

## Aliens

**Play with this front if you want to play an alien, explore non-status quo perspectives, play with outsider identity, or fight a class war.**

**If Space Wurm controls the aliens:** they are all under her authority. She can be an alien or a human, but either way, she also defines what kinds of aliens do exist, and what kinds don't. The GM portrays any alien NPCs.

**If not:** the player whose character is linked to aliens picks two or more roles from the list for aliens to play. If more than one PC is linked to aliens, take turns choosing or crossing off roles until finished and two or more roles are chosen. A crossed-off role cannot be chosen by another player.

**If this Front isn't taken:** only humans exist in this setting. None of the players can choose an alien race option for their characters.

**Mark which roles aliens play (pick 2 or more):**

Assimilated.	Slaves.
Cold War standoff	Subversives.
Hostile indigenous life	Symbiotes.
Invaders.	Trade partners.
Overlords.	

**Each player linked to this Front describes the alien group to which they belong.**

**When the PCs arrive at a new location,** Space Wurm or the player(s) linked to this front say if there are aliens here. If there are aliens, say what role these aliens play: choose from the roles selected above.

**If you're linked to this Front, answer these questions:**

- How are aliens treated by humans?
- How do the aliens feel about each other?
- How many types of aliens are there? Only one, or many?
- How much has your character interacted with aliens?
- What prevents humans and aliens from interacting? What brings them together?
- Who is the most powerful race in the galaxy? Is it humans? Or some type of alien species?

## Alien Features

Pick one from each list below:

### Conflicts

- are allergic to numerous materials humans use every day.
- must live in an environment not suitable for human life (at high temperatures, in methane gas, underwater, etc).
- routinely use, unharmed, substances that are poisonous to humans.
- use human-habitable areas only on rare occasions (during mating season, during wars, or when they run low on stocked resources, etc).

### Different Food

- are parasites.
- eat other intelligent beings and animals, but never plants.
- eat rocks, soil, and minerals the way humans eat grains and meats.
- feed off cosmic radiation and can only live in space.
- use photosynthesis to absorb nutrients from soil or water.

### Different Locomotion

- crawl or slither, like a snake, slug, or a mobile jelly.
- have thousands of pseudopods to drag and push it around.
- hover and either fly or swim through the air.
- teleport or shift between dimensions in order to move.

### Other Strangeness

- are collective intelligences or psychic hive creatures and do not recognize the value of individual beings.
- are incredibly violent amongst themselves, fighting and killing each other over matters trivial to humans.
- constantly create gravitic anomalies around their bodies, causing vertigo and nausea in humans not used to it.
- hibernate for decades or even centuries, with social structures to compensate.
- trade memories and personalities with each other regularly.

## Cybernetics

**Play with this front if you want futuristic technology to be prominent in the setting, explore transhumanism, or speculate about the role of machines.**

If **Space Wurm** controls cybernetics, she owns all the robots and determines what they are like, as well as all other computerized technologies.

If **not**: the player whose character is linked to cybernetics chooses which technologies are advanced.

If **this Front isn't taken**: there are no robots, androids, or synthetic people, no AIs, and no complicated computers. All futuristic technologies will have to run on some other paradigm.

**Mark which technologies are advanced (choose one or more):**

- AI.
- Bionics.
- Computers.
- Replicants.
- Robots.

Players invent any sort of technological wonder for each "advanced" technology, as fanciful and powerful as you wish. Non-advanced technologies still look amazing but are comical and ineffective. Space Wurm and any player connected to this front can veto technologies they don't like.

**If you're linked to this Front, answer these questions:**

- How do robots and computers make the galaxy better?
- What bothers you about the way technology is used?
- Who is responsible for the most egregious abuses in the cybernetics industries?
- Who makes the advanced technologies?

**Each player linked to this Front has a special connection with one advanced technology**, either being part of its invention, development, manufacturing, or its integration into human and alien society. What is your involvement and what special privilege does it afford?

### Special Move

**When you examine a technological device**, roll+INT. **On a 10+**, ask the GM three questions from the list. **On a 7-9**, ask two. **On a miss**, ask one anyway, but your examination is not without consequences.

- How could I replicate this?
- How could I use this?
- How is this technology vulnerable?
- What information is stored in this?
- Who made this?

### Robot Features

When you introduce a robot, pick from each menu item below.

#### Locomotion

A robot can move via animal legs, bipedal legs, centipede legs, crawling, flying, insect legs, jets, liquid flowing, pseudopods, slithering, spider legs, teleportation, treads, wave motion, wheels, wings; or it might be incapable of transporting itself, being an AI or stationary robot.

#### Programming

Choose an instinct that describes its primary function, then rate each of the following as advanced, basic, or specific function:

- **Data**: how much information does it have available? How much information can it process, and how fast?
- **Reasoning**: how well can the robot use logic, recognize patterns, and adapt to its situation?
- **Sentience**: can it think for itself, can it learn, or is it a simple mechanical device?

If it has human-like sentience, describe its personality.

#### Sensory Input

A robot will have any of the following that fit its intended purpose or have been added to it to improve its functioning:

- **Chemoreceptors** can identify the composition of matter for medical, scientific, or security purposes, or to identify specimens the robot must alter, collect, or destroy. Without these, the robot cannot identify the composition of materials.
- **Mechanoreceptors** allow a robot to sense one or more of the following: audible sound, balance, sonar, touch, ultrasound, vibrations. Without these, a robot may respond only to data based on chemicals or energy levels.
- **Photoreceptors** can sense the infrared, ultraviolet, and/or the visible spectrum (with or without colour), or provide lidar remote sensing. Without them, a robot cannot see what humans see.
- **Radioreceptors** can detect darkwave energy, gamma rays, gravitons, magic, microwaves, psionics, radar, radio transmissions, and/or x-rays. Without them, a robot is blind to most of the universe.
- **Thermoreceptors** monitor temperature. Without them, a robot might burn up or freeze without knowing to respond.

#### Tools

The robot should have the appropriate tools for its function, be they hands, monitors, soap spray, or any of the following weapons: blade, brand, crusher, flamethrower, gas projector, ice blaster, laser, microphone, needle, neural disruptor, radiation, saw, or taser.

# The Imperial Throne

Play with this Front if you want a powerful ruler and a vast empire, to play a political game, or to explore themes of power and abuses therein.

## Imperial Resources

Resource	Weak	Average	Strong
Legal Frameworks	○	○	○
Market Regulation	○	○	○
Military Power	○	○	○
Popular Support	○	○	○
Revenue Collection	○	○	○

If Space Wurm controls the Imperial throne, she picks two resources to be strong and one to be weak. The others are average.

If Space Wurm does not control the Imperial throne, the player whose character is tied to the Imperial throne picks two resources and rates them. Then the option to pick passes to their right, and the next three players get one pick each, until all five resources have a rating. At least two of the five resources must be rated strong, but the others may have any rating you like, if the choice is yours.

If there is no Imperial throne, no central galactic government.

Each player linked to this Front describes how their character has privileged access to the halls of power. Ask one or more of the other players why their characters *don't*.

If you're linked to this Front, answer:

- How do Imperial institutions affect your life, day to day?
- How pervasive is the image of the Imperial throne in popular culture?
- Is there an heir to the throne, or is the succession uncertain?
- What abuses of power have you witnessed or experienced?
- What is the Imperial bureaucracy like?
- Who do you think is better suited for the throne?

## Imperial Assets

The Throne or its vassals might control one or more of these:

- Agriworlds producing food surpluses.
- Asteroid belt mining colonies exporting ice and rare earth metals.
- Desert worlds, excellent for training soldiers.
- Garden worlds full of people.
- Gas giants with orbital hydrogen-skimming stations.
- Hellworlds covered in chemical oceans.
- Industrial worlds full of hi-tech manufacturing.
- Jungle worlds where only penal colonies are located.
- Mining worlds producing crystals and stone.
- Science worlds where new technologies are developed.
- Space-based shipyards.
- Volcanic worlds with secret military bases.

## Imperial Resource Considerations

When these aspects come up, look at the rating and answer as few or as many as you wish.

### Legal Frameworks

- How common are lawyers? Litigation?
- How prestigious is the legal profession? Restricted to elites or open to anyone? Strict entrance requirements?
- How profitable is the practice of law? How expensive are lawyers? How much of a legal advantage does the Imperial throne have?
- Is the judiciary an independent body, a puppet organization, or just another face of the Imperial throne?
- What does the average person's contact with the legal system and the judiciary look like? What does a criminal's interaction with the legal system look like?
- Who manages everyday enforcement and punishment?

### Market Regulation

- Is there one central, public marketplace, or multiple economic sectors?
- What is the main cultural stance towards markets and regulations in the galaxy? Are there numerous disagreements about commerce, or do people accept things the way they are?
- What products and services are illegal or prohibited?
- Where are the financial sectors located? Are they different than the galaxy's political centres?
- Who enforces market regulations? Is there one primary organization or are there several?

### Military Power

- How independent are individual planets or countries, when it comes to military power? Are vassals expected to join their power to the throne during times of war? Or is military power exclusive to the throne?
- How many military organizations are under the throne's authority?
- Is the throne currently engaged in any military conflicts?
- Who runs the military and determines regular policy? The throne directly, military generals, a civilian oversight body, some other group?

### Popular Support

- How does the Imperial throne attract or maintain its popular support?
- What issues are people concerned about that strengthen or weaken their support for the throne's rule?
- What kinds of social activities does the throne promote? Are there festivals, sponsored social clubs, sports events, and other public performances?
- Who is a threat to the throne's popular support?

### Revenue Collection

- How do government revenues get divided?
- How hard or easy is it to steal from government revenue supplies?
- What are tax collectors like? How do they operate? How aggressive?
- Where is the revenue stored?
- What kinds of resources does the government collect? Is it just money, or does the government demand goods or services as well?
- Which agencies collect fees, taxes, and tribute?

# Interstellar Transport

**Play with this Front if you want space travel, alien worlds, exploration, and exotic locations.**

## Transport Regulation

Aspect	Monopoly	Restricted	Unprotected
Knowledge of transport routes and conditions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mail delivery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Policing of routes and borders	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Transportation Technology	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**If Space Wurm controls interstellar transport**, she picks the regulation level for all aspects and decides how everything works. If she picks any aspect to be monopolized, she holds the monopoly. If she chooses any aspect to be restricted, she controls the regulators. If she chooses any aspect to be unprotected, she is still the largest player in the field.

**If Space Wurm does not control interstellar transport**, the player whose character is linked to interstellar transport picks one aspect and its level of regulation. Then picks pass to their right, one pick per player.

**If there is no interstellar transport**, the entire game takes place in one solar system, and is limited to a maximum of one hospitable planet.

**Each player linked to this Front describes how their character has privileged access to travel routes and/or shipping services. Ask one or more of the other players why their characters don't.**

**If you're linked to this Front, answer:**

- What do you dislike about travelling between the stars?
- What are the barriers that some people face when they want to travel?
- Who is unable to travel between the stars, and why?

## Travel Method

The player linked to this Front decides the method, and answers the questions.

### Hyperdrive

Starships travel faster than light by some means. Actual distances and individual ship speeds are a factor in travel times. If hyperspace is another dimension, it can have its own physics.

- How difficult are hyperdrives to operate?
- What are the dangers of hyperspace?
- Who makes hyperdrives? How easy are they to obtain?
- Who makes the starships that use hyperdrives? Do they also make hyperdrives, or not?

### Mental Projection

People can send their minds to other planets. Projections serve as a second body, and sometimes things that affect it also affect the original body, which is comatose.

- How hard is it to project your mind? Does it require drugs, technology, or training? Can it be done from anywhere, or only certain locations?
- What are the dangers of mental projection? Are there creatures made only of mental energy that can be encountered during a projection?
- What difficulties are avoided by being a mental projection?

### Stargate

There are portals to other parts of the galaxy. Stargates are fixed, so anyone who controls one controls the traffic.

- Can new stargates be created? Are there stargates that have been lost and await rediscovery?
- How common are stargates? How easy is travel inside areas linked by stargates? Or do stargates lead to single planets only?
- How well-controlled are the stargates? Who runs them?
- What are the dangers of using stargates?

### Teleportation

People and objects can be transported to other planets somehow. No spaceships needed and travel can be limited to habitable planets.

- How accurate is teleportation? What are the dangers of using it?
- How expensive is teleportation?
- Who possesses teleportation technology? Is it easy to build a teleporter, or is it a jealously guarded technique?

## Religion

**Play this Front if you want spirituality as a theme, sectarian conflicts, cults, and space gods.**

### Galactic Religious Atmosphere

- Competing religions.
- Every planet is different.
- Monolithic faith dominates.
- Organized mosaic.
- Thousands of small cults.

**If Space Wurm controls religion**, she picks, and she controls everything.

**If not**, the player whose character is linked to religion picks.

**If there is no religion**, it does not exist and cannot be introduced.

**Each player linked to religion describes the special relationship their character has with the main religion, or an important or influential religion if there are many, then defines that religion.**

**If you're linked to this Front, answer:**

- What actually counts as a "religion," anyway?
- What benefits do religions bring to peoples' lives?
- What do you think of the secrets that religious authorities keep?
- What religious or spiritual traditions do you find most comforting?
- Who are the main opponents of religious institutions?

### Defining Religions

Consider the following topics and answer all three when you introduce a new religion.

#### Functions

Choose some: *Art patronage, behavioural conditioning, censorship, charity work, cultural knowledge repositories, education, fighting demons, medical services, networking opportunities, promoting state authority, public performance, social welfare, stress relief.*

You can also give responsibility for civil aspects of government and social organization to a religion.

#### Philosophies

Choose three: *An afterlife, divine intervention, hereditary authority, higher dimensions, meditation, moral principles that must be interpreted, personal journeys, prayer as supplication, prophetic visions, saviours, spiritual pollution and sin, strict ethical rules.*

#### Symbols

Choose one or more: *Alien brain, all-seeing eye, atomic particles, burning wheel, cauldron, chain, coins, crossed lines, dragon, feather, flowers blooming, flying angel, fountain, fractals, glowing nebula, horns, intricate patterns, leviathan, lifeless planet, linked hands, mandala, mountain, mysterious box, narwhal, raven, runes, the setting sun, shai-hulud, triangles, the void of space, volcano, vortex, waves, winged creatures, the yawning grave, zero.*

## The Secret Police

**Play this front if you want paranoia, espionage, secrecy, covert ops, privacy versus security**

Aspect	Extensive	Average	Problematic
Dedicated personnel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Legal immunity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Military assets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Spies and informers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Surveillance tech	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**If Space Wurm controls the secret police**, she chooses the ratings: one is problematic, two are average, and two are extensive. She commands the secret police and describes what it is like.

**If Space Wurm does not control the secret police**, the player whose character is linked to the secret police picks two aspects and rates them. Picks then pass to their right, with the next two players each picking one aspect and rating it until they are all rated as follows: one is average, two are extensive, and two are problematic. **The player whose character is linked to the secret police describes how their PC is connected to the secret police.**

**If there are no secret police**, government is transparent and there are no covert operations outside the criminal underworld, and no information gathering specialists.

**Each player whose character is linked to this Front has a friend, or someone who owes you a favor, on the inside. You can call on that NPC to get you out of trouble, at least once. Who is this NPC? Decide later if you want.**

**If you're linked to this Front, answer:**

- How have the police negatively impacted your life?
- What is it about the secret police that scares you?
- Which of your friends and family have been affected by the secret police?
- Who have you lost to the secret police?
- Why are the secret police so powerful?

## Agencies vs the Secret Police

Choose some interesting relationships by pairing up sets below, as many as you think are fun.

Agricultural Department  
Border Patrol  
Defence Security Council  
Economic Development Committee  
Foreign Diplomatic Office  
Galactic Parliament  
Imperial Navy  
Judiciary  
Law Enforcement Agencies  
Natural Resource Distribution Office  
Planetary Survey Board  
Presidium  
Public Health Department  
Trade Commission  
Treasury

...advocates for more limits on the powers of the secret police.  
...continually tries to move in on the police's jurisdiction.  
...co-operates with the secret police, but cautiously.  
...enthusiastically co-operates with the secret police.  
...has a rivalry going with the secret police.  
...has tried to shut down the secret police before.  
...is being spied on by secret agencies.  
...is blocking police efforts to expand.  
...obeys when the proper paperwork is filed.  
...routinely ignores memos and memorandums from the secret police.  
...works closely with the secret police.

## Secret Police Assets

Consider your ratings when making the following choices.

### Personnel

Analysts, embedded agents, field agents, management, office staff, policy advocates, researchers, spymasters, and technicians.

### Legal Immunity

Secret police can enjoy freedom from (choose 1+): auditing, incarceration, investigation, oversight, prosecution, taxation.

### Military Assets

Air support, armoured divisions, artillery, detainment centres, engineers, infantry units, naval ships, orbital bombardment, recon units, scout teams, tactical units.

### Informants

Active spies and intelligence gatherers can be corrupt auditors, detectives, flying drones, orbital satellites, planted employees, psychics, recruiters, scouts, security cameras, space explorers, or surveillance professionals.

Passive informants can be civilians, corporate employees, criminals, trade unionists, travellers, or civil servants in any of the agencies listed below.

### Surveillance Techniques

Anonymous informants, anti-interrogation pharmaceuticals, assassination, blackmail, digital microexpression analysis, drones, embedded agents, extortion scams, false identities, game theory, hypnotic conditioning, kidnapping, mail surveillance, mandatory self-reporting, metadata, miniaturized bugs, narcoanalysis, orbital sensors, pre-crime prediction, propaganda, psychic interrogators, public cameras, questioning tourists, technological back doors.

## The Spice

**Play this Front if you want psychedelia, trade-driven conflict, mercantile villainy, and seriously weird shit**

### Define the Spice

**If Space Wurm controls the spice**, she picks for all categories below, and controls its production and distribution, but not the various factions demanding access to it.

**If Space Wurm does not control the spice**, the player whose character is linked to the spice picks for one of the three categories below, then passes to their right. The next two players pick for one category each.

#### The Spice supports (choose one or more)

- Biological life.
- Communications.
- Material culture.
- Social culture.
- Transportation.

#### The Spice is also...(choose some or none, not all)

- a cognitive enhancer.
- a psychic booster.
- a psychoactive and/or revelatory drug.
- an emotional and/or physiological stimulant.
- capable of bending time and space around it.
- harmful to biological life (corrosive, paralytic, poisonous, etc).
- medicine.
- mutagenic.

#### The Spice is most commonly found in...(choose one)

- crystalline form.
- gaseous form.
- liquid form.
- multiple different forms.
- solid form.
- the form of a dust or powder.

**Each player linked to this Front explains the hookup their character has who can always provide the Spice. How and why is the character so well connected?**

**If you're linked to this Front, answer:**

- What have you personally gained from having access to the spice?
- What would be the first thing to happen if the spice became unavailable?
- Who discovered the spice?
- Who has controlled the spice before?
- Why is the spice so important to you personally?