

The Newbie

Whether it was a good idea or not, you joined a crew right when you turned 18.

Character Name:

Character Pronounces:

Character Age: 18

Player Name:

Player Pronouns:

Background

Neighborhood (Choose One): Habortown (docksides, boisterous); Promenade (haughty, mercantile); Underrock (quiet, reverent); Old Town (bourgeois, staid); Orchard (urban agriculture, industrious); High Rock (ruling class, moneyed); Aft (conservative, reclusive).

People (Choose One): Humans, Automata, Orgres, Kiv (hippo folk), Starspawn (cephalopod-like folk), Minotaurs, Other _____.

Background Skills (Choose Two): Athletics, Melee Combat, Gun Combat, Medicine, Deception, Streetwise, Voidjamming, Thievery, and Etiquette

Innate Capability: Roll 1d6 and add the result to one Characteristic.

Skills

Characteristics

Roll 2d6 four times, assigning each roll to your Characteristics in order. Then, you may reroll your lowest Characteristic (ignore the new result if it's lower), and swap any two of them. If two or more of your Characteristics are six or less, you may add 1d6 to each of the two lowest.

ENDURANCE

Damage: Physical and elemental attacks damage your Endurance. **Exhaustion:** When you fail an athletic or combat Skill Check, you can spend Endurance 1:1 to improve your roll up to an 8. You cannot improve an Extraordinary Failure. **Psychic Exhaustion:** Once your Willpower drops to 0, you can use Endurance instead of Willpower for Arcane Talents or Arcane Rituals.

LUCK

Beginner's Luck: Before a Skill Check, spend 2 Luck to make this Check as if you had a Skill of your choice at rank 1. **Connections:** spend 1 Luck to have a person in this scene be a connection (if reasonable). **Rule of 3:** Spend Luck 1:1 to modify any roll you make by up to 3 points (up or down).

RESOURCES

Throw Your Weight Around: When you or a friend face social consequences from a failed Skill Check, you may spend Resources 1:1 to improve the roll to 8. **Big Purchases:** If your current Resources cannot cover the Cost of something you need, you may reduce your Resources by an amount equal to the difference to acquire the item. **Provisions:** If you could reasonably be carrying an item, and its Cost is equal to or less than your current Resources, you can spend 1 Resources to declare you've had it on you this whole time.

WILLPOWER

Damage: Psychic attacks or energies damage Willpower. **Arcane Control:** After failing a Skill Check with Voidjamming, Arcana, or an Arcane Talent Skill, you may spend Willpower to improve your roll by 1 for each Willpower spent. You cannot change the results of an Extraordinary Failure. **Price of Power:** Pay their Cantrip, Arcane Power, and Arcane Ritual costs. **Shrug It Off:** You can ignore the damage from an attack by spending Willpower. Spend 1 point of Willpower for each point of damage you would take. You must absorb all of the damage with Willpower in this way.

Troubles

List any troubles you roll on the reverse. In addition, name one more trouble of your choosing.

People Counting on Me

People I Owe

People Looking for Me

Starting at 18?

Take one of Athletics, Carousing, Perform, and Thievery. Then improve 1 of your existing Skills by 1.

Lucky Break or Hard Knocks?

Roll 2d6. On an 8+, you got some lucky breaks and gained some Skills. Otherwise, you learned from hard knocks.

Lucky Break?

Roll twice below to see what Skills you learned.

1	Athletics
2	Gun Combat
3	Thievery
4	Melee Combat
5	Perform
6	+1 Willpower

Hard Knocks?

Roll twice below to see what Skills you learned.

1	Streetwise
2	Streetwise
3	Thievery
4	Carousing
5	Deception
6	+1 Endurance

Troubles

Roll once if you got a Lucky Break, or twice if you got Hard Knocks.

- 1 – 2** Add a name to the list of People You Owe (pg. 36).
- 3 – 4** Add a name to the list of People Counting on You (pg. 39).
- 5 – 6** Add a name to the list of People Looking for You (pg. 37).

Equipment

The Wild Talent

Whether it was a good idea or not, you joined a crew right when you turned 18.

Character Name:

Character Pronounces:

Character Age: 18

Player Name:

Player Pronouns:

Background

Neighborhood (Choose One): Habortown (docksides, boisterous); Promenade (haughty, mercantile); Underrock (quiet, reverent); Old Town (bourgeois, staid); Orchard (urban agriculture, industrious); High Rock (ruling class, moneyed); Aft (conservative, reclusive).

People (Choose One): Humans, Automata, Orgres, Kiv (hippo folk), Starspawn (cephalopod-like folk), Minotaurs, Other _____.

Wild Arcane Talent: Choose one of the following Talents (though it is untrained and you have no Skill with it): Telepathy, Clairvoyance, Illusions, Necromancy, Telekinesis, Teleportation, and Pyromancy.

Innate Capability: Roll 1d6 and add the result to one Characteristic.

Skills

Characteristics

Roll 2d6 four times, assigning each roll to your Characteristics in order. Then, you may reroll your lowest Characteristic (ignore the new result if it's lower), and swap any two of them. If two or more of your Characteristics are six or less, you may add 1d6 to each of the two lowest.

ENDURANCE

Damage: Physical and elemental attacks damage your Endurance. **Exhaustion:** When you fail an athletic or combat Skill Check, you can spend Endurance 1:1 to improve your roll up to an 8. You cannot improve an Extraordinary Failure. **Psychic Exhaustion:** Once your Willpower drops to 0, you can use Endurance instead of Willpower for Arcane Talents or Arcane Rituals.

LUCK

Beginner's Luck: Before a Skill Check, spend 2 Luck to make this Check as if you had a Skill of your choice at rank 1. **Connections:** spend 1 Luck to have a person in this scene be a connection (if reasonable). **Rule of 3:** Spend Luck 1:1 to modify any roll you make by up to 3 points (up or down).

RESOURCES

Throw Your Weight Around: When you or a friend face social consequences from a failed Skill Check, you may spend Resources 1:1 to improve the roll to 8. **Big Purchases:** If your current Resources cannot cover the Cost of something you need, you may reduce your Resources by an amount equal to the difference to acquire the item. **Provisions:** If you could reasonably be carrying an item, and its Cost is equal to or less than your current Resources, you can spend 1 Resources to declare you've had it on you this whole time.

WILLPOWER

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List any troubles you roll on the reverse. In addition, name one more trouble of your choosing.

People Counting on Me

People I Owe

People Looking for Me

Starting at 18?

Take one of Athletics, Carousing, Perform, and Thievery. Then improve 1 of your existing Skills by 1.

Lucky Break or Hard Knocks?

Roll 2d6. On an 8+, you got some lucky breaks and gained some Skills. Otherwise, you learned from hard knocks.

Lucky Break?

Roll twice below to see what Skills you learned.

1	Athletics
2	Gun Combat
3	Thievery
4	Melee Combat
5	Perform
6	+1 Willpower

Hard Knocks?

Roll twice below to see what Skills you learned.

1	Streetwise
2	Streetwise
3	Thievery
4	Carousing
5	Deception
6	+1 Endurance

Troubles

Roll once if you got a Lucky Break, or twice if you got Hard Knocks.

- 1 – 2** Add a name to the list of People You Owe (pg. 36).
- 3 – 4** Add a name to the list of People Counting on You (pg. 39).
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Equipment

Anarch Veteran

When you turned 18, you joined Enoch's Anarchs and spent the last 16 years with them.

Character Name:

Character Pronounces:

Character Age: 34

Player Name:

Player Pronouns:

Background

Neighborhood (Choose One): Habortown (docksides, boisterous); Promenade (haughty, mercantile); Underrock (quiet, reverent); Old Town (bourgeois, staid); Orchard (urban agriculture, industrious); High Rock (ruling class, moneyed); Aft (conservative, reclusive).

People (Choose One): Humans, Automata, Orgres, Kiv (hippo folk), Starspawn (cephalopod-like folk), Minotaurs, Other _____.

Background Skills (Choose Two): Athletics, Melee Combat, Gun Combat, Medicine, Deception, Streetwise, Voidjamming, Thievery, and Etiquette

Jack of All Trades: You may always attempt an action, even if it would usually require a Skill to do so. While most characters have -3 to any roll for which they don't have a relevant Skill, you do not. You can take this ability only once.

Skills

Characteristics

Roll 2d6 four times, assigning each roll to your Characteristics in order. Then, you may reroll your lowest Characteristic (ignore the new result if it's lower), and swap any two of them. If two or more of your Characteristics are six or less, you may add 1d6 to each of the two lowest.

ENDURANCE

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LUCK

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Troubles

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People I Owe

People Looking for Me

Choose a district leader, such as **Andreays Donn** (they/them), the reclusive ogre leader in Orchard; **Nessa Chorris** (she/her), the kiv professor who left the High Academy to lead the anarchists of Harbortown; or **Ivar Vaunt** (he/him), the shapeshifting burglar who secretly leads the Free Aid Society in authoritarian-controlled Aft.

Skills: Choose one Skill from the following: Carousing, Athletics, or Streetwise. Roll 4 additional skills on any of the tables below.

District Streets

- 1 Etiquette
- 2 Diplomacy
- 3 Thievery
- 4 Athletics
- 5 Streetwise
- 6 Carousing

Training Yard

- 1 Athletics
- 2 Melee Combat
- 3 Gun Combat
- 4 Medicine
- 5 Athletics
- 6 +1 Willpower

Dark Taverns

Requires Endurance 8+.

- 1 Diplomacy
- 2 Carousing
- 3 Deception
- 4 +1 Endurance
- 5 +2 Endurance
- 6 +1 Resources

Rewards

Before you start adventuring (unless you were directed otherwise), roll 4 times on the table below.

- 1 +1 Endurance.
- 2 +1 Willpower.
- 3 +1 Endurance. +1 Willpower.
- 4 Thievery. Streetwise. +1 Resources.
- 5 Athletics. Carousing. +1 Endurance.
- 6 +1 Endurance. +1 Resources. +1 Willpower.

Equipment

Former Trader

You turned 18 and went to sail the Infinite Void and see the Hundred Spheres... until things went wrong.

Character Name:

Character Pronouns:

Character Age: 26+

Player Name:

Player Pronouns:

Background

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Background Skills (Choose Two): Athletics, Melee Combat, Gun Combat, Medicine, Deception, Streetwise, Voidjamming, Thievery, and Etiquette

Innate Capability: Roll 1d6 and add the result to one Characteristic.

Skills

Characteristics

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People Counting on Me

People I Owe

People Looking for Me

Choose a ship, such as The Fool's Errand under the command of the ogre privateer **Santo Chalke** (they/them), The Divine Liberty with the catlike **Ysella Warn** (she/her), or The Foresight, a smuggling ship under the automaton **Draedo** (he/him).

Skills: Take the Voidjamming skill. Roll 2 additional skills on any of the tables below.

Life Aboard

- 1 Navigation
- 2 Craft
- 3 Athletics
- 4 Voidjamming
- 5 Thievery
- 6 +1 Endurance

Action in Port

- 1 Melee Combat
- 2 Gun Combat
- 3 Gambling
- 4 Streetwise
- 5 Carousing
- 6 Bribery

Touring the Spheres

Requires Resources 8+.

- 1 Diplomacy
- 2 Etiquette
- 3 Bribery
- 4 Arcana
- 5 Carousing
- 6 +1 Resources

Rewards

Roll twice on the table below.

- 1 +1 Resources.
- 2 Gambling. +1 Resources.
- 3 +1 Resources. +1 Willpower.
- 4 +2 Resources.
- 5 +2 Endurance. +1 Endurance.
- 6 +3 Resources.

Equipment