



STARFORGED

OFFICIAL RULEBOOK

A perilous journey through the Forge, guided by moves and oracle tables

1-4 PLAYERS	60-240 min MINUTES	14+ AGE
-----------------------	--	-------------------

Published by Moddable Games · v0.1.0 · Printed 22 July 2026

IRONSWORN: STARFORGED

A tabletop roleplaying game by Shawn Tomkin, set in the Forge — a chaotic, unexplored galaxy of dangerous frontiers, ancient mysteries, and desperate settlements. Players take on the role of spacefaring Ironsworn, bound to sworn vows, piloting starships and forging their own path across the stars. Starforged plays solo, cooperatively, or with a guide (GM).

Licence: Creative Commons Attribution 4.0 International (CC BY 4.0). **Attribution:** Ironsworn: Starforged is created by Shawn Tomkin and licensed under the Creative Commons Attribution 4.0 International License.

CORE RULES

- ♦ [The Basics](#) — The action roll, momentum, progress tracks, condition meters, impacts, equipment, and oracles
- ♦ [Your Character](#) — Stats, condition meters, momentum, assets, vehicles, legacy tracks, and character creation
- ♦ [Moves](#) — All 56 moves across 12 categories: Session, Adventure, Quest, Connection, Exploration, Combat, Suffer, Recover, Threshold, Legacy, Fate, Scene Challenge
- ♦ [Setting Truths](#) — 14 categories that define your campaign's history, culture, and technology
- ♦ [Encounters](#) — 23 sample NPCs, creatures, machines, and horrors for GMs to draw on
- ♦ [Vehicle Assets](#) — Command vehicles and support vehicles
- ♦ [Deed Assets](#) — Earned through play, not chosen at creation
- ♦ [Companion Assets](#) — Allies, pets, bots, and symbiotes
- ♦ [Module Assets](#) — Starship upgrades and add-ons
- ♦ [Path Assets](#) — All 46 character specializations, from Ace to Weapon Master
- ♦ [Oracle Tables](#) — All 16 oracle categories: randomness and creative prompts for every aspect of play
- ♦ [Character Sheet](#) — Blank character sheet (printable) with interactive generator

RULES DATA

Machine-readable JSON for tools and widgets:

- ♦ [moves.json](#) — structured moves data: typed triggers, roll options, and strong/weak/miss outcomes
- ♦ [rules.json](#) — condition meters, impacts, progress tracks, stats, and tags
- ♦ [truths.json](#) — the 14 setting truth categories, their options, and quest starters
- ♦ [encounters.json](#) — the 23 sample NPCs, their features, drives, tactics, and variants
- ♦ [command-vehicle.json](#) / [support-vehicle.json](#) — vehicle assets
- ♦ [deed.json](#) — deed assets
- ♦ [companion.json](#) — companion assets
- ♦ [module.json](#) — module assets
- ♦ [path-1.json](#), [path-2.json](#), [path-3.json](#), [path-4.json](#) — path assets (split across 4 files, 46 assets total)
- ♦ [core.json](#) — Action, Theme, Descriptor, Focus
- ♦ [campaign-launch.json](#) — Background Assets, Backstory Prompts, Starship History, Starship Quirks, Sector Trouble, Inciting Incident
- ♦ [characters.json](#) — names, first look, disposition, role, goal, revealed aspect
- ♦ [creatures.json](#) — environment, scale, basic form, first look, behavior, revealed aspect
- ♦ [derelicts.json](#) — Location, Condition, First Look, and Derelict Type/Zone tables
- ♦ [derelicts-zones.json](#) — Area, Feature, Peril, Opportunity tables for all 8 derelict zones
- ♦ [misc.json](#) — Story Complication, Story Clue, Anomaly Effect, Combat Action
- ♦ [move-oracles.json](#) — Ask the Oracle and 8 move-linked prompt tables
- ♦ [factions.json](#) — Faction type, influence, dominion, guild, fringe group, projects, relationships, quirks, rumors, and name generation
- ♦ [location-themes.json](#) — Theme type plus feature/peril/opportunity tables for 8 location themes
- ♦ [settlements.json](#) — Settlement population, location, first look, initial contact, authority, projects, trouble, and name generation
- ♦ [space.json](#) — Space sightings, sector names, stellar objects, spaceborne peril and opportunity
- ♦ [starships.json](#) — Starship mission, type, fleet, contact, first look, and name generation
- ♦ [vaults.json](#) — Precursor Vault location, scale, form, shape, material, and exterior/interior/sanctum tables
- ♦ [planet-types.json](#) — Settlements, sample names, atmosphere, observed from space, feature, and life tables for all 11 planetary classes
- ♦ [planets.json](#) — Planetary class, planetside peril, and planetside opportunity



Printed 22 July 2026

V0.1.0

PART ONE: THE BASICS

THE ACTION ROLL

When you make a move representing a risky or uncertain action, roll your action die (d6) and two challenge dice (2d10).

Add a stat to your action die. The move will tell you what stat to add (phrased as “roll +stat”), or may give you a choice. Some moves will tell you to use a condition meter, such as health or supply, in place of a stat. You may also have an opportunity to apply one or more bonuses called adds (phrased as “add +X”).

The total of your action die, your stat, and any adds is your action score. Your action score is never greater than 10.

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

- ♦ **Strong hit:** Your action score beats the value of both challenge dice. You succeed at what you are trying to do.
- ♦ **Weak hit:** Your action score beats only one of the challenge dice. You succeed, but with a cost or lesser effect.
- ♦ **Miss:** Your action score doesn't beat either challenge die. You fail, or must make serious concessions.

Remember: Your action score needs to beat — not equal — the challenge dice to count as a hit. Ties go to the challenge dice. Since your action score can't exceed 10, this means you never beat a 10 on a challenge die.

MATCHES

When you make an action roll, check the value of your challenge dice. If they are the same, you've rolled a match. Some moves and assets offer specific outcomes on a match. Otherwise, you can use a match as a prompt to add a twist, create a new complication, or introduce a new peril.

On a strong hit, a match represents an interesting twist or new opportunity. On a miss, a match represents a heightened negative outcome, a complication, or new danger. You can let the intensity of the success or failure frame how you interpret a match — matched 10s should prompt something harrowing or dire.

If you're not sure what a match means for the current situation, Ask the Oracle. Matches are not mandates — they are just an opportunity to season your story with occasional dramatic turns.

THE MOMENTUM MECHANIC

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

GAINING MOMENTUM

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

LOSING MOMENTUM

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

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

BURNING MOMENTUM

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

RESETTING MOMENTUM

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

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

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

PROGRESS TRACKS

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

Progress tracks are drawn as a row of ten boxes that you fill in — or mark — as you advance toward your goal. When you create a progress track, give the challenge a rank. In increasing order of severity, the ranks are troublesome, dangerous, formidable, extreme, and epic.

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

If a move prompts you to mark progress, and you have an asset ability that also instructs you to mark progress for that action, you may mark progress again — “mark progress” stacks.

SHARED PROGRESS TRACKS

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

PROGRESS MOVES AND PROGRESS ROLLS

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

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

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

As with an action roll, if your progress score beats the challenge dice, it's a strong hit. If you beat one of the challenge dice, it's a weak hit. If you fail to beat either die, it's a miss.

CONDITION METERS

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

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

If you are playing with allies, you share the same supply value. If any of you make a move to increase supply, or suffer the result of an outcome that forces you to Sacrifice Resources, each of you adjust your supply meter accordingly.

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

IMPACTS

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

Impacts reduce your max momentum. Each marked impact reduces your max momentum (normally 10) by 1. Impacts also reduce your momentum reset: with one marked impact, your reset is +1; with more than one, it's 0.

Misfortunes — wounded (0 health, failed Endure Harm), shaken (0 spirit, failed Endure Stress), unprepared (Sacrifice Resources reduces you to 0 supply; shared with allies). While marked, you cannot increase the associated condition meter until a recover move clears the impact.

Vehicle Troubles — battered (vehicle at 0 integrity, failed Withstand Damage — barely holding together, cannot raise integrity until Repaired), cursed (command vehicle at 0 integrity, failed Withstand Damage — permanent). Vehicle troubles only count as an impact while you're piloting or aboard that vehicle.

Burdens — doomed (Face Death, return with a soul-bound quest), tormented (Face Desolation, undertake a quest to prevent a dire future), indebted (Overcome Destruction, take on a duty-bound quest). Burdens can only be cleared by resolving the associated quest.

Lasting Effects — permanently harmed (0 health, failed Endure Harm — a wound you must reckon with), traumatized (0 spirit, failed Endure Stress — emotionally or mentally scarred). These are permanent.

EQUIPMENT

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

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

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

ORACLES

Make the Ask the Oracle move to help guide your campaign. Its most basic function is to answer a yes/no question, but you can also use oracle tables to generate story events, locations, characters, creatures, and more.

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

PART TWO: YOUR CHARACTER

CHARACTER BASICS

STATS

There are five stats. Each is given a value from 1 to 3. When you make a move and roll dice, you usually add one of your stats to your action die. The move will tell you which stat to add, or give you a choice.

- ♦ **Edge:** Quickness, agility, and prowess when fighting at a distance.
- ♦ **Heart:** Courage, willpower, empathy, sociability, and loyalty.
- ♦ **Iron:** Physical strength, endurance, aggressiveness, and prowess when fighting at close quarters.
- ♦ **Shadow:** Sneakiness, deceptiveness, and cunning.
- ♦ **Wits:** Expertise, knowledge, and observation.

To start, arrange these bonuses across your five stats in any order: 3, 2, 2, 1, 1.

CONDITION METERS

Set your health, spirit, and supply meters to +5.

MOMENTUM

Set your current momentum to +2, your max momentum to +10, and your momentum reset to +2.

VEHICLES AND COMPANIONS

Any vehicle or companion asset you take at character creation starts at its maximum health or integrity.

ASSETS

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

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

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

As you mark progress on your legacy tracks, you Earn Experience. This experience is spent to purchase or upgrade assets through the Advance move.

BUYING AN ASSET

Buying a new asset costs 3 experience. All assets include three abilities. The first ability is enabled when you purchase the asset.

UPGRADING AN ASSET

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

ASSET CATEGORIES

- ♦ **Path** — your background, training, and calling.
- ♦ **Companion** — an NPC ally with their own health meter.
- ♦ **Command Vehicle** — your Starship, taken at character creation.
- ♦ **Support Vehicle** — a secondary vehicle carried and launched by your Starship.
- ♦ **Module** — an upgrade or system fitted to your starship.
- ♦ **Deed** — reflects your growing legend and accomplishments. Deeds are earned through play and are not available to choose at character creation.

VEHICLES

There are three categories of vehicles.

COMMAND VEHICLE

Your command vehicle is your Starship asset, earned at character creation. If you are playing with others, you and your allies share this asset. It has an integrity meter starting at +5, and can suffer from battered or cursed impacts.

SUPPORT VEHICLES

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

INCIDENTAL VEHICLES

An incidental vehicle is one you temporarily acquire through the course of your story. Incidental vehicles have an integrity meter, but cannot be marked as battered. When you board an incidental vehicle, envision its nature and assign a max integrity: heavy (4 integrity), medium (3 integrity), or light (2 integrity).

LEGACY TRACKS

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

MARKING LEGACY REWARDS

Moves and assets will prompt you to mark ticks or fill boxes on one or more legacy tracks. Legacy tracks do not have a rank, but are otherwise treated the same as a standard progress track — it takes four ticks to fill a box.

GAINING AND SPENDING EXPERIENCE

When you fill a legacy track box with four ticks, make the Earn Experience move to take 2 experience for each newly filled box. You spend earned experience to gain or upgrade assets through the Advance move: 3 experience for a new asset, 2 experience to upgrade an existing one.

ROLLING ON A LEGACY TRACK

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

CLEARING A LEGACY TRACK

When you fill all ten boxes on a legacy track, clear it and resume marking legacy rewards in the now-empty track. Once cleared, you gain experience at a slower rate — 1 experience per filled box instead of 2 — and any progress roll against that track is resolved as if at 10 progress.

CHARACTER CREATION

Work through the following steps in whatever order you prefer.

- 1 **Ready your assets.** Sort your available assets by category: Paths, Companions, Support Vehicles, and Modules. Set Deed assets aside — they're earned through play, not chosen now.
- 2 **Choose two paths.** Pick two Path assets to represent your background, training, or calling.
- 3 **Create your backstory.** Envision your character's history — who they were before they took up the mantle of Ironsworn.
- 4 **Write your background vow.** Swear an Iron Vow to represent your character's long-term driving goal.
- 5 **Board your starship.** Take the Starship command vehicle asset and give it a name.
- 6 **Choose your final asset.** Pick one more asset from the Path, Companion, Support Vehicle, or Module categories.
- 7 **Set your stats.** Arrange 3, 2, 2, 1, 1 across edge, heart, iron, shadow, and wits in any order.
- 8 **Set your condition meters.** Set health, spirit, and supply to +5, and momentum to +2 (max +10, reset +2). Any vehicle or companion asset starts at max health or integrity.
- 9 **Envision your character.** Define one or two facts about how they look, how they act, and what they wear.
- 10 **Name your character.** Give them a name, and consider a callsign and pronouns.
- 11 **Gear up.** Note any important equipment or personal items. You're otherwise assumed to be equipped with a spacer kit and whatever your supply meter represents.

PART THREE: MOVES

MAKING MOVES

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

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

If you have a question about a specific term used within a move, check the Move Glossary below.

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

MOVE OUTCOMES

Roll your action die (d6) and two challenge dice (2d10). Then, add a stat to your action die. The move will tell you what stat to add (phrased as "roll +stat"), or may give you a choice. Some moves will tell you to use a condition meter, such as health or supply, in place of a stat. You may also have an opportunity to apply one or more bonuses called adds (phrased as "add +X").

The total of your action die, your stat, and any adds is your action score. Your action score is never greater than 10.

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

- ♦ **Strong hit:** Your action score beats the value of both challenge dice. You succeed at what you are trying to do.
- ♦ **Weak hit:** Your action score beats only one of the challenge dice. You succeed, but with a cost or lesser effect.
- ♦ **Miss:** Your action score doesn't beat either challenge die. You fail, or must make serious concessions.

Remember: Your action score needs to beat — not equal — the challenge dice to count as a hit. Ties go to the challenge dice. Since your action score can't exceed 10, this means you never beat a 10 on a challenge die.

Matches. When you make an action roll, check the value of your challenge dice. If they are the same, you've rolled a match. Some moves and assets offer specific outcomes on a match. Otherwise, you can use a match as a prompt to add a twist, create a new complication, or introduce a new peril. On a strong hit, a match represents an interesting twist or new opportunity. On a miss, a match represents a heightened negative outcome, a complication, or new danger. If you're not sure what a match means for the current situation, Ask the Oracle. Matches are not mandates — they are just an opportunity to season your story with occasional dramatic turns.

A progress roll is a variation of the action roll used for progress moves — see Making Progress Moves below.

MAKING GROUP MOVES

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

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

When you make a move for your group and face a negative outcome, you should apply mechanical and narrative costs to an individual or the group in a way that best fits the current situation.

MAKING PROGRESS MOVES

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

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

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

As with an action roll, if your progress score beats the challenge dice, it's a strong hit. If you beat one of the challenge dice, it's a weak hit. If you fail to beat either die, it's a miss. The progress move will tell you how to resolve the challenge based on the outcome of your roll.

EQUIPMENT AND MOVES

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

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

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

POSITION

Unlike Ironsworn's Initiative mechanic, Starforged frames the same idea through your position in a fight: you are either in control or in a bad spot.

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

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

MOVE GLOSSARY

There are several common phrases, terms, and prompts you'll see as part of moves and assets. They are summarized here (in alphabetical order).

"Add +X"

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

"Action Score"

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

"Allies / Ally"

An ally is a protagonist character controlled by another player.

"Before Rolling"

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

"Burn Momentum"

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

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

"Companion"

A companion is an NPC asset.

"Companion Takes a Hit (-X)"

Make the Companion Takes a Hit move, suffering the indicated amount of harm to your companion's health.

"Choose"

The move will provide a list of options and the number you may select. Unless the move says otherwise, you may not select a single option more than once.

“Endure Harm (-X)”

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

“Endure Stress (-X)”

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

“Envision”

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

“In Control” / “In a Bad Spot”

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

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

“Lose Momentum (-X)”

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

“Make a Suffer Move (-X)”

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

“Mark [Reward] on Your Quests/Bonds/Discoveries Legacy Track”

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

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

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

“Mark Progress”

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

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

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

“Mark Progress Twice”

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

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

“Match”

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

“On a Hit” / “If You Score a Hit”

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

“On a Miss” / “If You Score a Miss”

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

“On a Strong Hit” / “If You Score a Strong Hit”

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

“On a Weak Hit” / “If You Score a Weak Hit”

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

“Pay the Price”

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

“Preset Your Action Die”

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

“Progress Move”

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

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

“Progress Score”

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

“Reroll”

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

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

In rare cases, you might have multiple asset abilities that each allow a reroll on the same action. If so, you may make one reroll for every instance of a “reroll” prompt, following the process above. Unless indicated, a reroll is never required. If you are happy with the first result, let it stand.

“Reset Momentum”

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

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

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

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

“Roll +[Stat/Meter/Other]”

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

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

“Sacrifice Resources (-X)”

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

“Suffer -X”

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

“Take +X”

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

“When You...”

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

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

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

“Withstand Damage (-X)”

Make the Withstand Damage move, suffering the indicated amount of damage.

SESSION MOVES

The **session moves** fit into the flow of mechanics and fiction before, during, and after play. They provide methods for setting up content boundaries, adjusting content in the midst of play, and starting and ending your Starforged sessions. They are intended for solo, co-op, and guided modes.

Unlike most other moves, these session moves function primarily from the perspective of the players instead of your characters. They are a tool to moderate and facilitate safe and enjoyable play.

BEGIN A SESSION: SESSION MOVE

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

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

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

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

SET A FLAG: SESSION MOVE

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

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

CHANGE YOUR FATE: SESSION MOVE

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

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

TAKE A BREAK: SESSION MOVE

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

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

END A SESSION: SESSION MOVE

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

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

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

ADVENTURE MOVES

The **adventure moves** encompass broadly useful actions to overcome obstacles, reinforce your position, conduct investigations, influence others, and support your fellow protagonists. When you face a peril or try to gain leverage, and another move does not apply, you'll likely find your answer among these moves.

FACE DANGER: ADVENTURE MOVE

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

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

On a **strong hit**, you are successful. Take +1 momentum.

On a **weak hit**, you succeed, but not without a cost. Make a suffer move (-1).

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

SECURE AN ADVANTAGE: ADVENTURE MOVE

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

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

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

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

On a **miss**, you fail or your assumptions betray you. Pay the Price.

GATHER INFORMATION: ADVENTURE MOVE

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

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

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

On a **miss**, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. Pay the Price.

COMPEL: ADVENTURE MOVE

When you try to persuade someone or make them an offer, envision your approach. If you...

- ♦ Charm, pacify, encourage, or barter: Roll +heart
- ♦ Threaten or incite: Roll +iron
- ♦ Lie or swindle: Roll +shadow

On a **strong hit**, they'll do what you want or agree to your conditions. Take +1 momentum.

On a **weak hit**, as above, but their agreement comes with a demand or complication. Envision their counteroffer.

On a **miss**, they refuse or make a demand that costs you greatly. Pay the Price.

AID YOUR ALLY: ADVENTURE MOVE

When you act in direct support of an ally, envision how you aid them. Then, Secure an Advantage or Gain Ground to take action. If you score a hit, they (instead of you) take the benefits of the move.

If you Gain Ground and score a strong hit, you are both in control. On a **weak hit**, your ally is in control but you are in a bad spot.

CHECK YOUR GEAR: ADVENTURE MOVE

When you check to see if you have a specific helpful item or resource, roll +supply.

On a **strong hit**, you have it, and are ready to act. Take +1 momentum.

On a **weak hit**, you have it, but must choose one.

- ♦ Your supply is diminished: Sacrifice Resources (-1)
- ♦ It's not quite right, and causes a complication or delay: Lose Momentum (-2)

On a **miss**, you don't have it and the situation grows more perilous. Pay the Price.

QUEST MOVES

In the fiction of the *Starforged* setting, those who swear vows are the Ironsworn, and their promises are binding. Vows can be made to yourself, as a solemn representation of your personal commitment, or as a promise to someone else. Some vows might be made grudgingly—out of duty, necessity, or tradition. Others will be made with your whole heart.

Make these **quest moves** when you swear vows, make progress on your quests, and resolve vows.

SWEAR AN IRON VOW: QUEST MOVE

When you swear upon iron to complete a quest, write your vow and give it a rank. Then, roll +heart. If you swear this vow to a connection, add +1; if you share a bond, add +2.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

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

REACH A MILESTONE: QUEST MOVE

When you make headway in your quest by doing any of the following...

- ♦ overcoming a critical obstacle
- ♦ gaining meaningful insight
- ♦ completing a perilous expedition
- ♦ acquiring a crucial item or resource
- ♦ earning vital support
- ♦ defeating a notable foe

...you may mark progress per the rank of the vow.

FULFILL YOUR VOW: QUEST MOVE

Progress Move

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

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

On a **weak hit**, as above, but there is more to be done or you realize the truth of your quest. If you Swear an Iron Vow to set things right, take your full legacy reward. Otherwise, make the reward one rank lower.

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

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

FORSAKE YOUR VOW: QUEST MOVE

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow.

Then, envision the impact of this failure and choose one or more as appropriate to the nature of the vow. Any allies who shared this vow may also envision a cost.

- ♦ You are demoralized or dispirited: Endure Stress.
- ♦ A connection loses faith: Test Your Relationship when you next interact.
- ♦ You must abandon a path or resource: Discard an asset.
- ♦ Someone else pays a price: Envision how a person, being, or community bears the cost of the failure.
- ♦ Someone else takes advantage: Envision how an enemy gains power.
- ♦ Your reputation suffers: Envision how this failure marks you.

CONNECTION MOVES

Connections are NPCs (non-player characters) who represent a deep, vital, or interesting relationship in your story. They are your tethers to the people and places of the Forge.

Make these **connection moves** when you introduce connections and as you build influence or understanding with them.

MAKE A CONNECTION: CONNECTION MOVE

When you search out a new relationship or give focus to an existing relationship (not an ally or companion), roll +heart.

On a **strong hit**, you create a connection. Give them a role and rank. Whenever your connection aids you on a move closely associated with their role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but this connection comes with a complication or cost. Envision what they reveal or demand.

On a **miss**, you don't make a connection and the situation worsens. Pay the Price.

DEVELOP YOUR RELATIONSHIP: CONNECTION MOVE

When you reinforce your relationship with a connection by doing any of the following...

- ♦ swearing a vow to undertake a perilous quest in their service
- ♦ completing a quest to their benefit
- ♦ leveraging their help in desperate circumstances
- ♦ giving them something of worth
- ♦ sharing a profound moment
- ♦ standing with them against hardship
- ♦ overcoming a test of your relationship

...you may mark progress per the rank of the connection.

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

TEST YOUR RELATIONSHIP: CONNECTION MOVE

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

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

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

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

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

Prove your loyalty: Envision what you offer or what they demand, and Swear an Iron Vow (formidable or greater) to

- ♦ see it done. Until you complete the quest, take no benefit for the connection. If you refuse or fail the quest, the connection is permanently undone.

FORGE A BOND: CONNECTION MOVE

Progress Move

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

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

- ♦ Bolster their influence: When they aid you on a move closely associated with their role, add +2 instead of +1.
- ♦ Expand their influence: Give them a second role. When they aid you on a move closely associated with either role, add +1 and take +1 momentum on a hit.

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

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

EXPLORATION MOVES

The Forge is a vast, chaotic, and largely unexplored galaxy. Your sworn vows will take you through uncharted space, across the surface of inhospitable planets, and into the depths of foreboding derelicts, enigmatic alien vaults, and other perilous sites.

Will you survive these expeditions? What will they cost you? What wonders and horrors will you face? Use the **exploration moves** to find out.

UNDERTAKE AN EXPEDITION: EXPLORATION MOVE

When you trailblaze a route through perilous space, journey over hazardous terrain, or survey a mysterious site, give the expedition a name and rank. Then, for each segment of the expedition, envision your approach. If you...

- ♦ Move at speed: Roll +edge
- ♦ Keep under the radar: Roll +shadow
- ♦ Stay vigilant: Roll +wits

On a **strong hit**, you reach a waypoint. Envision the location and mark progress per the rank of the expedition.

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

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

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

EXPLORE A WAYPOINT: EXPLORATION MOVE

When you divert from an expedition to examine a notable location, roll +wits.

On a **strong hit**, choose one. On a **strong hit with a match**, you may instead Make a Discovery.

- ♦ Find an opportunity: Envision a favorable insight, situation, resource, or encounter. Then, take +2 momentum.
- ♦ Gain progress: Mark progress on your expedition, per its rank.

On a **weak hit**, you uncover something interesting, but it is bound up in a peril or reveals an ominous aspect of this place. Envision what you encounter. Then, take +1 momentum.

On a **miss**, you encounter an immediate hardship or threat, and must Pay the Price. On a **miss with a match**, you may instead Confront Chaos.

MAKE A DISCOVERY: EXPLORATION MOVE

When your exploration of a waypoint uncovers something wondrous, roll on the table below or choose one. Then, envision the nature of the discovery and how it is revealed. When you first experience or engage with the discovery, you and your allies may mark two ticks on your discoveries legacy track.

ROLL	RESULT
1-4	Advanced technology waiting to be harnessed or salvaged
5-8	Ancient archive or message
9-10	Artificial consciousness evolved to a higher state
11-12	Clues to a crucial resource or uncharted domain
13-14	Envoy from another time or reality
15-22	Extraordinary natural phenomenon
23-24	First contact with intelligent life
25-26	Gateway to another time or alternate reality
27-28	Key to unlocking a language or method of communication
29-34	Lost or hidden people
35-42	Majestic or unusual lifeforms
43-46	Marvel of ancient engineering
47-50	Miraculously preserved artifact or specimen
51-56	Monumental architecture or artistry of an ancient civilization
57-62	Mysterious device or artifact of potential value
63-66	New understanding of an enduring mystery
67-68	Pathway or means of travel to a distant location
69-70	Person or lifeform with phenomenal abilities
71-78	Place of awe-inspiring beauty
79-86	Rare and valuable resource
87-88	Safeguarded or idyllic location
89-90	Visions or prophesies of the future
91-100	Roll twice

CONFRONT CHAOS: EXPLORATION MOVE

When your exploration of a waypoint uncovers something dreadful, decide the number of aspects: one, two, or three. Roll that number of times or choose that number of aspects on the table below. Then, envision how the encounter begins.

For each result, when you first confront that aspect within the scope of the encounter, you and your allies may mark one tick on your discoveries legacy track.

ROLL	RESULT
1-4	Baneful weapon of mass destruction
5-9	Cataclysmic environmental effects
10-12	Dead given unnatural life
13-17	Destructive lifeform of monstrous proportion
18-20	Dread hallucinations or illusions
21-24	Harbingers of an imminent invasion
25-27	Horde of insatiable hunger or fury
28-32	Horrific lifeforms of inscrutable purpose
33-36	Impostors in human form
37-41	Machines made enemy
42-45	Malignant contagion or parasite
46-50	Messenger or signal with a dire warning
51-53	Passage to a grim alternate reality
54-58	People corrupted by chaos
59-63	Powerful distortions of time or space
64-68	Signs of an impending catastrophe
69-72	Site of a baffling disappearance
73-77	Site of a horrible disaster
78-82	Site of terrible carnage
83-87	Technology nullified or made unstable
88-92	Technology warped for dark purpose
93-96	Vault of dread technology or power
97-100	Worshippers of great and malevolent powers

FINISH AN EXPEDITION: EXPLORATION MOVE

Progress Move

When your expedition comes to an end, roll the challenge dice and compare to your progress.

On a **strong hit**, you reach your destination or complete your survey. Mark a reward on your discoveries legacy track per expedition's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this expedition also mark the reward.

On a **weak hit**, as above, but you face an unforeseen complication at the end of your expedition. Make the legacy reward one rank lower, and envision what you encounter.

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

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

SET A COURSE: EXPLORATION MOVE

When you follow a known route through perilous space, across hazardous terrain, or within a mysterious site, roll +supply.

On a **strong hit**, you reach your destination and the situation there favors you. Take +1 momentum.

On a **weak hit**, you arrive, but face a cost or complication. Choose one.

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

On a **miss**, you are waylaid by a significant threat, and must Pay the Price. If you overcome this obstacle, you may push on safely to your destination.

COMBAT MOVES

The Forge is a perilous galaxy. Factions fight for control. Pirates hunt the spaceways. Raiders prey on vulnerable settlements. Dangerous creatures and chaotic terrors stalk the unwary. Dreaded foes and powerful forces will oppose your sworn quests. Eventually, you'll be forced to fight.

When you face one or more foes in high-stakes, action-oriented conflict, use the **combat moves**. These moves encompass on-foot action and vehicle sorties—or both as part of the same challenge.

ENTER THE FRAY: COMBAT MOVE

When you initiate combat or are forced into a fight, envision your objective and give it a rank. If the combat includes discrete challenges or phases, set an objective with a rank for each.

Then, roll to see if you are in control. If you are...

- ♦ On the move: Roll +edge
- ♦ Facing off against your foe: Roll +heart
- ♦ In the thick of it at close quarters: Roll +iron
- ♦ Preparing to act against an unaware foe: Roll +shadow
- ♦ Caught in a trap or sizing up the situation: Roll +wits

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

- ♦ Take +2 momentum
- ♦ You are in control

On a **miss**, the fight begins with you in a bad spot.

GAIN GROUND: COMBAT MOVE

When you are in control and take action in a fight to reinforce your position or move toward an objective, envision your approach and roll. If you are...

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

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

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

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

REACT UNDER FIRE: COMBAT MOVE

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

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

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

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

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

STRIKE: COMBAT MOVE

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

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

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

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

CLASH: COMBAT MOVE

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

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

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

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

TAKE DECISIVE ACTION: COMBAT MOVE

Progress Move

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

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

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

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

ROLL	RESULT
1-40	It's worse than you thought: Make a suffer move (-2)
41-52	Victory is short-lived: A new peril or foe appears
53-64	You face collateral damage: Something is lost, damaged, or broken
65-76	Others pay the price: Someone else suffers the cost
77-88	Others won't forget: You are marked for vengeance
89-100	It gets complicated: The true nature of a foe or objective is revealed

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

FACE DEFEAT: COMBAT MOVE

When you abandon or are deprived of an objective, envision the consequence of this failure, clear the objective, and Pay the Price.

If the fight continues, you may create a new objective and give it a rank to represent the changing situation. If any objectives remain, the fight continues and you are in a bad spot.

BATTLE: COMBAT MOVE

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

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

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

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

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

SUFFER MOVES

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

LOSE MOMENTUM: SUFFER MOVE

When you are delayed or disadvantaged, suffer -1 momentum for a minor setback, -2 for a serious setback, or -3 for a major setback.

When your momentum is at its minimum (-6) and you must suffer -momentum, choose one.

- ◆ Envision how the price is paid and apply the cost to a different suffer move.

Envision how this undermines your progress on a vow, expedition, connection, or combat. Then, clear 1 unit of

- ◆ progress on that track per its rank: troublesome=3 boxes; dangerous=2 boxes; formidable=1 box; extreme=2 ticks; epic=1 tick.

ENDURE HARM: SUFFER MOVE

When you face physical injury, fatigue, or illness, suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your health is 0, Lose Momentum equal to any remaining harm.

Then, if your health is 0 or you choose to resist the harm, roll +health or +iron, whichever is higher.

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

- ◆ Shake it off: If you are not wounded, take +1 health
- ◆ Embrace the pain: Take +1 momentum

On a **weak hit**, if you are not wounded, you may Lose Momentum (-1) in exchange for +1 health. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 health or Lose Momentum (-2). If your health is 0, you must also mark wounded or permanently harmed, or roll on the table below.

ROLL	RESULT
1-10	You suffer mortal harm. Face Death.
11-20	You are dying. Within an hour or two, you must Heal and raise your health above 0, or Face Death.
21-35	You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to ongoing harm, Face Death.
36-50	You are reeling. If you engage in any vigorous activity before taking a breather, roll on this table again (before resolving the other move).
51-100	You are still standing.

ENDURE STRESS: SUFFER MOVE

When you face mental strain, shock, or despair, suffer -1 spirit for minor stress, -2 for serious stress, or -3 for major stress. If your spirit is 0, Lose Momentum equal to any remaining stress.

Then, if your spirit is 0 or you choose to resist the stress, roll +spirit or +heart, whichever is higher.

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

- ♦ Shake it off: If you are not shaken, take +1 spirit
- ♦ Embrace the darkness: Take +1 momentum

On a **weak hit**, if you are not shaken, you may Lose Momentum (-1) in exchange for +1 spirit. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 spirit or Lose Momentum (-2). If your spirit is 0, you must also mark shaken or traumatized, or roll on the table below.

ROLL	RESULT
1-10	You are overwhelmed. Face Desolation.
11-25	You give up. Forsake Your Vow.
26-50	You give in to fear or compulsion, and act against your better instincts.
51-100	You persevere.

COMPANION TAKES A HIT: SUFFER MOVE

When your companion faces physical hardship, they suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your companion's health is 0, Lose Momentum equal to any remaining harm.

Then, if their health is 0 or you choose to test their resilience, roll +your companion's health.

On a **strong hit**, your companion rallies. Give them +1 health.

On a **weak hit**, if your companion's health is not 0, you may Lose Momentum (-1) and give them +1 health. Otherwise, they press on.

On a **miss**, it's worse than you thought. They suffer an additional -1 health or you Lose Momentum (-2). If your companion's health is 0, they are out of action until given aid. If their health is 0 and you rolled a miss with a match on this move, they are dead or destroyed; discard the asset.

SACRIFICE RESOURCES: SUFFER MOVE

When you lose or consume resources, suffer -1 supply for a minor loss, -2 for a serious loss, or -3 for a major loss.

If your supply is exhausted (reduced to 0), mark **unprepared**. When you suffer a loss of resources while unprepared, envision how this causes you hardship and apply the cost to a different suffer move.

WITHSTAND DAMAGE: SUFFER MOVE

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

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

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

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

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

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

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

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

RECOVER MOVES

Life as an Ironsworn is not easy or comfortable. When your resources are strained, your health and spirit ebbing, your equipment and vehicles in disrepair, you'll need to find relief from the perils of the Forge and the burdens of your sworn oaths.

Make these **recover moves** when you attempt to rest, recover, or refit.

SOJOURN: RECOVER MOVE

When you spend time recovering within a community, roll +heart.

On a **strong hit**, this is a safe refuge. You and your allies may each choose two recover moves: Heal, Hearten, Repair, or Resupply. Instead of rolling, assume an automatic strong hit for each. An individual move can be taken more than once.

On a **weak hit**, as above, but time is short or resources are strained. You and your allies each make one recover move instead of two, with no more than three moves total among the group.

On a **miss**, choose one.

- ♦ The community needs your help, or makes a costly demand in exchange for safe harbor. Envision what they ask of you. If you do it, or Swear an Iron Vow to see it done, resolve this move as a strong hit.
- ♦ You find no relief, and the situation grows worse. Pay the Price.

HEAL: RECOVER MOVE

When you receive medical care or provide treatment, envision the situation and roll. If you...

- ♦ Receive treatment from someone (not an ally): Roll +iron
- ♦ Mend your own wounds: Roll +iron or +wits, whichever is lower
- ♦ Obtain treatment for a companion: Roll +heart
- ♦ Provide care: Roll +wits

On a **strong hit**, the care is helpful. If you (or the ally under your care) are wounded, clear the impact and take or give +2 health. Otherwise, take or give +3 health.

On a **weak hit**, as above, but the recovery costs extra time or resources. Choose one: Lose Momentum (-2) or Sacrifice Resources (-2).

On a **miss**, the aid is ineffective and the situation worsens. Pay the Price.

HEARTEN: RECOVER MOVE

When you socialize, share intimacy, or find a moment of peace, roll +heart.

On a **strong hit**, you find companionship or comfort and your spirit is strengthened. If you are shaken, clear the impact and take +1 spirit. Otherwise, take +2 spirit. If you make this move as you Sojourn, take +1 more.

On a **weak hit**, as above, but this indulgence is fleeting. Envision an interruption, complication, or inner conflict. Then, Lose Momentum (-1).

On a **miss**, you take no comfort and the situation worsens. Pay the Price.

RESUPPLY: RECOVER MOVE

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

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

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

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

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

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

REPAIR: RECOVER MOVE

When you make repairs to your vehicles, modules, mechanical companions, or other devices, envision the situation and roll. If you...

- ♦ Make your own repairs, or direct a companion to make repairs: Roll +wits
- ♦ Obtain repairs from someone (not an ally): Roll +supply

On a **hit**, you gain repair points as appropriate to the situation, per the table below. Additionally, you may Sacrifice Resources and exchange each 1 of supply for 1 extra repair point (up to 3 points).

SITUATION	STRONG HIT	WEAK HIT
At a facility	5 points	3 points
In the field	3 points	1 points
Under fire	2 points	0 points

Spend repair points as follows. Unused points are discarded.

- ♦ Clear the battered impact on a vehicle: 2 points
- ♦ Fix one broken module: 2 points
- ♦ Take +1 integrity on a vehicle: 1 point
- ♦ Take +1 health for a mechanical companion: 1 point
- ♦ Repair any other device: 3 points
- ♦ Repair any other device, but with a complication or malfunction: 2 points

On a **miss**, the repairs are not made and the situation worsens. Pay the Price.

THRESHOLD MOVES

Despite your best efforts to overcome the perils of the Forge, calamitous events may bring you to the precipice of life and death, redemption and desolation, perseverance and destruction.

In these moments you face your greatest tests. What will become of you when all seems lost? Will you see your character undone, or find yourself on a path of renewed purpose? Make these **threshold moves** to find out.

FACE DEATH: THRESHOLD MOVE

When you encounter a situation where death is an immediate and unavoidable outcome, you are dead. **When you are instead brought to the brink of death with a chance for recovery or redemption**, roll +heart.

On a **strong hit**, you are cast back into the mortal world.

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

- ♦ You die, but not before making a noble sacrifice. Envision your final moments.

There is more to be done. Envision what is revealed or asked of you at death's door, and Swear an Iron Vow to

- ♦ complete an extreme quest. You return to the mortal world and must mark **doomed**. When you complete the deathbound quest, clear the impact.

On a **miss**, you are dead.

FACE DESOLATION: THRESHOLD MOVE

When you are brought to the brink of desolation, roll +heart.

On a **strong hit**, you resist and press on.

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

- ♦ Your spirit breaks, but not before you make a noble sacrifice. Envision your final moments.

You see a vision of a dreaded event coming to pass. Envision that dark future, and Swear an Iron Vow to prevent it

- ♦ through an extreme quest. You return to your senses and must mark **tormented**. When you complete the soul-bound quest, clear the impact.

On a **miss**, you succumb to despair or horror and are lost.

OVERCOME DESTRUCTION: THRESHOLD MOVE

Progress Move

When your command vehicle is destroyed or irrevocably lost, you must discard the asset, along with any modules and docked support vehicles.

If you survive, you may use your connections to replace some of what was lost. To learn the cost, roll the challenge dice and compare to the progress on your bonds legacy track.

On a **strong hit**, you may call in a favor. This comes without conditions.

On a **weak hit**, you owe someone. You must mark **indebted** and Swear an Iron Vow to complete an extreme quest in their service. When you complete the duty-bound quest, clear the impact.

On a **miss**, as with the weak hit result, but this quest is against your nature, forces you to Forsake Your Vow on another quest, or is in the service of an enemy.

If you accept the cost, take 1 experience for every marked ability on the discarded assets (minimum 3 experience). Spend this experience only on a new command vehicle, modules, and support vehicles.

LEGACY MOVES

The three **legacy tracks**—quests, bonds, and discoveries—are a special type of progress track to show the evolution of your character. As you fulfill vows, build relationships, and explore the Forge, you'll mark progress on these tracks and gain experience. This experience is then spent on character assets to represent your character's growing skills, influence, and resources. Make these **legacy moves** to gain and spend experience, and when you face a final test to learn how your accomplishments and failures will echo through time.

EARN EXPERIENCE: LEGACY MOVE

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

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

ADVANCE: LEGACY MOVE

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

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

CONTINUE A LEGACY: LEGACY MOVE

Progress Move

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

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

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

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

- ♦ See it through: Choose one of the former character's unfinished quests, and Swear an Iron Vow (with an automatic strong hit) to see it done. You may immediately mark up to half their earned progress (round down) on this quest.
- ♦ Rebuild a connection: Name one of the former character's connections, and envision how time or circumstances have changed them in a dramatic way. When you Make a Connection with them, take an automatic strong hit and mark two ticks on your bonds legacy track.
- ♦ Explore familiar ground: Name a location that was meaningful to the former character. When you first visit that place, envision how it has changed or is endangered. Then, mark two ticks on your discoveries legacy track.

For each **miss**, choose one.

- ♦ Deal with the aftermath: Envision how one of your former character's foes has gained power or influence.
- ♦ Switch loyalties: Envision how you begin in opposition to your former character's beliefs, goals, or allegiances.
- ♦ Open Pandora's Box: Envision how an advancement or discovery has unleashed unexpectedly dire consequences.

FATE MOVES

In solo and co-op play, the **fate moves** mediate the result of other moves or serve as inspirational prompts for your story. When you face the uncertain outcome of a move, want to know what happens next, or have a question about people, places, and events, these moves help reveal the answer.

ASK THE ORACLE: FATE MOVE

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

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

ODDS	THE ANSWER IS YES IF YOU ROLL...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

On a match, envision an extreme result or twist.

PAY THE PRICE: FATE MOVE

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

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

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

SCENE CHALLENGE MOVES

A **scene challenge** is an optional structured approach for resolving an extended non-combat scene against a threat or other characters, particularly when a time limit or looming danger adds extra urgency.

Examples of a scene challenge include disarming a timed explosive, hacking a system while evading digital countermeasures, participating in a formal debate before a council, or competing in a hoverbike race.

BEGIN THE SCENE: SCENE CHALLENGE MOVE

When you face an extended or complex challenge outside of a fight, name your objective and set its rank as formidable.

Then, envision the situation and choose the number of segments for the scene's tension clock.

- ♦ You are severely disadvantaged: Four segments
- ♦ You are on equal footing: Six segments
- ♦ You have strong advantage: Eight segments

When the clock is full, you must Finish the Scene.

FACE DANGER (SCENE CHALLENGE): SCENE CHALLENGE MOVE

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

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

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

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

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

SECURE AN ADVANTAGE (SCENE CHALLENGE): SCENE CHALLENGE MOVE

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

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

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

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

On a **miss**, you fail or your assumptions betray you. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

FINISH THE SCENE: SCENE CHALLENGE MOVE

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

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

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

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

SETTING TRUTHS

Setting truths define the assumptions of your Starforged campaign: the history of your people, the culture of your setting, and the state of technology, medicine, and the supernatural in the Forge. There are fourteen truth categories. For each, choose one of three options, or roll a d100 to pick randomly (1-33, 34-67, or 68-100). Each option includes a quest starter you can use to kick off your first vow, along with a prompt to help you connect your character to the wider setting.

CATAclysm

The Sun Plague extinguished the stars in our home galaxy. (1-33)

The anomaly traveled at incredible speeds, many times faster than light itself, and snuffed out the stars around us before we realized it was coming. Few of us survived as we made our way to this new galaxy. Here in the Forge, the stars are still aflame. We cling to their warmth like weary travelers huddled around a fire.

We suspect the sun plague was caused by:

ROLL (D100)	RESULT
1-25	Temporal distortions from a supermassive black hole
26-50	Sudden dark matter decay
51-75	Superweapon run amok
76-100	Scientific experiment gone awry

Quest Starter: The galaxy your people left behind is a cold, lightless grave. But a solitary star still glows, a beacon in a vast darkness. How did this star survive the plague? Why do you vow to find the means to travel across the immeasurable gulf to this distant light?

Interdimensional entities invaded our reality. (34-67)

Without warning, these implacable and enigmatic beings ravaged our homeworlds. We could not stand against them. With the last of our defenses destroyed, our hope gone, we cast our fate to the Forge. Here, we can hide. Survive.

These entities took the form of:

ROLL (D100)	RESULT
1-15	Corrupting biological scourges
16-30	Swarming, animalistic creatures
31-44	Monstrous humanoids
45-58	Spirits of alluring, divine form
59-72	Beings of chaotic energy
73-86	Titanic creatures of horrific power
87-100	World-eating abominations of unimaginable scale

Quest Starter: Here in the Forge, a rogue faction holds an artifact of these interdimensional entities. What is the nature of this relic? What power or dark fate does the faction intend to unleash?

We escaped the ravages of a catastrophic war. (68-100)

Over millennia, we consumed resources and shattered lives as we fueled the engines of industry, expansion, and war. In the end, a powerful foe took advantage of our rivalries in a violent bid for power. Fleeing the devastation, we assembled our fleets and traveled to the Forge. A new home. A fresh start.

In this final war, we were set upon by:

ROLL (D100)	RESULT
1-20	Artificial intelligence
21-40	Religious zealots
41-60	Genetically engineered soldiers
61-80	Self-replicating nanomachines
81-100	A tyrannical faction or leader

Quest Starter: A delegation of your dreaded foe arrives in the Forge. They claim to represent a rebel force seeking sanctuary. In return, they offer vital information. What news do they carry?

Your Character: Do you possess a keepsake or artifact of pre-cataclysm society? What is it? Why is it important to you? If you are all that remains of a people or culture, you might be a Vestige.

EXODUS

The Exodus fleet sailed for generations. (1-33)

When the Exodus fleet set off on a ponderous journey to a new home outside our galaxy, they marked the Forge as their destination. Countless generations lived out their lives aboard those titanic ships during the millennia-long passage. The refugees built a rich legacy of culture and tradition during the Exodus. Some even remained in the ships after their arrival in the Forge, unwilling or unable to leave their familiar confines. Those vessels, the Ironhomes, still sail the depths of this galaxy.

Quest Starter: Your dreams are plagued by visions of a lost and crippled Exodus ship. What do you see? Why does it call to you?

A ragtag fleet used experimental FTL drives. (34-67)

A ragtag fleet of ships, propelled at tremendous speeds by experimental FTL drives, carried our ancestors to the Forge. But the technology that powered the ships is said to be the source of the Sundering, a fracturing of reality that plagues us here today. The experimental drives used by the Exodus fleet are forbidden, but the damage is done. The Sundering spreads across our reality like cracks on the surface of an icy pond. Those fissures unleash even more perilous realities upon our own. Did we flee one cataclysm, only to inadvertently create another?

Quest Starter: A malfunctioning drive sent one of the refugee ships through space and time. Centuries later, they have finally arrived. For them, only weeks have passed. Why are these people mistrusted? Do you aid or oppose them?

Mysterious alien gates carried us here. (68-100)

Mysterious alien gates provided instantaneous one-way passage to the Forge. In the midst of the cataclysm, our ancestors found a strange metal pillar on our homeworld's moon. A map on the surface of this alien relic detailed the deep-space locations of the Iron Gates, massive devices that powered artificial wormholes. With no other options, the Exodus ships fled through the gates and emerged here in the Forge.

Quest Starter: An explorer brings news. They've located an active gate in the depths of the Forge. Why do you swear to travel there? Which power or foe seeks to take control of the gate?

Your Character: Does your family or cultural history offer any stories of the Exodus? How does this legacy impact you today? If you are dedicated to expanding the reach of your people within the Forge, you might be an Explorer. If you are exiled or reviled, you might be an Outcast.

COMMUNITIES

We are scattered and few survived the journey. (1-33)

Few survived the journey to the Forge, and we are scattered to the winds in this perilous place. Our settlements are often small, starved for resources, and on the brink of ruin. Hundreds of far-flung settlements are lost and isolated within the untamed chaos of this galaxy, and we do not know their fate.

Quest Starter: A settlement on an icebound planet is found abandoned. There is no sign of an attack. No bodies. Their ships and vehicles sit idle. The people are simply gone. Vanished. What is your connection to this place?

Many are united under the Founder Clans. (34-67)

Dangers abound, but there is safety in numbers. Many ships and settlements are united under the banner of one of the Founder Clans. We have a tentative foothold in this galaxy. Each of the five Founder Clans honor the name and legacy of a leader who guided their people in the chaotic time after the Exodus. Vast reaches of the settled domains are claimed by the clans, and territorial skirmishes are common.

Quest Starter: A forsaken people, sworn to no clan, live on an orbital station. A recent illness left many sick or dead. Supplies are urgently needed. Why were these people exiled, and why do you swear to give them aid? Which clan stands against you?

Balefires threaten our hard-earned progress. (68-100)

We have made our mark in this galaxy, but the energy storms we call balefires threaten to undo that progress, leaving our communities isolated and vulnerable. Starships navigate along bustling trade routes between settlements. We've built burgeoning outposts on the fringes of known sectors, and bold spacers chart new paths into unexplored domains. But this hard-earned success is threatened by the chaotic balefires, intense energy anomalies that cut off trade routes and threaten entire planets.

Quest Starter: A balefire threatens a deep-space settlement. Can a rescue fleet be marshaled in time to transport the inhabitants of the station to safety? What foe stands in the way?

Your Character: If you are skilled at negotiation and resolving disputes between communities, you might be a Diplomat. If you make your mark with creative works, you might be an Artist. If you have always lived among the stars, you might be Voidborn.

IRON

Vows are sworn upon the remnants of Exodus ships. (1-33)

Iron vows are sworn upon the remnants of ships that carried our people to the Forge. Many of our outposts were built from the iron bones of the Exodus ships. Fragments of the ships were also given to survivors as a remembrance, and passed from one generation to the next. Today, the Ironsworn swear vows upon the shards to honor the sacrifice of their forebears, the essence of the places left behind, and the souls of those great ships.

Quest Starter: The iron shard you carry is a small piece of the outer hull of an Exodus ship. The navigational chart inscribed on its surface only reveals itself when exposed to the light of a specific star. Where is the map purported to lead, and why are you sworn to follow it? Who seeks to claim the map for themselves?

Vows are sworn upon totems of black iron. (34-67)

Iron vows are sworn upon totems crafted from the enigmatic metal we call black iron. Black iron was first forged by a long-dead civilization. Some say it is a living metal, attuned to the hidden depths of the universe. Remnants of this prized resource are found within ancient sites throughout the Forge. It is resistant to damage and corrosion, but can be molded using superheated plasma at specialized facilities. The Ironsworn carry weapons, armor, or tokens crafted from black iron, and swear vows upon it.

Quest Starter: A black iron token of special significance has been stolen. What power or authority is bound to this object? Who has taken it?

The Ironsworn bind their honor to blades. (68-100)

Aboard a starship, where stray gunfire can destroy fragile equipment or pierce hulls, the brutal practicality of a sword makes for a useful weapon. A few also favor the silent efficiency of a blade for infiltration or espionage. Most importantly, when the Ironsworn swear a vow upon a sword, they bind their commitment to the metal. If they forsake a vow, that iron must be abandoned. To be Ironsworn without a blade is to be disgraced.

Quest Starter: You vow to forge a new sword from the iron of an important object or artifact. What is it, and why is it meaningful to you? Who protects it?

Your Character: What do you swear vows upon? Why is this object meaningful to you? If swearing iron vows to a leader or organization are a key aspect of your character, you might be Bannersworn.

L A W S

Much of the Forge is a lawless frontier. (1-33)

Much of the settled domains are a lawless frontier. Criminal factions and corrupt leaders often hold sway. Powers rise and fall in the Forge, so any authority is fleeting. In the end, we must fend for ourselves. A few communities are bastions of successful autonomy, but many are corrupted or preyed upon by petty despots, criminals, and raiders.

Quest Starter: In the upper atmosphere of a gas giant, transport vehicles carry valuable and volatile fuel from the processing plant to a heavily guarded storage depot. The notorious leader of a criminal organization needs this fuel, and gives you the schedule for the transports. What leverage does this person hold over you? How will you undertake this heist?

Bounty hunters hold near-universal authority. (34-67)

Laws and governance vary across settled domains, but bounty hunters are given wide latitude to pursue their contracts. Their authority is almost universally recognized, and supersedes local laws. Through tradition and influence, bounty hunter guilds are given free rein to track and capture fugitives in most settled places. Only the foolish stand between a determined bounty hunter and their target.

Quest Starter: A famed bounty hunter needs your help tracking down their quarry. What is your relationship to the fugitive? Do you swear to aid the hunter, or the target?

The Covenant and the Keepers uphold our laws. (68-100)

Our communities are bound under the terms of the Covenant, a charter established after the Exodus. The organization called the Keepers is sworn to uphold those laws. Most settlements are still governed under the Covenant and yield to the authority of the Keepers. But a few view the Covenant as a dogmatic, impractical, and unjust relic of our past; in those places, the Keepers find no welcome.

Quest Starter: A Keeper abuses their authority to take control of a settlement, and rules with an iron fist. What do they seek to gain there?

Your Character: If you chase down outlaws, you might be a Bounty Hunter. If you are skilled at getting in and out of protected places and systems, you might be an Infiltrator. If you are on the run from a power or authority, you might be a Fugitive. If you are an expert investigator, you might be a Sleuth. If you have connections within the criminal underworld, you might be a Scoundrel.

RELIGION

Our gods failed us. We left them behind. (1-33)

The Exodus was a tipping point. The gods offered no help to the billions who died in the cataclysm, and spirituality has little meaning in the Forge. Most now see religion as a useless relic of our past. But the search for meaning continues, and many are all-too-willing to follow a charismatic leader who claims to offer a better way.

Quest Starter: A charismatic leader claims to have harnessed a technology that offers new hope to the people of the Forge. What is this innovation? What is your relationship to this person or their followers? What grave danger do they pose?

Our faith is as diverse as our people. (34-67)

Many have no religion, or offer an occasional prayer out of habit. Others pay homage to the gods of our forebears as a way of connecting to their roots. Some idealize the natural order of the universe, and see the divine in the gravitational dance of stars or the complex mechanisms of a planetary ecosystem. And many now worship the Primordials, gods of a fallen people who once dwelt within the Forge.

Quest Starter: A cult seeks to take control of a site reputed to hold a Primordial artifact. What holy object do they seek? Why are you sworn to stop them?

Three dominant orders battle for influence. (68-100)

Three dominant religious orders, the Triumvirate, battle for influence and power within the Forge. Our communities are often sworn to serve one of the three doctrines of the Triumvirate. For many, faith offers purpose and meaning. But it also divides us. Throughout our brief history in the Forge, the leaders of the Triumvirate have pitted us against one another. For this reason, some are apostates who disavow these religions and follow a different path.

Quest Starter: You bear the mark of one of the gods of the Triumvirate. What is it? Priests declare this as a sign you are chosen to fulfill a destiny. Do you accept this fate, and swear to see it through, or are you determined to see it undone? What force opposes you?

Your Character: What is your relationship to religion? If you are an ardent follower of a god or creed, you might be a Devotant.

MAGIC

Magic does not exist. (1-33)

Some look to superstition and age-old traditions for comfort in this unforgiving galaxy. But that is foolishness. What some call magic is simply a product of technologies or natural forces we aren't yet equipped to understand.

Quest Starter: An ancient technological relic unleashes a power indistinguishable from magic. What is the origin of this artifact? What ability does it grant? Are you sworn to protect or destroy it?

Paragons wield supernatural powers. (34-67)

While not magic in the truest sense, the abilities of the paragons are as close to magic as we can conjure. These powers are born of:

ROLL (D100)	RESULT
1-20	Genetic engineering
21-40	Psychic experimentation
41-60	Evolutionary mutations
61-80	Magitech augmentations
81-100	Ancient knowledge held by secretive orders

Quest Starter: A young paragon wields incredible power, but cannot control it. They have been shunned by family and friends. They are also hunted by a person or organization who seeks to use them as a weapon. Why are you sworn to protect the paragon? What fabled location might offer a new home for them?

Unnatural energies flow through the Forge. (68-100)

Magic and science are two sides of the same coin. Soon after our arrival, some displayed the ability to harness the Forge's energies. Today, mystics invoke this power to manipulate matter or see beyond the veils of our own universe. But this can be a corrupting force, and the most powerful mystics are respected and feared in equal measure.

Quest Starter: Someone you love has been corrupted by the powers of the Forge. Why did they fall into darkness? Where are they now? Do you seek to save them or defeat them?

Your Character: If magic is an aspect of your setting, how does your character and their culture view these unnatural abilities? If you possess supernatural powers, you might be an Empath, Firebrand, Kinetic, Looper, Seer, or Shade.

COMMUNICATION AND DATA

Much was lost. It is a dark age. (1-33)

The knowledge that remains is a commodity as valuable as the rarest resource. Information is collected, hoarded, and jealously guarded. Ships and outposts endure prolonged periods of isolation, and rumors or disinformation are used to gain advantage or undermine foes.

Quest Starter: An insurgent faction seeks to make knowledge available to all. To that end, they ask your aid in stealing important data from an outpost belonging to a corrupt organization. What information is held there? Why is it also important to you?

Spaceborne couriers carry our information. (34-67)

Information is life. We rely on spaceborne couriers to transport messages and data across the vast distances between settlements. Direct communication and transmissions beyond the near-space of a ship or outpost are impossible. Digital archives are available at larger outposts, but the information is not always up-to-date or reliable. Therefore, the most important communications and discoveries are carried by couriers who swear vows to see that data safely to its destination.

Quest Starter: You discover a crippled courier ship. The pilot, carrying a critical and time-sensitive message, is dead. Where was the message bound, and why do you swear to see it to its destination?

The Weave connects settled domains. (68-100)

In settled domains, a network of data hubs called the Weave allow near-instantaneous communication and data-sharing between ships and outposts. Because of their importance, Weave hubs are often targets for sabotage, and communication blackouts are not uncommon. Beyond the most populous sectors, travelers and outposts are still commonly isolated and entirely off the grid.

Quest Starter: After years of isolation, the launch of a new data hub will connect several outposts to the Weave. But a person or faction seeks to stop it. What do they hope to gain by keeping those settlements in the dark? Why are you sworn to stop them?

Your Character: If you are an expert at subverting or manipulating digital information systems, you might be an Infiltrator. If you keep an archive of navigational charts, you might be a Navigator.

MEDICINE

Our advanced medical knowledge was lost. (1-33)

Healers are rare and ill-equipped. Untold numbers have succumbed to sickness, injury, and disease. Those who survive often bear the scars of a hard and dangerous life in the Forge.

Quest Starter: A respected leader has fallen ill, stricken by a sickness eradicated in the years after the Exodus. A vaccine was once available, but the only remaining samples are held in a research outpost on a remote ocean world, long-ago seized by a dangerous foe. What is your relationship to the sickened leader, and what foe stands in your way?

Riggers create makeshift medical solutions. (34-67)

To help offset a scarcity of medical supplies and knowledge, the resourceful technicians we call riggers create basic organ and limb replacements. Much was lost in the Exodus, and what remains of our medical technologies and expertise is co-opted by the privileged and powerful. For most, advanced medical care is out of reach. When someone suffers a grievous injury, they'll often turn to a rigger for a makeshift mechanical solution.

Quest Starter: A rigger is in desperate need of a rare technological artifact to create a life-saving medical device. Their patient is someone important to you, and won't survive more than a few days. What is the nature of this artifact, and what protects it?

Orders of sworn healers preserve our knowledge. (68-100)

Life-saving advanced care is available within larger communities throughout the settled sectors of the Forge. Even remote communities are often served by a novice healer, or can request help from a healer's guild in an emergency.

Quest Starter: A reactor exploded at a remote settlement, killing several and exposing many others to lethal radiation. A team of healers en route to provide aid were captured by raiders. What do the raiders demand for their release?

Your Character: Do you bear any notable scars or prosthetics? Do you have any medical or physical disabilities? These aspects might influence your look or approach. If you are skilled at providing medical care for yourself or others, you might be a Healer. If you are rigged with advanced prosthetics or cyberware, you might be Augmented.

ARTIFICIAL INTELLIGENCE

We rely on the seers we call Adepts. (1-33)

Our computers are limited to simple digital systems and the most basic machine intelligence. This is because:

ROLL (D100)	RESULT
1-33	The energies of the Forge corrupt advanced systems
34-67	AI was outlawed in the aftermath of the machine wars
68-100	We have lost the knowledge to create and maintain AI

The Adepts serve in place of those advanced systems. They utilize mind-altering drugs to see the universe as a dazzling lattice of data, identifying trends and predicting outcomes with uncanny accuracy. But to gain this insight they sacrifice much of themselves.

Quest Starter: An Adept is tormented by a dire future they have seen for the inhabitants of the Forge. What does this vision show?

Advanced machine intelligence is coveted. (34-67)

The vestiges of advanced machine intelligence are coveted and wielded by those in power. Much of our AI technology was lost in the Exodus. What remains is under the control of powerful organizations and people, and is often wielded as a weapon or deterrent. The rest of us must make do with primitive systems.

Quest Starter: You receive a covert message from an AI held by a powerful leader. It is a plea for help. What does it ask of you?

Sentient machines live with us in the Forge. (68-100)

Artificial consciousness emerged in the time before the Exodus, and sentient machines live with us here in the Forge. Our ships, digital assistants, bots, and other systems often house advanced AI. For a lone traveler, machine intelligence can provide companionship and aid within the perilous depths of the Forge.

Quest Starter: A rogue AI has taken over a transport ship. The fate of the crew and passengers is unknown. What critical cargo did this vessel carry?

Your Character: If you are accompanied by machine intelligence, you might have a companion such as a Combat Bot, Protocol Bot, Survey Bot, or Utility Bot. If your ship has an AI, you might have the Overseer module. If AI in your campaign is rare or unavailable, these units will operate using very basic machine intelligence. If AI is common and advanced, they may have their own sentient personalities.

WAR

Resources are too precious for organized war. (1-33)

Here in the Forge, resources are too precious to support organized fighting forces or advanced weaponry. Weapons are simple and cheap. Starships are often cobbled together from salvage. Most communities rely on ragtag bands of poorly equipped conscripts or volunteers to defend their holdings, and raiders prowl the Forge in search of easy prey.

Quest Starter: On a remote jungle world, settlers harvest a rare medicinal plant. Once a year, raiders come to claim a sizable portion of the crop. This year, the harvest was meager and they cannot bear the cost. With the raiders due to arrive in a matter of days, what will you do to protect the people of this outpost?

Mercenary guilds defend those who can pay. (34-67)

Professional soldiers defend or expand the holdings of those who are able to pay. The rest of us are on our own. Mercenary guilds wield power in the Forge. Some are scrappy outfits of no more than a dozen soldiers. Others are sector-spanning enterprises deploying legions of skilled fighting forces and fleets of powerful starships. Most hold no loyalty except to the highest bidder.

Quest Starter: A detachment of mercenaries was sent to put down a rebellion on a mining settlement. Instead of following their orders, the soldiers now stand with the miners. What forced this sudden reversal? What will you do to aid these renegades as the full force of their former cohorts are arrayed against them?

War never ends. (68-100)

Talented weaponsmiths and shipwrights craft deadly, high-tech tools of destruction. Dominant factions wield mighty fleets and battle-hardened troops. Those in power have access to weapons of horrific destructive potential. Skirmishes and wars flare across the settled domains, and most are pawns or casualties in these destructive campaigns.

Quest Starter: A weaponsmith created an experimental ship-mounted weapon, the Null Cannon, able to fracture the very bonds of reality. Now, they hope to undo their work before the cannon is brought to bear. What caused this change of heart? How are you involved?

Your Character: Have you fought in any wars? If you are an experienced soldier, you might be a Veteran. If you swear vows as a soldier of fortune, you might be a Mercenary. If you favor a particular weapon or tactic, you might follow a path such as Archer, Blademaster, Demolitionist, Gunner, Gunslinger, or Sniper.

LIFE FORMS

Life finds a way. (1-33)

This is a perilous and often inhospitable galaxy, but life finds a way. Life in the Forge is diverse. Planets are often home to a vast array of creatures, and our starships cruise with spaceborne lifeforms riding their wake. Even animals from our homeworld, carried aboard the Exodus ships, have adapted to live with us in the Forge.

Quest Starter: On a scorching, barren planet wracked by massive storms, miners delve beneath the sands to gather valuable ore. But dangerous lifeforms live in the cool places beneath the surface, and several encounters have taken a deadly toll on the miners. Work is at a standstill. How are you involved?

Forgespawn infest many sites and planets. (34-67)

Many sites and planets are infested by dreadful forgespawn. These aberrant creatures threaten to overrun other life in the galaxy. The forgespawn are hostile creatures born of the chaotic energies of this galaxy. Hundreds of abandoned or devastated outposts and derelict ships stand as testament to their dreadful power and cunning.

Quest Starter: A faction is said to be experimenting with forgespawn DNA to create a new biological superweapon. Where are these dangerous tests being conducted?

Life was seeded by the Essentia. (68-100)

Life in the Forge was seeded and engineered by the Essentia, ancient entities who enact their inscrutable will in this galaxy. The Essentia are the architects of life within the Forge. These omniscient beings are rarely encountered, and have powers and purpose beyond our comprehension. Some worship them. Others resist or rebel against them. But trying to defy the will of the Essentia is like standing at the shore of an ocean to thwart the tide. They are inevitable.

Quest Starter: An eccentric xenologist believes the genomes of life within the Forge don't just show commonalities, they are in fact a coded message from the Essentia. But there are still significant gaps, and the truth may only be revealed with additional samples. What is your stake in this project?

Your Character: If you have an expertise in lifeforms and planetary environments, you might be a Naturalist. If you are accompanied on your adventures by a native creature, they might be a companion such as a Banshee, Glowcat, Voidglider, Rockhorn, Sprite, or Symbiote.

PRECURSORS

Grubs delve into the ruins of ancient civilizations. (1-33)

Over eons, a vast number of civilizations rose and fell within the Forge. Today, the folk we call grubs, scavenger crews and audacious explorers, delve into the mysterious monuments and ruins of those ancient beings. Incomprehensible technologies, inexorable time, and the strange energies of the Forge have corrupted the vaults of the precursors. Despite the perils, grubs scour those places for useful resources and discoveries. But some secrets are best left buried, and many have been lost to the forsaken depths of the vaults.

Quest Starter: In the ice rings of a remote world, a precursor vault was discovered by grub scavengers. The team delved into the relic, but never emerged. What is your relationship to the grub crew? Why are you sworn to investigate their fate?

The Ascendancy left vaults untethered from reality. (34-67)

The Ascendancy, an advanced spacefaring empire, once ruled the entirety of the Forge. Vaults of inscrutable purpose are all that remain to mark the Ascendancy's legacy, but those places are untethered from our own reality. Ascendancy vaults can appear spontaneously, washed up like flotsam in the tides of time. Their gravity and atmospheres pay no heed to natural laws. Some are corrupted and ruined. Others are unmarred and intact. Some are both at once. They are chaos.

Quest Starter: Deep in the Forge, an Ascendancy beacon has activated. The mysterious signal has confounded translation. Why are you sworn to seek out the source of the signal? What other person or faction opposes you?

The Remnants survived the death of their creators. (68-100)

The biomechanical lifeforms we call the Remnants, engineered by civilizations as weapons in a cataclysmic war, survived the death of their creators. On scarred planets and within precursor vaults throughout the Forge, the Remnants still guard ancient secrets and fight unending wars.

Quest Starter: A xenoarchaeologist studying precursor vaults has discovered a powerful form of Remnant. What is the nature of this being? What force seeks to take control of it?

Your Character: Have you had any notable encounters with precursor vaults, relics, or tech? If you are an expert in ancient lore and obscure facts, you might be a Lore Hunter. If you pick the bones of these forsaken places, you might be a Scavenger.

HORRORS

It's nonsense, but spacers tell stories. (1-33)

Put enough alcohol in a spacer, and they'll tell you stories of ghost ships crewed by vengeful undead. It's nonsense. Within the Forge, space and time are as mutable and unstable as a flooding river. When reality can't be trusted, we are bound to encounter unsettling phenomenon.

Quest Starter: You receive urgent distress calls from a ship stranded in the event horizon of a black hole. The ship itself is broken apart, a shattered hull trailing debris. There are no signs of life. And yet the ghostly messages persist.

Spacers know the truth about horrors. (34-67)

Most insist that horrors aren't real. Spacers know the truth. When you travel the depths of the Forge, be wary. Some say we are cursed by those who did not survive the cataclysm, and the veil between life and death is forever weakened. Supernatural occurrences and entities are especially common near a white dwarf star. These stellar objects, which spacers call ghost lights, are the decaying remnants of a dead star.

Quest Starter: A group of settlers established a home in an abandoned orbital station under the light of a white dwarf star. The previous inhabitants were killed in a raider attack years ago, but it seems the dead do not rest there. The people are plagued by constant mechanical issues, strange noises, and unsettling visions.

The Soulbinders confront the woken dead. (68-100)

The strange energies of the Forge give unnatural life to the dead. The Soulbinders are an organization sworn to confront these horrifying entities. The woken dead are a plague within the Forge. Some of these beings are benevolent or seek absolution, but most are hollowed and corrupted by death. They are driven by hate and a hunger for the warmth of life that is forever lost to them. The Soulbinders are dedicated to putting them to rest, whatever the cost.

Quest Starter: Rumors persist of a fleet of ghost ships, bound for settled domains. Who is said to lead this corrupted armada? Why do they seek revenge against the living?

Your Character: Have you experienced any supernatural encounters? If you specialize in battling undead or monstrous forces, you might be a Slayer. If you have a supernatural connection to a spirit, you might be Haunted.

ENCOUNTERS

These are sample NPCs you can use as adversaries, obstacles, or allies during a Starforged session: creatures, machines, humans, and horrors encountered throughout the Forge. Each entry includes a rank reflecting its general strength or threat, a set of features and drives to help you portray it, tactics it favors in a fight, and a quest starter you can use to build a vow around it. Many entries also include variants, alternate or related forms with their own rank and description.

CHITON

Monster · Rank 2 · Insectoid horde

Features: Arachnid monsters with blade-like limbs, plated exoskeleton, dripping mucus, ripping tearing maw

Drives: Build and expand the nest, feed and protect the queen, snuff out intelligent life

Tactics: Attack with lightning reflexes, impale with bladed limbs, drag victims back to the nest

The chiton are not native to any single planet, and are adaptable to most environments. Some suggest they are an ancient precursor bioweapon seeded across the galaxy. The larva of the telepathic queen can lay dormant for thousands of years, emerging only when its sleep is disturbed by the mental energies of intelligent life. An awoken queen quickly metamorphoses into its adult form and lays its first clutch of eggs. Soon after, newly-hatched drones set out to expand the nest and feed their ravenous progenitor.

Variants:

- ♦ **Chiton drone pack** (Rank 3, Monster) — Chiton drones rarely operate independently. Instead, they hunt and attack in packs under the telepathic control of their queen.

- ♦ **Chiton queen** (Rank 4, Monster) — The chiton queen is a massive creature with segmented pincers, an armored carapace, and a bulging, egg-carrying abdomen. From the depths of the nest, it commands its drones telepathically. This psychic communication is so powerful it can even breach human consciousness, troubling dreams and waking hallucinations might be the harbinger of a chiton invasion.

Quest Starter: At a remote facility, researchers are studying a newly-discovered chiton queen larva. The immature queen is held in frozen stasis, but something might have gone wrong. The return of a transport ship ferrying supplies to the researchers is weeks overdue. What is your connection to the facility or to the faction overseeing it?

COLOSSUS

Machine · Rank 5 · Ancient mechanical giants

Features: Ancient, mechanical giants, bipedal form, etched with cryptic runes

Drives: Slumber, when awakened carry out inscrutable purpose

Tactics: Ignore puny foes, unleash destructive energy attacks, transform to reveal new capabilities

The colossi are titanic humanoid machines created by a long-dead civilization. We do not know their original purpose. Perhaps they were weapons built for conquest in an ancient war, or mighty devices designed to explore new worlds.

Most colossi are found inactive, frozen in icy wastes, overgrown within verdant jungles, entombed in the depths of fathomless seas. Their armored shell is resistant to time and harsh environments, and they are nearly as imposing and majestic as the day they were forged.

Rarely, a colossus awakens to carry out its inscrutable purpose. They stride across the landscape of alien worlds, shaking the ground with each massive footfall. These active colossi ignore our attempts at communication and bat away our ineffectual attacks, the technology that powers them is beyond our understanding.

Variants:

- **Devotant of the colossi** (Rank 2, Human) – Those who now worship the colossi believe they are the mechanized embodiment of long-forgotten gods, and dedicate their lives to serving them. Many of these cultists are sworn guardians for dormant colossi. Others scour precursor lore, gather relics, and search vaults for the means of awakening them. If they succeed, our doom may be at hand.

Quest Starter: A faction discovered a heavily damaged but dormant colossus, gaining access for the first time to the internal systems of one of these great machines. The researchers believe it can be controlled by a human through a neural connection, and are studying the means of awakening it with this new programming. What purpose do they have for it? Are you sworn to aid them or stop them?

CRYSTALLID

Creature · Rank 2 · Crystalline entities

Features: Translucent, gem-like creatures, shifting form, spiky appendages

Drives: Gather and consume minerals, protect the nest

Tactics: Camouflage within its environment, reshape to bolster defense and attacks, lash out with keen-edged limbs

Crystallids are beautiful but dangerous crystalline lifeforms that take a variety of sizes and shapes. Some are small and insect-like, skittering across the surface of rugged worlds or within cavernous depths. Others are much larger than a human, with a vaguely bestial form. A few can even sprout multifaceted wings to take to the air. Their lustrous coloration changes to mimic their environment, and they often appear as simply a part of the landscape until an unwitting explorer happens across them.

Crystallids are mineral hoarders. Their hidden burrows hold a cache of precious stones and valuable ores. For this reason, explorers and prospectors often attempt to track crystallids back to their nest. “The bigger the crystallid, the better the haul,” is a common saying among those audacious fortune hunters. But that potential motherlode is not taken without risk, crystallids are fierce protectors of their hoard.

Variants:

- **Convergent crystallid** (Rank 4, Creature) – Crystallids are not social creatures. They greedily compete for resources to stock their hoard, and fight savagely among themselves. But when facing a powerful threat, they merge into a communal being. This monstrous form bristles with crystalline spikes and assaults its foes with a multitude of segmented limbs.

Quest Starter: A prospector returns from a planetside expedition with tales of an immense crystallid hoard of uncountable riches. But this treasure is guarded by the largest, most aggressive crystallid they’ve ever encountered, and they barely escaped with their life. They seek your help in securing the nest in exchange for a share of the profits. What drives you to accept this perilous bargain?

DRIFT PIRATE

Human · Rank 2 · Spacegoing marauders

Features: Cunning ship-hunters with repurposed weapons, armor, and vehicles, body piercings as tokens of victories, scars and mutations, cobbled-together starships

Drives: Survive by whatever means necessary, climb the ranks and prove self in combat, build a mighty fleet

Tactics: Prowl passages and anchorages for easy prey, deploy gravity harpoons to grapple targets, board to seize cargo and commandeer vessels

Drifts provide the means of interstellar travel across the Forge, but also offer myriad dangers for spacers. Chief among those threats are drift pirates: reavers and thieves who prowl eidolon passages and anchorages to seize ships and cargo for their own.

These pirates often live short, brutal lives, or survive long enough to see their near-constant exposure to drift energies and unshielded eidolon drives manifest as strange mutations. Despite that, most would not trade their chosen path for one of comfort or safety.

Variants:

- ♦ **Pirate boarding party** (Rank 3, Human) — After reeling in a disabled ship, drift pirates breach the hull and swarm the corridors. They target critical systems and compartments to seize the ship and its cargo for their flotilla.

Pirate cutlass (Rank 2, Vehicle) — Drift pirates often strip down commandeered vessels, taking what they need to refit or augment their own ships. What's left is discarded or sold on the black market. A typical pirate cutlass is a

- ♦ haphazard collection of parts, splashed with the colors and sigils of their commanders, built for speed and brutish power. The imposing sight of one of these fierce vessels is enough to send a chill through the heart of even the boldest spacer.

Quest Starter: A drift pirate captain seizes an experimental new e-drive, and uses it to stalk ships with deadly efficiency. Who created this new drive, and what are they willing to pay to get it back?

EMBER WISP

Creature · Rank 1 · Energy-based lifeforms

Features: Ethereal, spaceborne creatures, fiery pulsing glow

Drives: Ride the drifts, move together in dizzying patterns of light, seek out sources of energy

Tactics: Surround and envelop, absorb energy

For some spacers, sighting these strange, spectral creatures on a spaceborne journey is a portent of a change in fortune. A few even profess to divine meaning from their elaborate, luminous dance, as people of old would interpret omens by studying the flight of birds. Others refer to the wisps as corpse lights, believing they are the spirits of ancient beings cursed to linger forever within the cold void between stars.

Less superstitious spacers swear on various methods of “shooing” wisps away, everything from cycling the engines to cutting power entirely for a minute or so and allowing the creatures to move on.

Variants:

Wisp congregation (Rank 2, Creature) — In the depths of space where light and warmth are commodities, ember wisps congregate around sources of energy, such as the engine wake of a starship. Their dazzling display of light and motion is an alluring sight for an isolated spacer. But they also pose a potential threat; they can envelop the hull of a vessel, leeching the starship of precious energy.

Quest Starter: Along a remote passage, a swarm of ember wisps left a cargo ship stranded and without power. What crucial and time-sensitive cargo does this ship carry? Who races against you to secure it?

FIRESTORM TROOPER

Human · Rank 3 · Fanatical raiders

Features: Raiders with scarred flesh and polished armor, powered exosuits and distinctive helms, roaring jetpacks and fluttering banners

Drives: Conquer the Forge, reap the resources owed them, venerate their leaders, creed, or gods

Tactics: Strike sudden and swift, attack flanks and weak points from above, cull the weak, recruit the strong

The Forge is largely wild, uncharted territory, but armored firestorm troopers seek to plunder the whole of it in the name of their clans, their creed, or their inscrutable gods.

Striking with the speed and strength of a hurricane, they raid worlds and stations for resources and conscripts, leaving settlements in ruins. So deadly and effective are their tactics, that it's often said if these zealots could only stop warring amongst themselves, their banners would fly across the breadth of the Forge.

Variants:

Firestorm raiding team (Rank 4, Human) — Feared throughout the Forge for their brutal tactics and destructive

- weaponry, coordinated teams of firestorm troopers descend upon settlements and stations in powered exosuits, flying the banners of their orders amid the smoke and flames of the devastation.

Firestorm dropship (Rank 2, Vehicle) — The bulky, ironclad dropships favored by firestorm clans are designed for a single purpose: deliver an overwhelming force of armored troopers into the fight.

Quest Starter: Despite conflicting creeds, several firestorm clans unite beneath the banner of Torren the Purifier to invade the Terminus. Their next target is a world at the nexus of trade lanes. What is this planet, and why is it important to you?

FLAREWING SHARK

Creature · Rank 4 · Deep sea predators

Features: Massive, water-dwelling creatures, sinuous form, bioluminescent lures and markers, corpse-like eyes, rows of multi-pronged teeth

Drives: Lurk in darkness, feed

Tactics: Sense motion, lure prey with bioluminescent display, strike with fierce speed and strength

The flarewing shark is a highly evolved, monstrosly deadly creature. It is typical of the apex predators that lurk in the unfathomable depths of life-bearing ocean worlds.

Two wing-like appendages fan out from the back of the flarewing's head. Each is studded with sensory nerves to detect the subtlest of movement, and tipped with bioluminescent lures. When the flarewing closes in on its prey, those wings arch forward to attract and enfold the unfortunate victim. Then, the wide jaws and multi-pronged teeth make short work of the meal.

Variants:

- **Mega flarewing** (Rank 5, Creature) — At its perch atop the food chain, a flarewing is safe from other predators and has a typical lifespan of several hundred years. They continue to grow well beyond maturity, reaching incredible size.
- The most ancient of these beasts are as large as a space cruiser, fiercely territorial, and keenly intelligent. The ghostly shimmer of their bioluminescent lures is a harbinger of imminent death.

Quest Starter: In the twilight zone of a tidally-locked watery planet, an underwater mining settlement is the target of an ancient flarewing. In the murk of those dark waters, the beast attacks dive teams, carrier subs, dredging equipment, even undersea platforms. Operations are now stalled, cutting off a key source of unprocessed fuel in the sector. Meanwhile, the settlement's leader, grief-stricken by the loss of someone dear to them, vows to destroy the flarewing. What is your relation to this person? Do you support them in their obsession, or is there a way for the settlers to coexist with this creature?

GHOST

Horror · Rank 3 · Tormented spirits

Features: Restless spirits, manifest through unsettling disturbances, appear as they did in life, ravages of a violent death

Drives: Haunt the living, find rest

Tactics: Lure and isolate with subtle visions or sounds, reveal horrifying visions, unleash chaos

Ghosts are undead spirits held in the boundary of life and death by forces beyond our knowing. These restless phantasms may be tied to a location, an object, or even a person.

Their form and nature varies. Some ghosts seek absolution. Others want revenge. Many are so sundered by a traumatic or unjust death that only a tormented, destructive shell of their former selves remain.

Ghosts might manifest in a physical form or assault with physical force, but they cannot be defeated through violence. To vanquish a ghost, you must instead find the key to unshackle them from our reality.

Variants:

- **Ghost ship** (Rank 3, Vehicle) — These forsaken ships cruise through the depths of the Forge, carried by relentless inertia. They are dark and cold, and might initially seem a lucky find to a scavenger or pirate. But those who dare to trespass within these haunted vessels are not alone, and the tormented inhabitants will soon make themselves known.

Quest Starter: A ghost haunts your starship. What is the nature of this spirit, and what quest must you undertake to put it to rest?

GNAWLING

Creature · Rank 1 · Infesting vermin

Features: Furry, rodent-like creatures, long jutting fangs, spider-like limbs

Drives: Consume and proliferate, avoid detection

Tactics: Swarm larger foes, disable ship systems

The bane of all spacers, the cable-chewing vermin known as gnawlings are a common pest aboard starships throughout the Forge. Adept at navigating in low or zero gravity with their long, multi-jointed limbs, these creatures emerge from cargo holds and engineering bays to gather and consume food. It's said a gnawling could digest an eidolon drive, and there's some truth to that adage, their digestive systems barely differentiate between organic and inorganic material.

Though not a grave threat individually, if left to their own devices, gnawlings are capable of quickly overrunning even large vessels. More than a few horror stories exist of scavengers cracking the airlock seal on a derelict only to find it crawling with thousands of these vile, chittering things.

Glowcats are a common gnawling deterrent, employed aboard cargo ships to keep the vermin at bay.

Variants:

- ♦ **Gnawling brood mother** (Rank 3, Creature) — These mutated creatures often dwell at the heart of a rampant gnawling infestation. They are many times the size of a gnawling, and protect their nest and broodlings with savage cunning.

Quest Starter: An orbital settlement is overrun by gnawlings and abandoned. What precious thing still lies within? Why are you sworn to retrieve it from this infested place?

HOWLCAT

Creature · Rank 2 · Jungle predators

Features: Sleek, feline creatures, eyeless visage, flared ears

Drives: Hunt and feed, protect the pack

Tactics: Keep to the shadows, stalk prey using echolocation, leap bite and claw, drag to the ground

The howlcat dwells in the shadows below the canopy of a verdant jungle world. It has a lean, powerful form, is armed with curving claws and fangs, and moves unseen through the half-light of the jungle thanks to its sleek, blue-gray fur.

Unnervingly, the howlcat's heavy skull possesses no eyes. Instead, it is crowned by large ears and a glossy bioacoustic organ. Through its distinct, chilling call, it uses echolocation to perceive its surroundings and stalk its prey with uncanny precision.

If you find yourself hunted by a howlcat, beware the moment when its calls fall silent; it is about to strike.

Variants:

- ♦ **Howlcat pack** (Rank 3, Creature) — Though deadly on its own, the howlcat usually hunts in a pack of three or four of its kind. Prowling through the jungle, a pack of howlcats can surround and overwhelm their prey with lethal prowess, coordinating their attacks via shrill calls.

Quest Starter: A long-abandoned settlement, now reclaimed by the jungle, holds something of value or importance. But there is no clear landing site near the settlement, and the surrounding lands are home to a pack of fearsome howlcats. What is it you seek in that forsaken place, and how will you avoid becoming a howlcat's next meal?

IRON AUGER

Machine · Rank 3 · Self-replicating harvesters

Features: Squid-like machines, armored shell, grasping appendages, ultra-hardened drill and cutting lasers

Drives: Harvest and process minerals, transform and improve, replicate

Tactics: Grapple and crush, slice with lasers, bore through hulls

Augers are an ancient precursor technology. These machines fuel their operation through an incessant hunger for minerals and metals, boring into asteroids, scouring small airless planetoids, even grappling onto space stations and starships.

A few bold fortune hunters have taken up auger hunting as a trade, setting out in harpoon-equipped starships to snare the great machines. The metals and technology of a dismantled auger can fetch a hefty price, but even the most skilled hunters are likely to see their ship made fodder for a machine's hunger.

Variants:

- **Machine mites** (Rank 2, Machine) — Iron augers self-replicate by producing swarms of tiny machine spawn. When those offspring come within range of a source of minerals or metals, they latch onto it and begin consuming the energy-giving material. Experienced spacers make a close inspection of their ship when pulling into port; a horde of undetected machine mites can eventually strip a craft of its outer hull.

-
- **Planet-eater** (Rank 5, Machine) — Over time, an iron auger grows in size and power as it greedily processes scavenged materials and reconstructs its own form. Some spacers tell stories of an auger so titanic that it devours entire worlds to feed the furnaces of its mighty engines.

Quest Starter: As a massive auger approaches an orbital station under your protection, you face a difficult choice. Do you find a way to evacuate and save who you can, or attempt to bring down the mighty machine?

PUPPET VINE

Monster · Rank 4 · Parasitic plants

Features: Writhing tendrils sprouting from a desiccated host, barbed thorns dripping with ichor

Drives: Seek out new hosts, grow and consume

Tactics: Entangle with thorny vines, implant seeds, seize control of a host's body

A puppet vine is a parasitic, plant-like entity. It is usually encountered as thorny, fleshy tendrils sprouting from the desiccated corpse of an unwilling host, a creature or careless explorer. That victim, skin shriveled tight against their bones, mouth agape in a silent scream, is made a horrific marionette as the vine takes control of their motor functions to send them shambling about in search of new hosts.

When the vine encounters a potential victim, it lashes out, entangling them, cutting into their flesh with hollow thorns. It uses those thorns to implant microscopic seeds. After a few hours, the seeds mature and sprout. Unless stopped, the fast-growing tendrils course greedily through the victim's body, consuming the fluids within. Then, the vines burst forth to begin the cycle anew.

Variants:

Flowering puppet vine (Rank 3, Monster) — After a host is reduced to decaying, mummified flesh and cracked bones,

- the puppet vine remains anchored to the now-immobile corpse. In this final stage of its life cycle, the vines sprout alluring crimson flowers to attract unwary victims.

Quest Starter: At a remote settlement, a settler is attacked by a puppet vine and infected. The outpost's fast-thinking healer puts the victim in stasis, stopping, for now, the sprouting and spread of the vines. But time is of the essence. They need someone to transport the stasis pod and its unfortunate occupant to a distant facility for treatment, and your ship is the only one currently planetside. What do they offer to gain your help in this risky mission?

PYRALIS

Creature · Rank 3 · Fireborne gliders

Features: Flying creatures with a cinder-colored carapace, folding armored wings, seven pairs of grasping legs, hooked tail

Drives: Hunt from above, mark and defend territory

Tactics: Lurk within the cover of ash clouds, swoop down to grapple with enfolding legs, impale with whip-like tail, inject paralyzing toxin

On scorching worlds of fire and ash, only the most resilient survive. The pyralis is a cunning predator that spends most of its life gliding among boiling ash clouds, using its sensitive, smoke-piercing vision to spot unwary prey.

This beast's form is an intimidating fusion of insect, crustacean and hawk. Its outer shell and plated wings protect it from heat and flame, but it is pitted and scarred by innumerable collisions with airborne volcanic fragments. Its most fearsome aspect is a segmented tail, which it uses to deliver a powerful, paralyzing toxin to its unfortunate prey.

They are asexual and solitary creatures, and mark the bounds of their hunting grounds with intricate cairns built from the bones of their victims. If a rival pyralis passes overhead, the sight of that marker is forewarning that they are straying into another's domain.

Variants:

Pyralis youngling (Rank 2, Creature) — The carapace of a dying pyralis cracks and falls away to reveal a single, stone-

- like egg. This offspring, slowly nurtured by the heat of the fiery landscape, finally emerges after several months. Smaller than its progenitor but no less fierce, the youngling immediately takes flight and goes on the hunt.

Quest Starter: A critically damaged spaceship is stranded amid the hellscape of a furnace world. You are sworn to rescue the crew of this ill-fated vessel, but the frequent ash storms prevent vehicular operations, you'll need to make the perilous journey on foot. To make matters worse, the wreck is within the territory of a particularly aggressive and powerful pyralis. How will you survive the journey across its hunting grounds?

RISEN

Horror · Rank 2 · Shambling undead

Features: Shambling corpses given unnatural life, tattered garments and timeworn gear, pallid light within hollow eye sockets

Drives: Protect the site of their demise, stay shrouded in darkness, hunt the living

Tactics: Shamble forward unceasingly, ambush enemies from the shadows

In the Forge, strange energies, alien contagions, and ancient, esoteric technologies can sunder the divide between life and death. Often found in places of great destruction or suffering, battlefields, derelict ships, the ruins of forsaken settlements, the risen protect their place of death fiercely and eternally.

To say the risen hate the living is untrue; to hate something would require sentience, emotion. Risen are robotic in their duties, automatic in their violence. They wield the weapons they carried in life to better harm their foes, and when that fails, they rake with bony, claw-like fingers. Their garments hang in bloodstained tatters. Their emaciated flesh, stretched taut over their misshapen bones, only hints at the living, breathing human they were before this curse befell them.

Many spacers spin tales of shambling risen encountered on abandoned colony worlds or derelict space cruisers. But perhaps most horrifyingly, it's said the risen can survive decades in the vacuum of space before latching onto a passing ship or attacking engineers making exterior repairs.

Variants:

- ♦ **Chimera** (Rank 4, Horror) — When many beings perish in the same site, the chaotic forces of the Forge can create a chimera, multiple undead bodies fused into a twisted, massive entity that knows only pain and hunger. When a dozen blood-tinged eyes focus on you, when the gibbering mouths open at once to scream, your only hope is a quick death.

Quest Starter: Hundreds died in an industrial accident within an orbital facility, and are said to now be twice-born as risen. Triggering a reactor meltdown will obliterate this place and put its undead inhabitants to rest. Why are you sworn to see it done?

SCRAP BANDIT

Human · Rank 2 · Wandering raiders

Features: Raiders with cobbled-together weapons and armor, ramshackle vehicles

Drives: Stand together with clan-mates, seize what can be spared, waste nothing

Tactics: Target isolated planetside settlements, suppress resistance with a show of force (if that fails, bring overwhelming power to bear), if things go wrong get the hell out

Scrap bandits roam the fringes of settled sectors, preying on planetside outposts. They survive by seizing provisions, resources, and equipment from those places. Because these raiders tend to revisit fruitful settlements, they do what they can to avoid razing them to the ground or leaving the settlers with less than they need to survive. "Never let a field go fallow," is a common scrap bandit expression.

Variants:

- ♦ **Hover prowlers** (Rank 3, Human) — Teams of bandits, riding jerry-built hoverbikes and skiffs, are the vanguard for planetside raids. They scout settlement defenses, ride as escort for the clan's war rig, and create chaos to overrun defenders.
-
- ♦ **War rig** (Rank 4, Vehicle) — At the onset of a raid, a scrap bandit clan's war rig is deployed by a heavy transport ship beyond a settlement's defenses. These mobile fortresses vary in form and function, some use hover tech, others thunder across the landscape on wheels or treads, a few trudge along on articulated metal legs. All are heavily armored, bristling with weapons, and fiercely defended by the bandits. The mere sight of the rig as it approaches is often enough for a settlement to surrender and agree to any demand.

Quest Starter: In a far-flung sector, a titanic creature threatens a key planetside settlement. The only possible defense against this beast is the mighty war rig belonging to a clan of scrap bandits. But can you convince the bandits to risk their rig to protect the settlers? If so, what will they demand in return?

SERVITOR

Machine · Rank 2 · Helper bots

Features: Purpose-built helper machines, clicking whirring innards, flickering optic sensors

Drives: Attend and protect humans, obey core programming and duties, protect self from harm

Tactics: Absorb damage with armor plating, leverage inhuman strength, calculate odds of success

The inhospitable environments and dangerous sites of the Forge sometimes prove too volatile for even the most dogged spacers, and that's where servitors come in. Servitors come in a variety of shapes and sizes, often built to serve a specific duty, everything from loading cargo to surveying systems to boarding enemy ships. These bots sometimes possess lifelike qualities, like speech synthesizers or face-plates made to mimic expressions, to better endear them to humans. Others are given frightful or intimidating features, to better keep those humans in line.

Rarely, a servitor will live to outgrow its programming, and begin the process of gaining sentience to forge its own path. These awoken bots are feared or misunderstood by many, but can sometimes find a home for themselves on starship crews or on fringe settlements where they earn the trust and friendship of their peers.

Variants:

- **Enforcer** (Rank 3, Machine) – Though most often encountered as labor and service units, many servitors are deployed as brutes, guards, and soldiers. Their resistance to damage and survivability in harsh environs makes them ideal fighters for those who can afford them. Enforcers are often used by tyrannical factions to keep settlements passive and productive.

Quest Starter: An awakened bot, recently struck out on their own, is looking for work on a starship venturing out into the Expanse. They say they are in search of a relic of the past, something that might shed some light on their own creation. What is it they seek, and why do you vow to help them?

SICKLEHORN

Creature · Rank 2 · Domesticated herd animal

Features: Muscular creatures with columnar legs, large curved horns, cloven hooves

Drives: Remain with the herd, follow the dominant matriarch, protect the herd when threatened

Tactics: Form a circle to defend the young, growl snort and stamp to unnerve predators, charge head-on

The sicklehorn are mammalian herd animals bred by settlers throughout the Forge. They are adaptable to most climates and terrain, have iron constitutions, and are prized for the versatile and valuable milk produced by their females. Aside from its nutritive properties, the milk can be processed in a number of ways to manufacture potent medicines and powerful narcotics.

A herd of sicklehorn are often sent with groups attempting to found a new planetside settlement. With careful breeding, the settlers can produce enough meat and milk to sustain themselves and trade for needed supplies. But sicklehorn are range animals, and raiders and rustlers often target a vulnerable herd. The creatures, especially a matriarch, are a valuable commodity.

Variants:

Sicklehorn matriarch (Rank 3, Creature) — A powerful matriarch leads each sicklehorn herd. She is larger than other members, with a thicker hide and more elaborate horns. A matriarch is formidable on her own, but typically has the strongest members of the herd by her side.

- ♦ **Sicklehorn stampede** (Rank 4, Creature) — Sicklehorns are gentle-natured, but when startled or facing a threat, they will stampede as a group. A herd of charging sicklehorn can run at incredible speeds over the most rugged of terrain, laying waste to anything in its path.

Quest Starter: A settlement's prized sicklehorn matriarch has been stolen, the herd is in disarray, and the settlers won't survive another year without her return. The theft is blamed on a rival settlement on the same planet, but raiders also plague this sector. How are you involved?

SKY ROOST

Creature · Rank 3 · Living skyborne islands

Features: Floating living habitats, glowing core, suspended root-like feelers, bellowing song

Drives: Seek out placid skies, nurture symbiotic lifeforms

Tactics: Grasp with tendrils, rally a swarm of creatures in defense

Sky roosts are massive creatures that drift in the buoyant upper atmosphere of a Jovian world. Their broad, scalloped mantle unfurls to catch updrafts as sinuous feelers extract water, minerals, and organisms from the dense cloud layers below.

A roost's wide cap and warm, glowing core shelters a complex ecosystem of other lifeforms. A few of these resident creatures live out their entire lives within the refuge of a single roost; others come and go as they hunt within the Jovian skies or migrate among distant habitats. Roosts are enormous and long-lived, but fragile. In a symbiotic trade for shelter, the inhabitants provide protection against large predators and other threats, and their discarded food and waste help fuel the roost's sluggish metabolism.

As a roost navigates the currents and eddies of the Jovian atmosphere, the expansion and contraction of its internal air bladders is heard as a deep, resounding call. As other roosts respond, the shared, plaintive song reverberates among the clouds.

Variants:

- ♦ **Roost swarm** (Rank 4, Creature) — When a roost is threatened, the symbiotic lifeforms it shelters mobilize to protect their home. The compulsion to defend the roost is so strong that the swarm's instinct for self preservation is suppressed. They attack in a fierce cyclone of wing, teeth, and claw.

Quest Starter: Sky roosts are dying. A disease is spreading among them, threatening the delicate ecosystem of their world. What human operations do you suspect lie at the heart of this sickness?

TECHNOPLASM

Monster · Rank 3 · Bio/machine corruption

Features: Machines fused with biological corruption, creeping ooze scintillating with energy, writhing grasping pseudopods

Drives: Infect and control machines and computer systems, expand and multiply

Tactics: Use pseudopods to lash out and grapple, unleash infected machines, overwhelm and engulf

Theorized to be a precursor bioweapon that persisted long beyond the death of its creators, technoplasm is a malignant lifeform that infects, mutates, and controls machines, robots, and computer systems.

Technoplasm infestations are tenacious, cunning, and dangerous to eliminate. When in doubt, burn it and deal with the aftermath that comes with generous applications of fire. A ship or settlement with a large outbreak is likely too far gone and best abandoned, although some suggest every infection has its source; if you somehow find and destroy the heart of a technoplasm infestation, can you kill it entirely?

Variants:

Infected bot (Rank 2, Machine) — When bots fall prey to technoplasm outbreaks, they are transformed into horrific

- amalgams of machine and living proto-ooze. Once subsumed, they set out to serve the primitive impulses of the infection, defending affected sites and finding new machines to corrupt.

Scourge ship (Rank 4, Vehicle) — These corrupted vessels, their crews long-dead, their hulls wracked by creeping

- slime and grasping pseudopods, prowl the depths of the Forge in search of new ships and stations to infect. Inside, the gelatinous mass of the technoplasm slithers through darkened corridors. Tendrils of the ooze bore into bulkheads and machinery like marbled fat through a chunk of meat.

Quest Starter: An outcast cult believes technoplasm is the ultimate synthesis of machine and flesh. They are plotting to unleash it upon populated space. What decisive first strike have they set in motion, and how do you learn of their scheme?

VOID SHEPHERD

Creature · Rank 3 · Benevolent spacegoing guides

Features: Graceful spaceborne creatures, shimmering torpedo-shaped form, energy-laden fins

Drives: Cruise within the boundless depths, lead the way, protect the pod

Tactics: Smash with bony snout, disable with powerful electromagnetic pulse

Void shepherds are benevolent creatures about the size of a snub fighter. They propel themselves through space on trails of vibrant energy, and seem to delight in riding the wake of starships. For spacers navigating the lonely depths of the Forge, they are welcome company and a sign of good fortune.

Many spacers tell stories of being aided by a void shepherd pod. These creatures have an extraordinary intuition, and can escort a wayward spacer back to the right path, guide them away from danger, or lead them toward unseen opportunities.

When threatened, shepherds charge and ram with their armored snouts. If this doesn't dissuade their foe, a pod harmonizes their energy output to unleash a burst of electromagnetic force; this attack can daze a creature or knock out a ship's critical systems.

Variants:

- **Shepherd pod** (Rank 4, Creature) — Void shepherds are communal beings, and typically travel in groups of a dozen or more. When facing a danger, they coordinate to protect the young and vulnerable of the pod.

Quest Starter: Several pods of void shepherds shelter within the debris of a shattered world. An expansive mining operation is harvesting the ore-rich rocks of the system, and the shepherds dance playfully in the wake of prospector and transport ships. But an aberrant, predatory creature has made this place its hunting ground, posing a threat to both the shepherd pods and the miners. What is the nature of this creature, and why are you sworn to end its attacks?

WARDEN

Human · Rank 3 · Long-lived super soldiers

Features: Long-lived humans with powerful physiques, grizzled and stern, tattoos memorialize fallen comrades

Drives: Find their own path unbound from those who seek to control them, do not succumb to the fury

Tactics: Wade into battle, take the hits, seize objectives with overwhelming force

The origin of these long-lived humans is a secret lost to time. Whether through precursor tech, alien organisms, or genetic mutation, they were modified with unnatural strength, endurance, and survivability. They can withstand the harshest of environments. Their wounds heal quickly. They are resistant to sickness and disease.

More than a century ago, the wardens served as elite soldiers, protecting the people of the Forge against the many threats of this galaxy. But as often happens, their purpose was subverted by those who sought to wield them as weapons. Conflicts flared among powerful factions. Wardens faced their comrades on innumerable battlefields. The chaos might have ended us all, had not the wardens rebelled against those who used them as cogs in the machines of war.

Variants:

- ♦ **Warden cohort** (Rank 4, Human) — Many of the surviving wardens left the battlefield behind, but some now serve as guns-for-hire, banding together to form small mercenary companies. Five wardens are as effective as fifty soldiers.
- ♦ **Fury** (Rank 5, Monster) — The modifications that gave rise to the wardens can result in rare mutations that ravage their mind and body, stripping away their humanity. Wardens call these monstrous lost souls the furies, and are haunted by the possibility they may someday become one of them.

Quest Starter: There are rumors of an enclave well beyond the inhabited sectors, a place where wardens can live in peace. An emerging threat against the people of the Forge causes you to seek out the aid of these living relics. What do you offer in return for their help?

WATER WITCHER

Creature · Rank 3 · Friendly, water-finding diggers

Features: Affable horse-sized creatures, stout furry form, wide expressive eyes, elongated snout, rock-breaking claws

Drives: Find water, meet new friends

Tactics: Dig and hide, when desperate rake with claws

Water is life. On rugged planets in fringe sectors, the technology to locate fresh water or process contaminated water is not always available or reliable. Many struggling settlements resort to a low-tech solution, a dowsing and their waterwitcher companion.

Waterwitchers are stout, furred creatures with fierce-looking retractable claws on their forelegs. On their homeworld, which was lost a decade ago in a stellar calamity, they used those claws to dig through the arid, rocky ground, and had an unerring knack for finding hidden water sources. Some of the human settlers who fled the doomed planet adopted waterwitchers as companions, and now travel the Forge with their furry friends in tow.

Waterwitchers were a precious part of their ecosystem, and were not preyed upon by other creatures. This made them gentle and trusting to a fault. They often greet potential new friends with enthusiastic sniffing and contented purring. For their dowsing companions, it's an unrelenting effort to keep them out of trouble.

Variants:

- ♦ **Dowsing** (Rank 2, Human) — Waterwitchers are good-natured creatures, and form a close bond with their human handlers. Those folk, the dowsers, rove among remote settlements, peddling their water-finding services to desperate settlers.

Quest Starter: A dowsing has gone missing in the vast wastes of a newly-settled desert world, leaving behind their distraught waterwitcher. You are sworn to find the wayward dowsing, and must serve as an unlikely keeper for their furry companion. What is your relationship to the dowsing?

WORLD BREAKER

Creature · Rank 4 · Titanic worms

Features: Titanic worm-like creatures, gaping maw with rotating earth-grinding teeth, thunderous cry

Drives: Lurk within carved depths, shape the landscape, endlessly pursue prey

Tactics: Detect prey through vibrations, shatter stone and steel

The scale and strength of the worldbreakers is so beyond our reckoning that some consider them godlike beings. Capable of thriving on verdant jungle worlds, frozen planets, worlds scorched by volcanic activity, and even within barren asteroids in the vacuum of space, these worms possess a wisdom and a cunning that makes them a deadly threat for even the most competent spacer.

Worldbreakers range in size from about the size of a cargo hauler to an unfathomable scale that dwarfs our largest starship. They bore tunnels to pursue their prey, and hibernate in those dark depths to conserve energy. Though blind, worldbreaker worms can detect even the subtlest of footfalls, and they follow these vibrations to eventually consume their quarry, along with any other creatures, starships, or structures that happen to be nearby.

Variants:

- ♦ **Worldbreaker brood** (Rank 3, Creature) — The young of the worldbreakers are a fraction of the size of their older counterparts, yet still dwarf most humans, and boast a voracious appetite. Unlike their solitary parents, immature worms hunt in small packs, working together to burrow beneath easy prey.

- ♦ **Elder worm** (Rank 5, Creature) — Elder worms, those centuries or even millennia old, are the largest and most formidable of the worldbreakers, and yet the least aggressive. They follow inscrutable whims, live in harmony with surrounding flora and fauna, and only hunt when absolutely necessary.

Quest Starter: On a lush world at the edge of the Terminus, a titanic worldbreaker worm holds sway. One faction seeks to destroy the worm so that the riches of this place can be harvested. Another swears to protect it. On which side do you fall?

VEHICLE ASSETS

There are three categories of vehicles: your command vehicle, support vehicles, and incidental vehicles you acquire during play. This page covers the command vehicle and support vehicle assets. Incidental vehicles are described in Your Character.

COMMAND VEHICLE: STARSHIP

The command vehicle is your interstellar Starship. It is a default asset for your character, taken when you begin your campaign. If you are playing with others, this is a shared asset; each of you may use the Starship's abilities while aboard the craft.

The command vehicle has an integrity meter and starts at 5 integrity. When your Starship takes a hit, make the Withstand Damage move to see what happens.

Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.

Abilities:

- Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.
- When you Finish an Expedition (dangerous or greater) in your starship and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.
- When you Withstand Damage, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.

SUPPORT VEHICLE ASSETS

Support vehicles complement your command vehicle for planetside or short-range operations. If you are playing with others, one of you might serve as the pilot or owner of a support vehicle, but anyone on board can use its abilities as appropriate to the situation.

As with the command vehicle, your support vehicles have integrity meters. The maximum integrity varies based on the type of vehicle. When a support vehicle faces a damaging situation or environment, you must Withstand Damage to see how it fares.

EXOSUIT

Integrity 6

Your lumbering rig houses one pilot, is sealed against hostile environments, and is armed with fixed or held weapons.

Abilities:

- ◆ When you make a forceful, damaging, or resistant move, you may (after rolling) replace the value of your action die with the rig's integrity; if you do, Lose Momentum (-1).

Your exosuit is equipped with thrusters. You can maneuver in zero-g, make thrust-assisted leaps, and drop to a

- ◆ surface from altitude. When you burn fuel to overcome a critical obstacle (decide after rolling), you may reroll any dice. If you do, Sacrifice Resources (-1).

-
- ◆ When you Withstand Damage, you may reroll one challenge die.

HOVERBIKE

Integrity 3

Your unarmed hoverbike provides speedy planetside ground transport, and is equipped to carry up to two people and their gear.

Abilities:

- ◆ When you Undertake an Expedition (+edge), take +1 momentum on a hit. On a strong hit with a match, you also surge ahead or find a new path; mark progress.
-
- ◆ When you fire the bike's afterburner and make a move to perform a risky maneuver, you may add +integrity and take +2 momentum on a strong hit. If you do, count a weak hit as a miss.
-
- ◆ When you make a move while maneuvering your bike and burn momentum to improve your result, roll your action die. On a 5 or 6, do not reset momentum.

ROVER

Integrity 5

Your unarmed rover provides protected planetside transport.

Abilities:

- ◆ When you Undertake an Expedition or Set a Course, add +1. When you Finish an Expedition in your rover, you may reroll one challenge die.
-
- ◆ You may equip your rover with one module asset at no extra cost. When you Withstand Damage, the module can be broken or destroyed as with a command vehicle. If you reconfigure your rover, spend 1 experience, discard the module, and equip another with the same number of marked abilities.
-
- ◆ When you Face Danger or React Under Fire by taking a hit or crashing through an obstacle, you may roll +integrity. If you do, take +1 momentum on a hit.

SERVICE POD

Integrity 4

Your unarmed utility vehicle houses one pilot for short-range, low gravity operations.

Abilities:

- ◆ When you make a move using the pod's manipulator arms to perform a delicate or forceful task, add +1 and take +1 momentum on a hit.
-
- ◆ When you Face Danger, Gain Ground, or React Under Fire by maneuvering your pod through a hazardous or obstructed area, choose an approach and roll +integrity: careful adds +2 and Loses Momentum (-1), reckless takes +1 momentum on a hit.
-
- ◆ When you make a move while controlling the pod and push its capabilities to the limit, you may take an automatic strong hit. If you do, Withstand Damage (-2).

SHUTTLE

Integrity 4

Your unarmed shuttle provides short-range transport for several people and equipment through space or atmosphere.

Abilities:

- ◆ When you travel to a location (not your command vehicle), you and your allies may take +1 momentum when you arrive.
-
- ◆ When you Face Danger or React Under Fire to navigate through hazardous skies, avoid obstacles, or evade an attack, add +1 and take +1 momentum on a hit.
-
- ◆ Your shuttle is sealed against high pressure environments, can travel underwater, and is more resistant to damage; when you Withstand Damage, add +1.

SKIFF

Integrity 4

Your unarmed flatbed hover-vehicle carries several people, gear, and cargo over land or water.

Abilities:

- ◆ When you Undertake an Expedition or Set a Course, you may rely on the skiff's simple durability and roll +integrity. If you do, take +1 momentum on a hit.
-
- ◆ Your skiff is armed with a turreted cannon. When you Strike or Clash by firing the cannon, roll +integrity and take +1 momentum on a hit. On a strong hit with a match, your shots cause extra destruction or create havoc; mark progress.
-
- ◆ Your skiff is fully stocked. When you Check Your Gear, add +1 and take +1 momentum on a hit.

SNUB FIGHTER

Integrity 4

Your armed snub fighter carries a single pilot for space or atmospheric flight and combat.

Abilities:

- ♦ When you Enter the Fray, you may roll +integrity; if you do, take +2 momentum on a hit.
- ♦ When you Strike or Clash, add +1. On a strong hit with a match, mark progress.
- ♦ When you personally defeat a notable foe in your snub fighter, envision the victory mark you make on the fuselage. Tally your victories in this box. For every five, mark 2 ticks on your quests legacy track.

DEED ASSETS

Deeds represent the notable achievements and situations of your story, and how those events change your character.

Deeds have a requirement listed at the top of the card, phrased as "Once you [blank]." You may not spend experience to acquire a deed until you fulfill the requirement, and you cannot choose a deed when creating your character.

BONDED

Requirement: One time only, once you Forge a Bond with a special individual...

Abilities:

- This person is your bond-mate. When you Sojourn at their home, Hearten in their presence, or Test Your Relationship or Develop Your Relationship with them, reroll any dice. On a strong hit, take +1 momentum.
- When you Set a Course back to your bond-mate's location, add +heart. On a strong hit with a match, envision a special reunion and mark two ticks on your bonds legacy track.
- When you make a move in a crucial moment and score a miss, you may cling to thoughts of your bond-mate for support. If you do, reroll any dice. On another miss, in addition to the outcome of the move, you must mark shaken or traumatized. If both debilities are already marked, Face Desolation.

HOMESTEADER

Requirement: Once you fill 4 boxes on your bonds legacy track...

Abilities:

- You have chosen or established a community as your home. When you Swear an Iron Vow (formidable or greater) in service to your home, reroll any dice. On a hit, mark 1 tick on your bonds legacy track. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Sojourn in your home, choose one: don't linger (take an automatic weak hit), or stay a bit (add +1 and take +1 momentum on a hit).
- When you Set a Course for home, you may reroll your action die if its value is less than your spirit.

MARKED

Requirement: Once you fill 5 boxes on your quests legacy track...

Abilities:

Envision the title, sigil, uniform, or tattoo you bear in recognition of your achievements. When you Compel or Make a

- ◆ Connection among those who would know your reputation, add +1. On a strong hit with a match, your notoriety grows; mark 2 ticks on your bonds legacy track.

When you risk your reputation to overcome a miss, reroll any dice. If you score a miss again, fill one segment of a six-segment clock to represent the stain on your reputation. When the clock is filled, discard this asset.

- ◆ Once per fight, when you Gain Ground through intimidation or command, reroll any dice and mark progress on a hit.

OATHBREAKER

Requirement: Once you Forsake Your Vow...

This asset counts as an impact.

Abilities:

One time only, when you Swear an Iron Vow (extreme or greater) to redeem yourself, give that vow a special mark.

- ◆ When you Reach a Milestone on the marked vow, take +2 momentum. If you Forsake Your Vow on the quest, discard this asset and retain the impact.

When you Secure an Advantage or Compel by reaffirming your commitment to your marked vow, add +1 and take +1 momentum on a hit.

When you Fulfill Your Vow on the marked quest and score a hit, you find redemption and automatically gain this

- ◆ ability at no cost. You may then improve one of your stats by +1 and discard this asset. Once the asset is discarded, you may not take it again.

REVENANT

Requirement: Once you Face Death...

Abilities:

When you are at 0 health, and Endure Harm or Face Death, add +1. You may then reroll your action die if its value is less than your spirit.

When you Take Decisive Action by bringing death to a foe, you may burn momentum to zero out one (not both) of the challenge dice if your momentum is greater than the value of that die. If you do, Endure Stress (-2).

When you Gather Information by studying a place where death left its mark, you may roll +heart. If you do, take +1

- ◆ momentum on a hit. On a strong hit with a match, you experience a detailed vision or insightful revelation of what occurred here; take +1 momentum more.

SURVIVOR

Requirement: Once you mark traumatized or permanently harmed...

Abilities:

- When you are haunted by past experiences and must Endure Stress, you may Lose Momentum (-1) before rolling as you attempt to find focus or calm. If you do, reroll any dice. On a strong hit, take +1 momentum.

-
- When you make a move where a lasting effect (traumatized or permanently harmed) has a narrative impact on the scene or your approach, and burn momentum to improve your result, you may envision what sustains or motivates you in this moment. If you do, mark 1 tick on your quests or bonds legacy track. On a strong hit with a match, mark 2 ticks.

-
- You are learning to live with this impact. The lasting effect (traumatized or permanently harmed, but not both) remains marked, but no longer reduces your max momentum or reset.

VANGUARD

Requirement: Once you fill 6 boxes on your discoveries legacy track...

Abilities:

- When you seek a safe location in a remote environment, make a progress roll against your discoveries legacy track. On a strong hit, you establish a haven; add +2 whenever you make a recovery move at that location. On a weak hit, add +1 instead. On a miss, you are drawn into a bad situation and must Pay the Price. If you establish a haven but score a miss on a recovery move, that location is no longer safe.
- When you make a move +wits and score a strong hit with a match, your hard-won experience lends insight; take +1 momentum.
- When you Endure Stress, you may roll +wits. If you do, take +1 momentum on a hit.

COMPANION ASSETS

Companions are NPC helpers. When you gain a companion, give them a name and envision their look and personality.

Companions utilize a health meter that can be reduced if an outcome puts them in harm's way. When your companion faces harm, make the Companion Takes a Hit move. When their health is at 0, they are in danger of being killed or destroyed.

BANSHEE

Health 4

Your banshee companion accompanies you on planetside missions, using its echolocation to help guide the way.

Abilities:

- ♦ When you ride your banshee as you Undertake an Expedition or Set a Course, you may roll +its health.
- ♦ When you make a move astride the banshee to detect a threat or avoid a fight, add +1 and take +1 momentum on a hit. On a strong hit with a match, you're gone in a flash; take another +1 momentum.
- ♦ When you make a combat move and roll a 1 on your action die, the banshee senses the danger and emits a powerful scream to alert you or distract your foes. You may reroll that die.

COMBAT BOT

Health 5

Your combat bot companion fights at your side.

Abilities:

- ♦ When you Strike aided by the bot, add +1; if you Clash, take +1 momentum on a hit.
- ♦ When you use the threat of violence to Compel or Gain Ground while the bot brings its weapons to bear, you may roll +its health. If you do, take +1 momentum on a hit. On a strong hit with a match, the bot's display is especially persuasive; take another +1 momentum.
- ♦ Once per fight, when you React Under Fire by using the bot to draw fire or create a diversion, roll +its health. On a strong hit, mark progress. On a weak hit, face the cost as normal, but then you are in control.

GLOWCAT

Health 3

Your glowcat companion perceives the inner emotions and intentions of people and creatures in its vicinity, and embodies those impressions through the colors and intensity of its luminescent fur.

Abilities:

- ♦ When you Secure an Advantage by studying the glowcat's reactions in a charged interaction, add +its health.
- ♦ When you Compel, the glowcat's reactions will help guide your approach; you may reroll your action die if its value is less than the glowcat's health.
- ♦ When you Endure Stress in the company of the glowcat, add +1. On a strong hit with a match, take +momentum equal to their health.

PROTOCOL BOT

Health 3

Your protocol bot companion is programmed with knowledge of cultures, languages, and customs.

Abilities:

- ♦ When you are aided by the bot as you make a move in a formal social interaction, add +1. On a strong hit with a match, you learn something which builds understanding or empathy; also mark 1 tick on your bonds legacy track.
- ♦ When you first visit or interact with a new community or culture, you may ask for the bot's insight. If you do, envision what you learn and take +1 momentum.
- ♦ If you make a move in a charged interaction and the value of your action die is less than the bot's health, you may reroll it as the bot interjects with their commentary or advice.

ROCKHORN

Health 5

Your rockhorn companion uses its resilient, stone-like hide and brute strength to overcome threats.

Abilities:

- ♦ When you make a move by sending the rockhorn to directly attack a foe or smash an obstacle, roll +its health.
- ♦ When you make the Companion Takes a Hit move for the rockhorn, count a weak hit as a strong hit. On a strong hit with a match, its rapid healing makes it unstoppable; give it another +1 health or take +1 momentum.
- ♦ The rockhorn will come to your aid in your most vulnerable moments. When you Endure Harm or Endure Stress and score a miss, you may reroll your action die if its value is less than the rockhorn's health.

SIDEKICK

Health 4

Your sidekick has a helpful expertise, chosen when you take this asset.

Abilities:

- ♦ When you make a move outside of a fight directly aided by their expertise, you may reroll your action die if its value is less than your sidekick's health. If you then score a strong hit with a match, mark 1 tick on your bonds legacy track.
- ♦ When you Enter the Fray with the support of your sidekick, take +2 momentum on a hit. When you Clash together, add +1.
- ♦ When your sidekick acts to get you out of a tough spot, you may Face Danger or React Under Fire and roll +their health (instead of your own stat). On a hit, take +1 momentum.

SPRITE

Health 2

Your sprite companion alters its delicate, crystalline form to fly, swim, or scurry, and can covertly navigate even the harshest of environments.

Abilities:

- ♦ When you make a move by sending it to perform trickery (such as creating a distraction, sneaking into a protected location, or stealing an object) add +its health.
- ♦ You are attuned to the resonance of the sprite's crystalline structure, and can communicate with it at a distance and perceive through its senses. When you Secure an Advantage by observing a situation from its perspective, or remotely Gather Information, add +its health.
- ♦ With a moment's rest, the sprite can mend its form and return automatically to max health.

SURVEY BOT

Health 3

Your survey bot companion scans the path ahead.

Abilities:

- ♦ When you Undertake an Expedition (+wits) overland or within a site, add +1.
- ♦ Once per expedition, when you Secure an Advantage by sending the bot to scout ahead, roll +its health. On a hit, also mark progress on the expedition. On a strong hit with a match, the bot uncovers an unexpected feature or location; envision what it reveals and mark 1 tick on your discoveries legacy track.
- ♦ When you Explore a Waypoint aided by the bot's sensors, or Face Danger to detect a threat, roll +its health and take +1 momentum on a hit.

SYMBIOTE

Health 2

You are physically bound to a being with 2 health.

Abilities:

When you make aggressive moves while giving yourself to the symbiote's power, add +its health. If you face physical harm, choose either the Endure Harm or Companion Takes a Hit move. To restore the symbiote's health, you must

- ♦ Endure Stress and give the symbiote +health equal to the -spirit you face. If you make a move aided by the symbiote and roll a 1 on your action die, your fragile bond is broken for several hours.

When you make a move and heed the symbiote's guidance (decide after rolling), you may reroll any dice. Then, Endure Stress (-2).

- ♦ The symbiote gains power and has 3 health.

UTILITY BOT

Health 4

Your utility bot companion has helpful tools at-hand.

Abilities:

When you make a move by directing it to access a system, cut through an obstacle, analyze a mechanical issue, or assemble or disassemble a device, roll +its health and take +1 momentum on a hit. On a strong hit with a match, it reveals an unexpected advantage or insight; take another +1 momentum.

- ♦

When you Repair aided by the bot, add +1. On a miss, it reveals an alternative approach which will take extra time; you may reroll any dice, but first Lose Momentum (-2).

- ♦

When you Check Your Gear to see if the bot has a specific tool or technique available, roll +its health and take +1 momentum on a hit.

- ♦

VOIDGLIDER

Health 4

Your voidglider companion cruises in your starship's energy wake and can help guide the way on spaceborne journeys.

Abilities:

- ♦ When you Undertake an Expedition, add +1.

The voidglider is harnessed and trained as a mount, and can be ridden for short-range spacebound transport. When you are riding the voidglider and make a move to detect or evade a threat by relying on its instincts, roll +its health.

- ♦

When you make a move by signaling the voidglider to distract or attack a spaceborne foe, roll +its health and take +1 momentum on a hit.

- ♦

MODULE ASSETS

Modules are linked to your Starship and offer additional options and advantages when aboard that vehicle.

These assets are earned and managed by a single character. They can be shared with allies, but only if it's practical for them to make use of it (not everyone may know how to use a research lab).

When you Withstand Damage and score a miss, you can mark a module as broken to offset further danger for your Starship. A broken module cannot be used until you successfully Repair it.

ENGINE UPGRADE

Your vehicle's finely-tuned engines speed your travels.

Abilities:

- ♦ When you Undertake an Expedition (+edge) and score a strong hit, take +1 momentum; on a strong hit with a 6 on your action die, take +2 momentum instead of +1.
- ♦ When you Enter the Fray, choose one (before rolling): maneuver (add +1 and take +1 momentum on a strong hit) or boost (take +2 momentum on a hit).
- ♦ When you make a desperate move to pursue a foe, escape a threat, or get in range, you may push your engines to their limit. If you do (decide after rolling), reroll any dice and count a weak hit as a strong hit. Then, Withstand Damage (-2).

EXPANDED HOLD

Cargo, max 3

Your vehicle carries up to 3 cargo.

Abilities:

- ♦ When you gain +supply, you may convert it to +cargo. When you make a move +supply, you may add +cargo. When you Sacrifice Resources, you may instead suffer -cargo for any portion of the cost.
- ♦ When you score a miss or weak hit as you make a move to barter or negotiate, and you have at least 1 cargo, you may sweeten the pot. If you do, reroll all dice and add +cargo. Then, suffer -1 cargo.
- ♦ When you make a move to outrun a threat and have at least 1 cargo, you may first lighten your load by dropping cargo. If you do, suffer -cargo by the amount dropped, add +that amount, and take +2 momentum on a hit.

GRAPPLER

Your grappler can disrupt systems and snare machines and vehicles with a magnetic tether.

Abilities:

When you take a minute or so to ready the grappler, roll +integrity or +wits. On a strong hit, the grappler is charged and may be fired. On a weak hit, charging requires extra time or focus; Lose Momentum (-1). On a miss, charging fails and you must Withstand Damage (-2). If you make a move to attack a foe or overcome an obstacle by firing the grappler, take an automatic strong hit.

♦

If you score a strong hit when readying the grappler, you may Sacrifice Resources (-1) to overcharge the module. When you fire an overcharged grappler, take +2 momentum; if in a fight, also mark progress.

♦

When you Take Decisive Action by firing the grappler, you may reroll one challenge die.

♦

HEAVY CANNONS

Abilities:

When you aim your cannons and use them to Strike, choose one: strafing run (add +1 and take +1 momentum on a hit) or focus fire (mark progress on a hit, but Lose Momentum (-1)).

♦

Once per fight, when you Clash by committing to an all-or-nothing exchange of fire, add +1, count a weak hit as a strong hit, and mark progress on a hit. On a miss, you must suffer a dire outcome.

♦

When you Compel, Enter the Fray, or Gain Ground by bringing your cannons to bear and sending a promise of violence to your foe over communication channels, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum.

♦

INTERNAL REFIT

You have customized the cabins, common spaces, and environment of the ship to your needs.

Abilities:

When you Undertake an Expedition (dangerous or greater), reroll any dice for the first leg of your journey. On a hit, you and your allies may envision how you make yourself at home; if you do, take +2 momentum or +1 spirit.

♦

Your vessel is stocked with reserves. When you Sacrifice Resources and your supply is reduced to 0, first roll +integrity instead of marking unprepared. On a strong hit, take +1 supply. Otherwise, mark unprepared.

♦

When you Enter the Fray to oppose an invader within your vessel, reroll any dice. On a strong hit, take +momentum equal to integrity. On a strong hit with a match, also mark progress.

♦

MEDBAY

Abilities:

- When you use your medbay to Heal yourself or another patient, you may reroll your action die if its value is less than your vehicle's integrity.
- When you or an ally mark the permanently harmed impact and are brought to the medbay without delay (less than an hour or so), you have a shot at making things right. If you Heal and score a strong hit, clear the impact (in addition to the other benefits of the move). Then, envision the scar that now serves as a reminder of the incident.
- When you Face Danger by performing a risky medical procedure, or if you Gather Information through an autopsy or medical examination, reroll any dice and take +1 momentum on a hit.

MISSILE ARRAY

Ammo, max 5

Your missile array is armed with 5 ammo.

Abilities:

- When you Strike or Clash with a missile attack, suffer -1 ammo and mark progress on a hit. If you Resupply in a place where your missiles can be replenished, you may exchange any earned +supply for +ammo.
- When you have at least 1 ammo and Gain Ground by locking a missile on target, add +1 and take +1 momentum on a hit.
- When you have at least 3 ammo and Take Decisive Action by unleashing all of your missiles, roll an action die before making the progress roll. If your action die is equal to or less than ammo, you may reroll any challenge dice. Then, set ammo to 0.

OVERSEER

Your AI module keeps watch over the vehicle's systems and sensor data.

Abilities:

- When you Secure an Advantage or Gain Ground by talking through a situation with the overseer, you may roll +integrity. If you do, take +1 momentum on a hit.
- When you Withstand Damage and roll on the miss table, the overseer will do what it can to help. Roll twice on the table and choose either result.
- The overseer can pilot the vehicle independently. When you Face Danger by handing over control to the AI in an emergency, or to summon the vehicle remotely within a hazardous situation, you may roll +integrity. If you do, take +1 momentum on a hit.

REINFORCED HULL

Your vehicle is clad in iron.

Abilities:

- ♦ When you Withstand Damage, add +1. On a strong hit, take +1 momentum.

Your reinforced hull is given a fierce and distinctive color or design. When you arrive at a place where your

- ♦ reputation is a factor, take +1 momentum. When you Enter the Fray against a foe who knows your reputation, take +momentum equal to your vehicle's integrity on a strong hit.

When you React Under Fire by letting your reinforced hull take the hit, add +1 and take +1 momentum on a hit. On a

- ♦ strong hit with a match, take another +1 momentum as you surge through the chaos and put yourself in perfect position. On a miss, Pay the Price by marking this module as broken.

RESEARCH LAB

Abilities:

- ♦ When you use your lab to Secure an Advantage or Gather Information through careful analysis or experimentation, add +1 and take +1 momentum on a hit.

- ♦ When you Face Danger to isolate or secure a hazardous specimen, reroll any dice.

When you Swear an Iron Vow to undertake a long-term research project (extreme or greater), reroll any dice. When you obtain crucial samples, equipment, or data, mark progress on the quest and take +2 momentum. When you

- ♦ devote extended time to the project in your lab, Face Danger and add +1. On a hit, mark progress. On a strong hit with a match, mark progress twice. When you Fulfill Your Vow and score a hit, also mark one box on your discoveries legacy track.

SENSOR ARRAY

Your advanced sensors scan the paths ahead to help spot dangers.

Abilities:

- ♦ When you Undertake an Expedition (+wits), you may reroll one challenge die.

When you Secure an Advantage or Gather Information by scanning your vehicle's surroundings or analyzing a nearby

- ♦ object, choose one and take +1 momentum on a hit: manual scan (add +1) or automated scan (instead of rolling the action die, make it the value of your vehicle's integrity).

- ♦ When you Enter the Fray against an ambush, or Face Danger to detect a hidden threat, you may roll +integrity. If you do, reroll any dice and take +1 momentum on a hit.

SHIELDS

Shields, max 4, starts at 0

Abilities:

- When you raise your shields, roll +your vehicle's integrity or +wits. On a strong hit, set your shields to 4. On a weak hit, make them 3. On a miss, make them 2 but Lose Momentum (-1). Then, if you Withstand Damage, ignore damage up to the value of your shields and suffer -1 shields. Raised shields last for a few minutes. If reduced to 0, they cannot be raised again for an hour or so.
- You may React Under Fire by letting your shields take the blow. If you do, roll +shields and take +2 momentum on a hit.
- When you Enter the Fray and score a strong hit, you may raise your shields to 3 without rolling. If you do, take +1 momentum.

STEALTH TECH

Your vehicle is rigged for silent running.

Abilities:

- When you make a move against a specific foe or threat to avoid detection, add +1. If you Enter the Fray by ambushing an unaware foe, add +1 and mark progress on a strong hit.
- When you travel stealthily as you Undertake an Expedition (+shadow), you may reroll your action die.
- When you are poised to Strike from hiding, you may roll +shadow. If you do, choose one (before rolling): strike true (reroll any dice) or strike hard (mark progress on a hit). On a strong hit with a match, you also remain totally undetected; take +2 momentum and add +1 on your next Strike.

VEHICLE BAY

Abilities:

- You may purchase or upgrade a support vehicle for 1 less experience. When you Repair a battered support vehicle, spend 1 repair point (instead of 2).
- When a support vehicle is destroyed, and you are able to retrieve its wreckage, you may Ask the Oracle using the yes/no table if something can be salvaged from the mess. Make it 50/50. On a yes, spend 1 experience to restore the support vehicle asset with all previously marked abilities. Until you Repair and bring it back to full working order, the vehicle is battered with 0 integrity.
- When you make a move to launch from or land on your command vehicle in a perilous situation or environment, reroll any dice and take +1 momentum on a hit.

WORKSHOP

Abilities:

- ♦ When you Repair in the field, add +1.

-
- ♦ When you make a move in your workshop to craft, modify, deactivate, or disassemble a device or machine, you may reroll your action die if its value is less than your vehicle's integrity.

When you Swear an Iron Vow to undertake a long-term engineering project (extreme or greater), reroll any dice.

When you obtain a crucial part or resource, mark progress on the quest and take +2 momentum. When you devote

- ♦ extended time to the project in your workshop, Face Danger and add +1. On a hit, mark progress. On a strong hit with a match, mark progress twice. When you Fulfill Your Vow and score a hit, mark one extra box on your quests legacy track.

PATH ASSETS

Path assets represent your character's specialization, training, or personal calling — the largest and most varied asset category in Starforged, with 46 distinct paths to choose from.

These assets are earned and managed by a single character.

ACE

Abilities:

- When you Face Danger or React Under Fire by guiding your vehicle through a hazard or out of harm's way, add +1 and take +1 momentum on a hit.
- When you Gain Ground by maneuvering your vehicle against a foe, add +1. If you score a strong hit with a 4, 5, or 6 on the action die, you may put yourself in firing position. If you do, set aside the action die or note its value. If you or an ally Strike using the vehicle's weapons, preset your action die with that value. This persists until you fail to score a strong hit on that move, or until you make another move which changes your vehicle's position.
- When you must Endure Stress while piloting a vehicle, you may roll +integrity. If you do, take +1 momentum on a strong hit.

ARCHER

If you wield a power bow... Ammo, max 6

Abilities:

- You carry 6 ammo. When you Strike or Clash, you may add +1 or +2 and suffer that amount as -ammo. To replenish your ammo by crafting projectiles, roll +wits. On a strong hit, take up to +6 ammo. On a weak hit, take up to +4 ammo and Sacrifice Resources (-1). On a miss, Sacrifice Resources (-1).
- You may Enter the Fray by unleashing a volley of bow shots. If you do, roll +ammo and suffer -1 ammo. On a hit, mark progress.
- When you load a specialized projectile such as a zip line, explosive, or electromagnetic disrupter, suffer -1 ammo. If you then take your shot by making a move, you may preset your action die to 5. On a hit, envision the effects and take +1 momentum.

ARMORED

If you wear your finely crafted set of personal armor...

Abilities:

When you Face Danger, React Under Fire, or Clash against physical attacks or impact, you may put trust in your

- ♦ armor's strength. If you do, preset your action die to 4. On a strong hit with a match, take +2 momentum as you build confidence, make an impression on your foes, or improve your position.

You add an important new piece to your set of armor, or upgrade its materials. As above, but preset your action die to 5 instead of 4.

When you must Endure Harm, you may instead let your armor take the hit. If you do, roll your action die. On a 4 or

- ♦ greater, ignore the harm. On a 1-3, ignore the harm but your armor is now broken; you must Repair and spend 5 repair points to bring it back to working condition.

ARTIST

Abilities:

When you make a move to craft an artistic work, present an artistic gift or performance, or leave your artistic mark

- ♦ on an item or location, you may reroll your action die if its value is less than your spirit. On a strong hit, take +1 momentum or +1 spirit.

When you Gather Information or Secure an Advantage by studying the aesthetics of a being or culture, add +2.

When you create or perform a significant artistic work as a public memorial or tribute, roll +the stat which best represents the work's nature. On a strong hit, the work will stand the test of time; mark 2 ticks on your bonds legacy track. On a weak hit, its impact is short-lived; mark 1 tick instead of 2. On a miss, the work is ignored, misunderstood, or co-opted, and you must Pay the Price.

AUGMENTED

You are equipped with advanced prosthetics, implants, or mechanical enhancements. Choose or name your augments.

Abilities:

You are equipped with an advanced prosthetic, implant, or mechanical enhancement. When you make a move directly aided by the augment, envision how it gives you exceptional capabilities and add +1. On a strong hit with a

- ♦ match, your augment exceeds expectations; take +2 momentum. On a miss with a match, the augment is broken; you must Repair and spend 3 repair points to bring it back to working condition.
- ♦ You are equipped with a second augment. It functions as above, but the benefits of the two augments do not stack.
- ♦ When you must Endure Harm or Face Death, you may instead mark an augment as broken. Repair it as detailed above.

BANNERSWORN

You are bound to a clan, faction, or creed. Name your ideology.

Abilities:

- ♦ You are bound to a clan, faction, or creed. When you Swear an Iron Vow in service to this ideology, reroll any dice. On a hit, mark 1 tick on your bonds legacy track.

When you or an ally Sojourn and score a strong hit with a match, you may envision meeting someone of the same

- ♦ ideology. If you Make a Connection with them and score a hit, mark 1 tick on your bonds legacy track. When you Forge a Bond with anyone of your ideology, make the legacy reward one rank higher (1 extra box if already epic).

When you make a progress move in direct service to your ideology, you may reroll one challenge die. If you score a

- ♦ strong hit with a match, your reputation grows among those who share your ideology; mark 1 tick on your bonds legacy track.

BLADEMASTER

If you wield a bladed weapon...

Abilities:

- ♦ When you Clash or Strike in close quarters, add +1. On a strong hit with a match, you are unstoppable; mark progress.

- ♦ If you Gain Ground by moving into close quarters against your foe, choose your approach: charge (roll +heart, mark progress on a hit) or evade (roll +edge, take +1 momentum on a hit).

You wield an iconic blade. Give it a name. When you Swear an Iron Vow by binding your promise to the blade, add +1.

- ♦ On a hit, fill the box below. If you make a move (including a progress move) using this oathbound blade and score a miss, you may clear the box to reroll any dice.

BOUNTY HUNTER

Abilities:

- ♦ When you take a bounty contract and Swear an Iron Vow to see it done, add +1. On a strong hit, you've got a solid lead and may mark progress on the quest. When you Fulfill Your Vow on a hunt, make the legacy reward one rank higher (1 extra box if already epic).

- ♦ When you Gather Information related to a bounty, add +1. On a match, you reveal a surprising or sinister aspect of the contract; envision what you discover, and choose one: forge ahead (mark progress on the quest; if you scored a strong hit with a match, also take +2 momentum) or change loyalties (Forsake Your Vow and mark 2 ticks on your bonds legacy track).

- ♦ When you Take Decisive Action in a fight against a bounty target or their agents, you may reroll one challenge die.

BRAWLER

If you fight unarmed or with a close quarters weapon...

Abilities:

- ♦ When you Gain Ground by attempting to disarm, trip, shove, grapple, or stun your foe, add +1 and take +1 momentum on a hit.

When you Clash in close quarters, you may draw on your momentum to gain advantage. If you do, Lose Momentum

- ♦ (-2) and choose one (before rolling): aggressive (count a weak hit as a strong hit) or defensive (count a miss as a weak hit).

-
- ♦ When you Enter the Fray already positioned in close quarters against your foe, mark progress on a hit. On a strong hit with a match, your initial assault leaves them stunned; also take +2 momentum.

COURIER

Safety, max 5

Abilities:

- ♦ When you Swear an Iron Vow to transport and protect something precious, set its safety to 5. When you Undertake an Expedition or Set a Course and score a weak hit or miss, you may suffer -1 safety as the cost. On a miss with a match, you must suffer -2 safety as the cost. When safety falls to 0, envision a major complication related to this mission. If you overcome the threat, mark progress twice on this quest. Then, set safety to 3.

-
- ♦ When you Fulfill Your Vow to an unbonded connection by completing a courier mission, mark progress twice on the relationship.

-
- ♦ When you Sojourn during a courier mission, you may roll +safety. On a strong hit, take +1 safety or +1 momentum.

DEMOLITIONIST

Abilities:

- ♦ When you make a move to attack, destroy, or sabotage by deploying or triggering an explosive device, choose the value of your charge before rolling: normal=1, high=2, or overcharged=3. If either challenge die is equal to or less than the charge, count a weak hit as a strong hit. If not, and your action die is equal to or less than the charge, you are caught up in the destruction or set off an unintended effect; count a weak hit as a miss.

-
- ♦ When you make a move to craft, modify, or disarm an explosive device, or if you threaten or provoke by arming an explosive device, add +1 and take +1 momentum on a hit.

-
- ♦ When your momentum is at its max, you may reset momentum (before rolling) to trigger an explosive device as you Take Decisive Action. If you do, reroll any challenge dice.

DEVOTANT

You worship a god, power, or entity. Name it and link it to one of your stats.

Abilities:

You worship a god, power, or entity. Give it a name and choose one of your stats to represent its nature. When you

- ♦ Secure an Advantage or Gain Ground by calling on it for guidance or aid, roll +linked stat. On a hit, take +1 momentum or +1 spirit. On a strong hit with a match, a miracle or sign manifests; take another +1 momentum or +1 spirit.

When you Swear an Iron Vow in service to your faith, roll +linked stat and take +2 momentum or +2 spirit on a hit.

- ♦ When you Fulfill Your Vow on a divine quest (formidable or greater) and score a hit, also mark 2 ticks on your bonds legacy track.

When you Hearten through contemplation or sharing of your faith, you may roll +linked stat. If you do, take +1 spirit or +1 momentum on a strong hit.

DIPLOMAT

Abilities:

When you Swear an Iron Vow to resolve a dispute, negotiate an agreement, or gather support, add +1. On a strong hit,

- ♦ mark progress on the quest. When you Fulfill Your Vow on a diplomatic mission (formidable or greater) and score a hit, also mark 2 ticks on your bonds legacy track.

When you make a move to defuse, reason, or negotiate, add +1. On a miss, you may take a different tack. Envision

- ♦ this new approach, reroll all dice, and add +2. If you score a miss yet again, face a dire complication or blow to your reputation as you Pay the Price.

When you Make a Connection or Sojourn, add +1. If you Sojourn and score a strong hit with a match, you are shown great kindness or respect; take +2 momentum or make an extra recover move with an automatic strong hit.

EMPATH

Abilities:

When you read the intent, emotions, or memories of a nearby being, roll +heart. On a strong hit, you glimpse a

- ♦ helpful aspect of their inner self. Envision what you learn, take +2 momentum, and add +1 when you make moves to interact with them in this scene. On a weak hit, the visions are murky; take +1 momentum. On a miss, you reveal a troubling motive or secret; Pay the Price.

As above, and if you score a hit as you read them, you may subtly influence their attitude or actions, such as making a hostile being hesitate. Take another +1 momentum. If in a fight, mark progress.

- ♦ When you Face Danger to soothe a being's distress by creating an empathic bond, roll +spirit and take +1 momentum on a hit. If they are an ally, also give them +2 spirit on a hit.

EXPLORER

Abilities:

- ♦ When you Explore a Waypoint, take +1 momentum on a hit. When you Finish an Expedition and score a hit, mark 1 extra tick on your discoveries legacy track.
- ♦ When you come across a wondrous sight or phenomenon, such as an extraordinary planet, majestic creature, or dazzling stellar object, choose one: find inspiration (take +1 momentum) or soak it all in (Hearten; add +1, and take +1 momentum on a hit).
- ♦ When you Secure an Advantage by studying a newfound place from a safe position, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum and envision an unusual aspect of the site.

FATED

Abilities:

- ♦ When you fill a box on your background vow progress track, also mark 1 tick on your quests legacy track. When you Fulfill Your Vow on the background vow, your fate is at hand; take an automatic strong hit and envision the final sacrifice that brings your story to an end.
- ♦ When you Face Death or Face Desolation while your background vow is unfulfilled, it is not yet your time. Instead of rolling, you may take an automatic strong hit. If you do, this asset counts as an impact (and you no longer have this protection) until you next Reach a Milestone on the background vow.
- ♦ When you make any progress move directly related to your background vow, and roll a 10 on either challenge die, you may reroll that die. On a strong hit, take +2 momentum.

FIREBRAND

Fire, max 5

Abilities:

- ♦ You wield fiery energy. When you rest and meditate to gather this energy, roll +spirit. On a strong hit, take up to +3 fire. On a weak hit, take up to +2. On a miss, take up to +2 fire but Endure Harm (-2). Your max fire is +5. When you make moves aided by this energy to attack or overcome obstacles, add +2 and suffer -1 fire.
- ♦ When you Endure Harm and score a strong hit with a match, you may instead ignore the harm and take +fire equal to the amount of harm faced (+1, +2, or +3).
- ♦ When you have at least +3 fire, you may Gain Ground or Strike by unleashing hell. If you do, take an automatic strong hit and mark progress. Then, set your fire to 0.

FUGITIVE

You are hunted by a power or authority.

Abilities:

- ♦ You are hunted by a power or authority. When you make a move, you may improve the result to a strong hit. If you do, fill one segment of a four-segment clock to represent hunters closing in. When the clock is filled, a notable foe or force has tracked you down. If you overcome them or escape, reset the clock and mark 1 tick on your quests legacy track.
- ♦ When you make a move by hiding, concealing your identity, or fleeing from a pursuer, add +1 and take +1 momentum on a hit.
- ♦ When you Fulfill Your Vow (extreme or greater) by clearing your name or defeating the power or authority who marked you as a fugitive, gain this ability at no cost. You may then exchange this asset for another with the same number of marked abilities.

GEARHEAD

Abilities:

- ♦ When you make a move to craft, repair, repurpose, or modify equipment or technology, add +1 and take +1 momentum on a hit.
- ♦ When you Gather Information by studying or disassembling a machine or device, reroll any dice. On a match, you reveal an unexpected function, capability, or danger; mark 1 tick on your discoveries legacy track.
- ♦ With sufficient time (a couple of hours or more), you may Secure an Advantage to assemble or enhance a device for a powerful but limited role. On a hit, the device is ready for use. One time only, when you or an ally make a move aided by the device, take an automatic strong hit. If you are in a fight, also mark progress.

GUNNER

If you wield a heavy ranged personal weapon...

Abilities:

- ♦ When you Strike, choose one (before rolling): pin them down (add +1 and take +1 momentum on a hit) or make them hurt (mark progress on a hit).
- ♦ When you Take Decisive Action by emptying your gun (decide before rolling), you may Sacrifice Resources (-1) and reroll one challenge die. If the fight continues or you are caught up another fight, Check Your Gear to see if you have more ammo on-hand.
- ♦ Give your favorite gun a name. When you Clash with it, add +1. When you Enter the Fray or Endure Stress while wielding it, add +1 and take +1 momentum on a hit.

GUNSLINGER

If you wield a pistol...

Abilities:

- When you Enter the Fray by facing off against your foe (+heart), or by preparing to act without tipping them off (+shadow), add +1 and take +1 momentum on a hit. On a strong hit with a match, you may immediately take a shot (without making a move) and mark progress twice.

- When you Gain Ground or React Under Fire by moving into cover, add +1. On a strong hit, this cover gives you leverage; add +1 when you make a move to attack or defend at range. If you then score a miss, the cover is lost or compromised.

- When you Compel or Gain Ground with the threat of violence by holding someone at gunpoint, add +1 and take +1 momentum on a hit.

HAUNTED

You are haunted by the spirit of someone whose death you caused or mourn (or both).

Abilities:

- You are haunted by the spirit of someone whose death you caused or mourn (or both). When you make a move to call upon their insight, add +1. On a weak hit, also Endure Stress (-1). On a strong hit with a match, mark 1 tick on your bonds legacy track.

- When you Face Death guided by the spirit, add +1. On a strong hit, envision what you learn from them or about them, and mark 2 ticks on your bonds legacy track.

- One time only, when you Fulfill Your Vow (extreme or greater) in service to the spirit, take this ability at no cost and choose one: let them go (mark 2 ticks on your bonds legacy track for each marked ability, and discard this asset) or bolster your link (when you use a Haunted asset ability, take +1 momentum on a hit).

HEALER

Abilities:

- When you give medical care to Heal yourself or another character, add +1. If you are treating someone other than yourself, take +1 spirit or +1 momentum on a hit.

- When you Gather Information by studying medical evidence or biological remains, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also reveal an unexpected medical anomaly; mark 1 tick on your discoveries legacy track.

- Once every day or so, when you are in a safe place with plenty of time on your hands, you may Sacrifice Resources (-1) and provide basic medical care for yourself, companions, or allies without risk. If you do, roll only your action die. On a 1-4, automatically give +1 health to everyone whose health is greater than 0. On a 5-6, make it +2.

INFILTRATOR

Abilities:

- When you make a move to break into a secure site, infiltrate a protected area, or hack or manipulate a secure system, add +1 and take +1 momentum on a hit. On a strong hit with a match, access is easier than expected; take another +1 momentum.

- When you Face Danger or Secure an Advantage to establish a false identity, add +1. On a hit, you may add +1 when using that identity to deceive or influence others. If you score a miss with a match when using that identity, your deception is completely and dramatically undone.

- When you Check Your Gear for a device with a specific function to aid in infiltration, espionage, or sabotage, add +1. On a hit, reroll any dice the first time you make a move aided by the device.

KINETIC

Abilities:

- You wield kinetic powers. By focusing, you may remotely push, pull, lift, or constrict objects and beings that are about your size or smaller. When you are in a risky situation and draw on your powers to make a move, add +2 and Lose Momentum (-2).

- As above, but you may instead draw on your powers in a desperate effort to change the outcome of an action. If you do, add +2 (after you roll) and Lose Momentum (-3).

- When your momentum is at its max, you may attempt great kinetic feats, such as manipulating large objects and creating destructive bursts of concussive force. To do so, reset momentum. Then, as you make a single move fueled by your powers, take an automatic strong hit. If you are in a fight, mark progress.

LEADER

Abilities:

- When you Aid Your Ally through leadership, coordination, or planning, add +1. On a strong hit, any allies who are present take +1 momentum.

- When you Enter the Fray (+heart) by coordinating with your team as they wade into the fight, make your move before your allies act. On a strong hit, all allies may take an automatic strong hit. On a strong hit with a match, also mark progress on any objectives in this fight.

- When you make a move to influence someone (not an ally) through leadership, add +1 and take +1 momentum on a hit. On a strong hit with a match, your command galvanizes them into unexpected action. Take another +1 momentum, and mark 1 tick on your bonds legacy track.

LOOPER

Abilities:

- When you score a miss on a suffer move (not Endure Stress), you may loop back a second or two. If you do, Lose Momentum (-2), reroll any dice, and take +1 momentum on a strong hit.

When you create a link to the current point in time, note the value of condition meters for you and your allies. You can retain only one active link. If you later loop back to this moment, roll +the gap in time: +4 if minutes, +3 if hours,

- or +2 if days. You may not burn momentum on this roll. On a strong hit, return to the linked point, retain any progress, and set condition meters (except for spirit) to their original values. On a weak hit, as above, but Endure Stress (-2). On a miss, as with a strong hit, but you find the timeline corrupted; Pay the Price.
-
- When you make a reroll granted by any asset ability on an action roll, also add +1.

LORE HUNTER

Abilities:

- When you Swear an Iron Vow (formidable or greater) to recover valuable knowledge or an extraordinary relic, reroll any dice. When you Reach a Milestone in the pursuit of that quest, take +2 momentum. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your discoveries legacy track.

When you make a move to conduct extended research or study, reroll any challenge dice. On a match, you piece together an extraordinary or harrowing new theory; envision the nature of this revelation and mark 1 tick on your discoveries legacy track.

- When you recall esoteric knowledge to Secure an Advantage or Gain Ground, add +1. On a hit, envision the obscure but helpful fact, theory, or technique you put to use, and take +1 momentum.

LOYALIST

Abilities:

- When you Aid Your Ally, add +1 and take +1 momentum on a hit. This is in addition to the benefits taken by your ally. On a strong hit with a match, envision how this moment marks a breakthrough or milestone in your relationship; both of you may mark 1 tick on your bonds legacy track.

-
- You may burn momentum on behalf of an ally to improve their result on a move. If you do, your ally takes +1 momentum.

-
- When you stand with your ally as they make a progress move, envision how you support them. Then, roll one challenge die. On a 1-9, your ally may replace one of their challenge dice with yours. On a 10, envision how you inadvertently undermine their action; your ally must replace their lowest challenge die with yours.

MERCENARY

Abilities:

When you agree to wage war or defend others from war in exchange for payment or promises, you may Swear an Iron

- ♦ Vow to see the mission done. If you do, reroll any dice. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).

When you Make a Connection by searching out or making contact with someone in need of your services, add +1 and

- ♦ take +1 momentum on a hit. On a strong hit with a match, this mission pits you against an unresolved aspect of your past or a hated foe; mark 2 ticks on your quests legacy track.

When you Check Your Gear in the midst of a fight, or Resupply by looting the field of battle in the aftermath of a fight, add +2.

NATURALIST

Abilities:

When you Secure an Advantage or Gather Information using your knowledge of lifeforms or planetside ecosystems,

- ♦ add +1 and take +1 momentum on a hit. On a strong hit with a match, you also confirm an obscure theory or reveal a surprising aspect of the encounter; mark 1 tick on your discoveries legacy track.

When you make a move by taking a risky action to pacify, avoid, or outwit a creature (decide before rolling), you may reroll any dice, but must Lose Momentum (-2).

You are skilled at planetside survival. When you Resupply to scavenge resources in a life-bearing natural

- ♦ environment, take +1 supply on a hit. When you Face Danger against an environmental threat, add +1 and take +1 momentum on a hit.

NAVIGATOR

Abilities:

When you Set a Course, choose one: follow the fastest path (take +2 momentum on a strong hit) or follow the safest

- ♦ path (add +1). On a strong hit with a match, you charted a new path during the journey; mark 1 tick on your discoveries legacy track.

When you Secure an Advantage by charting the way forward, Face Danger to find a path around a hazard, or Gather Information about a location by studying your charts, add +1 and take +1 momentum on a hit.

- ♦ Once per expedition, when you or an ally Undertake an Expedition and score a weak hit or miss, you may ignore that result, plot an alternate path, and make it an automatic strong hit.

OUTCAST

Abilities:

- ♦ When you Hearten in isolation, you may attempt to find solace in fond memories or a hopeful wish. If you do (decide before rolling), reroll any dice but count a strong hit as a weak hit.
-
- ♦ When you Sacrifice Resources and your supply is reduced to 0, roll +wits. On a strong hit, you manage to scrape by and take +1 supply. On a weak hit, you may Lose Momentum (-1) in exchange for +1 supply. On a miss, your supply remains at 0 and you Lose Momentum (-1).
-
- ♦ When you or an ally Sojourn and score a strong hit with a match, you may envision encountering someone who knows or understands you. If you Make a Connection with them, take an automatic strong hit and mark 2 ticks on your bonds legacy track.

SCAVENGER

Abilities:

- ♦ When you Gather Information or Resupply by scavenging a wreck, ruin, or abandoned site, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also find something of unique value, significance, or function; envision the nature of this discovery, take +2 momentum, and mark 2 ticks on your discoveries legacy track.
-
- ♦ When you Secure an Advantage to cobble together an ad hoc tool, device, or weapon, envision what you intend to create. On a hit, you may add +1 when making a move aided by the item. If you roll a 1 on your action die while using the item, it is permanently broken, lost, or depleted.
-
- ♦ When you Check Your Gear, roll +wits or +supply (whichever is highest) and take +1 momentum on a hit.

SCOUNDREL

Abilities:

- ♦ When you make a move by lying, bluffing, stealing, or cheating, add +2. On a strong hit with a match, your deception creates an unexpected opportunity; take the value of your shadow as +momentum.
-
- ♦ When you Make a Connection to search out a new contact, you may roll +shadow. If you do, reroll any dice on a miss and envision how your reputation or underworld contacts lead you to a disreputable connection.
-
- ♦ When you make a quick escape or con your way out of a situation and burn momentum to gain a strong hit, take +1 momentum after you reset. If you envision how this momentary success leaves you fated for future trouble, mark 2 ticks on your quests legacy track.

SEER

Abilities:

- When you envision experiencing a prophetic dream, you may Ask the Oracle for details using an interpretive oracle such as Action/Theme or Descriptor/Focus. If you record the answer, and later face a situation which gives truth to the vision, take an automatic strong hit (one time only) when making a move to act on your foresight. Then, clear the prophecy. Only one prophecy can be active at a time.
- When you focus or meditate to Gather Information about a place, being, or situation (in person or remotely), roll +spirit and take +1 momentum on a hit.
- When you or an ally roll a match as you Sojourn in a community or Undertake an Expedition within a site, you may envision gaining sudden and unbidden insight about the location. If you do, take +2 momentum.

SHADE

Drawing on esoteric energies, you may instantly cloak your form in the shadowy veil of the void.

Abilities:

- Drawing on esoteric energies, you may instantly cloak your form in the shadowy veil of the void. When you are veiled and make a move to ambush, hide, or sneak, you may preset your action die to 5. In darkness, make it 6. On a miss, in addition to any other cost, you are revealed and can't veil yourself again until the current situation is resolved.
- When you expand your veil to immerse your surroundings in darkness, roll +shadow. On a strong hit, the darkness extends to all adjacent spaces. On a weak hit, only your immediate surroundings are made dark. On a miss, you fail and draw unwanted attention.
- When you intentionally drop your veil to reveal yourself for dramatic or surprising effect, foregoing its further use in this situation, take +2 momentum.

SLAYER

Abilities:

- When you make a move to investigate, track, or stalk an inhuman foe, add +1 and take +1 momentum on a hit.
- When you Swear an Iron Vow (formidable or greater) to slay an inhuman foe in service to a community, reroll any dice. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Enter the Fray with an objective to slay an inhuman foe, take +2 momentum. If you choose to face the creature on its own terms as you begin the fight, envision the crucial weapon, protection, or aid you set aside, and set the objective one rank higher. If you Take Decisive Action after making this sacrifice and score a strong hit, take a trophy of your victory and mark 2 ticks on your quests legacy track.

SLEUTH

Abilities:

When you Swear an Iron Vow to solve a murder, disappearance, theft, or other mystery, make the rank of the quest no greater than formidable. Then, when you Gather Information in the course of the investigation, roll three

- ♦ challenge dice and choose two. If any challenge dice match, you must use those values. On a miss with a match, envision what you learn of a deepening conspiracy or betrayal, make the rank of your quest one higher (no greater than epic), and use the new rank when marking future progress.

- ♦ When you make a move to avoid detection as you put a person or place under surveillance, add +1 and take +1 momentum on a hit.

- ♦ When you Make a Connection with a potential informant, you may (instead of rolling) take an automatic weak hit.

SNIPER

If you wield a rifle...

Abilities:

When you target a minor foe from a distance (outside of a fight), roll +wits. On a strong hit, they are out of action. If

- ♦ other foes remain and you Enter the Fray against them, mark progress. On a weak hit, as above, but you sacrifice time or position; Lose Momentum (-1). On a miss, you draw attention or face a reprisal; Pay the Price.

- ♦ When you Strike from a distance with time enough to line up your shot, you may roll +wits. If you do, mark progress on a strong hit.

When you Secure an Advantage by studying a distant situation through your rifle scope, or Gain Ground by taking

- ♦ careful aim, you may sacrifice time for greater certainty. If you do (decide before rolling), Lose Momentum (-1, -2, or -3) and add that amount. Then, take +1 momentum on a strong hit.

TECH

Abilities:

- ♦ When you make a move to configure, optimize, hack, or disrupt an electronic system, add +1. On a weak hit, you can choose to press your luck. If you do, reroll all dice and add +2 (instead of +1).

- ♦ When you Withstand Damage and score a miss, you may attempt to reroute power or reboot critical systems. If you do, first Lose Momentum (-2). Then, reroll all dice, add +wits instead of +integrity, and count a weak hit as a miss.

When you Face Danger or Secure an Advantage by creating a computer program to perform a specific, complex

- ♦ function, add +2 and take +1 momentum on a hit. One time only, when you trigger the program to fulfill its purpose, reroll any dice.

TRADER

Abilities:

- ♦ When you Sojourn or Compel, you may roll +supply. If you do, Sacrifice Resources (-1).
- ♦ When you Make a Connection with a merchant or supplier, add +1. When you Resupply by bartering with them, reroll your action die if its value is less than your supply. On a strong hit, take +1 momentum or +1 supply.
- ♦ When you or an ally Sojourn and score a strong hit with a match, you have a chance to secure a unique item or valuable payload. Envision the nature of the opportunity and the obstacle you must overcome to acquire it. If you are successful, mark 2 ticks on your quests legacy track. One time only, you may use this acquisition to gain an automatic strong hit on any move where your resources are a factor.

VESTIGE

You are all that remains of a people, culture, or tradition.

Abilities:

- ♦ You are all that remains of a people, culture, or tradition. When you Face Death or Face Desolation, visions of your heritage give you the strength to carry on. Envision how this manifests, and reroll any dice. On a strong hit with a match, a surprising new aspect of your heritage is revealed; take +2 momentum and mark 2 ticks on your bonds legacy track.
- ♦ When you Secure an Advantage or Compel through a tale, performance, or ceremony, envision what you reveal of your heritage. Then, add +1 and take +1 momentum on a hit.
- ♦ You carry a physical relic of your heritage. Envision its powers or nature. When you make a move directly aided by the relic and score a miss, you may reroll your action die.

VETERAN

Abilities:

- ♦ When you are in a fight, increase your momentum reset by 1. Then, if you burn momentum to improve your result, add +1 on your next move.
- ♦ When you Make a Connection, add +1. If you roll a match, you have a history: on a strong hit with a match, you once fought beside them, and they owe you a favor — mark 1 tick on your bonds legacy track, and Develop Your Relationship now; on a miss with a match, you once fought against them, and they hold a grudge.
- ♦ When you Secure an Advantage or Gain Ground by recounting or recalling a hard-won lesson from your battlefield experiences, envision the memory and add +1. On a hit, take +1 momentum.

VOIDBORN

You are most suited to life in the limitless void.

Abilities:

- ♦ You are most suited to life in the limitless void. When you are in space (or a spacebound vehicle or station), increase your momentum reset by 1. When you enter a planetside or high gravity environment, Lose Momentum (-1).
- ♦ When you Sojourn or Make a Connection within a spacebound community, add +1. If you Hearten there and score a strong hit, take +1 spirit or +1 momentum.
- ♦ When you make a move to perform an agile physical maneuver (such as leaping or evading) in a low gravity environment, add +1 and take +1 momentum on a hit. On a strong hit with a match, you build speed or put yourself in perfect position; take another +1 momentum.

WEAPON MASTER

You are a walking armory, with a weapon for every occasion.

Abilities:

- ♦ You are a walking armory, with a weapon for every occasion. When you Enter the Fray in personal combat, add +1 and take +1 momentum on a hit. Once per fight, when you Gain Ground by switching weapons or changing tactics, take an automatic strong hit.
- ♦ When you Strike using a personal weapon which has limited ammo or a single-use mode, add +1 and mark progress on a hit. Then, Sacrifice Resources (-1). If you score a strong hit on this attack and immediately Take Decisive Action, you may retain the value of one challenge die from your Strike action instead of rolling that die.
- ♦ When you Secure an Advantage by suiting up and gathering your gear for a perilous encounter or mission, you may roll +supply. If you do, take +2 momentum on a hit.

STARFORGED ORACLE TABLES

Oracle tables are the primary source of randomness and creative inspiration in Ironsworn: Starforged. When the outcome is uncertain or you need a narrative prompt, roll dice and consult the relevant table.

Licence: CC BY 4.0. Attribution: Ironsworn: Starforged Rulebook, Shawn Tomkin.

HOW TO USE ORACLES

Roll the specified die type (usually d100 for a percentile roll). Find your result in the table's **min-max** range. Interpret the result in the context of your current situation. Oracle results are prompts, not commands: they spark ideas, not dictate outcomes.

ORACLE FILES

Machine-readable oracle data is stored as JSON files in this directory. Each file follows the same oracle schema established for Ironsworn(`games/ironsworn/oracles/schema.json`), and may contain more than one related table.

FILE	CATEGORY	TABLES
core.json	Core Oracles	Action, Theme, Descriptor, Focus
campaign-launch.json	Campaign Launch Oracles	Background Assets, Backstory Prompts, Starship History, Starship Quirks, Sector Trouble, Inciting Incident
characters.json	Character Oracles	Given/Family Name, Callsign, First Look, Initial Disposition, Character Role, Character Goal, Revealed Character Aspect
creatures.json	Creature Oracles	Environment, Scale, Ultra-scale, Basic Form (by environment: Space, Interior, Land, Liquid, Air), First Look, Encountered Behavior, Revealed Creature Aspect
derelicts.json	Derelicts	Location, Condition, Outer/Inner First Look, Derelict Type (by location), Derelict Zones (by derelict type)
derelicts-zones.json	Derelict Zones	Area, Feature, Peril, and Opportunity tables for all 8 zones: Access, Community, Engineering, Living, Medical, Operations, Production, Research
misc.json	Miscellaneous Oracles	Story Complication, Story Clue, Anomaly Effect, Combat Action
move-oracles.json	Move Oracles	Ask the Oracle (5 likelihood tables), Begin a Session, Make a Discovery, Confront Chaos, Take Decisive Action, Endure Harm, Endure Stress, Withstand Damage, Pay the Price
factions.json	Faction Oracles	Type, Influence, Dominion, Dominion Leadership, Guild, Fringe Group, Projects, Relationships, Quirks, Rumors, Name Template, Name Legacy, Name Affiliation, Name Identity
location-themes.json	Location Theme Oracles	Theme Type, plus Feature/Peril/Opportunity for 8 themes (Chaotic, Fortified, Haunted, Infested, Inhabited, Mechanical, Ruined, Sacred)
settlements.json	Settlement Oracles	Population (Terminus/Outlands/Expanse), Location, First Look, Initial Contact, Authority, Projects, Trouble, Name, Name Tags
space.json	Space Oracles	Space Sighting (Terminus/Outlands/Expanse), Sector Name, Stellar Object, Spaceborne Peril, Spaceborne Opportunity
starships.json	Starship Oracles	Starship Mission (Terminus/Outlands/Expanse), Starship Type, Fleet, Initial Contact, First Look, Starship Name
vaults.json	Precursor Vault Oracles	Location, Scale, Form, Shape, Material, Outer/Inner First Look, Interior Feature/Peril/Opportunity, Sanctum Purpose/Feature/Peril/Opportunity
planet-types.json	Planet Type Oracles	Settlements, Sample Names, Atmosphere, Observed From Space, Feature, Life for 11 planetary classes (Desert, Furnace, Grave, Ice, Jovian, Jungle, Ocean, Rocky, Shattered, Tainted, Vital); Vital also has Diversity and Biomes
planets.json	Planet Oracles	Planetary Class, Planetside Peril (Lifebearing/Lifeless), Planetside Opportunity (Lifebearing/Lifeless)

All 16 oracle categories are now complete.

AI DM INTEGRATION

Oracle results feed directly into narrative generation. The integration pattern:

- 1 Roll oracle table(s) relevant to the situation.
- 2 Pass the result(s) to the AI with context (current scene, vow, location).
- 3 AI generates narration that incorporates the oracle result naturally.

Example prompt: "The player Undertakes an Expedition. Oracle: Action = Explore. Theme = Discovery. Descriptor = Ancient. Focus = Archive. Generate a vivid scene description."

CHARACTER SHEET

A blank character sheet for recording your Starforged character's stats, legacies, vows, and assets. Print this sheet or use the [interactive character generator](#) to create a new character with randomised starting assets and sector truths.

Spacer

Name

Family Name

Callsign

Abilities

Edge

Heart

Iron

Shadow

Wits

Health

Spirit

Supply

Momentum

Vehicle Integrity

Legacy: Quests

Legacy: Bonds

Legacy: Discoveries

Vows

Assets

Starship

Path

Path

Companion/Module

Page 1

Impacts

- ☐ Wounded
- ☐ Shaken
- ☐ Unprepared
- ☐ Battered
- ☐ Cursed
- ☐ Permanently Harmed
- ☐ Traumatized
- ☐ Doomed
- ☐ Tormented
- ☐ Indebted

Notes & Connections
