entity seeking to absorb your mind.



Goal: Ensconce yourself in a position of power.



Item: Myob Helmet, a portable mind shield.



Snag: Mass hypnosis has altered the locals.

object of desire

Put aside Fx to become more desirable

At any time, put 1 or more Fx on this card, as **desirability**.

You may take +desirability forward, if you offer your company or other favors to the target, and the target accepts the offer.

You may suffer -desirability to any rolls when trying to be inconspicuous, unnoticed, or otherwise left alone. The MC may rule that certain things are impossible for an object of desire.

The demands made upon you can be exhausting. At any time, you may move one or more Fx points off this card to your **scars** pool.

Because of your desirability, other characters are more likely to interfere with your daily life.



Being: Phayara Iblis, gossip columnist



Goal: Get the star role in a prestige performance.



Item: Reconstructive surgery.



Snag: Mad stalker wants to kidnap you.

CAPITAL

Put aside Fx to increase your social influence

You are a powerful leader, with access to great wealth, resources, followers, and other social cachet. At any time, put 1 or more Fx on this card, as **capital**.

Immediately after making a roll, if you don't like the way that roll came out, you can throw your vast capital resources at it. (Offer bribes, money, threats, etc.) If the MC agrees that your capital helps, re-roll that last roll, and add +capital. If you succeed this time, move 1 capital to Hx, and you get what you want. If you fail this time, move 1 capital to **scars** as you lose face.

The MC can use your capital as a complication to any situation. If your capital empire is threatened, you must fix it or lose this extension.



Being: Iskell Zam, next-in-line for your position.



Goal: Balance the budget and get affairs in order.



Item: Autarch's Vial, a symbol of authority.



Snag: Violent terrorists are building a bomb.

more human than human

Put aside Fx to surpass human limitations

You are have cybernetic augmentations, psychic powers, genetic alterations, contact with the morphogenic field, or something else. At any time, set aside 1 or more FX, as **superhuman**.

Immediately after making a roll, ask the MC if you can push yourself past human limitations and choose to re-roll with +superhuman. If you succeed this time, move 1 superhuman to Hx, and you get what you want. If you fail this time, move 1 superhuman to **scars**.

You may face unique challenges (losing a resource that keeps you alive, enemies, etc.) Either deal with them or lose this extension.



Being: Crassus Cruen, notorious felon



Goal: Save the Tellurians from other superhumans who are just like yourself.



Item: Radioactive texmexium, whose exposure can be deadly and unpredictable.



Snag: Two calamities happening very far apart.

Whenever you roll doubles, swap your charm and strange attributes

Whenever you roll matching numbers on two dice, for whatever reason, swap your charm and strange values with each other.

Also, at any time, the MC may order you to swap your charm and strange values with each other.

 **Being:** Hokage Sakurahime, who has chosen you as their favorite

 **Goal:** Win the Togashi Budōkai, to prove that you're the very best.

 **Item:** Serizawa-no- Hitsusatsu, a nanotech that destroys oxygen.

 **Snag:** High-class social function needs your proper attendance.

WITHDRAWN

Add 3 to two health indicia (not your deflect)

Something happened to you that made you close your heart to the world, and to give up ever having strong feelings again. Add 3 to each of the two health indicia that are not your deflect.

The MC may threaten you with unique challenges, or your remoteness may cause a social interaction to fail. Either suffer the consequences or give up this extension.

 **Being:** Sloyzlok, Byrcaltz, and Byrcaltz, Esq. They need you for the reading of the will.

 **Goal:** You can't bring back that what you've lost... but you can at least make them pay for what they did.

 **Item:** Luther-Callahan thermodynamic bullets that track their targets.

 **Snag:** Interference from authority figure, whose wealth and power make them untouchable.

MULTIPLE PERSONALITIES

 **Spend 1 Fx to take +1 forward... but watch out**

You have more than one consciousness in your body. You could have an implanted computer that assists you, the racial memory of everyone who has come before you, or something else that you make up.

You can assist yourself. Before making a roll, move 1 Fx to Hx and then take +1 forward, as the voices in your head help you.

At any time, the MC may have another of your personalities seize control. (Like, say, if you roll doubles on an assist-yourself roll.) The MC may alter your traits as they see fit, or the other personality could take over your body and do all kinds of things.



Being: A mysterious voice inside your head.



Goal: Free yourself from outside influence.



Item: Cyberdyne Personal Digital Assistant



Snag: Implant is controlling your physical body against your will.

TEMPORAL FLUX

Your points in time move randomly

Before you move points to scars, roll +scars. On a 6 or less, move 1 of those points to Hx, instead. (Move any remainder to scars.)

Before you move points to Hx, roll +Hx. On a 6 or less, move 1 of those points to Fx, instead. (Move any remainder to Hx.)

Before you move points to Fx, roll +Fx. On a 6 or less, move 1 of those points to Hx, instead. (Move any remainder to Fx.)

Whenever there's a temporal anomaly, you are affected in weird ways. Or maybe not at all, while everyone else is.



Being: You, from an alternate timeline, who is here to change things so that they can still exist... and that you can't.



Goal: Make right what once went wrong.



Item: The other half of a locket.



Snag: Time travelers have altered history.



TRUE COMPANION

 **You have a second character to use in the game.**

This other character can use any playbook that no one else is using. Or they can use the same playbook that you are using. Be clear about which character you are using at which time.

Unlike your main character, the companion character can be lost forever after suffering harm. (They might die after their Doing drops to zero, they might leave you after their Feeling drops to zero, or they may hate or resent you when their Thinking drops to zero.) They may become an enemy after this is all over.



Being: A loved one, thought to have been gone forever.



Goal: Marriage.



Item: A shining-trapezohedron ring, worth at least two month's salary



Snag: Your significant other's family hates you.



MERCURIAL

All connection rolls are -3 & +1 die

When you make a roll that uses your **connection**, subtract 3 from the roll but roll an extra die. Your connections are far more random than that of others.

 **Being:** Freynzam Dec, who's willing to forgive and forget... if you do this one thing.

 **Goal:** Be the top star of "Andromeda's Got Talent".

 **Item:** Designer clothes by Ultal Kabel, complete with engram thetans that modify your behavior to be one step ahead of all fashion trends.

 **Snag:** You and yours have started a new fad, and everyone won't stop talking about you, taking pictures of you, telling stories about you, etc.



TRANSPORTER

 **You can take others across time and space.**

You have access to some sort of wondrous method of transportation. Maybe you have a watch that lets you jump through space and time. Or you can open portals that bridge the gaps. This transporter is far more capable than mere machines.

When you make moves in the game, you can use your transporting to cross distances that would normally be impossible. You can use assist moves to bring other characters with you.

Your transporting can expose you to new challenges. (Other characters want to steal your method. Using it can cause personal harm to you. Your portals may be exploited by others, etc.) Either deal with these side effects or lose this extension.



Being: You and yours, from another time. Be careful what you tell each other!



Goal: Get to the destination before our rivals do.



Item: The map to Captain Greenblood's treasure.



Snag: A wrong turn at Aldebaran.

ordinary person

You don't have a playbook.

You're only allowed to use the basic moves from the game, and the optional "push" move from the Variant Rules section, page 142. (That's the only way you can turn your Fx into Hx.) You don't have a deflect.

Set your attributes to whatever you want, with these rules: The sum of all attributes (Bottom, Charm, Down, Strange, Top, Up) should be +7, and no attribute can be less than -3 or more than +3. You start the game with zero Fx points and seven Hx points.

An unusual event during play may unlock hidden powers. Lose this extension and rebuild your character using a playbook.



Being: A famous missing person (Henry Hudson, Amelia Earhart, Jimmy Hoffa, etc.)



Goal: Prove your worth to the doubters.



Item: A towel.



Snag: Computer virus is disabling all high tech.

WILD CARD

Move 1 Fx to Hx to shift attributes around.

As a move, move 1 point from Fx to Hx, then shift 1 point from one attribute to another attribute.

Recalculate your indexes of health, accordingly. No attribute can go above +3 or go below -3. You can use this move multiple times to change the same attribute or different ones.

 **Being:** The Ondootine Collective, who are assembling a covert operation that needs you

 **Goal:** Cross the Vordant Attractor's horizon and disable the chaos' zero-point energy

 **Item:** The Kallistian Cyme, a plant whose DNA contains secrets

 **Snag:** Robot automatons demand conformity in all things.