

WORLD OF ALGOL 1:

The IRIDIUM PLATEAU



by Johnstone Metzger.

Sorcerer and Trader illustrations by Nathan Orlando Wilson.

For use with **Apocalypse World** by D. Vincent Baker,
and **Planet Algol** by Blair Fitzpatrick.

This cross-over supplement allows you to use the Apocalypse World rules in the Planet Algol setting. You will need both of these; this is not a complete game by itself.

<http://lumpley.com/apocalypse/>
<http://planetalgol.blogspot.com/>

CHARACTERS

World of Algol has its own set of playbooks: Bard, Bravo, Earth Man, Robot, Sage, Sorcerer, Thief, Trader, and Warlord. These playbooks are not exclusive—more than one player may choose to play the same playbook. There are also numerous sentient races on Planet Algol, both human and non-human, and some are restricted to their race's playbook.

PLAYBOOKS

The Bard is a performer, a social manipulator, and an inveterate carouser. Play a bard if you like to influence others and have a good time at a party.

The Bravo is a mercenary, hired out by oligarchs, nobles, and anyone else who has the coin to spare and needs some kind of tough guy. Play a bravo if you want to be a skilful fighter.

The Earth Man is someone from Earth who has arrived on Planet Algol through mysterious circumstances. Earth men are a rare source of mystery and wonder for the Algolesians. Play an Earth man if you don't want to learn much about Planet Algol before you start playing, or if you want to play an influential, heroic character.

The Robot is a powerful thinking machine, probably built for war and destruction. Play a robot if you want to destroy things and not understand human behaviours.

The Sage is a figure of great wisdom, a master of esoteric lore. Play a sage if you are interested in the many long histories of civilization on Planet Algol, or you want to handle a lot of arcane and magical devices.

The Sorcerer is a powerful wizard, a wielder of eldritch forces and black witchery. Play a sorcerer if you want to have lots of weird magical powers, and don't particularly care about being consistently good at anything else.

The Thief is stealthy and quiet, but only so he can crawl inside the demon's jaws. Play a thief if you want a character who is very good at getting into trouble, but maybe not so good at getting out again.



The Trader makes do with whatever he has, negotiating the transfer of goods and services in such a way that he comes out with a profit. Play a trader if you want to make deals and collect favours.

The Warlord commands a gang of thugs and toughs. It's not an easy life of pampered indulgence, but when a fight goes down, leadership has its privileges. Play a warlord if you want to boss around a bunch of lackeys or lead a gang into battle.

APOCALYPSE WORLD PLAYBOOKS

You can also use the regular playbooks from Apocalypse World if you like, as long as you give one of your stats a -1, and pick a race from the list.

RACES ON PLANET ALGOL

If you pick Earth man or robot, that's your race. If you pick bard, bravo, sage, sorcerer, thief, trader, or warlord, choose one of the races listed in your playbook. There are a large variety of different types of Algol Men, and only some of them are listed here.



Agogi men are pink-skinned and usually hairless, though some have thin, fine silvery-white hair. Their eyes are pink to white. They constitute the main ruling class on the Iridium Plateau, and are the oligarchs of Agog City. If you are Agogi, you start with +2barter in oddments or money and get +1 to any barter rolls you make within the Agogi hegemony.



Azghukh men have turquoise skin with purple stripes, like those of a tiger. Their hair is dark and inky, ranging from green to purple, and their eyes are usually gold. The Azghukh are a naturally artistic and celebratory race. If you're Azghukh, you get an extra bard move, even if you're not a bard.

Barshi men have glossy black skin and hair, which is usually straight or wavy, and occasionally bleached and dyed. Their eyes range from black to grey to gold. If you're Barshi, you get an extra thief move, even if you're not a thief.



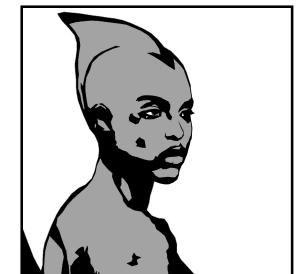
Gresh men have lemon yellow skin, no hair, and eyes of yellow, green, or brown. If you're Gresh, you can always use an improvement to get +1sharp (max sharp+2), no matter what playbook you choose.



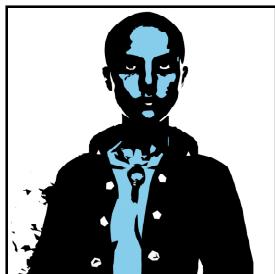
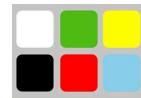
Haasht men have jade-toned, finely-scaled skin and iridescent bronze or copper eyes. Men have crests of lavender to blue-green scales instead of hair, while women have wavy hair of the same colours that they often wear in mohawks of faux-hawks, in solidarity with their men-folk. If you're Haasht, you can breathe underwater and swim with great alacrity, and you can always use an improvement to get +1hard (max hard+3), no matter what playbook you choose.



Hyperborean men have ashen white skin and straight hair of a white to dark grey colour. They are an extremely chauvinistic race, and easily band together, whether they are from primitive barbarian tribes or domed cities under the polar ice. If you're Hyperborean you may always roll+any stat (your choice) to use **Reputation** with other Hyperborans and with any agents of the Agogi oligarchs.



Jhagkhi men have dull grey skin, greyish or white eyes, and a shark-like fin instead of hair. If you're Jhagkhi, you get +1hard (max hard+2) or you start with +3barter. If you ever eat the flesh of a human enemy you have killed, mark experience.



Kherulhi men have glossy skin of a sky blue colour, black eyes, and no hair. If you're Kherulhi, you get +1hard (max hard+2) or +1hot (max hot+2).



Lhovhami men have glossy red skin, from scarlet to vermillion, and straight, glossy black hair. They usually have black or dark brown eyes, occasionally red. If you're Lhovhami, hold 3 each session you're in the Red Sands, the Rust Desert, or the Plains of Burning Stones; hold 1 each session you're in some other environment. Spend your hold, 1-for-1, to get +1 when you roll+cool or roll+sharp.



Nire Witches have ivory skin and glossy black hair. Their race is composed entirely of women. If you're a Nire witch, you get one extra sage or sorcerer move, even if you're not a sage or a sorcerer.



Ohlvidhi men have golden skin, yellow eyes, and curly to bushy hair that ranges between coppery, brassy, and bronze in colour. If you're Ohlvidhi, you get +1hot (max hot+3), or an extra sorcerer move, even if you're not a sorcerer.

Pulvi are a race of small and slender, long-limbed wasteland scavengers. They are covered in shaggy, matted grey fur that has oily iridescent highlights of purples, greens and blues, and possess four to seven orange spherical eyes, irregularly spaced about the front of their furry heads. Pulvi garb themselves in drab-coloured desert robes, cowls, turbans, and goggles, rarely allowing others to see what they truly look like. If you're a Pulvi, you get +1cool (max cool+3), -1hot, and you may always use the thief move **Stealthy** if it is dark or you are in the desert.



Shereshi are the degenerate descendants of inhuman space aliens. They have green skin, three eyes, six fingers on each hand, and no hair, lips, or external ears. Instead of blood their veins flow with ichor and their only technology is magic. Shereshi get +1weird (max weird+3), -1hot, and start play with a spellbook and two spells.

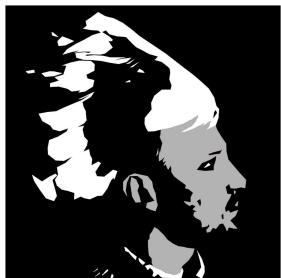


Shuzakh men have glossy black skin with red to orange markings in unique patterns of stripes and spots. They have black eyes and no hair. If you're Shuzakh, you get +1cool (max cool+2) or +1sharp (max sharp+2).



Synthetic humanoids have been created by the Ancients, by the Vat Guild, and even by crazed individuals delving into arcane, sorcerous secrets. Lone synthetics are sometimes able to breed with other races, especially if they were made as copies of specific individuals, and a few originally-synthetic cultures, aside from the Gharhions, still thrive on Planet Algol.

Terrans are human types that originate on Earth. Terrans have been sending space expeditions to Planet Algol since as long ago as the 22nd century AD, and terrans of earlier eras have made their way to Algol through numerous mystical avenues and the meddling of space aliens. Terrans are often unfamiliar with Algolesian cultures.

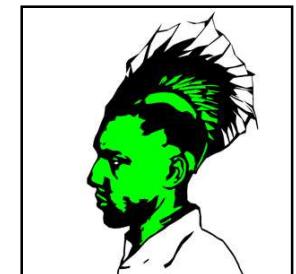


Tikalg men are covered in pale grey down, and have white crests of long, curling feathers instead of hair. They usually have yellow eyes. If you're Tikalg, you can trade your feathers for up to 2-barter each month, though if you do so, you take -2 the next time you roll+hot.

Viisstri men have grey skin, lank black hair, and white, grey, or yellow eyes. If you're Viisstri, you get an extra move from the trader playbook, even if you're not a trader.



Vlesh men have light to dark green skin, yellow eyes, and a ribbed crest like that of a dimetrodon instead of hair. If you're Vlesh, you get an extra bravo move, even if you're not a bravo.



Zhaxxi men have silver skin, pinkish eyes, and straight hair that ranges from black to grey to silver and white. If you're Zhaxxi, you get +1sharp (max sharp+2) or +1weird (max weird+2).

Zhermish men have bright green skin, blue to green eyes, and woolly or wavy hair that is yellow to green in colour, though many men prefer to go bald. If you're Zhermish, you get +1hard (max hard+2) or +1sharp (max sharp+2).

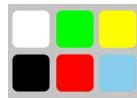


RELATIVES

If two characters are of the same race, they may be relatives. If the players decide their characters are related, they each get +1Hx with each other and roll to determine the nature of their relationship:

- 1-2 Siblings or half-siblings.
- 3-4 Relatives of different generations, i.e. mother and son, niece and uncle, or grand-father and grand-daughter.
- 5-6 Cousins.

If your Hx goes to +4 because of this, reset to Hx+1 and mark experience.



The BARD

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The BARD

LOOKS

Race: Algol man or synthetic.

Appearance (choose 1):

- Alluring and sexy.
- Beautiful, hypnotic eyes.
- Bright eyes and withered body.
- Fat and loud.
- Non-descript face and unforgettable voice.
- Small of frame but extravagantly expressive.

Attire (choose 1):

- Fancy dresser, oiled and bejewelled.
- Mask and costume.
- Outrageously-hued plastextile leisurewear.
- Patron's traditional livery.
- Rough-and-tumble, mail shirt and leathers.
- Run-down and dirt-stained travelling gear.

STATS

Choose one set:

- Cool+1, Hard-1, Hot+2, Sharp+1, Weird-1
- Cool+2, Hard=0, Hot+2, Sharp-1, Weird-2
- Cool=0, Hard+1, Hot+2, Sharp=0, Weird-1
- Cool-1, Hard-1, Hot+2, Sharp+1, Weird+1

BARD MOVES

Choose 3:

○ **Artful & Gracious:** When you perform before an audience, roll+hot. On a 10+, name 2 NPC members of the audience. On a 7-9, name 1. For each name, choose one:

- *They admire your patron.*
- *They love you.*
- *They must bring you a gift.*
- *They must grant you a favour.*
- *They must have your services.*

On a miss, you perform well, but you gain no benefit and suffer no harm or lost opportunity.

○ **Breathtaking:** You get +1hot (max hot+3).

○ **Get Comfortable:** When you read a person you're already in conversation (or otherwise intimate) with, roll+hot instead of roll+sharp.

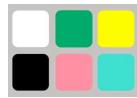
○ **Life of the Party:** When you spend time indulging seriously in pleasures or celebration, roll+hot. On a 10+, choose 2. On a 7-9 choose 1 and the MC will introduce a complication.

- *You are invigorated and take +1forward during the celebrations.*
- *You are rejuvenated and heal one segment of harm.*
- *You don't take -1forward due to hangover after the party's over.*
- *You get +1Hx with someone you're partying with.*

You may choose to pass any bonuses on to other characters who are partying with you. On a miss, the party turns sour.

○ **People Talk:** When you want to know something about somebody important (your call), ask around and roll+hot. On a 10+, ask 3. On a 7-9, ask 1:

- *How are they doing and what's up with them?*
- *How could I get to them, physically and emotionally?*
- *What or who do they love best?*
- *When should I expect to see them next?*
- *Who do they know, like and/or trust?*



The BARD

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- **Well-Travelled:** When you come to someplace new, say whether you have been there before, and when. At your option, name someone you met, and something you left behind. The MC will tell you what has changed.

GEAR

You get:

- One or two bardic instruments.
- One functional weapon.
- Oddments, money, or intoxicants worth 2-barter.
- Fashion according to your looks, including, at your option, one piece worth 1-armour (you detail).

Bardic Instruments (choose 1 or 2):

- Chambered bagpipes.
- Collapsible vibrophonic piano table.
- Crystal-amplified brassteel sitar.
- Crystal-amplified large- or small-bodied spike fiddle.
- Drone pipe cylinder.
- Drum and percussion collection.
- Hand-cranked calliope organ.
- Magna-coil oud/guitar and sound box.
- Oscillating metal multi-valve trumpet.
- Theramin.
- Visi-Sonor.
- Wood flute ensemble.

Functional Weapons (choose 1):

- Crowbar (2-harm hand messy).
- Ornate dagger (2-harm hand valuable).
- Staff (1-harm hand area).
- Sword or axe (3-harm hand messy).

HX

On your turn, choose 1, 2, or all 3:

- One of them hired you for a party that didn't go so well. Tell them Hx+1.
- One of them is your intoxicant connection. Tell them Hx+2.
- You lost a drinking contest with one of them. Tell them Hx+1.

Tell everyone else Hx-1. You've got an image to maintain.

On the others' turns, choose 1, 2, or all 3:

- One of them started a fight while you were performing. Whatever number that player tells you, give it +1 and write it next to their character's name.
- You secretly plot to ruin the reputation of one of them. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- You told one of them all about performing inside a rich noble's home and saw the greed in their eyes. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever number they tell you, write it down.

BARD SPECIAL

If you and another character have sex, choose 1:

- Both of you take +1forward.
- Choose one option from **Artful & Gracious** for them, whether you have the move or not.

BARD IMPROVEMENT

- __ Get +1cool (max cool+2).
- __ Get +1hard (max hard+2).
- __ Get +1sharp (max sharp+2).
- __ Get +1weird (max weird+2).
- __ Get another Bard move.
- __ Get another Bard move.
- __ Get followers (detail) and **Fortunes**.
- __ Get a gig (detail) and **Side Jobs**.
- __ Get a move from another playbook.
- __ Get a move from another playbook.



The BRAVO

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The BRAVO

LOOKS

Race: Algol man, pulvi, shereshi, synthetic, or terran.

Appearance (choose 1 or 2):

- All smiles and scars.
- Broken nose and cauliflower ears.
- Grizzled and rugged.
- Muscles like you read about.
- Sleek and predatory.
- Thousand-yard stare.

Attire (choose 1):

- Dark clothes, leather, no nonsense.
- Flashing jewellery and swirling, multi-hued fabrics.
- Patron's livery or uniform.
- Primitive armour and cheap clothes.
- Walking arsenal.
- War-skirt and a couple metal plates.

STATS

Choose one set:

- Cool+1, Hard+2, Hot-1, Sharp+1, Weird-1
- Cool+1, Hard+2, Hot=0, Sharp=0, Weird-1
- Cool-1, Hard+2, Hot+1, Sharp+1, Weird-1
- Cool=0, Hard+2, Hot-1, Sharp=0, Weird+1

BRAVO MOVES

Choose 3:

- **Battle-Hardened:** When you act under fire, you may roll+hard instead of roll+cool.

○ **Blood Rage:** Whenever you take harm, roll+harm taken. On a 10+, take +1ongoing until you heal any harm. On a 7-9, take +1forward. On a miss, take -1contamination or -1ongoing until you heal any harm, your choice.

○ **Bloodcrazed:** When you inflict harm, inflict +1harm.

○ **Dance of Blades:** When you take on multiple opponents in hand-to-hand combat, you get +1armour.

○ **Fuck this Shit:** Name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

○ **Perfect Instincts:** When you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.

○ **Professional Gossip:** When you ask around at the local watering-hole or other social nexus and make your profession obvious, roll+hard. On a hit, you're told about available work. On a 10+, you're able to suss out the backgrounds of prospective employers. On a 7-9, you only hear about the most promising job currently available. On a miss, you're shut out or given bad information.

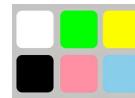
○ **Soldier:** In a fight, when you help someone who's rolling, don't roll. They take +1 automatically.

○ **Veteran:** Get +1hard (max hard+3).

GEAR

You get:

- One serious weapon.
- Two specialist weapons.
- One backup weapon.
- Oddments or money worth 1-barter.
- Fashion according to your looks, including, at your option, armour worth 1-armour or 2-armour (you detail).

**Serious Weapons (choose 1):**

- Bomb-thrower (4-harm close area messy reload).
- Disruptor ray (3-harm close area hi-tech).
- Laser rifle (3-harm far hi-tech laser).
- Magna-coil bolt thrower (3-harm close/far autofire hi-tech).
- Phasic machete (3-harm hand hi-tech phase).
- Shatter gloves (+2harm +s-harm hand hi-tech worn).

Specialist Weapons (choose 2):

- Antique hand-cannon (3-harm close loud reload valuable).
- Ceramic grenades (4-harm close area messy reload).
- Fire lance (2-harm hand/close hi-tech laser tag).
- Long-barrelled hunting musket (2-harm far loud reload).
- Needlegun pistol (1-harm close poison-optional).
- Needlegun rifle (1-harm far poison-optional).
- Shotgun (3-harm close messy reload).
- Stun whip (s-harm hand area tag).

Backup Weapons (choose 1):

- Black powder handgun (2-harm close loud reload).
- Knife collection (2-harm hand infinite).
- Shield (+1harm worn, +1armour vs. hand weapons).
- Spear (2-harm hand/close area).
- Sword (3-harm hand messy).

HX

On your turn, choose 1, 2, or all 3:

- One of them saw you kill somebody. Tell them Hx+1.
- One of them stood up to you and got away with it. Tell them Hx+2.
- You and one of them were both hired by a boss who turned on you. Tell them Hx+2.

Everyone else, tell them Hx+1. Bravos come cheap.

On the others' turns, choose 1, 2, or all 3:

- One of them is your drinking buddy. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- You met one of them in a bar fight. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

- You met one of them in court or prison. Whatever number that player tells you, add 1 to it and write it next to the character's name.

Everyone else, whatever number they tell you, write it down next to the character's name.

BRAVO SPECIAL

When you and another character have sex, roll a die and ask their player the question indicated:

1-2 *What do you want my character to do for you the most?*

3-4 *What is the last thing you want my character to do now?*

5-6 *Who do you want my character to kill the most?*

If you pursue the action they tell you, take +1forward and mark experience.

BRAVO IMPROVEMENT

___ Get +1cool (max cool+2).

___ Get +1hot (max hot+2).

___ Get +1sharp (max sharp+2).

___ Get +1weird (max weird+2).

___ Get another Bravo move.

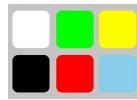
___ Get another Bravo move.

___ Get a gang (detail) and **Pack Alpha**.

___ Get a gig (detail) and **Side Jobs**.

___ Get a move from another playbook.

___ Get a move from another playbook.



The EARTH MAN

SITUATION

You arrived on Planet Algol... (choose 1):

- a day or two ago
- a week or two ago
- a month or two ago

...from... (choose 1):

- a primitive society
- a Classical era
- a Medieval era
- a Modern era
- a Post-Modern era

...and you came here via... (choose 1):

- astral travel (you get Weird=0, and choose two spells).
- dreams, trance, or ecstatic visions (you get Weird+1).
- experiments of an unknown nature (you get Weird+1, but mark one debility).
- physical transportation through space and time (you get Weird=0, and two pieces of useful Earth gear).
- reincarnation (you get Weird-1, and mark one advancement before play begins).

You were accompanied by... (choose 1):

- no one, you came alone.
- one companion (detail), who has disappeared.
- a small group of people (detail), now scattered.
- a large group of people (detail), some of whom now depend on you.

You appear... (choose 1):

- equipped for travel, according to your era.
- naked but for mismatched and scavenged Algol clothes.
- richly attired, according to your era.
- strangely attired, according to your era.
- suitably attired, according to your era.

STATS

Choose one set:

- Cool+1, Hard-1, Hot+2, Sharp+1
- Cool-1, Hard+2, Hot+2, Sharp-1
- Cool+1, Hard=0, Hot+2, Sharp=0
- Cool-1, Hard+1, Hot+2, Sharp+1

EARTH MAN MOVES

If you were subject to experiments, choose 3. Otherwise, choose 2:

- Daredevil:** If you go straight into danger without hedging your bets, you get +1 armour. If you're leading a gang, it gets +1 armour too.
- Earth Science:** You are possessed of special knowledge from Earth; choose a profession and write it on your sheet. When you employ your Earthly knowledge, roll+sharp. On a 10+, it works, just like it would on Earth! On a 7-9, it sort of works, but the MC will choose one or two:
 - *The best tools you can find are still inadequate.*
 - *The results are only temporary, at best.*
 - *Using Algolesian materials results in additional, unforeseen results.*
 - *You need something that doesn't exist on Algol.*
 - *You need trained assistants to help you.*

On a miss, disaster! Your profession is: _____

- Exotic and Foreign:** When you spend time telling someone stories of Earth, they become fascinated by you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 1. They can spend your hold, 1-for-1, by:

- *Doing something you want them to do.*
- *Fighting to protect you.*
- *Sticking up for you or your reputation.*
- *Warning you of danger.*

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1-for-1:

- *They distract themselves with thoughts of Earth. They're acting under fire.*
- *They are inspired by thoughts of Earth. They take +1 right now.*

On a miss, they hold 2 over you, on the exact same terms.



The EARTH MAN

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○ **Reputation:** When you meet someone important (your call), roll+hot. On a hit, they've heard of your strange origins, and you say what. On a 10+, take +1forward for dealing with them. On a miss, they've heard of you, but the MC will decide what they've heard.

○ **Strange Magick:** Choose three spells or rituals. If you were physically transported or reincarnated, these are written in a spell book as normal. If not, they are unwritten and may not be taught to others, but are automatically re-memorized while you sleep.

○ **Well-Equipped:** You get three additional pieces of useful Earth gear.

GEAR

You get fashion according to your situation, including if appropriate a piece worth 1-armour. Depending on your circumstances, you may also possess useful Earth gear.

Useful Earth Gear (choose none, 2, 3, or 5, as appropriate):

- Assault rifle (3-harm close loud autofire).
- Battle rifle (3-harm far hi-tech-optional).
- Big box of ammo.
- Binoculars.
- Chainsaw (3-harm hand autofire messy).
- Designer body protection (detail) worth 2-armour.
- Flashlight and batteries.
- Handgun (2-harm close loud) or two.
- Kilo of drugs (detail) and works.
- Medical kit, with 2-stock.
- Night-vision goggles and batteries.
- Personal computer/phone (detail).
- Personal vehicle (detail).
- Rad-suit worth 1-armour.
- Radio/recording device and batteries.
- Rope and climbing gear.
- Several grenades (4-harm hand area reload messy) or C4 and detonators.
- SMG (2-harm close area loud).
- Steed or pack animal.
- Valuables (detail) worth 1-fortune.

HX

On your turn, choose 1, 2, or all 3:

- One of them gave you food and shelter when you had nothing Tell them Hx+2.
- One of them is the first person you met on Algol. Tell them Hx+2.
- One of them saved you from a common Algol man-killer. Tell them Hx+2. Everyone else, tell them Hx+1. Your bewilderment is an open book.

On the others' turns, choose one or both:

- Choose which one you trust the least. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- One of them reminds you of home. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever they tell you, give it -1 and write it next to their character's name. You are not from Planet Algol and you do not understand.

EARTH MAN SPECIAL

When you and another character have sex, you may ask them, or their player, one question and they must answer truthfully. You may ask any question, as long as it is directed to that character, or about that character.

EARTH MAN IMPROVEMENT

- ___ Get +1cool (max cool+2).
- ___ Get +1hard (max hard+2).
- ___ Get +1sharp (max sharp+2).
- ___ Get +1weird (max weird+2).
- ___ Get another Earth Man move.
- ___ Get a gig (detail) and **Side Jobs**.
- ___ Get followers (detail) and **Fortunes**.
- ___ Get a move from another playbook.
- ___ Get a move from another playbook.
- ___ Get a move from another playbook.



The ROBOT

11

The ROBOT

LOOKS

Appearance (choose 1):

- Blackened and blood-stained war-machine.
- Extremely hi-tech.
- Hardcore deconstructionist aesthetic.
- Human on the outside, machine on the inside.
- Painted, adorned, and decorated by hand.
- Sleek and shining chrome (wo)man of metal.

STATS

Choose one set:

- Cool=0, Hard+2, Hot-1, Sharp+2, Weird-2
- Cool+2, Hard+2, Hot-2, Sharp=0, Weird-1
- Cool=0, Hard+2, Hot=0, Sharp-1, Weird+1
- Cool+1, Hard+2, Hot-1, Sharp+1, Weird-1

ROBOT MOVES

You get this one:

- **Mechanical Titan:** As a robot, you are immune to many things that harm normal life forms, such as heat, cold, lack of oxygen, and most forms of non-magical contamination. You do not need to eat or drink, and are usually unaffected by psychic phenomena. However, you do not heal damage the way living creatures do, and in order to be repaired you require a qualified technician.

And choose 2:

- **Heavy Metal:** You get +1hard (max hard+3).
- **Interface Jack:** You are able to manipulate any and all thinking machines, and read them as if they were people, simply by plugging into them.

- **Programmed to Destroy:** When you break things or smash through walls, roll+hard. On a 10+, things break. On a 7-9, things break but the MC chooses one:

- *You are impeded slightly and are acting under fire in follow-up actions.*
- *You cause unintended harm or damage.*
- *You leave something behind.*
- *You take something with you.*

On a miss, you suffer harm, as established (ap).

- **Self-Repairing:** Your systems repair themselves, as long as you have proper materials to replace damaged parts (metals, plastics, crystals, etc). The first segment heals after about a day, the second after about a week, the third after about a month, the fourth after about a season, the fifth after about a year, the sixth after about a decade. Segments must be repaired one at a time, though you may take debilities as normal.

- **Unstoppable:** Take -4 on all "when you suffer harm" rolls.
- **Versatile Utility:** Choose another specialist function or two more auxiliary functions.
- **Zardoz Speaks to You:** When you manipulate, you may roll+hard instead of roll+sharp.

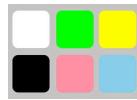
GEAR

You get:

- One specialist function.
- Two auxiliary functions.
- Clothes, if you want them (you detail).

Specialist functions (choose 1):

- Energy beams (3-harm close/far hi-tech implanted laser).
- Flame thrower (4-harm close fire implanted messy).
- Force shield (+1armour force hi-tech implanted).
- Metaphysical sensors (+augury hi-tech implanted).
- Suspensor arrays (+flight hi-tech implanted).



The SAGE

12

Auxiliary functions (choose 2):

- Blades (3-harm hand implanted).
- Drug injectors (hi-tech implanted tag).
- Extendable limbs (implanted).
- Extending eyepiece (hi-tech implanted).
- Hardened metal exterior (2-armour hi-tech implanted). If you wear armour, use that instead.
- Stun-wave projector (s-harm close ap area hi-tech implanted loud reload).

HX

On your turn, choose one or both:

- One of them helped get you repaired when you were broken. Tell them Hx+2.
- One of them knows where you were built. Tell them Hx+2.
- One of them seems to understand you, even though you are a robot. Tell them Hx+2.

Everyone else, tell them Hx-1. You are a robot.

On the others' turns, whatever number they tell you, give it -1 and write it next to the character's name. You don't normally get close to fragile meat packets.

ROBOT SPECIAL

If you and another character somehow manage to have sex, whatever their special is, ignore it. It doesn't happen.

ROBOT IMPROVEMENT

- Get +1cool (max cool+2).
- Get +1sharp (max sharp+2).
- Get +1weird (max weird+2).
- Get another Robot move.
- Get another Robot move.
- Get another specialist function.
- Get a gig (detail) and **Side Jobs**.
- Get a gang (detail) and **Leadership**.
- Get a move from another playbook.
- Get a move from another playbook.

The SAGE

LOOKS

Race: Algol man, pulvi, or shereshi.

Appearance (choose 1 or 2):

- Adorned with strange tattoos or painted sigils.
- Deep, soothing, sonorous voice.
- Hands like claws clutching an ancient tome.
- Laden down with trinkets, knickknacks, and small artifacts.
- Piercing eyes that seem to look deep into your soul.
- Swathed in dusty robes, metal rings, and spectacles.
- Unkempt hair and a long, shaggy beard.

STATS

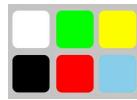
Choose one set:

- Cool+1, Hard-1, Hot=0, Sharp+2, Weird=0
- Cool=0, Hard+1, Hot-2, Sharp+2, Weird+1
- Cool-1, Hard-1, Hot-1, Sharp+2, Weird+2
- Cool=0, Hard-1, Hot+1, Sharp+2, Weird=0

SAGE MOVES

Choose 3:

- **Consult Sage:** When a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.
- **Helping Hands:** When you help someone, you may roll+sharp instead of roll+Hx.



The SAGE

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○ **I Know This Work:** When you encounter an interesting artifact, construction, or device (your call), roll+sharp. On a hit, you can ask the MC questions. On a 10+, ask 2. On a 7-9, ask 1:

- *how could I make this thing do __?*
- *how is it weak or vulnerable?*
- *what's happened to it recently?*
- *what's it for?*
- *what's it made of?*
- *who made it?*

○ **Knowing is Half the Battle:** At the beginning of the session, roll+sharp. On a hit, hold 1. On a 10+, also take +1forward. At any time, either you or the MC can spend your hold to have you already there, with the proper tools and knowledge, with or without any clear explanation why. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught, or trapped.

○ **Quick Thinking:** When you act under fire, you may roll+sharp instead of roll+cool.

○ **The Sage's Book of Spells:** You get a spellbook with three spells or rituals.

○ **Who's Who on Planet Algol:** When you meet someone important (your call), say what you've heard about them and roll+sharp. On a hit, the MC will tell you more details. On a 10+, the MC's details will complement yours. On a 7-9, the MC's details may contradict your own information, and how you discover the truth is your own affair. On a miss, you are wrong about something.

○ **Words are Cheap:** When you provide useful or secret knowledge to another character with no strings attached, get +1Hx with them if it's a PC, or take +1forward against them if it's an NPC.

GEAR

You get:

- One weapon for self-defence.
- Oddments or money worth 2-barter.

Fashion according to your looks (you detail).

Weapons for self-defence (choose 1):

- Cane sword (2-harm hand).
- Ceramic knife (2-harm hand ap).
- Old pistol (2-harm close loud reload).
- Shield (1-harm hand worn +1armour vs. hand weapons).
- Staff (1-harm hand area).

HX

On the others' turns, choose 1, 2, or all 3:

- One of them didn't heed your advice. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- You looked out for one of them in troubled times. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- You told one of them where you suspect an Ancient city may be hidden. Whatever number that player tells you, add 1 to it and write it next to the character's name.

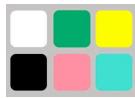
Everyone else, whatever number they tell you, give it -1 and write it next to the character's name. You're too wrapped up in your researches to care much.

SAGE SPECIAL

If you and another character have sex, you get +1Hx with them, and you can open both your minds to the psychic maelstrom together, experiencing the same thing. With another PC, roll once but add both your weird stats. If your Hx goes to +4 with them, reset it to Hx+1 and mark experience.

SAGE IMPROVEMENT

- __ Get +1cool (max cool+2).
- __ Get +1hard (max hard+2).
- __ Get +1hot (max hot+2).
- __ Get +1sharp (max sharp+3).
- __ Get +1weird (max weird+2).
- __ Get another Sage move.
- __ Get another Sage move.
- __ Get a gig (detail) and **Side Jobs**.
- __ Get a move from another playbook.
- __ Get a move from another playbook.



The SORCERER

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The SORCERER

LOOKS

Race: Algol man, shereshi, or synthetic.

Appearance (choose 1):

- Bored and unimpressed.
- Intense and maniacal, with blazing eyes.
- Nervous and skittish, eyes full of fear.
- Perfect, unblemished.
- Tall and imperious, with an air of unshakeable confidence.
- Withered and depraved.

Attire (choose 1 or 2):

- Animal hides.
- Antique or bizarre jewellery.
- Black cloak, black felt and leather clothes
- Garments picked up off the ground.
- Star-patterned robe and conical hat.
- Soft and stylish synthsilk attire, all "gifts."

STATS

Choose one set:

- Cool-1, Hard-1, Hot+1, Sharp+1, Weird+2
- Cool+2, Hard-2, Hot-1, Sharp=0, Weird+2
- Cool=0, Hard-1, Hot=0, Sharp+1, Weird+2
- Cool+1, Hard+1, Hot-2, Sharp=0, Weird+2



The SORCERER

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SORCERER MOVES

You start with four spells or rituals, plus choose 2:

- **Altar Stone:** When you sacrifice a sentient life or goods worth at least 3-barter on your altar, ask 2:
 - *What is my enemy's true position?*
 - *What should I be on the lookout for?*
 - *Which enemy is most vulnerable to me?*
 - *Which enemy is the biggest threat?*
 - *Who wishes me harm?*
- **Expanded Spell Book:** You get an additional three spells or rituals.
- **Fearsome Presence:** You can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your will counts as a weapon (1-contamination close up loud-optimal).
- **Hypnotic Gaze:** When you enter into a charged situation, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- **Magic in the Blood:** You get +1weird (max weird+3).
- **Mesmerizing Power:** When you seduce or manipulate an individual, you may roll+weird instead of roll+hot.
- **Wizard Sight:** By using a crystal ball or a pool of still water, you can roll+weird instead of roll+sharp to read a situation from afar.

GEAR

You get:

- A spell book.
- Oddments, antiques, books, intoxicants, or money worth 3-barter.
- Fashion according to your looks (you detail).

Hx

Everyone introduces their characters by name, looks, and attitude. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them doesn't know you are a sorcerer. Tell them Hx-1.
 - One of them knows you have a secret map. Tell them Hx+1.
 - You have used your magic on or on behalf of one of them. Tell them Hx+2.
- Everyone else, tell them Hx=0.

On the others' turns, choose one or both:

- One of them obviously doesn't trust you. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- You and one of them are the only survivors of a dubious adventure. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

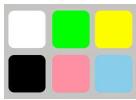
Everyone else, whatever number they tell you, give it -1 and write it next to the character's name. You're not exactly good with people.

SORCERER SPECIAL

If you and another character have sex, hold one. While you have hold over them, either of you may help or interfere with the other, regardless of distance or barriers that would normally prevent it. You may relinquish your hold at any time.

SORCERER IMPROVEMENT

- __ Get +1cool (max cool+2).
- __ Get +1hard (max hard+2).
- __ Get +1hot (max hot+2).
- __ Get +1sharp (max sharp+2).
- __ Get another Sorcerer move.
- __ Get another Sorcerer move.
- __ Get three more spells or rituals.
- __ Get followers (detail) and **Fortunes**.
- __ Get a move from another playbook.
- __ Get a move from another playbook.



The THIEF

LOOKS

Race: Algol man, pulvi, shereshi, synthetic, or terran.

Appearance (choose up to 3):

- Deformed or mutilated.
- Dressed as some other profession.
- Immaculately well-groomed.
- Long thin limbs, long thin fingers.
- Nervous and stuttering.
- Ostentatious rings and jewels.
- Small and slight, clothed in soft greys or blacks.
- Sparkling eyes full of mischief and a smirking grin.
- Thick dark clothes that blend into the night.

STATS

Choose one set:

- Cool+2, Hard-1, Hot=0, Sharp+2, Weird-2
- Cool+2, Hard=0, Hot-2, Sharp+1, Weird+1
- Cool+2, Hard-1, Hot+1, Sharp+1, Weird-1
- Cool+2, Hard+1, Hot=0, Sharp=0, Weird-1

THIEF MOVES

You get this one:

● **Stealthy:** When you move silent, unseen, roll+cool. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to remain undetected, if at all possible, while you take an action, including:

- *You cover your tracks.*
- *You get close to someone or something.*
- *You hide or conceal yourself.*
- *You infiltrate a secure location.*
- *You snatch, pocket, or conceal an item.*

If you reveal yourself, you lose any remaining hold. On a miss, you're caught in the act, in a bad position.

And choose 2:

○ **Eye for a Mark:** When you read a person, on a hit, in addition to your other questions, you may ask this:

- *What's your character's most valued or valuable possession?*

When you read a situation, on a hit, in addition to your other questions, you may ask this:

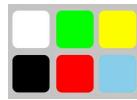
- *What and where is the most valuable thing here?*

○ **Five-Finger Discount:** You get one piece of gear from any playbook, even if it's hi-tech or valuable, but remove the implanted tag.

○ **Gatecrasher:** At the beginning of the session, roll+sharp. On a hit, hold 1. On a 10+, also take +1forward. At any time, either you or the MC can spend your hold to have you there, with or without any clear explanation why. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught, or trapped.

○ **Ice Cold:** When you go aggro on another player's character, roll+Hx instead of roll+hard. When you go aggro on an NPC, roll+cool instead of roll+hard.

○ **Opportunistic:** When you interfere with someone who's rolling, roll+cool instead of roll+Hx. Asshole.



The THIEF

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○ **Thieving Nature:** When you see, hear about, or otherwise come to know of a thing you want, roll+cool. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 2:

- *How can I make this mine?*
- *What is this truly worth?*
- *Who will stand in my way?*
- *Who will try to take it from me once it's mine?*

On a miss, your face and body language betray your interest in the thing to anyone who's paying attention.

GEAR

You get:

- Two pieces of criminal gear.
- Oddments or money worth 1-barter.
- Fashion according to your looks (you detail).

Criminal gear (choose 2):

- Automatic lock disabler (applied hi-tech).
- Caltrops (1-harm close area infinite).
- Hidden knives (2-harm hand infinite).
- Mesh armour (1-armour hi-tech).
- Needlegun pistol (1-harm close poison-optional).
- Plasteel cable and grappling hook.
- Shigewire (2-harm intimate; also records sound).
- Sword (3-harm hand).

HX

On your turn, choose 1, 2, or all 3:

- One of them fenced your stolen goods. Tell them Hx+1.
- You and one of them are the only survivors of a dubious adventure. Tell them Hx+1.
- You were caught stealing from one of them. Tell them Hx+2.

Everyone else, tell them Hx-1. You're a thief, you got secrets.

On the others' turns, choose 1, 2, or all 3:

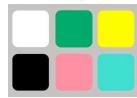
- One of them has no idea you're a thief. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
 - One of them is your wife or her lover. Whatever number that player tells you, give it -1 and write it down next to the character's name.
 - One of them helped you steal something valuable. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, write it down next to the character's name.

THIEF SPECIAL

When you and another character have sex, you may ask 3 questions from **Thieving Nature**, as if they were something valuable and you had rolled 10+, even if you do not have the move.

THIEF IMPROVEMENT

- __ Get +1cool (max cool+3).
- __ Get +1hard (max hard+2).
- __ Get +1hot (max hot+2).
- __ Get +1sharp (max sharp+2).
- __ Get another Thief move.
- __ Get another Thief move.
- __ Get a gang (detail) and **Pack Alpha**.
- __ Get a gig (detail) and **Side Jobs**.
- __ Get a move from another playbook.
- __ Get a move from another playbook.



The TRADER

LOOKS

Race: Algol man, pulvi, or shereshi.

Appearance (choose 1):

- Blank, intoxicant-addled gaze.
- Bright-eyed, smooth-talker.
- Old and wizened.
- Scraggly and travel-worn.
- Smooth-faced and indifferent.

Attire (choose 1):

- Baggy, nondescript shirts and trousers in neutral colours.
- Distinctive trader uniform.
- Drab nomad robes.
- Hides and furs.
- Mismatched outfits you collect like postcards.

STATS

Choose one set:

- Cool+1, Hard+1, Hot-1, Sharp+2, Weird-1
- Cool=0, Hard-1, Hot=0, Sharp+2, Weird+1
- Cool-1, Hard=0, Hot+1, Sharp+2, Weird=0
- Cool+1, Hard-1, Hot+1, Sharp+2, Weird-1



TRADER MOVES

You get this one:

- **Side Jobs:** At the beginning of a session, or when there's downtime, choose up to three gigs to work and roll+sharp. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe, but may cause complications.

And choose 1:

- **Escape Art:** Name your escape route and roll+sharp. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- **Inventory:** When you search your pockets, bags, and storage for something small enough to fit that isn't hi-tech or unique, roll+sharp. On a 10+, you happen to have just the thing, or close enough. On a 7-9, you happen to have something close, unless you're looking for something remotely valuable, in which case no dice. On a miss, you used to have just the thing, but it turns out some asswipe stole it from you.
- **Silver Tongue:** When you manipulate someone, you may roll+sharp instead of roll+hot.
- **Web of Contacts:** When you go looking for specific goods or services, roll+sharp. On a 10+, you find someone who can supply you with just the thing, or good enough, for a fair price. On a 7-9, the MC will tell you 1:
 - *You find just the thing, but at a great cost.*
 - *You find something close, for less.*

On a miss, the only way to get it here is exactly what you don't want to do.



GEAR

You get:

- Three paying gigs.
- One obligation gig.
- One trade specialty.
- One portable weapon.
- Oddments or money worth 2-barter.
- Fashion according to your looks, including a piece worth 1-armour.

Trade specialty (choose 1):

- Caravan of up to 3 pack animals.
- Crew of up to 3 assistant traders.
- Medical kit worth 4-stock.
- Permanent or portable public establishment.
- Portable non-hi-tech workspace.

Portable weapon (choose 1):

- Hand cannon (2-harm close loud reload).
- Hidden knives (2-harm hand infinite).
- Metal club (2-harm hand).
- Musket (3-harm far loud reload).

HX

On your turn, choose 1, 2, or all 3:

- One of them left you in a pinch when they were supposed to come through for you. Tell them Hx-1.
- You and one of them discovered an abandoned, underground fortress of the Ancients together. Tell them Hx+1.
- You and one of them were both persecuted by the same noble or warlord. Tell them Hx+2.

Everyone else, tell them Hx=0.

On the others' turns:

- Pick the one you think is the wealthiest. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to the character's name. You try not to get too attached.

TRADER SPECIAL

If you and another character have sex, if they're an NPC, you get a new obligation gig: keeping them happy (they're happy / oh no they're not). With a PC, you get +1Hx with them.

TRADER IMPROVEMENT

- Get +1cool (max cool+3).
- Get +1hard (max hard+2).
- Get +1hot (max hot+2)
- Get +1sharp (max sharp+2).
- Get another Trader move.
- Get a move from another playbook.
- Get a move from another playbook.
- Get 2 new gigs and another crew.
- Abandon or resolve an obligation gig for good.



The WARLORD

20

The WARLORD

LOOKS

Race: Algol man, pulvi, shereshi, synthetic, or terran.

Demeanour (choose 1):

- Angry and bellowing task-master.
- Face of a torturer.
- Gregarious, back-slapping big brother.
- Proud and confident.
- Quiet and watchful.
- Stern and disapproving.

Attire (choose 1 or 2):

- Customized metal armour.
- Earth clothes.
- Furs and dinosaur scales.
- Gold chains and studded leather.
- Patron's uniform or livery.
- Velvet and moth-silk luxury wear.

STATS

Choose one set:

- Cool+1, Hard+2, Hot=0, Sharp+1, Weird-2
- Cool-1, Hard+2, Hot+1, Sharp+1, Weird-1
- Cool+1, Hard+2, Hot-1, Sharp+1, Weird-1
- Cool+1, Hard+2, Hot-2, Sharp=0, Weird+1

WARLORD MOVES

You get this one:

- **Pack Alpha:** When you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7-9, choose 1:

- *They do what you want.*
- *They don't fight back over it.*
- *You don't have to make an example of one of them.*

On a miss, someone in your gang makes a dedicated bid to replace you for alpha.

And choose 1:

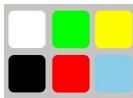
- **Art of War:** When you open your brain, you may roll+hard instead of roll+weird.

- **Fame and Infamy:** When your gang meets someone important (your call), roll+hard. On a hit, they've heard about your gang and react accordingly. You say what they've heard. On a 10+, also take +1forward with them. On a miss, they've heard about your gang alright, and they don't want it around.

- **Minions:** When you have your gang help someone else issue threats or commit violence, don't roll+Hx. You help them as though you'd hit the roll with a 10+.

- **Prepared for the Inevitable:** You have a hi-tech medical kit, worth 4-stock.

- **The Set-Up:** When you spend a day directing your gang to make preparations, roll+sharp. On a hit, hold 1. On a 10+, you also take +1forward. Spend your hold to be prepared for a situation or to have already set something up—a trap, an escape route, a cache of supplies, or a meeting with an ally—as long as it follows from how or where you directed your gang to prepare.



GEAR

You get:

- One boss weapon.
- One symbolic weapon.
- Oddments or money worth 2-barter.
- Fashion according to your looks and warband (you detail).

Boss weapons (choose 1):

- Automatic needlegun (1-harm close/far autofire poison-optional).
- Bomb-thrower (4-harm close area messy reload).
- Heavy blaster (3-harm close/far autofire hi-tech laser).
- Phasic machete (3-harm hand hi-tech phase).

Symbolic weapons (choose 1):

- Heavy whip (1-harm hand).
- Kingly sceptre (2-harm hand blunt valuable).
- Wicked sword (3-harm hand valuable).

WARBAND

By default, your warband consists of about a dozen undisciplined and mercenary fighting-men with primitive weapons and armour (2-harm gang small savage 1-armour). Then choose 3:

- Your band consists of two or three dozen guys (medium).
- Your band has hi-tech weapons (+close/far, +laser).
- Your band has sophisticated armour (+1armour).
- Your band is nomadic, able to maintain its gear with no fixed home base (+mobile).
- Your band is mounted; each member rides a zorse, ornith, or other steed.
- Your band is self-sufficient, able to feed itself without depending on you (+rich).
- Your band is well-armed (+1harm).
- Your band is well-disciplined (-savage).

And choose 1:

- Your band is a loose-knit group of short-term mercenaries. Vulnerable: desertion.
- Your band is filthy and unwell. Vulnerable: disease.
- Your band is in significant debt to someone powerful. Vulnerable: obligation.
- Your band is lax about security and likes to drink and brag. Vulnerable: reprisals.
- Your band is untrustworthy and greedy. Vulnerable: betrayal.

HX

On your turn, choose 1, 2, or all 3:

- One of them stood up to you, band and all. Tell them Hx+2.
- One of them used to be part of your warband. Tell them Hx+2.
- Your gang watched over and protected one of them. Tell them Hx-1.

Everyone else, tell them Hx+1. You're pretty obvious.

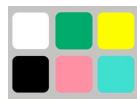
On the others' turns, whatever number they tell you, give it -1 and write it down next to the character's name.

WARLORD SPECIAL

When you and another character have sex, take +1forward.

WARLORD IMPROVEMENT

- __ Get +1cool (max cool+2).
- __ Get +1hard (max hard+3).
- __ Get +1sharp (max sharp+2).
- __ Get another Warlord move.
- __ Get another Warlord move.
- __ Choose a new option for your warband.
- __ Choose a new option for your warband.
- __ Get a holding (detail) and **Wealth**.
- __ Get a move from another playbook.
- __ Get a move from another playbook.



AGENDA AND PRINCIPLES

Barf Forth Algolesian Apocalyptic: Planet Algol is a weird science-fantasy setting where Great Old Ones, space aliens, demon-worshipping sorcerer-priests, telepathic God-Emperors, and Earthlings from every conceivable period of history—and the future—have waged soul-crushing mutagenic war on each other for a hundred billion years. Nothing is too weird.

Make Planet Algol Seem Real: Just because it's weird doesn't mean it doesn't make sense, though. Yes, there are those who reach Planet Algol through their dreams, but that doesn't mean the planet is a fever dream world. There are reasons for everything on Planet Algol—too many reasons, sometimes, and they can be inhuman reasons, but the weirdness comes from the juxtaposition of elements that follow different internal logics and different rules. Nothing is weird simply for the sake of being weird.

Make Planet Algol Seem Vivid: You're supposed to make the player's character's lives not boring, right? Well, there's literally thousands upon thousands of dead civilizations to draw from on Planet Algol, so you can always include something new and unique. Preferably in bright, garish colours. And make sure all of your characters are unique, when they step out from the faceless hordes of slaves. Algol is a world full of survivors—everyone has some talent or skill worth noticing.

NEW TAGS

Acid: Any harm blocked by non-magical armour reduces its rating by 1.

Contaminated: Causes contamination.

Fake: The item is a replica and is only useful if someone can be fooled into thinking it is real.

Force: Force shield armour ignores the ap tag.

Hallucinogenic: Causes temporary distortions of thought processes and sense perception, possibly including prophetic foresight, glossolalia, astral travel, and/or fractal x-ray vision.

Laser: Laser weapons counts as ap versus non-hi-tech, non-magical armour. They can also cause s-harm from blinding.

Magic: Attacks of pure magic count as ap against physical armour. Magical armour defends against all attacks that don't simply bypass it.

Phase: Phasic weapons cut through matter, and so count as ap versus all non-force, non-magical armour.

Poison: Poisoned wounds usually cause contamination and do not heal without proper medicine. Milder poisons can inflict only s-harm and/or cause hallucinations on contact or once ingested.

Psi: Interfaces with the mind directly. May cause Ψ -harm.

BARTER AND FORTUNES

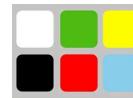
The most commonly bartered items on Planet Algol are probably food, textiles, slaves, and intoxicants. On the Iridium Plateau, the main industry is mining, so a great many rare and precious stones and metals are also traded regularly.

In addition to a lively barter economy, the more advanced societies on Planet Algol use various forms of money. Thin golden chits made of gold, called credits, are the currency of choice on the Iridium Plateau.

It is also possible to amass great stores of wealth, and so possess a fortune. Any character lucky enough to be in possession of at least 1-fortune should not have to worry about obtaining items worth several barter or so.

1-fortune is enough to purchase a business, a complete household (including guards and servants), a complete suit of magical armour, a personal force-shield, a functioning robot, an extremely rare creature, a highly-coveted piece of artwork, a tonne of precious ore, or a specially-designed synthetic being.

It is enough to keep your average noble household, production facility, or bordello running for a year; or to hire the services of a sizeable gang, a construction crew, a temple, or a high-class mistress/courtesan for a year. It is enough to keep a luxury goods production facility, an ostentatious noble house, or a legion running for a month. It is enough to run a hi-tech production facility, field an army, or run an autarch's government for a week.



CONTAMINATION

There are many things worse than bodily injury on Planet Algol. Characters here have an additional harm countdown called contamination. Characters can become contaminated by radiation, poison, physical and psychic diseases, magical curses, biological parasites, mutagenic chemicals, and temporal paradoxes, among other things. You mark contamination one segment at a time, after being exposed for a certain amount of time, which may be a long time or a very, very short amount of time, depending on the strength of the contaminating material.

Armour is no defence against contamination, though special suits may be worn to block the effects of certain hazardous materials, and magic may defend against certain types. When you suffer contamination, you should roll the harm move, but roll+current contamination, before adding the new point of contamination. If you mark your contamination countdown all the way to 12:00, your character succumbs and dies.

Contamination doesn't usually go away on its own. You'll need to take deliberate steps to purify yourself of radiation poisoning or lift a magical curse. If your contamination countdown crosses 9:00, you can choose to mark a debility. If you do, you get the debility, becoming permanently corrupted, but the contamination resets to 9:00 on the countdown. Once you're past 9:00, you can choose to take a debility instead of any new contamination.

Debilities related to contamination are:

- Promised (-1cool)
- Weakened (-1hard)
- Mutated (-1hot)
- Insane (-1sharp)

Promised means you've bartered your soul to a demon-king or some other extra-dimensional being. When you die, you'll serve this being for eternity. Better start looking for a way out now; eternal youth sure ain't part of the deal.

If you're **weakened**, you're always vulnerable to exhaustion, sickness, and disease.

If you're **mutated**, your body changes visibly. Choose some horrible mutation, ask the other players for ideas, let the MC choose, or roll on a random chart to

decide. It has to be obvious, at least some of the time, though. No beneficial mutations.

If you're **insane**, define what condition ails you, and expect the MC to play into it whenever you miss a roll.

After you take a debility from contamination, you may always spend your next improvement on +1weird (max weird+3), no matter what playbook you're using.

The PSYCHIC MAELSTROM

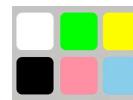
Weird is a relative term: the weirder one is, the more in tune with the supernatural energies infusing Planet Algol one is. The "psychic maelstrom" is a generic term for the psionic forces that transmit knowledge, sharpen memory, and connect the minds of a multitude of mostly non-human sentient races; the magical forces that warp and twist the physical world and draw the attention of extra-planar beings; and other supernatural forces that power various forms of non-human technologies.

When you open your brain on Planet Algol, you could simply be remembering your own past—or, you could be experiencing someone else's memories, accessing some other plane of existence, mystically enhancing your own senses, or psionically probing your surroundings. It's up to each player how their character's mind functions on Algol.

ALGOLESIAN WEAPONS

There is a great technological disparity between communities on Planet Algol. Certain guilds, organizations, and social classes have preserved some knowledge of ancient hi-tech devices, and are able to leverage this into military power and economic prosperity. The most common hi-tech weapons are laser weapons.

But most people live with the equivalent of pre-industrial technology. Swords, spears, clubs, and crossbows are common weapons, while some militias use black powder firearms, although these can be harder to reload than crossbows.



SPELLS

Spells are actually extra-dimensional life forms, a type of mental parasite or symbiote. They do not normally prefer the minds of men, but may be captured and employed to create anomalous effects in the physical world through the use of magical formulae. By memorizing a formula, a spell is captured and held in the mind until cast, which usually erases all memory of the formula.

You may keep two spells memorized per positive point of Weird you have, or only one spell if your Weird=0 or less.

When you **learn a spell**, from a tome or another sorcerer, roll+sharp. On a 10+, as long as you have enough time, you may learn the spell and copy it into your own spellbook. On a 7-9, your learning is imperfect. The MC will add an additional trait or two. On a miss, the spell is too difficult or alien, and you risk unleashing uncontrollable powers or harming your mind.

Commonly-known spells on Planet Algol include:

Armour: Grants you or someone you touch 2-armour for half a day, or until the end of a battle. Does not stack with other armour.

Autarch's Hand: Roll+weird to seize by force from a distance (1-harm close magic). Replace "take little harm" with "you create no additional unwanted effects," then pick your options as normal. If you seize an opponent, they are immobilized as long as you concentrate. You do not take harm unless you are in a magical duel, in which case this spell is no defence.

Bind: You may command any rope-like objects within sight to tie themselves around other objects or around people; or you may cast this spell backwards and cause bindings to come undone.

Charm: This spell temporarily makes a creature or an NPC into an ally (*ally: friend*). If cast on another player's character, they mark experience if they behave like you are best friends and allies, and are acting under fire to oppose you or act in an unfriendly manner. Normal duration is one day or thereabouts.

Create Sound: You may create a disembodied sound as long as you concentrate. You may not create sounds you have not personally heard nor have no memory of. Range is your own earshot. This spell may be used to amplify your own voice, or someone else's.

Detect Magic: Cast this spell on an object to determine its magical properties, or on your surroundings to discover what is magical.

Feather Fall: When cast upon a falling target within sight, including a person, object, or yourself, the target falls as if light as a feather until reaching the ground.

Floating Disc: You summon a magical floating disc, about five feet in diameter, that follows you around and can carry about five hundred pounds of stuff. It lasts for about a day or until dispelled. You may only command one disc at a time.

Ghostwalk: As long as you concentrate, you become ghostly and insubstantial, hard to see and able to walk through solid matter easily.

Invisibility: As long as you concentrate, you become invisible, along with all your gear.

Light: You create a luminous glow, which either floats beside you or may be attached to a physical object within sight, and lasts until dispelled. If cast on a person, they begin to glow with a pale light. This effect lasts about a day.

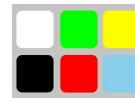
Locate Object: As long as you concentrate, you are drawn to the closest object of a certain type, which you picture in your mind. This spell will only locate specific, unique objects that you are familiar with.

Magic Missile: Attack at range using magic (3-harm close/far magic). When you learn this spell, choose an additional tag (e.g. acid, cold, darkness, energy, fire, lightning, quintessence). When you cast this spell, roll+weird to go aggro.

Mending: You magically repair defects or damage to a piece of gear that is not hi-tech.

Open: With a word or touch, you cause a stuck, barred, locked, held, or wizard-locked door to open. This also works on secret doors, locked boxes, and will loosen welds, and shackles, but will not ropes or bindings.

Paralyze: You may hold an individual within sight in place, as long as you concentrate (s-harm close magic).



Pyrotechnics: As long as you concentrate, you may control non-magical fires within your vicinity, including extinguishing them. You must be able to sense the fire, but you do not necessarily need to see it. Magical fire that is not controlled by another sorcerer may also be manipulated.

Shield: Creates a magical shield in front of you that gives you 3-armour against missile attacks, as long as you concentrate.

Sleep: You may cause a target that you can see to fall into a magical slumber, from which it is hard to awaken. The target will sleep for several hours. Player's characters who wish to act before they fall asleep must act under fire.

Spider Climb: Allows you, or a target you touch, to walk on walls and hang from ceilings like a spider until returning to normal movement.

Spirit Steed: Whisper your need into the ether, and roll+weird. On a hit, a spirit steed arrives to carry you to your destination. On a 10+, choose 2. On a 7-9, choose 1:

- Your steed appears to be a normal animal.
- Your steed may carry additional passengers.
- Your steed may carry you to multiple locations.
- Your steed may fly.

On a miss, you summon something else.

Stinking Cloud: You create a toxic cloud the size of a room (1-harm close area magic poison). This cloud looms until dispelled or it dissipates.

True Sight: As long as you concentrate, your sight is unimpeded by obstacles such as darkness, smoke, dust, mist, magical illusions or invisibility. Ghosts, demons, and concealed objects become apparent, and the alternate forms of shapechanged creatures becomes known. This spell does not confer x-ray vision or reveal other magical characteristics.

Wall of Fire: You create a wall of flames roughly your height and fifty feet long. Anyone caught in this fire or passing through it is in danger of being burned (2-harm ap area magic). The fire you summon lasts as long as you concentrate on maintaining it, but the natural fires it may cause are another matter entirely.

Wall of Ice: You summon a sheet of ice roughly your own height and fifty feet long. This may be a free-standing wall or a sheet covering another surface. The ice lasts until it melts.

Wall of Stone: You summon into existence in front of you a wall of stone roughly your height and up to thirty feet long. It begins to crumble after a few hours and will be reduced to dust after a day.

Wizard Eye: As long as you concentrate, you may send forth an invisible eye that you can see through. It may travel as quickly as a zorse runs, in any direction.

Wizard Lock: You cause a door, gate, valve, or other closure to shut and hold fast as if it were barred and locked. This applies also to improvised doors and barriers, and all types of materials, though it does not protect them from being battered down. Normal duration is about a day or so.

RITUALS

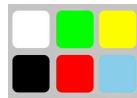
Some magical effects are too complicated to simply be memorized and thrown around like spells. Rituals involve multiple spell entities and take anywhere from several minutes to several hours or even days to complete.

Alarm Ward: You may inscribe a magic ward on a doorway, passage, or other limited location that will alert you or make noise when someone touches it or passes through the area. Your ward lasts for about a day.

Change Weather: After this ritual is performed, which can be performed in less than one hour, the weather changes to fit your will.

Construction: You magically repair a piece of hi-tech gear, or, if you have proper plans and materials, you may build a piece of hi-tech using magic. This ritual takes about a day.

Dispel Magic: You may cancel spells, curses, and magical effects. This ritual takes only a few minutes to remove the ongoing effects of spells, but may take hours to dispel the effects of rituals. It will not reverse the permanent effects of using magic, it only repels existing magic away from this plane of existence.



Healing Touch: Lay your hands on the target and roll+weird. On a hit, heal 1 segment of harm. On a 7-9, choose 1:

- *You open your brain to the psychic maelstrom.*
- *You're acting under fire from the effort.*

On a miss, heal no segments and treat it as if you've opened both your brains and missed the roll.

House of Leaves: By means of this ritual, you cause a house to form around you out of nearby materials or magical energies. It may be larger on the inside than the outside, at your option. The magical portions last as long as you inhabit the house and for a few days more, while the physical construction is permanent.

Magic Mouth: You inscribe a magical ward upon an object or location, so that when another creature comes close to it, a magical mouth appears and utters the words you have taught it to speak. The mouth ward is permanent unless dispelled.

Send Dreams: By entering a trance after the ritual, you may send dream messages to some other person, no matter where they are, or to a group of people in one specific place. Your message will continue to be sent for a day or so after your ritual is complete, and your target will receive it if they fall asleep at any point during this time.

Shape Stone: You magically sculpt and shape a piece or mass of stone or earth into whatever shape you want, as long as you continue the ritual.

Trap Ward: You inscribe a magic ward on an object or location, and at your option you may include a phrase or trigger that allows someone to avoid triggering the ward, which causes the trap to spring (2-harm intimate magic). When you learn this ritual, pick another tag for your trap (i.e. acid, explosive, laser, poison, psi, etc). The trap may or may not destroy the item it is warding, at your option. Your ward is permanent until triggered or dispelled.

The Iridium Plateau

The hegemonic domination of **Agog City** stretches over the whole of the **Iridium Plateau**, from the western city limits of **Dust** on the edge of the **Prismatic Salt Wastes** to the caravan towns of **Adomaz** and **Kharhem** in the east, from the southern **Slime Lands** to the **Bornite Mountains** in the north. The Agogi men dig deep into the mineral-rich plateau to secure their fortunes, but the ground is honeycombed with more than just veins of ore. Ruined cities, abandoned fortresses, ancient strongholds—the technologies of countless extinct cultures and civilizations lie dormant and forgotten, bathed in radiation, inhabited only by monsters or guarded by robots who still obey the commands of their long-dead masters. With a little courage and a little luck, all these treasures could be yours. You have nothing to lose but your life, your sanity, and perhaps even your very soul.