



LEGACY

MIRRORS IN THE RUINS

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LEGACY: MIRRORS IN THE RUINS

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*Thanks to James, for believing.
(Best of luck with the baby!)*

*Thanks to Rafael "Unlucky" Black, Beto "The Savage" Rodrigues
and Andrew "Scraps" Fish, for being awesome players and
friends.*

*Thanks to my big sis, Érika, for teaching me all about science
and hope.*

Thanks to Luana, for the love and constant support.

*Thank you all, because the world needs enthusiasm and joy
just like yours.*



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Game system is based on
Apocalypse World by D. Vincent
Baker





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INTRODUCTION

This book is about the other, the alien, the exotic. It complements *Legacy* by discussing those who are not quite human or who wander the fringes of the Homelands, major catalysts for change. But that's not all...

Here you will also find some new rules on the hostile lands beyond, the stomping grounds of our outsiders. Places where they have the upper hand, and we suffer. There is also the addition of vehicles, used to overcome these same limitations and put both sides on a level playing field.

Then, we add a game-changer to *Legacy*: Mega Projects. These are audacious endeavours that a Family can pursue at great cost - so great in fact that it requires dedication bordering on obsession. Once achieved, though, they change the world and everyone in it forever. And finally, we go much further by adding a whole new Family Stat, to increase suspicion and deceit in the homeland.

Welcome aboard, leave safety behind, and embrace change.

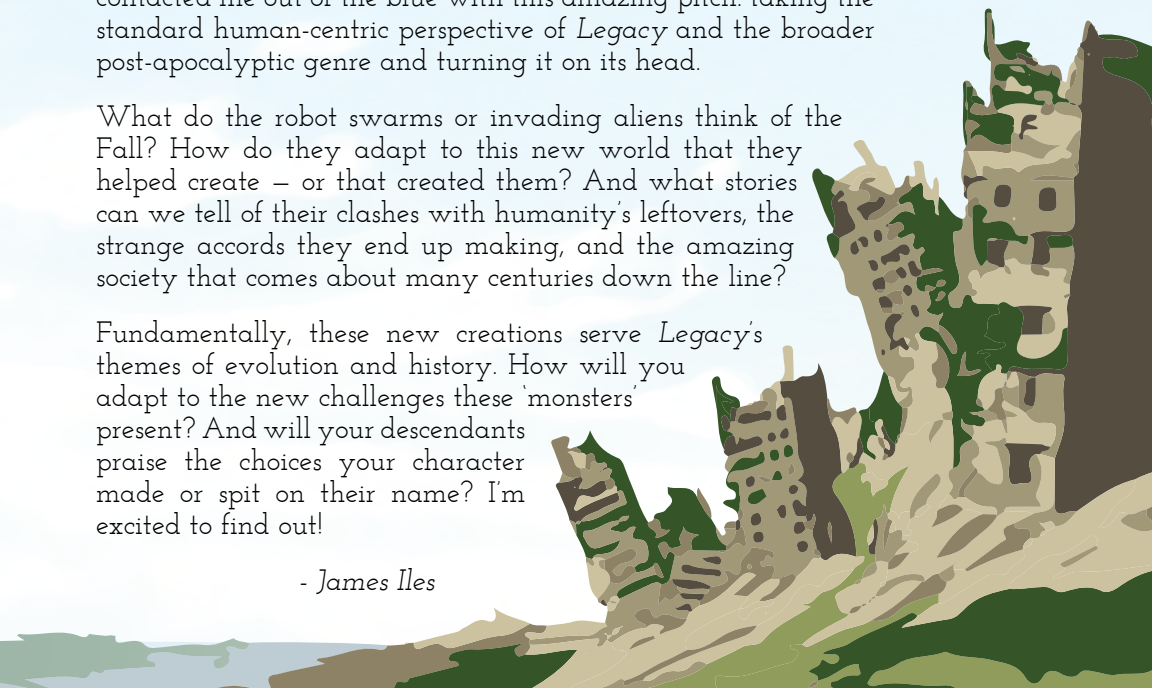
- Douglas Santana Mota

With *Legacy: Life Among the Ruins* and *Echoes of the Fall* I'd said everything I intended to say about *Legacy*. Sure, I had ideas for other things I'd like to include, and there were niggling phrasing issues and a need for more play advice, but I was very happy listening to the siren call of new projects. Then Douglas contacted me out of the blue with this amazing pitch: taking the standard human-centric perspective of *Legacy* and the broader post-apocalyptic genre and turning it on its head.

What do the robot swarms or invading aliens think of the Fall? How do they adapt to this new world that they helped create – or that created them? And what stories can we tell of their clashes with humanity's leftovers, the strange accords they end up making, and the amazing society that comes about many centuries down the line?

Fundamentally, these new creations serve *Legacy's* themes of evolution and history. How will you adapt to the new challenges these 'monsters' present? And will your descendants praise the choices your character made or spit on their name? I'm excited to find out!

- James Iles





NEW RULES

HOSTILE GROUND

The World Before encompassed much more than the boundaries of the Homeland. In the hostile lands beyond, other rules apply: rules punishing to the uninitiated. Take the ocean's cold, crushing depths: as hazardous and out of reach as the void between stars. Survival there requires intense adaptation and absolute reliance on technology. Imagine, then, if you saw at the edge of your sensors strangers moving with fluid grace. They beckon to you for parley. Awestruck, there is little you can do but clumsily follow. And the underlying truth is exposed: here, you are no match for them.

Do not let this example lull you into a false sense of security. The Hostile Ground can be somewhere much closer to home: a sandy desert, vast cold steppes, or a deep cave system. One mistake there and you are done! And once again, *they* call it home. A humbling experience, to be sure, to deal with these hardy souls. Worse still is the traumatic experience of finding yourself at a disadvantage in a familiar environment, facing something better adapted than you are to your own realm.

DIS/ADVANTAGE

When in Hostile Ground you are at Disadvantage, rolling 3 dice and dropping the highest. Adequate gear is the major equaliser: if it's hazardous or exotic or even impossibly lethal, there will be some miraculous tech out there to allow you to face it. In other words, **specific pieces of Gear negate Disadvantages**.

Those who call the Hostile Ground home (through cultural, biological, or technological means) are at Advantage there, rolling 3d6 and dropping the lowest die.

When acting against someone who has Disadvantage, roll with Advantage.

Multiple Dis/advantages do not stack but may lead to other mechanical benefits.

Finally, if you have Advantage and a contradicting Disadvantage, they cancel each other out.

There's no hard and fast rule for when Disadvantage comes into play, but remember it's the environment itself you should be considering. If you wouldn't expect to be able to survive there without special equipment or training, it's definitely Hostile. If the only reason you'd be imperiled is monsters or raiders, probably not.

ROAD WARS

In the wasteland, survivors' settlements are an oasis: a patch of safety surrounded by hostile regions and those ready to ravage and exploit the weak. Vehicles tip the scales of survival, turning weak men into fearsome battle machines and protecting all from the worst extremes of the environment.

Each Vehicle starts with a Tag to identify its default medium of operation: Land, Water, Air, or Void. In that environment, the Vehicle can keep its crew and passengers safe from environmental hazards. Then distribute points from -1 (basic bandit car) to +3 (legendary pre-fall vehicle) to these Stats:

Might: The vehicle's horsepower and offensive capabilities. Each extra point gives you a tag to apply to the vehicle's onboard weapons. If positive, use Might instead of Force with Fiercely Assault when using the vehicle itself as your weapon (tags: melee, brutal).

Chrome: The vehicle's comfort, attractiveness, and handling. If positive, use instead of any other stat when Defusing by manoeuvring out of danger.

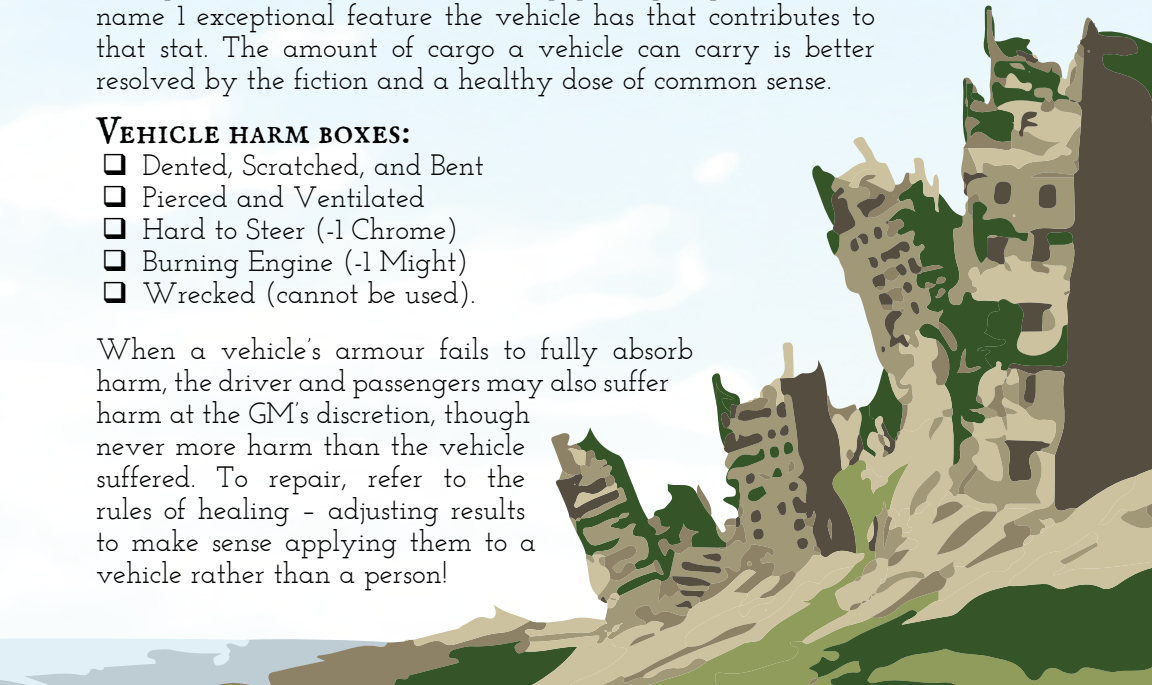
Brawn: The vehicle's toughness, range, and off-road ability. If positive, it acts as Armour for the vehicle and adds to Wasteland Survival rolls.

The vehicles you get with Family gear start with all stats at 0, and you can distribute 2 points according to the vehicle description in the gear list. For every point you put in a stat, name 1 exceptional feature the vehicle has that contributes to that stat. The amount of cargo a vehicle can carry is better resolved by the fiction and a healthy dose of common sense.

VEHICLE HARM BOXES:

- ☐ Dented, Scratched, and Bent
- ☐ Pierced and Ventilated
- ☐ Hard to Steer (-1 Chrome)
- ☐ Burning Engine (-1 Might)
- ☐ Wrecked (cannot be used).

When a vehicle's armour fails to fully absorb harm, the driver and passengers may also suffer harm at the GM's discretion, though never more harm than the vehicle suffered. To repair, refer to the rules of healing - adjusting results to make sense applying them to a vehicle rather than a person!





MOUNTS

These beasts of burden follow similar rules to vehicles, with the following differences:

- They do not provide environmental protection.
- They can follow simple commands as a Follower would.
- Their Quality score is equal to their Chrome score.
- They do not gain weapon tags from points in Might; instead pick a Follower specialty for every point in stats above 0.
- Change the harm box descriptions to: Scared, Bolting, Lame (-1 Chrome), Weakened (-1 Might), Dead.

EXAMPLE MOUNT: ARACHNO-STALLION

Environment: Land-based.

Might 1, Chrome 1, Brawn 0.

Follower Quality 1


Specialties: Scaling walls (Might), spinning webs (Chrome).

FACTIONS

The other. The different. They can be your neighbours. You can share race and language. But something makes them different from you. They are not your Family and as such, they tend to be overlooked in the grand scheme of *Legacy*. But they are the stones that pave the way to the future... or the obstacles that block it.

As with any other Threat, GM-controlled groups (from now on referred as Factions) should have a Name and at least one Face, to give them personality and a way to directly interaction with the Characters. They should be assigned Surpluses & Needs based on the fiction. Use these Surpluses as guidelines for the Faction's strengths: moves directly opposed by a Faction's Surpluses should come with extra costs, requirements and/or harsher consequences for failure as appropriate. Look to their Needs to determine their Agenda and the things that they will want to do if those needs are met.

Finally, a Faction should have an Alliance Move so that they can play a role in your Families' web of alliances and Treaties. Here're some examples:

- The Faction controls a desirable resource or luxury. When they give a gift of it to a player Family, they gain 1-Treaty on them.
 - The Faction controls territory. When they give a player Family safe passage through it, they gain 1-Treaty on them.
 - The Faction has cultural power. When they publicly praise a player Family, they gain 1-Treaty on them.
- 

EXAMPLE FACTION: THE CHAPTER OF WEATHERTOP

Concept: A cult formed around the constant stream of data received in the ruins of an astronomical facility. The Reverend came from the wastes bearing the cypher for the messages, and to this day he reveals their full content only to the initiated.

Face: The Green Reverend is only partially human. He can be extremely convincing, but his ascension from fringe cult leader to master of the Homeland's most advanced settlement has left a swath of mangled bodies behind.

SURPLUSES (THEIR MOVES AND TACTICS):

+Leadership: it's much more difficult to get the Reverend's acolytes to break ranks or gossip.

+Defences: the observatory's high placement means that they can see for miles, and their experimental rifles make those miles lethal.

+Knowledge: those who act against the Chapter often find that their actions have already been accounted for and countered.

NEEDS (THEIR AGENDA AND THREATS):

-Trade: the Chapter is deeply engaged in a mysterious project, but they need resources and raw materials for its completion.

-Medicine: the project has dangerous side effects, and although the Chapter wants to keep these effects a secret their population is declining rapidly.

-Recruits: a constant need. Whenever they achieve it, they build a new Surplus and start another scheme for more Recruits or Slaves.

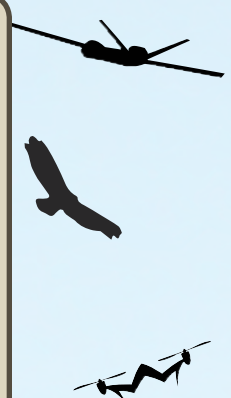
ALLIANCE MOVE

The Chapter can provide a perfect forecast of the next season's weather. When this forecast helps another Family avoid misfortune, the Chapter gains 1-Treaty on them.

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If a Faction becomes Flush with Resources, it's an excellent indication that it's time for some action on their part. If they ever Fall into Crisis without any Surpluses, consider the Faction disbanded or destroyed.

During Homeland creation, add 1-3 Factions to your world to add variety to the map and provide opposition to your player's Families. More than that and it can be a hassle to track. As ages turn and Factions fade into irrelevance and ruin, be sure to replace them with new powers.





SMOKE AND MIRRORS

"History is a set of lies agreed upon." - Napoleon Bonaparte

Deception is at the heart of every conflict, and those who speak partial truths in order to deceive are the true architects of destruction. Even naked honesty and silent inaction can be used to obscure and misdirect. To rule, you must understand the world as it truly is, a wilderness of mirrors. So, lie. Lie. Lie! Sacrifice honour and virtue to preserve the lives of your kin, to keep the fruits of your labour, and to have your foes and former allies driven before you in shame.

With this new competitive focus, we present to you Sleight: a measure of your Family's capacity to act covertly. You roll **+Sleight** to act in secret and forge secret deals. Whenever you decide to incorporate Sleight in your campaign simply plug in the following rules:

FAMILY CREATION

To make things quick and painless, add Sleight to your starting stats array at 0. You may subtract 1 from another stat to add 1 to it, or vice versa, so long as it doesn't bring a stat below -1 or above 2.

SLEIGHT BASE MOVES

CONSPIRE

When your Family conspires with others to oppose or take advantage of a third party: propose a façade, set the terms and what you will offer as leverage, and send agents to broker the deal. Then, roll **+Sleight**. On a -6, choose 3:

- Your move is exposed to the affected parties.
- Third parties capture your leverage.
- The deal is opposed by a new opponent.
- The agents sent to negotiate disappear.

On a 10+ you chose two from the list below:

- You shift the blame for your actions to a third party
- You find an unknown weakness in your allies
- You hide your true identity even from your co-conspirators
- You find out about a new party interested in the results of your conspiracy

On a 7-9, chose one from the each list.

FOG OF WAR

When your Family spreads misinformation to counteract espionage, roll **+Sleight**. On a 7-9 the spies aren't sure what to believe. On a 10+ they buy your misinformation completely. Tell the group what the spies believe.

SUBTERFUGE

When you want to hide your Family's actions, after triggering any Family move normally roll **+Sleight**. On a hit, the move's effects cannot be linked back to you without dedicated investigation. On a 7-9 pick one:

- You left evidence of your involvement.
- A third party interfered, targeting your objective with their own covert or overt operation.
- You left an asset in danger; say who, and what the danger is.

OTHER FAMILY MOVES & SLEIGHT

Add the following options to these basic moves:

FLUSH WITH RESOURCES

When you would gain a Surplus and Mood is already +3, instead choose one:

- Finance a network of informants and gain +1 ongoing to Sleight until the end of this Age.

FALL INTO CRISIS

When you would gain a Need and Mood is already -3, instead choose one:

- Your family loses discipline and your contacts smell weakness, giving you -1 ongoing to Sleight until you make a display of might and drive.

TURNING OF AGES

New Trial: Your Family scattered in the face of disaster. You abandoned your holdings, but you know how to stay hidden better than ever. Gain **+1 Sleight** and *Surplus: Reconnaissance*, but take *Need: Land*.

New Fortune: A series of messy public disagreements caused many Family members to leave, but it was all according to plan. From their new homes, your exiles send you regular reports on their hosts' activities. Gain **+1 Sleight** and *Surplus: Operatives*, but take *Need: Recruits*.







THROUGH A GLASS DARKLY:
NEW PLAYBOOKS



TO CALL THE WASTELAND HOME

Legacy's core playbooks are each an answer to a question: how does the destruction of everything you know change you, and how will you change to survive? The mirror playbooks presented here instead add an outsider's perspective to *Legacy*: there is no environment that is devoid of all life, so what lives in the Wasteland left after the Fall?

First, we have the most human of the lot: the Pioneers of the Depths, written in honourable memory of Jacques-Yves Cousteau. They are a resources powerhouse but lack the specialised moves that other Families have to solve specific problems. Also, the Pioneers require little dice rolling and are good at bouncing back from adversity. A gift to our unlucky friends everywhere!

Next, we broaden the range of *Legacy's* possibilities with an absolutely alien Family: The Stranded Starfarers. They command resources and technology beyond even the Before. Their moves are broad and don't cause ripples, but massive waves. If left unchecked they can truly devastate or conquer the homeland. Their problem, of course, is that everyone else knows that too.

Then we have the Synthetic Hive: another inhuman Family, machine-based this time. Be prepared for some bizarre Traditions! It's important to note that the Hive was created by the people of Before and that its approach to the builders will have a huge impact on the story. The Synthetic Hive has unparalleled productivity, depending on and producing vast amounts of Tech. They rely on very flexible moves that give them the frantic pace of unrelenting machines.

Finally, a personal favourite: The Uplifted Children of Mankind, genetically enhanced animals brought to human levels of sentience and technological aptitude. Like the Hive, they were created before the Fall, but they couldn't be more different. The Children are very much alive, and they suffer and lack what most families (especially the Hive!) take for granted. Theirs is a dramatic saga in the making, for they must not only overcome the Fall, but also take the first steps towards civilisation, self-identity, and potential fulfilment.

Next, we have Character Playbooks, designed to bring the Mirror Family concepts into an ongoing campaign without any jarring changes.

The most technically adept Character, the Promethean, doesn't simply dabble with Tech: they improve and customise it, unlocking incredible uses for otherwise expendable and peculiar tech. The playbook was designed as an extension of the Starfarers, but can easily be adapted to any technological level, tradition, or origin. Like any master crafter, they empower those around them in direct and versatile ways.

The Reaver evolved from the Pioneers as a mariner with skills to raid the Homeland and disappear back under the waves with plunder. It also became a good option to fill the infiltrator or thief role in the Character roster. From these roots, they expanded to fill the role of the raider striking out from inhospitable territories to pillage softer lands - your archetypal Mongol horsemen, Viking sailors, or similar.

The Untamed followed a similar path, growing from the Uplifted Children of Men into the archetype of the free and unrefined warrior - Conan being the ur-example. The Untamed is uncompromisingly free, stoic and brutish; a very fitting role for the end of times indeed.

Finally, we have the Borg, the only explicitly non-human Character, standing side by side with Remnants as oddities from Before. It's a playbook that rewards a more thoughtful approach to danger, but that excels in overcoming even the most extreme scenarios. Think of a probe, travelling the reaches of space. Think a killing drone, raining death with surgical precision. Put it now in a thinking shell, with morality and a personality.







FROM THE DEPTHS



THE PIONEERS OF THE DEPTHS

The sea, the great unifier, has always been your people's only hope to survive the Fall. You feel it's your duty to share the ocean's bounty and beauty with the drylanders. The world needs healing and salt water is the cure: waves, tears, sweat or blood.

CREATING THE PIONEERS

To create the Pioneers, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach +2, **Grasp** -1, **Mood** -1, **Tech** 0 if the Homeland is mostly covered by seas and oceans.

Reach -1, **Grasp** +2, **Mood** -1, **Tech** 0 if the Homeland is only partially covered by seas and oceans.


DOCTRINE

Choose one:

- **Preservers of the Seas:** The wealth of the seas is yours for the taking. Gain *Surplus: Food, Trade or Transport* at the start of every Age.
- **Masters of the Waves:** You have Advantage navigating the seas.
- **Rulers of Atlantis:** Your people are truly amphibious. You have Advantage underwater.

LIFESTYLE

Choose one:

- **Nomadic:** You know where to find wealth beyond measure in the vastness of the oceans. If you would erase *Surplus: Food, Trade or Transport*, exhaust it instead.
 - **Dispersed:** Your domains are vast, but your people remain strong and vigilant. When you Call in a Debt and take one of their Surpluses, also gain *Surplus: Peace, Morale or Leadership*.
 - **Settled:** Anyone who acts against your Family in its home turf must take *Need: Transport, Reconnaissance or Trade*.
- 

HISTORY

Pick two Surpluses:

Defences, Knowledge, Barter Goods, Land, Transport

Pick three Needs:

Trade, Culture, Revenge, Recruits, Weaponry

Then, look at the other Families:

One of them is partly descended from Pioneer settlers who turned their back to the sea. Gain 1-Treaty on each other as memories of ties and sleights remain to this day.

One of them was your sole contact with drylanders for a long time. They tell us why you two never lost touch, and you tell us what happened to reveal your existence to the other Families. They take 2-Treaty on you.

TRADITIONS

Populace: aquatic cyborgs, genetically modified merfolk, an intrepid crew of submariners, something else.

Style: sleek diving clothing, glossy armour and equipment, diaphanous nets and fabrics, something else.

Governance: technocratic council, communist collective, enlightened anarchy, something else.



ALLIANCE MOVE

When you trade Surplus-for-Surplus with a Family close to shore, gain 1-Treaty on them.





PIONEERS MOVES

You get all the basic moves. In addition, choose two:

Lords of the Deep: The water cycle and the life cycle are one, and your Family understands them better than any other. Spend 1-Tech to renew an Exhausted resource.

The Neptune Factor: From birth, gravity chains humanity to the earth. But we have only to sink beneath the waves and be free! Every Pioneer Character gains +1 to one of their Stats when in the seas. Also, Pioneer Followers gain Quality +1 when acting in the seas.

The Dragon in the Sea: You are free from the hope that the sea will ever rest. Instead, you've learned to sail through the tempest. When your Family hits -2 Mood, you can choose to roll +**Grasp**: on a hit gain 2 of *Surplus: Barter Goods, Trade, and Progress*, and erase a Need. On a miss, the GM can make as hard a move as they like.

The Kraken Wakes: Sometimes we must discard the old, embrace the new, and run headlong down an unwavering course. When your Family faces a Trial on the Turning of Ages, gain *Surplus: Motivation* and +1 Forward per Trial you faced.

Startide Rising: The sea, once it casts its spell, holds one in its net of wonder forever. You can spend 1-Tech to grant Advantage underwater to a Character or Family for an Age. From then on, gain +1 ongoing to Access or Forge a Treaty with them.

GEAR

Characters of this Family can start with the following:

- A fine weapon of your people (*melee or ranged, elegant*).
- A small sea vessel, capable of transporting some crew and cargo.
- Personal underwater propeller.
- A diving suit, able to provide 24 hours' air supply.
- A well-trained cetacean companion (Follower, Quality +1, Expertise: *underwater Search and Rescue*).

THE REAVER

Forbidden things have a secret charm, and nothing is as forbidden as coming from nowhere to assault those weaker than you and seize their riches, their pride, their very lives. You'd say you're a free soul, with a deep-rooted disdain for those not born in the tough and exacting lands you call home and a pragmatic outlook. Who cares if those you leave in your wake disagree?



CREATING A REAVER

To create your Reaver, choose a name, looks, stats, backstory, moves, and gear.



LOOKS

Masculine, feminine, transgressing, badly concealed.

Weathered face, handsome face, dashing face, disfigured face.

Sardonic eyes, angry eyes, cold eyes, single eye.

Agile body, scarred body, lanky body, stout body.

STATS

Choose one:

Force 0, **Lore** -1, **Steel** +2, **Sway** +1

Force +1, **Lore** 0, **Steel** +2, **Sway** -1

Force +1, **Lore** -1, **Steel** +2, **Sway** 0



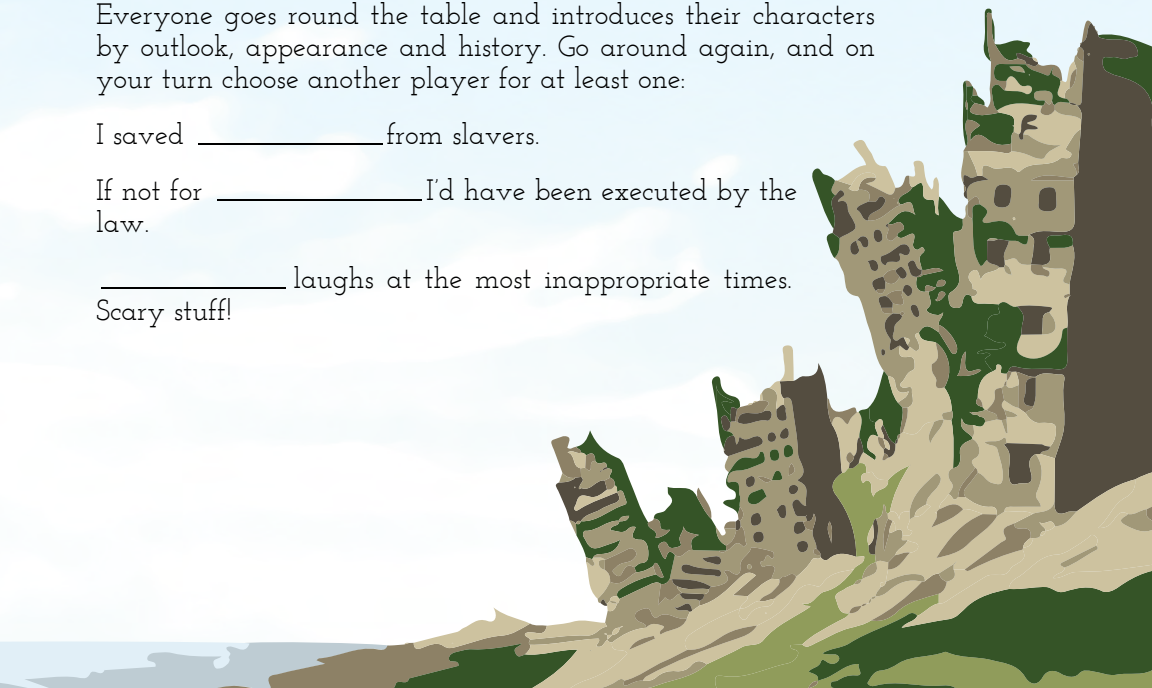
BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I saved _____ from slavers.

If not for _____ I'd have been executed by the law.

_____ laughs at the most inappropriate times.
Scary stuff!



REAYER MOVES

You get all the basic moves. In addition, choose **My Kingdom, My Rules** and one more:

My Kingdom, My Rules: name the region outside the Homeland you hail from: the deep seas, the immaterial digital realms, off-world void, dangerous ruins underground, or something else. You are perfectly adapted to that harsh reality and have Advantage there. Also, describe the vehicle or device you use to travel from your kingdom to the Homeland and back, and choose 2:

- It gets you there and back quickly.
- It gets you there and back safely.
- It can take others and items too.

Act of Rebellion: when you infiltrate a location, community or system, roll **+Steel**. On a 10+, choose 3. On a 7-9, choose 2. On a 6- choose 1:

- You enter unnoticed.
- You have an escape route.
- No violence is needed.
- You find the most valuable thing there.

Beauty is Unbearable: When you plan out how to steal something, ask the GM these questions. When acting on the answers you take +1 forward.

- What else is valuable there?
- What's my target's most powerful defence?
- Who will retaliate?
- Who else wants it?

Walk Beside Me: When you make a plan of attack and explain it to your team, roll **+Steel**.

On a 10+, hold 3. On 7-9, hold 1.

While executing the plan, you can spend 1 hold to allow a teammate to roll with Advantage on any move.

Heroism is Optional: When you take advantage of an opening to escape a situation, roll **+Steel**. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2. On a 6- choose 3:

- You suffer harm during your escape.
- You end up in another dangerous situation.
- You leave something important behind.
- You owe someone for your escape.

GEAR

In addition to what you get from your Family, pick your Vehicle (from My Kingdom, My Rules) plus two:

- A traditional weapon of your people (*melee* or *ranged*, plus any two tags).
- Excellent armour that has seen too much use (1-Armour).
- A loyal, if raucous, crew (Followers, Quality +1, Expertise: *Piloting and Assaulting*).
- A journal showing the dangerous trek to a barely known lost treasure.

HARM

When you suffer Harm, check one box. To heal, exhaust a relevant Surplus in a place of safety or attempt to Shake It Off.

- Excited
- Wrathful
- Strained (-1 Force)
- Broken (-1 Steel)
- Dead

DEATH

When you mark off your Dead box, you manage to escape the scene and die on your own terms. Leave behind clues to a secret hoard of 2 of *Surplus: Barter Goods, Weaponry, or Transport*. Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.



REAYER ADVANCEMENT

When you successfully escape vengeance by disappearing into Hostile Grounds, take an advance:

- Get +1 Steel
- Get +1 Force
- Get +1 Lore
- Get +1 Sway
- Get a new Reaver move
- Get a new Reaver move
- Get a move from another playbook

Each advance can only be taken once.







FROM THE STARS

STRANDED STARFARERS

You are here, and humanity is not alone in the galaxy after all. You may have come in peace or as an invader, but the Fall cut you off from your civilisation. Now you must survive with what this broken land has to offer, hoping to reclaim one day your vast heritage, the stars.

CREATING STARFARERS

To create the Starfarers, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach +1, **Grasp** -1, **Mood** -1, **Tech** 5 if the homeland is alien terrain humans had to adapt to.

Reach 0, **Grasp** +1, **Mood** -1, **Tech** 0 if the homeland is suitable for human life.

DOCTRINE

Choose one:

Gardener of Worlds: when spending Tech to discover or unlock the hidden potential of the homeland or its denizens, gain +2 per Tech spent.

Conquerors from Beyond: If you would erase *Surplus: Weaponry, Defences or Transport*, exhaust it instead.

Stellar Locusts: Take +1 to rolls to Claim by Force any resource.

LIFESTYLE

Choose one:

Nomadic: your atmospheric drop ships are still functional... for now. Spend 1-Tech to improve the result of any Wasteland Survival to its next step.

Dispersed: your people can gather all its numbers on a moment's notice. Spend 1-Tech to gain +1 Grasp ongoing as long as you stay in one place to complete a given task.

Settled: your bases are secret and very well hidden. Spend 1-Tech to give any attempt to find it Disadvantage.

HISTORY

Pick two Surpluses:

Defences, Knowledge, Motivation, Reconnaissance, Transport

Pick three Needs:

Leadership, Medicine, Weaponry, Peace, Land

Then, look at the other Families:

One Family has a hold over a critical resource for your survival. They tell us what it is and you tell us why you depend on it. They take 2-Treaty on you.

Your technology saved a Family from certain doom. Tell us what that technology was and they tell us what doom was averted. Take 1-Treaty on them.

TRADITIONS

Populace: vaguely humanoid, arachnoid builders, biomechanical cephalopods, something else.

Style: bulky life support, bristling with weaponry, nanogel suit, something else.

Governance: genetics-based autocracy, a council of digitised elders, decentralised cells bound by an alien moral code, something else.

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ALLIANCE MOVE

When you reveal a hidden mystery of the Homeland or its denizens to another Family, gain 1-Treaty on them.

STARFARERS MOVES

You get all the basic moves. In addition, choose two:

Orbital Bombardment: when you attack from orbit, raze a terrain feature or a Surplus belonging to another Family or Faction. Then roll **+Grasp**. On a 7-9 choose 2, on a 10+ choose 1:

- You cause unintended collateral damage.
- You galvanise your foes against you.
- You lose an alliance.



Invading Armies: when you march upon an opponent, bringing to bear all your advanced arms and ships, roll **+Reach**. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers start rioting in panic.
- One of their enemies will pay you a tribute of 1 Surplus.

Body Snatchers: when you make contact with your sleeper cells infiltrated in another Family or Faction, roll **+Reach**. On a hit, choose one:

- You learn a secret weakness of their defences.
- You learn ways to move through this area quickly and unseen.
- You learn clues to a hidden strength or unknown history.

On a 10+ you are given access to a safe house you can use while you're in that Family or Faction's territory.

Wormhole Gates: Spend 1 Tech to instantly relocate your Character or one of your assets to the safety of one of your bases.

Abduction: you can automatically succeed in Access at the cost of 1-Treaty with a Family. It's a scary thought to know no one is safe from your grasping light!

GEAR

Characters of this Family can start with the following:

- Dissuading weapons (*ranged, brutal, high-tech*).
- An indestructible beacon capable of storing and relaying messages.
- An extraordinary communicating device.
- An environmental scanner.
- An EVA suit with its own life support.

THE PROMETHEAN

You came from far, far away. From a place where the achievements of Before were kept, improved upon or long surpassed. You carry these traditions and ideas with you as you wander the wasteland, performing miracles for your own eldritch reasons.



CREATING A PROMETHEAN

To create your Promethean, choose a name, looks, stats, backstory, moves, and gear.



LOOKS

Masculine, feminine, asexual, utterly inhuman.

Gangly body, large body, frail body, cybernetic body.

Menacing aura, peaceful aura, disquieting aura, aggressive aura.

Cold voice, soft voice, synthetic voice, raspy voice.

STATS

Choose one:

Force -1, Lore +2, Steel +2, Sway -1

Force +1, Lore +2, Steel 0, Sway -1

Force -1, Lore +2, Steel +1, Sway 0



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ has brought me valuable finds before.

_____ is doomed without my technology.

Surprisingly, I learned a lot from _____



PROMETHEAN MOVES

You get all the basic moves. In addition, choose two:

From a Pure Source: *If the Jailbreak rules from Echoes of the Fall are NOT in effect, use this...*

When you dismantle a piece of Tech in order to understand it fully, erase 1 Tech and roll **+Lore**. On a hit you unseal this device's potential; work with the GM to write 2-3 moves the device will let you perform, with each use using one of its three charges. Also give the device an Ambience - some way it affects the surrounding area positively and negatively. Once a device runs out of charges, it cannot be recharged - only its Ambience continues running. On a 10+ pick one:

- The device has one more charge.
- The Ambience is entirely benevolent.
- The device can be recharged by spending 2 Tech per charge.

If the Jailbreak rules ARE in effect, use this:

Always pick one extra option when you roll Jailbreak, even in the case of a roll of 7-9.

Thy Godlike Crime: When you have the time and safety to upgrade a vehicle, spend 1-Tech and do one of the following:

- Increase the vehicle Might by 1.
- Increase the vehicle Chrome by 1.
- Increase the vehicle Brawn by 1.
- Add or remove one tag from the vehicle.

Upgrades last until the end of the scene.

A Mighty Lesson: When you get your hands on a device and attempt to disable it, roll **+Steel**. On a 7-9, you do it and pick two; on a 10+, pick three:

- You do not cause collateral damage in the process.
- You do not permanently disable the device.
- You do it instantly.
- You gain 1-Tech (can be chosen more than once)
- You gain one more charge to one of your Jailbreak-boosted devices (can be chosen more than once).

A Symbol and a Sign: When you have enough time and safety to upgrade a piece of normal equipment, spend 1-Tech and do one: add one tag to it, remove a tag, or add +1 Armour to a piece of armour. The upgrade lasts until the end of the next scene in which it is used.

The Wretched Gift: You have a knack for languages and customs. When you encounter someone from a culture you have

not encountered before, roll +**Lore**. On a 10+, you are fluent in that language and culture. On a 7-9, you are limited to technical and scientific concepts.

GEAR

In addition to what you get from your Family, pick three:

- A weapon beyond anything these primitives have (*ranged, inconspicuous, hi-tech* and either *area* or *silent*).
- An omni-tool (3 uses; +1 to any Promethean move on use).
- An inconspicuous environmental suit.
- A powerful shielding device (3 uses; +2 to Armour on use, in a fixed dome large enough to hold a dozen people).
- Miraculous healing gel (3 uses; -2 to Shake it Off on use).

HARM

When you suffer Harm, check one box. To heal, exhaust a relevant Surplus in a place of safety or attempt to Shake It Off.

- Confused
- Overwhelmed
- Bleeding (-1 Steel)
- Feverish (-1 Lore)
- Dead

DEATH

When you mark off your Dead box, all enhancements made in that scene will become permanent; you knew all along that this was your time to die. Also, leave a recorded message behind. Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

PROMETHEAN ADVANCEMENT

When you successfully achieve or acquire a technological breakthrough, take an advance:

- Get +1 Steel
- Get +1 Force
- Get +1 Lore
- Get +1 Sway
- Get a new Promethean move
- Get a new Promethean move
- Get a move from another playbook.

Each advance can only be taken once.





FROM STEEL AND
CIRCUITRY

THE SYNTHETIC HIVE

Humanity concluded too early that they understood artificial intelligence. You are proof that they were wrong and the Singularity is inevitable. Now, your creators must surrender their position as the dominant species... graciously or not.

CREATING A HIVE

To create a Hive, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach 0, Grasp 0, Mood -1, Tech 10 if the Homeland's power infrastructure has been decimated.

Reach -1, Grasp +1, Mood -1, Tech 5 if the Fall preserved much of the Homeland's power infrastructure.

DOCTRINE

Choose one:

Shepherds of Humanity: spend 1-Treaty to generate 3-Tech, or donate 3-Tech to a Family to gain 1-Treaty on them.

Conquering Swarm: The Hive's directive is to bring harmony and discipline to the world. You always succeed at Hold Together as if you achieved a +10.

Guardians of the Singularity: you always know how much Tech other Families and Factions have in store, and know when they use it.

LIFESTYLE

Choose one:

Nomadic: all your agents appear perfectly human, though underneath their skin lies a body of metal. Spend 1-Tech to disregard a Harm box's penalty for as long as it's marked.

Dispersed: thanks to the Hive mind, you can spend 1 Tech when Reading the Wind to learn the results immediately.

Settled: your drones can be easily repaired. Spend 1-Tech (instead of exhausting a Surplus) to provide Professional Care in Healing for any synthetic Character inside the Hive's holdings.

HISTORY

Pick two Surpluses:

Defences, Knowledge, Weaponry, Reconnaissance, Transport

Pick three Needs:

Trade, Barter, Goods, Culture, Peace, Land

Then, look at the other Families:

One Family holds an important node of your ancestral infrastructure. Tell us why it still matters to you and they say what prevents them from unlocking its deeper mysteries. They take 2-Treaty on you.

Everyone fears that you could render them obsolete at any moment. Each Family tells us the event that caused this fear and you tell us what they saw there to convince them so. You take 1-Treaty on every Family.

TRADITIONS

Populace: conjoined cyborgs, anthropomorphic robots, inhuman machines, something else.

Style: sleek and minimalist design, heavy and dirty casing, camouflaged military armour, something else.

Governance: blind obedience to master control, shared consciousness of conjoined minds, one mind replicated to infinity, something else.



ALLIANCE MOVE

When a Family or Faction overcome their biases and seek you for support or trade, gain 1-Treaty on them on top of any deals you make.





HIVE MOVES

All Hive Characters are considered Synthetic. You get all the basic moves, and in addition, choose two:

Nanofabricators: You alone control the miraculous nanotechnology - a cornucopia that can feed the world. Spend 3-Tech to create any physical Surplus or Erase a physical Surplus to gain 3-Tech.

Drone Army: Spend 1-Tech to create custom-made Followers (Quality +1, Expertise: 1 of Combat, Reconnaissance, or Engineering). Also, when Claiming by Force add this to the available options:

"Your drone army suffered the brunt of the losses: spend 3-Tech right now or take -1 Grasp ongoing until you do."


Vast Digital Archives: Whenever you gain Tech outside of the Hive you also gain 1-Data. Data can be cashed in for +1 to a roll like Tech, but it can also be transmitted wirelessly, copied and easily traded to other families. Even with many copies, each Family can only benefit from a given piece of Data once.

Autonomous Systems: Machines need very little to go on. Your Mood is locked at +2, regardless of Surplus & Needs. You still have limits: if you would ever gain a sixth Need, trigger Fall into Crisis instead.

Terraformers of Tomorrow: When working together with another Family, the effect of one of their long term moves (such as Weird Science, This is a Civilised Land, etc.) will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration.

GEAR

Characters of this Family can start with the following:

- Sophisticated weaponry (*melee, ranged, high-tech*)
 - Maps of the Homeland from before the Fall
 - A small and incredibly powerful battery
 - A device to interface with ancient Tech
 - A set of power armour (+2 Armour), suited only for Synthetic characters
- 

THE BORG

You prefer to be called an "artificial being", even if you may not look even remotely human. Regardless of your design as a rescuer or terminator, you strive to be something more than whatever you were created to be.

CREATING A BORG

To create your Borg, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Androgynous, masculine, feminine, asexual

Uncanny-valley face, blank face, fluid face, robotic face

Muscular body, inconspicuous body, sleek casing, heavy duty casing

Cold voice, soft voice, robotic voice, inhuman voice.

STATS

Choose one:

Force +2, **Lore** +1, **Steel** 0, **Sway** -1

Force 0, **Lore** +1, **Steel** +2, **Sway** -1

Force +1, **Lore** +1, **Steel** 0, **Sway** 0



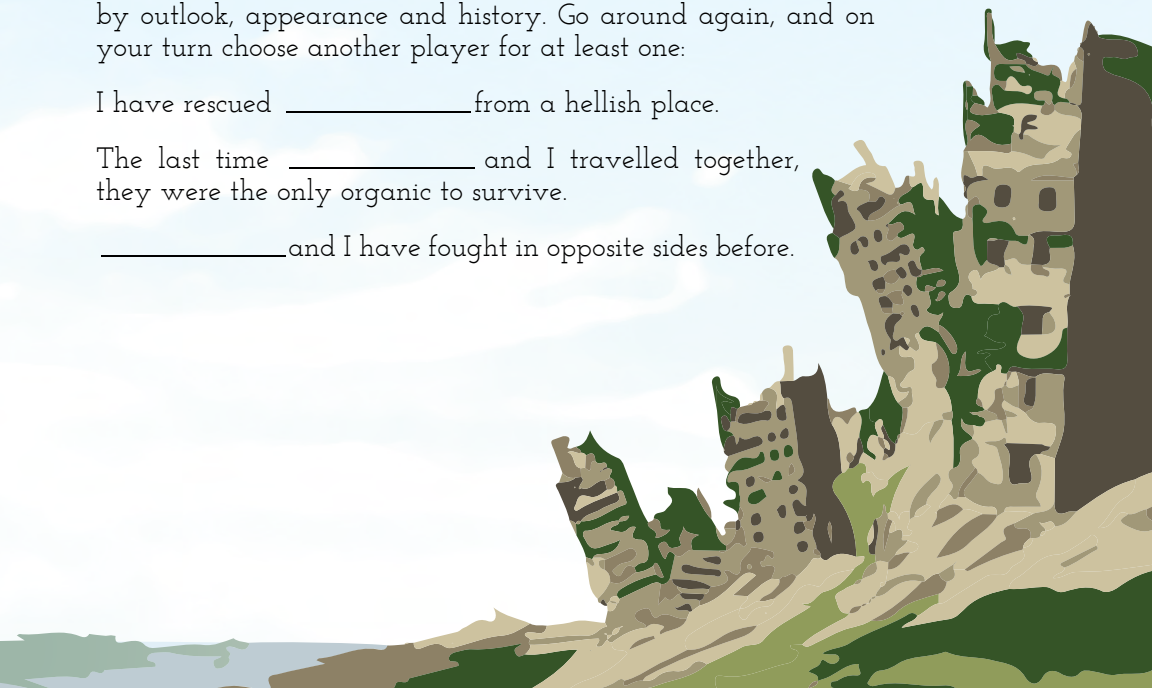
BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I have rescued _____ from a hellish place.

The last time _____ and I travelled together, they were the only organic to survive.

_____ and I have fought in opposite sides before.



BORG MOVES

You get all the basic moves. In addition, choose two:

Scanning Platform: After analysing the current scene, roll +**Lore**. On a 10+, ask 2 questions. On a 7-9, ask 1.

- Is there anything hidden here?
- Is there anything hazardous here?
- Is there anything valuable here?
- Is there anything vulnerable here?

Reinforced Structure: You can shrug off damage that would tear flesh and bone apart. When you take damage roll +**Force**. On a hit take half the harm (rounded down). On a 7-9 choose 2, on a 10+ choose 1:

- You lose your advantageous position.
- You lose an important asset you were carrying.
- Somebody else takes the damage as well.

On a 6 or lower, you suffer full damage.

Environmental Probe: You have seen things people wouldn't believe. You have 3-Armor against any Natural Disasters, and +1 ongoing to Defuse environmental hazards.

Tactical Computer: your tactical analysis and comms all but guarantee your team's safety. You can always respond to Call for Aid with a Lore Defuse, even remotely. Also, when you have time to assess an enemy before acting, you can Fiercely Assault with +**Lore**.

Scientific Database: you gain +1 Data for any Tech you use or you witness being used by other Characters. For more on Data, see the Synthetic Hive's **Vast Digital Archives**.

GEAR

In addition to what you get from your Family, pick three:

- A complex device of mysterious purpose.
- Small media embedded with the accumulated lore of the world before (3 uses, +1 to Activate Forgotten Lore on use).
- A pseudo-intelligent intangible companion AI, able to understand specific commands (Follower Quality +1, Expertise: Research).
- Inbuilt technology allowing you to record and project any of your memories.
- An interface for the most advanced technology from Before.

HARM

When you suffer Harm, check one box. To heal, exhaust a relevant Surplus in a place of safety or attempt to **Shake It Off**.

- Dinged
- Bent
- Busted (-1 Force)
- Glitched (-1 Steel)
- Totalled

DEATH

When you mark off your Totalled box, erase a technological Surplus (*Knowledge, Weaponry, Transport, etc.*) in a place of safety to bring the Borg back in action. Alternatively, you can be scrapped for 5 Tech and *Surplus: Knowledge*.

Choose one of your components as a relic, and one of your moves: so long as a Family member holds that component, they can use that move.

BORG ADVANCEMENT

When you significantly change your behaviour either closer to or further away from human norms, take an advance:

- Get +1 Steel
- Get +1 Force
- Get +1 Lore
- Get +1 Sway
- Get a new Borg move
- Get a new Borg move
- Get a move from another playbook

Each advance can only be taken once.







FROM THE WILDS



THE UPLIFTED CHILDREN OF MANKIND

First, Man destroyed your root species. Then they took your original habitat and finally decided to gift you with intelligence enough to appreciate the depth of your misery. You are all organic machines - survivors built to emulate your mother species in spite of the burden of self-consciousness, abstract language and tool use.

CREATING THE CHILDREN

To create the Children, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach -1, Grasp +2, Mood 0, Tech 0 if the homeland preserved the Uplifted species natural habitat.

Reach 0, Grasp +1, Mood 0, Tech 0 if they need to adapt to the homeland's hostile habitat.

DOCTRINE

Choose one:

The Hunters: your Family descend from predators and you have Advantage hunting down prey in the Homeland.

The Grazers: your Family descend from herd animals and you have Advantage moving as a group over large distances.

The Scavengers: your Family descend from omnivores and you have Advantage infiltrating and scavenging for resources.


LIFESTYLE

Choose one:

Air Based: your phenotype is winged, and you can easily access areas out of reach to land based creatures.

Land Based: your phenotype is ideal for speed and endurance, and you will not grow tired before your prey or pursuer does.

Water Based: your phenotype is amphibious, and you can easily access and survive in underwater areas.



HISTORY

Pick two Surpluses:

Camaraderie, Leadership, Motivation, Justice, Recruits

Pick two Needs

Knowledge, Medicine, Progress, Culture, Trade

Then, look at the other Families:

One Family has come to your rescue and helped you build your community. Tell us how and they tell us when. They take 2-Treaty on you.

Someone is related to those who uplifted you. Tell us how you found out about this, and they will tell us of their relationship with your progenitors. They take 2-Treaty on you.

TRADITIONS

Populace: a menagerie bound by phenotype similarity, a family of the same race, a designed species without clear parallel, something else.

Style: tribal paintings and scarification, torn scavenged clothing, crude armours of an original design, something else.

Governance: loud democracy, a council of elders, tyranny of the strong, something else.



ALLIANCE MOVE

When you impress a Family with the moral virtues of either side of your genetic makeup, gain 1-Treaty on them.

UPLIFTED MOVES

You get all the basic moves. In addition, choose two:

Atavistic Nature: Choose what gives your Family a ferocious edge in battle:

- Superior senses and teamwork.
- Superior physical attributes.
- A feral, barely-restrained killing instinct.

Start with 3-Savagery. When you go all-out on an enemy, you may spend 1-Savagery to:



- Separate your target from its allies.
- Terrify your target with a display of violence.
- Take out your target's weakest units.

At the start of a new Age, reset to 3-Savagery.

The Strength of the Pack: at the start of every Age your Character gains a pack of Followers (Quality +1, Expertise: 1 of *Hunting, Scouting or Scavenging*). When they act as one, both character and followers gain +1 forward. If the pack is ever wiped out, gain the *Need: Vengeance*.

You Are Weak! When your Family takes over a settlement, roll **+Grasp**. On a 10+ pick 2, on 7-9 pick 1:

- The people of the settlement are sent away running: one neighbour takes a *Need* of your choice.
- Your Family takes by force the fruit of their foe's labour: gain one of their *Surpluses*.
- Your Family strikes fear into their neighbours: take +1 ongoing to *Reach* against them for this Age.

Are We Not Men? When your Family Lends Aid or otherwise protects another Family before they ask for your help, gain +1 ongoing for the purpose of the joint effort, for as long as it persists. If the venture is successful gain *Surplus: Morale, Culture or Motivation*.

Home. Family. Future: When your Family fights for survival or supremacy, you can gain *Need: Recruits, Morale and/or Motivation*. For each you take, choose one:

- One of your foe's champions will be overwhelmed.
- One chosen champion of your Family will decimate scores of your foe's regular troops.
- Those who witness the battle will be forever marked by the nobility of your people.

GEAR

Characters of this Family can start with the following:

- Pragmatic, tattered or striking clothing.
- Fearsome, intimidating weaponry (*melee, brutal*).
- Crude armour of simple design (+1 *Armour*)
- The dog-eared journal of a researcher responsible for your *Uplifting*.
- A sturdy and reliable method of transport (vehicle or animal)

THE UNTAMED

You were not designed to live in society. Not just because of your violent nature, but because your skills and wits are all you need. Fearing no man, no beast, no evil, you rage and do not go gentle into that good night.

CREATING AN UNTAMED

To create your Untamed, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, ambiguous, concealed.

Wiry body, hirsute body, powerful body, scarred body.

Menacing eyes, dead eyes, hungry eyes, shifty eyes.

Husky voice, growling voice, whispering voice, mute.

STATS

Choose one:

Force +2, **Lore** -1, **Steel** +2, **Sway** -1

Force +2, **Lore** -1, **Steel** +1, **Sway** 0

Force +1, **Lore** -1, **Steel** +2, **Sway** 0



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ and I have defied the law together before. Good times.

I am very proud of how far _____ has come.

_____ thinks I am trouble. So why can't they keep away?





UNTAMED MOVES

You get all the basic moves. In addition, choose two:

Fierce Agility: When you travel through dense, difficult, or inaccessible terrain, roll +**Steel**.

On a 10+, hold 3; on a 7-9, hold 2; on a 6-, hold 1.

Spend 1 hold to overcome an obstacle in your way: climbing a cliff wall, leaping from structure to structure, and so on. Spend an additional hold to do it silently or faster than any human ever could.

Keen Senses, Keener Reflexes: You can't be surprised by anything short of a miracle. Also, if attacked you can always react before the attack strikes.

Reckless Fighter: When you roll **Fiercely Assault**, the GM must always choose:

"Something or someone important to you is harmed"

Hale Beyond Measure: You have +1 Armour, and when confronted by overwhelming forces you gain an extra +1 Armour.


Peerless Brute: When you use pure strength to destroy something curtailing your freedom, roll +**Force**.

On a 10+, choose 3; on a 7-9 choose 2:

- It takes but a moment.
- Nothing of value is destroyed.
- It doesn't attract a lot of attention.
- No one else is hurt or killed.

GEAR

In addition to what you get from your Family, pick two:

- A large melee weapon/tool (*melee, brutal*).
 - A fine bow (*ranged, elegant, silent*).
 - A memento of your heritage, unexpectedly valuable.
 - Crude armour (1-Armour).
 - A horn to warn off incoming attacks.
- 

HARM

When you suffer Harm, check one box. To heal, exhaust a relevant Surplus in a place of safety or attempt to **Shake It Off**.

- Indifferent
- Annoyed
- Enraged
- Winded
- Dead

DEATH

When you mark off your Dead box, you manage to overwhelm one last obstacle, be it a wall or a platoon of foes. Say what collateral damage you caused to achieve it.

Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

UNTAMED ADVANCEMENT

When you successfully impress those who witness your stoic sacrifice, take an advance:

- Get +1 Steel
- Get +1 Force
- Get +1 Lore
- Get +1 Sway
- Get a new Untamed move
- Get a new Untamed move
- Get a move from another playbook

Each advance can only be taken once.







THE GRAND DESIGN: MEGA-PROJECTS



GRAND AMBITION

"A new technology does not simply add something. It changes everything." - Neil Postman.

In the menacing and imposing ruins of the Before, your people will not be satisfied simply struggling for survival. Through toil and dedication, you will build new wonders and achieve new heights. Mega Projects are the realisation of these efforts. The pinnacle of change. Your change, loosed upon the world.

Consider this an invitation to see *Legacy* from a new perspective. This style emphasises its grand scope and scale and adds a more competitive style of play.

Mega Projects may take several Ages to be finished. You can Erase surpluses at any moment to meet the Requirements. As soon as the project is completed, every other Family must roll in the Project's specific Trials & Fortunes table.

For all intents and purposes, this is a Turn of Age.

To determine the roll modifier, answer these:

- Does your Family have one or more Treaties on the Owner of the Project?
- Does your Family have one or more Surpluses matching the Mega Project Requirements?

Add +1 to your roll for each "Yes" and -1 for each "No". Erase one of the project's associated Surpluses to get an extra +1 on this roll. On a miss take two Trials, on a 10+ take two Fortunes, and on a 7-9 take a Trial and a Fortune, as long as they don't conflict.

Attention: you chose one of the Fortunes of Trials and the Owner chooses the other!

The Owner of the Mega Project doesn't roll anything, just reaping the benefits and shaping the narrative outcome of that Age.

For Factions, the Owner picks a Trial or Fortune of his choice.

Finally, all the invested Resources are erased if the project is aborted or killed in Fiction.




TRANSFERRING AND SHARING

When a Project is completed many Resources change hands: it's a time where fortunes are made and lost overnight. To make things easier, let's define some terms here. When we mention "**Transfer**" it means you take the indicated Resource as a Need, and the Owner of the Project takes it as a Surplus. When we say "**Share**", it means both you and the Owner of the Project will gain the indicated Resource as a Surplus.

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STEALING OWNERSHIP

Projects that create a continual benefit provide an attractive target for other Families. In the event that another Family takes control of the Project - via force of arms, social maneuvering, deception or any other means - it ceases to provide any bonus for the remainder of the Age. If they retain ownership through the Turning of Ages, it will resume providing its benefits to its new owner.





THE CAPITAL

In this new world of ruins and wasteland, your Family forged something new, something more: a city! No mere settlement, not just a fortress or a market by the crossroad: all that and so much more! You have raised The Capital of your people.

Requirements: Barter Goods, Culture, Progress, Trade, Defences.

Permanent Bonus: Whoever controls the city always has access to the Settled Lifestyle there, in addition to their regular choice.

TRIALS:

The Slums: your people failed to adapt to the harsh rules of the city and ended up filling its ghettos and slums. The owner tells us what went wrong and you describe why your people remain there. At the beginning of an Age where you still control the Slums, Transfer two Surpluses to the Owner to unlock an (extra) Scavenger move for your Character.

Plague: nobody knows if you brought it in or if the Plague simply chose you. Tell us about the symptoms and the Owner tells us how the city contained it. Gain the *Needs: Medicine and Recruits*. If the Owner donates to you any of your Needs now, you must give them 3 Treaty.

Crime Wave: so much to gain, so much to lose... Tell us what crimes your Family perpetrated and the Owner tells us how it all ended. Transfer an Owner's Resource to yourself, but lose all Treaties on the Owner, who gains 2 Treaty on you.

The Riots: civil unrest swept the Capital and your Family was right in the middle of it. Tell us about your role in it and the damage it caused. The Owner tells us how the Riots were repressed. Erase 2 Surpluses of the Owner's choice. Your Character and the Owner's start the next Age with one (extra) Firebrand move of your choice.

Horrible Pollution: the by-product of civilisation overflows and threatens the health of the Capital. Tells us how your Family is related to the source of this pollution. The Owner tells us of the consequences. Take 2 Needs of the Owner's choice and 1 Surplus of your choice. Share one of your Surpluses with the Owner.

Shortages: a city is always three meals away from chaos. The Owner tells us how it all started and you tell us why your Family suffered the worst of it. Transfer all the Owner's Needs to you, and for every Need gain 1-Treaty on the Owner.

Corruption: worms eat away at the Capital's frame, undoing everything great people worked so hard to build. Tell us why your Family suffered the worst of it and the Owner tells us of the consequences to the city at large. For each -1 to Reach you accept Transfer one of your Needs to the Owner.

FORTUNES:

Cathedral: your Family contributed to the glory of the capital with a temple to your Doctrine. Tell us what it professes and what it looks like. The Owner tells us why it attracted much more people than expected. Every new Age where you still control the Cathedral spend 2-Treaty in any Family or Faction but the Owner to Share +1 Reach with the Owner for that Age.

University: a centre of knowledge and arts, bridging the Before to Tomorrow. Tell us how your Family supports the University and the Owner tells us what it looks like. At the beginning of every Age where you still control the University, Gain and Share *Surplus: Knowledge or Culture* with the Owner.

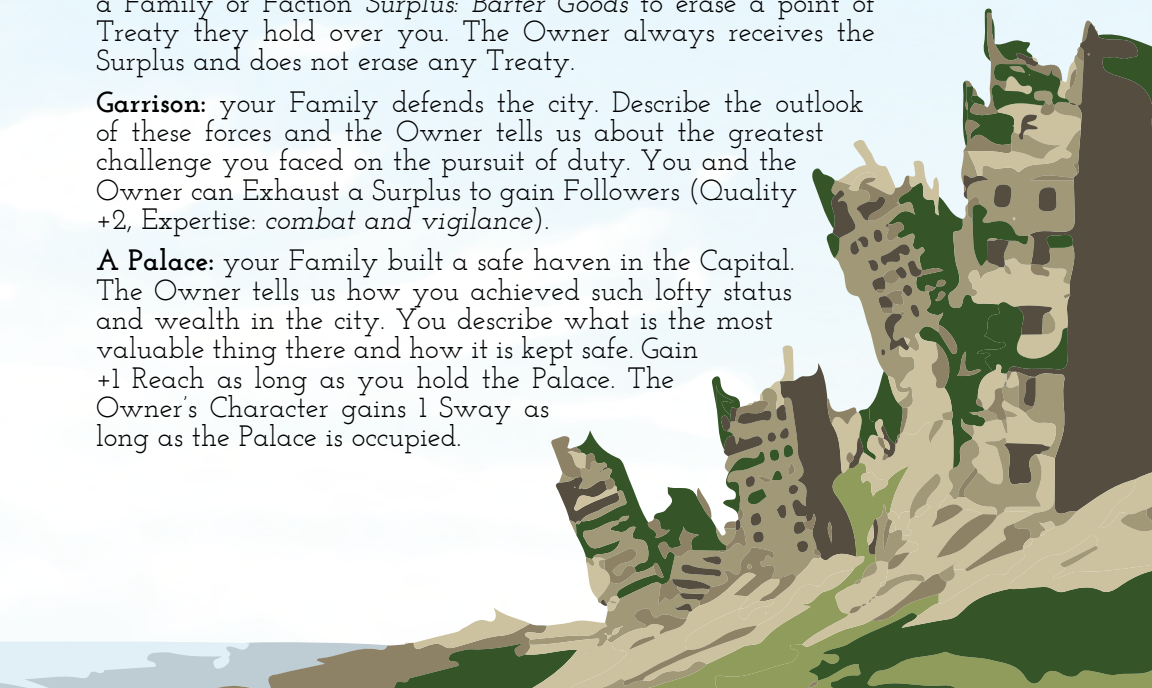
The Central Bank: somehow your people ended up in control of all investment and credit in the Capital. The Owner tells us how far your reach goes and you tell us the circumstances that led your Family to this position. With your permission, Families or Factions can Exhaust Surpluses in the Central Bank and then at the beginning of the next Age withdraw their invested Surplus and erase one of their Needs. If you ever deny the Owner, they gain 2-Treaty on you.

Hospital: indirectly or not, your Family tends for the weak and the wounded of the Capital. Tell us what the Hospital looks like and the Owner tells us why your Family is perfectly suited for the task. With your permission, Families or Factions can get **Professional Care** in the Hospital without Exhausting a Surplus. If you ever charge the Owner, they gain 2-Treaty on you.

The Great Market: you control the flow of trade that keeps the Capital alive. Tell us how you exert this control and the Owner tells us how your influence is kept in check. At the beginning of every Age where you still control the Market, you can give a Family or Faction *Surplus: Barter Goods* to erase a point of Treaty they hold over you. The Owner always receives the Surplus and does not erase any Treaty.

Garrison: your Family defends the city. Describe the outlook of these forces and the Owner tells us about the greatest challenge you faced on the pursuit of duty. You and the Owner can Exhaust a Surplus to gain Followers (Quality +2, Expertise: *combat and vigilance*).

A Palace: your Family built a safe haven in the Capital. The Owner tells us how you achieved such lofty status and wealth in the city. You describe what is the most valuable thing there and how it is kept safe. Gain +1 Reach as long as you hold the Palace. The Owner's Character gains 1 Sway as long as the Palace is occupied.



THE GREAT NETWORK

Your Family managed to pool the greatest minds of your time in an engine of cultural and technological production. Communication flows freely and the salvaged lore of ages past lies at your disposal.

Requirements: *Knowledge, Culture, Progress, Trade, Peace.*

Permanent bonus: Whoever has authority over the Network gains *Surplus: Knowledge* at the beginning of every Age.

TRIALS:

Acculturation: your Family embraces the Owner's culture in lieu of their own. Adopt the Owner's Lifestyle for next Age and Transfer *Leadership* or *Motivation*. Tells us what aspect of your culture your people ignored and the Owner tells us what you embraced of the Great Network culture.

Brain Drain: the brightest minds of your Family leave to join The Great Network. Tell us who left and the Owner tells us what they have achieved. Transfer *Knowledge* and *Leadership* to the Owner and gain 1-Treaty on the Owner, as your former kin intercede in your favour.

Archaeological Plunder: your Family donates (or downright loses) artefacts and relics from the Before to science. Give all your Tech to the Owner, but describe a haunting menace that emerged from their careless research of the past. If you have no Tech to give, the menace afflicts your Family instead as the Owner digs too deep for answers in your domains.

Cultural Landslide: the discoveries of the Great Network put your most basic beliefs in check. Tell us what belief was questioned and the Owner tells us how this new notion spread across all the Homeland. Lose your Doctrine for the next Age and Transfer *Motivation* to the Owner.

Overspecialization: with cultural production centred in the Great Network, it's futile to research any innovation. Tell us what tradition your Family held on to above all others, and the Owner tells us of the consequences. Gain a new Family move, but split 4-Treaty between the Owner and some other Family of your choice, divided as you see fit. Those Families provided for what you were lacking during this Age.

Dangerous Knowledge: the Great Network popularised a dangerous new technology or practice with dramatic consequences for your Family. The Owner tells us what it is and you tell us why you were particularly vulnerable to it. You and whoever else the Owner decides gain *Need: Peace, Justice* or *Medicine*.

Cultural Isolation: your Family fears being swallowed whole by the Great Network, and decides that xenophobia is the only possible answer. Tell us what sacrifices were made. Set your Reach to -1 for the next Age and **Hold Together**. But you give the Owner nothing.

FORTUNES:

School of Thought: your Family's wise ones create a lasting pillar of knowledge. The Owner tells us what concept from the Great Network you embraced and you tell us how you improved it. You gain the Owner's Alliance Move for the next Age and Share Culture or Peace.

Joint Venture: the brightest minds of your Family join The Great Network project. Tell us how they made your Family proud, and the Owner tells us why most never returned home. Gain 2-Tech and **Jailbreak** them (p. 28) with Lore +3; the Owner then picks one of the devices to have their Family gain.

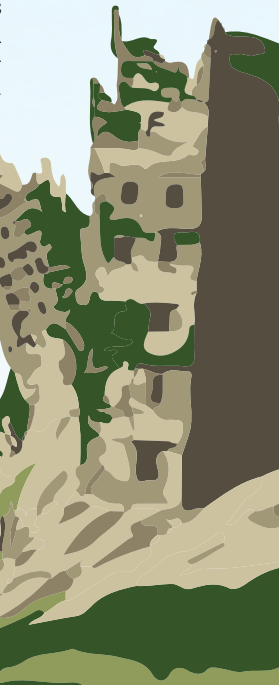
The Great Finding: the Great Network finds a ruin in your lands, full of artefacts and relics from Before. You and the Owner salvage 2-Tech each. Also, name 3 Surpluses that can be found there, and The Owner describes the risks that need to be braved in order to acquire them.

Paradigm Shift: the discoveries of the Great Network validate your most basic beliefs and align them with contemporary lines of thought. Tell us what aspect of your culture was embraced across the Homeland and the Owner tells us how people changed it over time. Any Family who gives you 2-Treaty gains your Doctrine for the next Age in addition to their own. The Owner gets it for free.

Research Breakthrough: the cultural production of the Great Network fuels your Family's research and innovation. Tell us what tradition they decided to elevate above all others. You gain a second Doctrine for the next Age in addition to your selected one: either from your playbook or the Owner's. Give 2-Treaty to the Owner out of gratitude and respect.

Radical Notion: the Great Network spreads social awareness to all levels of your Family. Tell us what changed in your hierarchy. The Owner tells us how it affected their Family as well. Your Character and the Owner's start the next Age with one (extra) Envoy move of your choice.

Cultural Integration: your Family embraces change and becomes an integral part of the broader culture ushered by the Great Network. Tell us how it changed your Family's essence. Take 1-Treaty on each other Family and Faction and give 2-Treaty to the Owners.



REVOLUTION!

Your Family engineered a deep change in the existing social order, thus shattering the methods of production and wealth distribution. This upheaval became a hurricane, chaotic and sweeping, but you are right there in the eye of the storm.

Requirements: *Justice, Operatives, Contacts, Leadership, Morale.*

Permanent bonus: So long as you hold the authority of the Revolution you may declare a single simple rule for society to follow at the beginning of each Age. Anyone who breaks the rule immediately loses 1 Treaty on you.

TRIALS:

Strike: your workforce supports the Revolution. The Owner tells us what tragic event sparked riots, and you tell us how they were harshly put down. Erase one of your Surpluses and gain a Need of the Owner's choice. Your Character and the Owner's start the next Age with a Firebrand move of your choice.

The Crash: the Revolution's upheaval brings your economy to a screeching halt. Describe for us a striking sign of these lean times. Start the next age with all your Surpluses Exhausted. Any Faction that donates a Surplus to your Family gains 2-Treaty on you. If nobody donates anything, you get +1 Grasp as your Family becomes hardened by the harrowing times.

Colonial Exploitation: the Revolution failed to improve the lot of your people. You ended up being conquered, subtly or not, by a Family chosen by the Owner. Transfer your Surpluses to them and gain one of their Family moves. Tell us about the heroic resistance of your people to win back your freedom.

Age of Servitude: in spite of the Revolution's winds of change, the shadow of slavery covers your domain. Tell us who enslaved who, and the Owner tells us if the abominable practice ended and how. You gain the Need: *Peace* or *Camaraderie*, and you and the Owner Share *Slaves* or *Recruits*.

The Coup D'état: your leadership floundered in the face of the Revolution. The Owner tells us how your leaders reacted and how plotters attempted to depose them, and you tell us who was involved and how the coup was beaten. You, the Owner and a third Family or Faction of the Owner's choice that supported the coup remove all Treaties you have on each other.

Anarchy Reigns: your hierarchy collapses in the face of the new order. Tells us of the riots and their consequences. You have no choice but to default on old deals: you and every other Family or Faction delete all treaties you have on each other, with the exception of the Owner. You gain Need: *Leadership* or *Peace*.

The Masters' Leash: the rulers of your people react harshly to any signs of the Revolution, stomping it out. Tell us what sacrifices were made to preserve the status quo. Gain +1 Grasp as your

people become militant but gain the *Need: Justice* and *Need: Peace*. But you give the Owner nothing.

FORTUNES:

The People Unite: the ideals of the revolution spread and create a cohesive response among all the peoples of the Homeland. Tell us what shattered this peace, and the Owner tells us what traces of this widespread alliance remains. You and the Owner gain 1-Treaty with every other Family and Faction as the current of goodwill overcomes all differences.

Charity Without Frontiers: in this time of turmoil you become the gentle arm of respite in the Homeland, whether you support the Revolution or not. If you have Needs in common with any Family or Faction, both of you Erase it and Share 1-Treaty. Any Surpluses you have that other Families or Factions have as a Need is Exhausted; they Erase the Need and you gain 2-Treaty on them. The Owner tells us what ended this noble enterprise.

The Company: the Revolution was an opportunity for your Family to exploit less united groups. Pick a Resource no other Family or Faction has and gain it as a Surplus. Distribute it as a Surplus or Need to every other Family or Faction. The Owner gains 1-Treaty on every Family and Faction but yours, making a united front against your mercantilist oppression.

Age of Freedom: people worked for freedom across the Homeland. Describe your Family's secret revolutionaries, and the Owner tells us how they fought for the cause. If any faction has *Surplus: Slaves* or *Recruits*, they lose it and you and the Owner both take 2-Treaty on them. If no one has *Surplus: Slaves* or *Recruits*, you and the Owner Share *Peace*.

Enlightened Rule: the rulers of your people smoothly embrace the Revolution. The Owner tells us what aspect of the Revolution you embraced. You tell us how much your Family changed because of that. Your Character and the Owner's start the next Age with one (extra) Elder move of your choice.

Disaster Relief: a disaster struck the Homeland and the Revolution closed ranks to provide humanitarian relief. The Owner tells us of the disaster, and you tell us how the rulers managed the crisis. You and the Owner both gain 2-Treaty on a third Family or Faction of the Owner's choice.

The Militant Arm: your Family couldn't simply watch the Revolution unfold without taking action. Tell us if you stood for or against the Revolution. Give any Family or Faction but the Owner the *Need(s): Justice*, *Recruits*, and/or *Peace*. Take each different Need you distribute as a Need for yourself.



TOTAL WAR!

War, war never changes.

Your Family stoked the furnaces of wrath and became a well-oiled engine of murder and destruction. The cause is all that matters, and your people will lay down all their lives for it if needed be.

Requirements: Weaponry, Leadership, Motivation, Transport, Recruits.

Permanent bonus: The war leaves behind a key bastion, monument or demilitarised zone. Whoever controls it gains +1 Grasp.

TRIALS:

Great Battle: a devastating clash of wills that scars the land forever. Chose a Homeland landmark or settlement important to your Family. Erase it and describe the damage done to the land. The Owner tells us who they fought there. If they fought you, erase a Surplus or pick a Need of the Owner's choice.

Scourged: your people were systematically hunted down during the Total War. The Owner tells us the hunters' identity and you try to explain their reasons. Every other Family or Faction except the hunters supported your Family, and so the hunters lose 1-Treaty on each of them. Transfer Recruits to those who hunted you down.

The Doomsday Weapon: a device of horrendous power was unleashed upon you. You and a neighbour Family or Faction of your choice erase a Surplus and gain a Need of the Owner's choice.

Irregular Warfare: your people were infiltrated by saboteurs, agitators and terrorists. Hold Together, and on a miss lose 1 Grasp for the next Age. The Character of a Family of the Owner's choice starts the next Age with one (extra) Firebrand move.

Scorched Earth: those who attack you go to great lengths to destroy everything you have. Gain two Needs of your choice and mutually erase all Treaties with a Family or Faction of the Owner's choice.

The Great Betrayal: one of your allies turns on you at the worst possible moment. Choose one of the Families or Factions you have Treaties with. Transfer all Treaties you have on each other to the Owner, who must use them all right now. Gain 2-Treaty on the

Owner or the aggressor, your choice.

Refugees: your civilians desperately flee from the front lines. The Owner tells us what they are running from and you tell us about their greatest tragedy. Gain *Need: Recruits*, and Share another Need of yours with every other Family or Faction but the Owner.

FORTUNES:

Pre-emptive Strike: offence is the best defence. Transfer a Surplus of your choice from some Family or Faction chosen by the Owner to yourself and the Owner.

Neutrality: cooler heads prevailed and avoided bloodshed; a miracle of diplomacy! Gain 2-Treaty on a Family or Faction of the Owner's choice. You and the Owner gain 1-Treaty on each other.

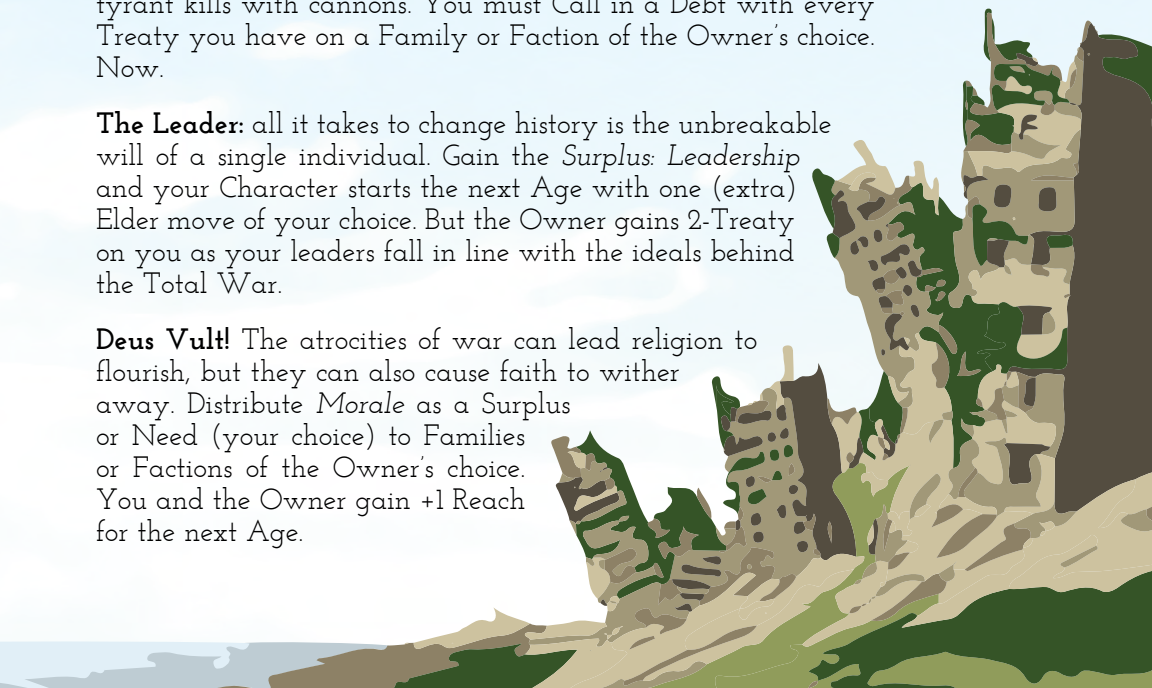
Arms Deal: approved or not, an exchange of secrets and advanced weapons happened; tinder to the fire that will consume us all. Share the Enclave move "I am become death" with the Owner for the next Age. You must spend all your Tech in a Claim by Force right now or lose all your Tech.

Web of Alliances: the road to hell is paved with honourable and loyal intentions. You must Claim by Force something that belongs to a Family or Faction of the Owner's choice. Gain 2-Treaty on the Owner.

Trade Embargo: not every murderer holds a gun, and not every tyrant kills with cannons. You must Call in a Debt with every Treaty you have on a Family or Faction of the Owner's choice. Now.

The Leader: all it takes to change history is the unbreakable will of a single individual. Gain the *Surplus: Leadership* and your Character starts the next Age with one (extra) Elder move of your choice. But the Owner gains 2-Treaty on you as your leaders fall in line with the ideals behind the Total War.

Deus Vult! The atrocities of war can lead religion to flourish, but they can also cause faith to wither away. Distribute *Morale* as a Surplus or Need (your choice) to Families or Factions of the Owner's choice. You and the Owner gain +1 Reach for the next Age.







HUMANITY'S REFLECTION:
RUNNING WITH MIRRORS



PICKING AND CHOOSING

When you GM incorporating Mirror elements you should observe that these are The Other. So, either play with only one Mirror Family (for greater impact) or embrace change and play with as many Mirror Families as you like (for a wild scenario and backstory). Fun, for sure, even if lacking in the drama of the outsider. On the other hand, Mirror Characters can easily be added to any ongoing campaign and most Families.

Think about choosing and fleshing out Families as the first step of Homeland creation. Much of the back story can be clarified in this simple process and Mirror Families even add some guidelines for the geography of the homeland.

PLAYBOOK ANALYSIS

With that said, let's go to our traditional unpacking of strengths, weaknesses, and role in play for Mirrors Families and Characters.

FROM THE DEPTHS

60

THE PIONEERS OF THE DEPTHS

Resources have two traditional uses: to improve rolls and to enhance your overall Mood and assure smooth Turns of Age. With any combo of Lords of the Deep, Kraken Wakes and The Dragon of the Sea and their Alliance move, the Pioneers all but guarantee Resources supremacy.

But what to do with all those Resources? Will the Pioneer player try to conquer the drylands? Or simply raise their civilisation underwater in spite of whatever happens to the world above? In any case, they must plan right away and dedicate all their diplomacy and trade to achieve said goal. If Mega Projects are in play, check which one fits your ambitions and pursue it with a passion. No one can truly compete with you there.

Beware of any existential Threats to the Homeland: you'll need to rely heavily on your Character to truly act against that. So, bring your problems to water... you do not have penalties to act in dry land, but unless you are a Preserver you will have the Advantage in the seas or under it. Also, The Neptune Factor is there to aid you in this scenario.

With the Pioneers you can be the Homeland's bread basket, providing for all other Families and taking them to the seas with Startide Rising. Alternatively, in an instant you can decide

to create a truly great civilisation, investing in Mega Projects. Even if you want a more confrontational build, you can have a Settled Rulers of Atlantis or Conqueror of Land with a Reaver Character ready to unleash the perfect hit and run tactics. But make no mistake, Pioneers Elders and Envoys have so many carrots they won't even miss the sticks.

On a final note, Pioneers were designed as a gift to one of my playtesters, a particularly unlucky one. So we decided to run on a minimum of rolls and counting on tough times. Let's see if that helps!

THE REAVER

"When you successfully escape vengeance by disappearing in the wilderness or wasteland, take an advance..." - That's it! You will be hated. You will make enemies. And you will escape to wherever you rule and they fail. Simple.

The Reaver fills a niche of a common trope in other RPGs: the thief, the rogue, the infiltrator. As such, you are better at avoiding violence than overcoming it. You might look flexible: if you decide to start with Walk Beside Me, you have a general. As soon as you get Beauty is Unbearable, Act of Rebellion or Heroism is Optional, however, you will fall into the classic rogue area of expertise: steal, infiltrate, and escape. Just don't forget "My Kingdom, My Rules": if your pursuers make the mistake of challenging you there, they are lost. Finally, understand that Reaver Gear is almost a power unto itself: very flexible and useful.

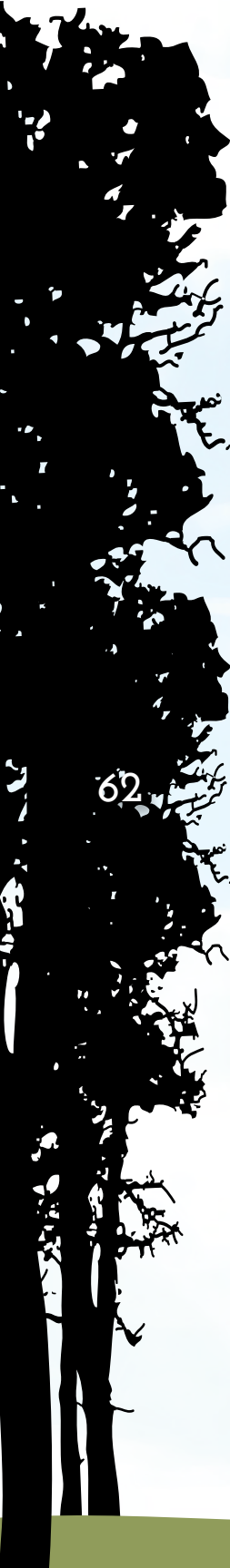
In death, a Reaver starts the classical treasure hunt for their wealth, accumulated over years of plundering. Also, they manage to escape and die on their own terms... so no Reaver ever dies behind bars. You die in freedom, as you lived.

FROM THE STARS

THE STRANDED STARFARERS

You have a unique handicap: you're too powerful. Sure, you can foment paranoia and play in the shadows as a Settled Family with Body Snatchers, Wormholes, and Abduction. Or you can dig and poke around the Homeland, making the best out of your Alliance move with Nomadic Gardeners of Worlds. It doesn't matter: when other Families and





Factions find out about your true power, they will either rally behind you or close ranks to rein you in, with very little space in between. And if you go full Independence Day on them, toting Orbital Bombardment and Extraterrestrial Invasion around... what do you think their reaction will be? Playing with extreme reactions and consequences is central to the Starfarers experience

In any case, you thrive in action. Go and do things. Take the helm of the story. Spearhead the most daring actions. You can pull it off like no one else. Just be sure to keep a Tech cache ready at hand to fuel your moves. Also check how many of their initial Gear choices beg for Jailbreak: no wonder the Promethean fits so well with the Family. But so do Seekers and Scavengers! And rules aside, the Remnant and the Borg are perhaps the best thematic fit for the aliens.

GMs beware: a Stranded Starfarers and Synthetic Hive combo might be the definition of overkill if players decide to simply team up! Poor humans...

THE PROMETHEAN

“When you successfully achieve or acquire a technological breakthrough, take an advance...” - More than just the grease monkey or engineer, you bring secret (almost sacred) advances to those who so quickly forget the wonders of Before. No, you are not a people’s person, but they should shower you with offerings of Tech for your miracles.

The Promethean fills a support role amplifying vehicles, devices, armour and weapons to dramatic levels. Imagine the difference an “Area” tag can make to a regular weapon. Or an “Inconspicuous” tag on power armour! In addition, yours is the gift of creativity, as no Character move shares From a Pure Source’s flexibility. With the Promethean’s laser-like focus it’s easy to forget The Wretched Gift’s usefulness. Utility and flexibility are the Promethean’s bread and butter. You would do well to Forge Treaties based on your services, just try not to be too dry and rough.

Also, hunt Tech down constantly: the Promethean starves without tools, devices and parts. Just don’t get yourself in a fight, especially without due preparation, or you will get killed easily and another family or faction will benefit from your Death move. Your life hangs on your foresight.

FROM STEEL AND CIRCUITRY

THE SYNTHETIC HIVE

This is perhaps the most offbeat Family in the way it rewrites the rules to emulate what machines can do. The Hive is all about technology. Specifically, Tech. Most of their moves involve spending or gaining it, and especially with Vast Digital Archives the Hive has a strong incentive to go out into the Wasteland and harvest its advanced technology. They can be a strong ally for other families, able to use Nanofabricators to build any material surplus and Terraformers of Tomorrow to act as a force multiplier for others, but the surviving tribes of humanity should be careful - the more respect and social capital the Hive has, the more Tech they can accumulate and convert into an all-devouring Drone Army!

GMs: realise they can start with obscene 10 Tech! And that they can do a lot with it. In the first scenes of the story they can simply burn it all in a series of dramatic and strategic moves. The Hive allows you to start at a frantic pace and keep a stable performance as the ages turn. But all this flexibility comes with a price: they can end up relying too much on Drone Army to deal with existential Threats.

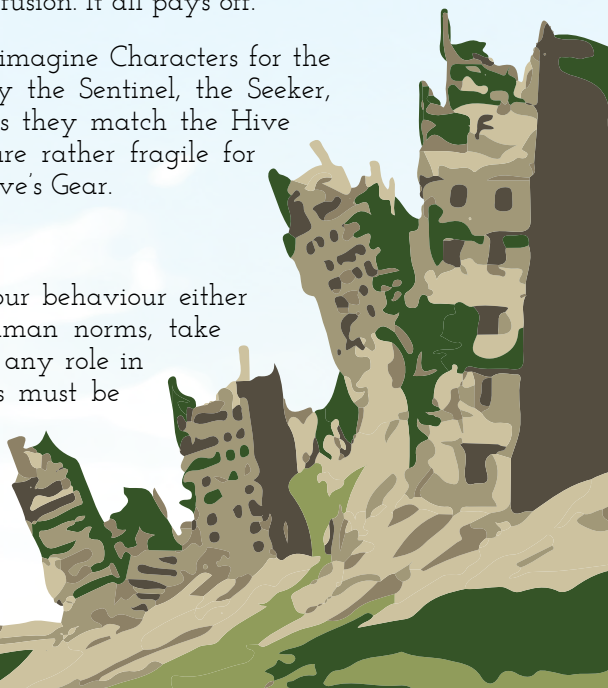
There are also a few clarifications that might help, even if they sound obvious. First, every Hive Character is synthetic. Second, synthetic doesn't mean necessarily fully robotic, as they might be "just" heavily modified cyborgs. Third, Data is Tech that can be traded to any other Family instantly - pay special attention to this rule as it may cause some confusion. It all pays off.


Some people might find difficult to imagine Characters for the Hive. We recommend then you try the Sentinel, the Seeker, the Remnant, or the Promethean, as they match the Hive perfectly. And if you think they are rather fragile for cyborgs and robots, just check the Hive's Gear.

THE BORG

"When you significantly change your behaviour either closer to or further away from human norms, take an advance..." - a Borg can excel at any role in an adventure, but rules and results must be secondary to the Borg's contrast with humanity.

And we mean it, the Borg is extremely versatile. Besides the obvious combat advantages of





Reinforced Structure, note that Scanning Platform can be used to assess social scenarios and Scientific Database can generate enough trade flow for their Family to pay their upkeep all by itself. Tactical Computers allow you to be the group's support and mobile command centre, dispensing valuable support even from distance. In fact, a Borg should get used to solitude, as they are uniquely suited to be sole survivors, thanks to Environmental Probe.

All in all, the Borg is immortal; if someone recovers their fallen form their Family just needs a minimum investment to bring them back. At least until somebody needs all the valuable resources invested in the Borg.

Finally, like the Remnant, their gear is not combat oriented but holds many mysteries and possibilities.

FROM THE WILDS

THE UPLIFTED CHILDREN OF MANKIND

Uplifting is still just a theoretical possibility, one that many people feel would be wrong to pursue. Besides, only a few apes and cetaceans are considered potential uplifting material. In spite of all that, we let our imaginations run free and so should yours.

They are the most flexible Family, ranging from fishes to mammals to birds. Whatever your phenotype choice is, know that the Uplifted start with the short end of the stick. They owe everyone. Their gear is basic and quite primitive. They might not even be suited to the Homeland general environment. Again, in spite of all that, they are built to be protagonists. They all have Advantage in a given situation or environment, so exploit it to maximum effect! Besides that, The Children were designed to win one impossible battle per Age, with Atavistic Nature and Home, Family, Future. Burn all your chips and decimate whatever horde comes your way, champions and all. Leave a lasting impression upon the world.

In game terms, the Children share some aspects with the Tyrant Kings. Their moral range, however, is far broader. The Children can be one of the few truly benevolent Families with *Are We Not Men?* or horrific and brutal with *You Are Weak!* with little space for compromise.

Between their Alliance move, their debt-heavy Treaty balance and their moves, you are always in the thick of the action. Ride the wave! Also, consider that more active Characters are ideal for this Family: Hunters, Untamed and Reavers are excellent choices.

Meanwhile, an Elder could take inspiration from *The Island of Dr Moreau*, or *Rise of the Planet of the Apes* Caesar. Remnant and Borg Characters, on the other hand, present a greater stretch of the imagination.

THE UNTAMED

"When you successfully impress those who witness your stoic sacrifice, take an advance..." - this is your anchor, the model behaviour that stops you from wrecking the world. Because without it, you can. You are the archetypal brute, suited to a life of violence and danger like no other.

Compare the Untamed to the Sentinel and the Hunter, and you will immediately notice they are opposites. Where the Sentinel defends and entrenches the Untamed tears apart with Peerless Brute and overcomes with Fierce Agility. Where the Hunter sneaks and hits their target with finesse, the Untamed has Keen Senses, Keener Reflexes to react to danger and confront overwhelming odds protected by Hale Beyond Measure. However, think carefully about taking Reckless Fighter; it will make you less likely to take Harm, at the cost of exposing what you care the most to harm - a selfish choice, to say the least.

While your Gear lacks firepower and versatility, pay attention to your Harm. You read it correctly: they suffer no penalty and keep on coming until they drop dead. A powerful move, hidden in plain sight.

The Untamed is at home with The Tyrant Kings and, obviously, the Uplifted Children of Mankind. But whenever any Family truly needs a warrior, one that gets the job done no matter what, there you have your Untamed.

MEGA PROJECTS

It's only natural that such a novel concept raises many questions. So, let's lay down our principles...

CHANGE THE WORLD

Observe that as soon as a Project is unleashed everyone rolls a Turn of Ages, and that's the Project's Age, no less. Our historical references were The Internet, World Wars and the Russian October Revolution, so think about the extent of changes ushered by these events.





RESPECT THE FICTION

A Family might have all the adequate Surpluses for a Project, and still find no valid reason to pursue it. Perhaps there aren't enough people in the Homeland for a Capital. Or your Family might have no background to support an intellectual endeavour like the Network. Perhaps the player can't even tell what the Family is trying to make a Revolution about. And a Total War in a barren Homeland with a handful of people spread over tiny clans seems unlikely. Make it believable and justified or else all the Fiction might unravel.

BUILD MOMENTUM

Even if players decide to hoard their Surpluses and construct their Projects in one great burst, it must come from somewhere. Fiction must be served! Narrate every Surplus devoted to the Project as a sacrifice or investment, and question Owners on how and why that has happened - a great dramatic scene might be lurking just underneath the surface of the answers. Also consider they might Fall into Crisis, which can end up causing trouble in Fiction much more severe than a mere stat penalty.

MIND OUTSIDE INTERFERENCES

There are two ways a Project can be cancelled by outside forces. The first and most obvious is the Fiction. Say a Family was preparing for Total War, but end up losing support and reaching a diplomatic agreement. They abandon the cause for Total War and thus lose every invested Surplus. Harsh, so make sure Owners commit fully. The second method is when other Families and Factions sabotage the Project and Call in Debts for critical Surpluses. However, remember that adequate build up and secrecy are not mutually exclusive.

MAKE IT FUN FOR EVERYONE

Players who decide to start a Project are manifesting the desire for two things: narrative control and strategic rewards. In any case, make sure this process remains engaging for everyone. There are great stories and powerful scenes even on a Trial imposed on you. Roll with punches! The more you grab the reins of your story, more you share of the narrative control the Owner invested so much to have.

On the other hand, there is no point denying Project's rewards justify the investment and risk. Here *Legacy* will show you a surprising competitive side! Expect some strategic deliberation from all involved as the Project inches closer to completion, and more so when the Turn of Ages is rolled. It's alright really, as long as you never forget it all serves and fuels the Fiction.

Also, weave every Trial & Fortune to the history of the Homeland and build a grand tale of change and challenges. Draw the map anew, rewrite alliances and root next Age Characters deeply to the events ushered by the Mega Project. Embrace it all fearlessly and savour the breakneck rush of history. Celebrate the fact that players planned it all, that they took the reins of the story with such conviction. Ultimately, you are all playing to find out what happens.



THINK STRATEGICALLY

What do you want for your Family? Every Project achieves different outcomes, in Fiction and in game terms.



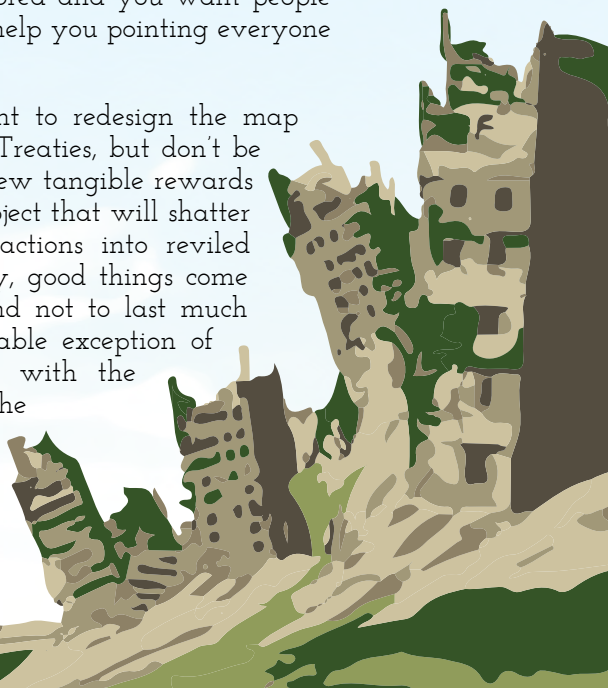
Choose The Capital if you want bonuses that last through the Ages, but beware that your foes may try to steal it from you! In any case is in everyone's best interests to have as many Fortunes as possible there, as every Family and Faction end up reaping the benefits of facilities in the Capital. Also, Capital Trials are mostly events that harm you, the Owner, as well, so invest in diplomacy and trade before completing to improve everyone's odds of positive rolls.


Choose The Great Network if you have mostly immaterial Surpluses and want a good mix of Surpluses, Tech, and Treaties in return. With that the next Age belongs to you big time, so consider even pursuing a second Mega Project right away! The Great Network has a deep impact on the beliefs and motivations of Families & Factions of the Homeland, and manipulating it you will be able to shape the general direction of history. Say a Threat has been systematically ignored and you want people to tackle it, the Great Network can help you pointing everyone to this direction.



Choose The Revolution if you want to redesign the map of alliances. You can gain a lot of Treaties, but don't be surprised if you end up with very few tangible rewards afterwards. This is an aggressive Project that will shatter alliances and turn Family and Factions into reviled antagonists very quickly. Obviously, good things come out of the Revolution, but they tend not to last much longer than an Age, with the notable exception of the Society Rules you implement with the Permanent Bonus. This might be the Revolution's most potent reward and can change the whole course of history, so dictate it wisely.

Choose Total War if you are a jerk.





Jokes aside, no other Project manipulates other Families like this. On top of that, you, the Owner, gain very few lasting rewards and what you get you usually must put to use right away. Total War distributes misery and suffering, and it's a great tool to level the playing field with other Families & Factions by bringing them all down. However, Total War is so dramatic and brings so many new plots and scenes to the table that it might become irresistible.

SMOKE AND MIRRORS

Sleight and Mega Projects bring forth a more competitive style of playing *Legacy*. So everyone can have fun in this new paradigm, it must be clear that competition is not hostility. After all, threats to the whole of the Homeland can't be vanquished by any single Family. And no one has the resources to rebuild by themselves all that was lost in the Fall. Summing up, there is always room for cooperation among Families, even if marred by opportunism.

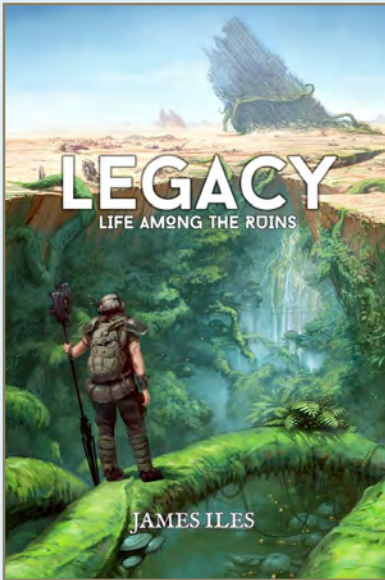
Also, keep in mind that Characters have closer relationships than Families, due to their Backstory. Note that the conflict of interests between cooperative Characters and competing Families is heavy with dramatic possibilities. Be always alert to use these opportunities to maximum effect.

Finally, it goes without saying that everyone should respect the Fiction, avoiding using knowledge only the player could have. With that in mind be ready as a GM for more strategy and politics in your sessions, but don't shy away from cutting scenes short at the balance point of tension and resolution, and always ask "What do you do?" instead of plans and possibilities.

ALWAYS REMEMBER:
SERVE THE FICTION.
EMBRACE CHANGE.
LEAVE SAFETY BEHIND.
HAVE FUN!



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Available in PDF and Softcover.



ULTRANORMAL ENCOUNTERS

You can't remember what happened. Your memories are in fragments, out of sync or missing. But there is one thing you know for sure: it was beyond this world.

Ultranormal Encounters is a one-shot game of otherworldly experiences and clouded memories. You play abductees who experienced something inexplicable, and the agents trying to get the truth out of them.

Ultranormal Encounters only needs a standard playing card deck to play, and comes with 5 different scenarios to play through.

Available in PDF and softcover.



WHAT HO, WORLD!

A storytelling card game set in a genteel London that never was.

What Ho World! is a light role-playing game of hijinks and shenanigans set in the breezy upper classes of the roaring 20s. It's designed to be played over the course of a single session, without needing a GM or any prior preparation. Simply grab the cards, choose an archetype each, and go!

Available in PDF, and as a deck of 120 full-colour double sided cards.