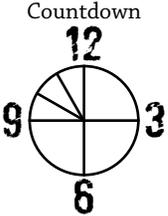


STATS	MOVES	EFFECTS	HARM
AGGRO	Confront someone Try something challenging » XP	WEAPON	Countdown  6 Stabilized When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
COOL	Act under fire Reason with someone » XP	ARMOR	
HARD	Attack someone Do battle » XP	Ψ	
SHARP	Read a person Read a situation » XP	SCAVENGE	
WEIRD	Open your brain to the world's psychic maelstrom » XP	BARTER	

Hx

Back someone's play
Interrupt someone—

IMPROVEMENT

Mark 6 XP » » Improve:

- Get +1Cool (max Cool+3).
- Get +1Hard (max Hard+3).
- Get +1Weird (max Weird+3).
- Get a new X-Earther move.
- Get a new X-Earther move.
- Establish an **advisor** on your platform and get **insight**.
- Establish a **psychic antenna** on your platform and get **augury**.
- Establish a **devlab** (workspace: space, tech) on your platform and get **tinkering**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

- Get +1 to any stat (max stat+3).
- Change your character to another playbook.
- Unlock the advanced moves.
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.
- Get with the MC for a custom improvement.

NAME: **THE X-EARTHER**

PRONOUNS:

1ST IMPRESSION

The world was burning. Cities spasmed, shattered, and fell. Wind, fire, plague, and famine lashed the earth. It's inconceivable: billions died. There were a few who could take shelter at a remove above the burning earth. From there, they could only watch, unconceiving.

X-EARTHER MOVES

Exploration/recovery mission: At the end of every session, decide with the MC whether you've made progress in your exploration/recovery mission. Determine the nature of your mission with the MC as you go. If you agree that you've made progress, mark 1: ○○○○
When you mark the 4th, unlock a gamechanger.

Habsuit: You have a sealed, pressurized, lightweight environmental suit. It gives you 2-armor, plus provides protection from dazzling harm, fire, D-harm (air), D-harm (cool), D-harm (warmth), and D-harm (water).

Panic switch: This system is integrated into your clothing. Whenever you take harm, you can choose to activate your panic switch. When you do, a system of rigid, interlocking armored shells snaps around you, providing 4-armor but immobilizing you, and a tracking beacon activates, broadcasting your status and location, encrypted, to your allies.

Remote comdrones: You have 3 remote comdrones. When you **read a person** or **read a situation**, choose 1, 2, or all 3 of these to ask as free additional questions:

- What does my hoverdrone see and hear?
 - What does my wormdrone see and hear?
 - What does my spiderdrone see and hear?
- The MC may ask you where your drone is before answering.

OTHER MOVES

- **Behind the wheel**
- **Wealth**

* This is a **highly interruptible** move.

YOUR PLATFORM

Your platform is a **holding**. You get **wealth**. It's a working space station in relatively low geostationary orbit. It has a crew of 9, including you, plus their families, for a total living population of 22. It also has two transport vehicles; you get **behind the wheel**.

SYSTEMS

Atmo scrubbing

Food supply & nutrition

Heat shedding

Power production & distro

Rad shielding

Sealing / pressurization

Water recycling

Green
Yellow
Red

Surplus & Want:

When your platform has **surplus**, mark 1 system from red to yellow or yellow to green.

When your platform has **want**, mark 1 system from green to yellow or yellow to red.

When your platform has **both**, do both.

When a system goes red, your platform's at risk for d-harm. Ask the MC what your station's crew and population does as a result.

- **Cargo bay:** Absent surplus, the only way to mark a system from red to yellow or yellow to green is with external resources, up from the surface or from elsewhere in Near Earth. You can arrange to buy the necessary supplies by **cruising a market**.
- **Docked whale:** A whale is a transport ship, suitable for travel between orbitals, not between Near Earth and the surface. Yours is a relentless beast. *Frame: whale, massive=6, 3-armor, in-orbit. Impression: lumbering, rugged. Impulse: keep moving. Defiance: hurt someone.* Whenever you launch it, mark a system from green to yellow or yellow to red.
- **Gull:** A gull is a liftoff/drop ship for travel between your platform and the surface. Yours is a skittish ride. *Frame: gull, massive=5, speed+1, handling=0, 2-armor, flying, in-orbit. Impression: cramped, scarred, scorched. Impulse: outrun or escape. Defiance: pick its own path.*
- **Lab modules:** Your platform has an active lab monitoring its functioning and environment, with modest facilities for the crew to pursue their own projects. This lab has available space to grow, and has additional capabilities currently offline. To bring them online, use your improvements to establish new facilities on your platform.
- **Perimeter defense system:** *1-environ, localspace.* When you use it to confront someone, do battle, or in another violent circumstance, you must bring it online: mark a system from green to yellow or yellow to red.
- **Vacant habs:** Your platform's running a skeleton crew, and has 3 hab modules in mothballs, capacity 12 each. When you bring one online, mark it here: _____, and mark a system from green to yellow or yellow to red.

STANDARD DEPLOYMENT OUTFIT

- **9mm sidearm** (3-harm, close, loud, ammo: _____)
- **Stungun** (s-harm, close, reload)
- **Rugged fatigues** (1-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE X-EARTHER

A survivor in orbit, representative of a space station and its neighbors in Near Earth.

To create your X-Earther, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Founder, Marshal, Howler, Egret, Blinker, Tam, Ananya, or Mahmoud.

Captain [last, first], Specialist [last, first], Commander [last, first], or Ensign [last, first].

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Abrupt, analytical, calculating, curious, delicate, distant, distracted, flighty, frail, hard-nosed, intense, nervous, odd, patient, practical, reserved, sensitive, twitchy, warm.

STATS

Choose a set:

Aggro-2, Cool+1, Hard+1, Sharp+2, Weird+1

Aggro+1, Cool+0, Hard+0, Sharp+2, Weird+0

Aggro-1, Cool+1, Hard+0, Sharp+2, Weird+1

Aggro+0, Cool+1, Hard-1, Sharp+2, Weird+1

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

You have 0-Ψ.

You have barter per your scavenge.

HARD ZONE

You bring Near Earth into play with you. Make sure everyone knows.

Ask the MC which other hard zone is in play, if any, or else choose with the other players.

You can adapt your gear and other options to the other hard zone as necessary.

MOVES

You get all the basic moves. Choose 1 X-Earther move. Your platform gives you **behind the wheel** and **wealth** as well.

GEAR

You get:

- Your platform and all its systems. Start with your choice of 5 systems marked green and 2 systems marked yellow.
- Your standard deployment outfit.
- Clothing you detail otherwise.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, moves, and platform.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask: *Are there any of you who I genuinely wouldn't trust to bring up to my orbital platform?*

- For those characters, write Hx-2.
- For everyone else, or if no one volunteers at all, write Hx+1. You consider your friends reliable (rightly or wrongly).

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

—NEAR EARTH

By default, this hard zone isn't in play. The X-Earther brings it into play with them, or you can bring it into play at your option.

A HARD ZONE IN ORBIT

When the world burned, humanity was on the brink of colonizing space. Some people were able to survive by abandoning earth for orbit, where they've remained. Near Earthers now are the grandchildren of these original space refugees.

Locations:

- **The Big Ice**, a comet dragged into earth orbit and stabilized there. It has a tiny outpost hab on it, and supplies much or most of Near Earth's water.
- **Blind-blue**, a deep-space telescope. It's been inoperative for a while, but there's a small colony living in hab tubes tethered around it anyway.
- **Ghost Station**, one of the earliest space stations in orbit, now deserted. Most Near Earthers regard it with superstitious fear.
- **Jetsam**, a sprawling colony of hab tubes and repurposed cargo cans around a central disk station, the biggest population center in Near Earth, carefully organized and run by its steering committee and their enforcers.
- **Junkspace**, where Near Earth shunts what it isn't using. The longstanding ethic in Near Earth is that no one owns what's in Junkspace, but a population of squatters, "dibsers," have moved habs into Junkspace in a bid to claim it for themselves. So far they can't enforce their claim.
- **The Life Buoy**, a mishmash colony of hab tubes, cans, and decommed whales. It was originally founded by refugees from the surface, in several increasingly desperate waves.
- **The Sheets**, Near Earth's newest colony and fastest growing. It's named for its expansive spread of solar panels.
- **The Stepoff**, once a staging station for missions to the moon and Mars, now a small colony at the far edge of Near Earth. The moon base is abandoned, by the way, and it's been a couple of decades since anyone heard from Mars.

Orbital vehicle frames:

- **Bugs** are small, personal orbital-to-orbital transports, with a capacity of 1–3.
- **Gulls** are surface-to-orbit transports, with a capacity of 4–8 + supplies or modest cargo.
- **Harpies** are orbital-to-orbital attack / defense vehicles. Some are crewed, but many are flown remotely.
- **Whales** are large orbital-to-orbital transport ships. Most have enclosed cargo spaces; those without are usually called **tugs**.

Orbital weapon ranges:

- **Bombardment**: weapon can be brought to bear on targets on the surface.
- **Farspace**: weapon can be brought to bear on targets at nearby locations in Near Earth.
- **Localspace**: weapon can be brought to bear only on targets at this location in Near Earth.