

## Agenda

Fill the Isle with the fantastic, the mysterious, and the bizarre.  
Challenge the players and the crew.  
Play to find out what happens.

## Principles

Begin and end with the fiction.  
Reward exploration with resources and information.  
Provide explanations in bits and pieces.  
Describe the world to the crew; ask questions to the players.  
Ask questions and use the answers.  
Deal out consequences as established—don't surprise them, don't hold back.  
Hint at greater complexity beneath the surface.  
Enrich the bizarre with an internal logic.  
Make a move that follows.  
Never speak the name of your move.  
Give every monster life.  
Name every person.  
Know what every character wants.  
Think in terms of trade-offs.  
Keep the crew scrambling.  
Sometimes, let the players decide.

## GM Moves

Use a monster, danger, or location move.  
Reveal an unwelcome truth.  
Show signs of an approaching threat.  
Injure them: inconvenience, cripple, disable, or let them meet their doom.  
Use up their resources.  
Separate them.  
Offer an opportunity, with or without cost.  
Put someone in a spot.  
Take away their bearings and let them know they're lost.  
Change the situation—environment or character disposition.  
Tell them the requirements or consequences and ask.  
Give 2-3 options; tell them what makes each different.

## Captain Anistasiya Three-Finger

**Vampire** - When you suck a person dry hold 2-blood; if you just leave them weak and anemic hold 1 (max 3). Whenever you would consume rations, consume Blood instead. Spend Blood as Vim or for +1 on any roll. You are disabled if caught in the sunlight without heavy concealing clothing, and may not enter a dwelling uninvited.

**Limp** - Can't run as fast as other characters.

**Captain** - Hold 1-morale when you leave safe haven or share loot (max 1). Spend morale to take +1 on any roll as long as you're giving orders and the crew is working in concert.

## Noah "Nach" Chandler (vim)

**Metallurge** - When you work metal in your bare hands and whisper to it, you may mold its form like clay. Spend Vim to command one thing of metal in your presence that you could hold to bend itself into the named form, instantly.

**Unearthly Beauty**  
**Post Officer**

## Quentin Mustafa (vim)

**Dowser** - When you ask the GM "Which way to water?" he will tell you the direction to the nearest sources, and whether they are still or flowing, salt or fresh or putrid. Spend Vim to conjure a downpour from the heavens, a thick blanketing fog, or a spring gushing forth from the earth.

**Dainty** - Don't consume rations.

**Grizzled Skyman** - Campfire parables.

## Oliver of Sark (vim)

**Medium** - You may sense the presence of and communicate with spirits and Little Gods. Spend Vim to speak a command which a spirit in your presence cannot but obey.

**Tattooed**

**Raw Recruit** - Take any role, if the character with that role dies.

## Zarathustra Merryweather

**Chymist** - When the GM asks what you did in safe haven, you may tell him what item you made: 1-medicines, battery (amberic or alchymic), ingested poison, antidote to a specific poison, aqua regia (dissolve a fist-sized chunk of nearly any material), stick of dynamite, 1-fuel (requires a barrel of naphtha), smoke bomb, colored flare / firework.

**Crack Shot** - When you tell the GM what trick shot you want to make he will say you make it, or you make it if you spend 1-ammo.

**Prisoner**

## Oscar Dwason (4 load)

**Talking Bear** - Teeth and claws count as heavy melee weapons. Can carry 4-bulk, but weigh 5-bulk. Spend 2x rations.

**Nine Lives** - Take +3 to Meet Thy Doom.

**Cook** - Spend an extra 2-rations to cook the evening meal and the crew takes +1 forward in the morning.

## Nicolai whose dad wasn't around much

**Mesmerist** - When you hypnotize a creature with a soothing voice and rhythmic motion, roll +1 for a private, quiet environment. **\*\*On a 10+**, choose 2. **\*\*On a 7-9**, choose 1 and lasting effects fade within a day. Choose: They reveal what you ask of them. They repress a memory. They accept a statement as truth.

**Secret Identity** - Pick a background from those not drafted.

**Courier** - Take +1 to Defy Danger or Move Into Position while mounted

## Leslie Mikhaylov (vim)

**Fleshcrafter** - When you hack and slash against fleshly foes you may spend Vim for +1. You may also spend Vim to create a homunculus out of living flesh on hand: a small creature that understands you and obeys your commands. Roll a die to see how long it holds together: 1 minutes, 2 hours, 3 many hours, 4 all day, 5 many days, 6 indefinitely.

**Runner** - If using your speed, take +1 to Defy Danger or Move Into Position.

**Bodyguard** - Take +1 to Defend.

## Tetyana Golubev (5 load)

**Golem** - Non-biological, don't eat sleep or breathe. Integral 1-armor.

**Branded**

**Stevedore** - Carry an extra 1-bulk.

## Wallace Worthing (2 load)

**Armorer** - When the GM asks what the you did in safe haven, you may say you repaired 1-armor or made 1-ammo.

**Child** - Carry only 2-bulk. Weigh only 2-bulk.

**Magus** - At will: small flames / lights, crude and brief change to appearances, substance, form of small objects, telekinetic force of 1-2 lb at several yards, stick together as though strongly magnetically attracted, store / retrieve small object or 2 in unspace, burn marks into surfaces softer than iron with a touch.

## Zebediah Smythe o.t.w.h.s.

**Automator** - When the GM asks what you did in safe haven and you have been studying a computational system, you may tell him you figured out what it does and how it works; or, if you have already done that, you may tell him how you reprogrammed it; or, if you have spare parts and tools around, you may tell him what little drone you created to perform a repetitive and mindless task.

**Sickly** - Leaving safe haven, too weak to walk on a 1 or 2 on the d6.

**Mechanic** -When the Mechanic fixes something broken or makes something new, roll +1 if you have plenty of time, +1 if you have the perfect parts on hand. **\*\*On a 10+**, it works. **\*\*On a 7-9**, it's working for now, but choose: The GM will say what else breaks, or at some future point at the GM's discretion it will fail again.

## Yelena Yellowstone (4 load)

**Hunter** - When you hunt for food, roll +1 for hunting on home territory and spend ammo for +1. **\*\*On a 10+**, you take in 2d6 rations of food (remember 2-rations = 1-bulk, so you may need someone else to carry it all.) **\*\*On a 7-9**, choose: only take in 1d6 rations, or encounter hostiles.

**Hulking** - Wrestle bears, bend iron bars, move large rocks. You can haul an extra 1-bulk, but weigh 5-bulk if carried.

**Surgeon** - When the Surgeon tends to the injured, poisoned, diseased, crippled, disabled, or (nominally) dead, roll +1 for operating in a surgery (there's one on the Jay) and spend medicines for +1. **\*\*On a 10+**, the Surgeon can do something to help them. **\*\*On a 7-9**, help comes at a cost.

## Camilla Nebuchadnetzar (2 load)

**Barbarian** - When you're finding the path, take +1 to trek. You treat your primitive armaments as heavy melee weapons and longarms.

**Weakling** - Only carry 2-bulk.

**Gunner** - Take +1 to Open Fire.

## Joachim Amolin

**Farmer** - When the GM asks what you did in safe haven and you respond, "cultivate the land," gain 1d6 rations.

**Mechanical Hand** - Crush rocks in your grip.

**Navigator** - When the GM asks what the Navigator did while in safe haven and you reply "Pore over charts and maps of the territory," take +1 forward to trek.

## Karl Kent (vim)

**Offworlder** - Survival suit with: ion gun (spend Charge as ammo), plasma shields (spend Charge as armor), sensor package (geiger counter, atmospheric analyzer), lights, respirator, climate controls, and radio tranceiver. Holds 1-charge; recharge by draining an amberic battery or connecting to a generator.

**Potent** - Gain 1-vim when leaving safe haven.

**Interpreter** - Some familiarity with every encountered language.

## Daria Celik (vim)

**Thaumaturge** - When you quickly cast a memorized ritual, roll +1 for blood sacrifice and spend Vim for +1. **\*\*On a 10+**, cast it. **\*\*On a 7-9**, cast it but choose: burn out, or the GM offers you a bargain.

**Sharp Eye** - Take +1 to Read a Situation.

**Master at Arms** - Take +1 to Hack and Slash.

## Hack and Slash

When you meet the foe in melee, roll +1 for heavy close combat weapons and spend Armor for +1. **\*\*On a 10+**, the enemy is reduced in number, injured, slain, scattered, forced to surrender, or driven off (GM chooses). **\*\*\*On a 7-9**, the enemy is reduced in number or injured, but they will also attack the crew up close and personal.

## Open Fire

When you shower a ready foe with deadly fire, roll +1 for longarms and spend Ammo for +1. **\*\*On a 10+**, the enemy is reduced in number, injured, slain, scattered, forced to surrender, or driven off (GM chooses). **\*\*On a 7-9**, the enemy is reduced in number or injured, plus the enemy will force you out of your position and into harm's way, close with you and put you in immediate danger, or attack the crew at a distance.

If you don't have Ammo on hand, you probably can't Open Fire. Maybe you can Open Fire one more time and then you're out for real, if you've established there's one more bullet in the chamber.

## Defend

When you stand in defense of a person, thing, or location under assault, roll +1 for a fortified or defensible position and spend Armor for +1. **\*\*On a 10+**, choose 2, and the thing you're defending stays safe: characters have time to safely do something, enemies can't reach a thing or location. **\*\*On a 7-9**, the object of your defense stays safe, and choose 1.

- Take +1 forward against the attacker.
- Injure the attacker or beat him back, away from his objective.
- You don't need to take an attack in your ward's stead.

## Defy Danger

When you act despite an immediate threat or to mitigate calamity, say how you deal with it then roll, +1 for following a coordinated plan of action and spend Armor for +1 against bodily harm. **\*\*On a 10+**, everyone makes it through with just scrapes and bruises. **\*\*On a 7-9**, the GM will offer a worse outcome, hard bargain, or ugly choice.

## Move Into Position

When you maneuver to obtain a more favorable position against a target, roll +1 for acting alone or in a pair, +1 if the target doesn't know your current position. **\*\*On a 10+**, choose 2. **\*\*On a 7-9**, choose 1. Either way, take +1 forward when acting what you say.

- Say who you're hidden from, and who can see you.
- Say who you've got a clean shot against, and who's got a clear line of fire to you.
- Say what your relative positions are.

## Empirical Analysis

When you perform measurements and experiments to understand new or unexplained phenomena, roll +1 for prodding the situation to see how it reacts. **\*\*On a 10+**, your experiments result in new information relevant and immediately applicable to the situation at hand. **\*\*On a 7-9**, choose: as above, but the GM will tell you the cost of your experiments; or, the GM will provide you with largely academic or tangential information of no necessary immediate use.

## Read a Situation

When you closely observe a situation or person, roll +1 if it's a character or place you have an established relationship with, +1 if you can observe it in a variety of circumstances. **\*\*On a 10+**, ask 3 of the below questions. **\*\*On a 7-9**, ask 1. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should we be on the lookout for?
- Who's really in control here?
- What's not as it appears to be?

## Parlay

When you manipulate an NPC using leverage (something you have that they want or need), roll +1 for being generous or magnanimous. **\*\*On a 10+**, they do what you ask if you first promise what they ask of you. **\*\*On a 7-9**, they'll do it, but they need concrete assurance you'll uphold your end of the bargain, right now.

## Interfere

When you get in the way of another move, roll +1 for outnumbering them. **\*\*On a 10+**, they take -2 to their roll. **\*\*On a 7-9**, they still take the penalty, but you also expose yourself to danger, retribution, or cost.

## Cast a Ritual

When you take several hours to read, puzzle through, and conduct the complex ceremonies of a ritual described in a tome or inscription, the GM will name the price. If you choose to pay it, roll and spend Vim for +1. **\*\*On a 10+**, the ritual works. **\*\*On a 7-9**, it works, but you get only part of the intended results or suffer unforeseen consequences (GM chooses). **\*\*Always**, you are burned out until you next rest in safe haven.

## Trek

When you travel through the untamed wilderness or fly the open skies, roll +1 for traveling between landmarks. **\*\*On a 10+**, choose 2. **\*\*On a 7-9**, choose 1. **\*\*Always**, if the journey will take more than a day, spend 1-ration for each character in the party. Choose:

- You stumble across good fortune in the wild. Roll a die: 1-2 friendlies, 3-4 a new landmark, 5-6 food worth 1d6 rations.
- You avoid hostiles.
- You end up where you expected. If your destination is a landmark, you get this for free.

## Meet Thy Doom

When you're surely a goner or definitely dead, roll. **\*\*On a 10+**, you'll walk away from it, somehow—not immediately, and not without consequences (possibly grievous), but you'll survive. **\*\*On a 7-9**, there's a chance you can be saved (though not necessarily without lasting scars and debilities), if allies take quick and decisive action at possibly great cost. **\*\*On a miss**, you're dead.

## Encumbrance

When a character tries to hack and slash, open fire, defend, defy danger, move into position, or trek while individually carrying 4-bulk, drop burdens until down to 3 bulk or automatically roll a miss. Anything heavier than 4-bulk needs to be split among multiple characters, who all count as encumbered.

- 0-bulk for a few, or 1-bulk for a bunch in a pack: Pistol. 1-ammo. Knife. Shaving kit. Notebook. Spyglass. Torch, amberic crank or analog. Pouch of coins. Filter mask.
- 1-bulk: Coil of rope. Pots and pans. Tent and blankets for two. Body armor. Longarm. Bow or crossbow. Heavy close combat weapon. Swaddled babe. Toolbox. 2-rations. Cold weather clothing. Oxygen tank. Portable radio. Battery, amberic or alchymic.
- 2-bulk: Child. Overstuffed pack.
- 3-bulk: Full-grown adult.

## Plot a Landmark

Landmarks are distinctive terrain features visible from a long distance. At the start of the game, the Jay and 2-3 features visible from the crash site are Landmarks. The players should put all Landmarks on a map—if it's not on the map, it doesn't count. The GM may declare features of the sky-isle to be Landmarks as they are discovered, and the Trek move may reveal additional landmarks. When traveling between two landmarks, take +1 to Trek. When your destination is a landmark, on a 7+ you always end up where you expect, for free.

## Go Hungry

If a rule calls for you to spend a ration but you don't have any on hand, take -1 ongoing until you can consume a ration.

## Safe Haven

When you set out after spending several nights sleeping soundly away from all danger, with good food and a roof over your head, go through the list of characters setting out on the journey. Tell the GM what each did while in safe haven, and he will tell you in turn what injuries and ills are recovered. Spend 1-ration for each character setting out on the journey.

The crew may choose to make this move when not setting out on a journey. Tell the GM what each character is doing, and spend 1-ration for everyone.