

Archetype Qualities

The following Archetype Qualities are available for purchase, for characters of the given archetype:

The Elite

The Privileged Few (1-point Quality)

As the apex predators of social order in Cassiopeia, the Elite hone their claws not only on the lower classes, but on each other, becoming master manipulators. You gain +1 Heart Attribute and can select up to 2 social qualities equal to or less than 6 points at half the cost.

Grease the Wheels (2-point Quality)

There's always someone the Elite can call upon, whether through their influence, money, or just plain blackmail. Once per Episode, the Elite can call upon an Extra to perform an action for them and they must answer. The Extra is always available to do this, but may have complicating factors that also must be addressed in order for them to complete whatever is asked of them. This Quality is not supernatural in nature, so the Extra is not supernaturally compelled to perform the task and has the freedom to negotiate a higher price to perform tasks that violate their moral code or put their life in danger in order to compensate them for their troubles. For example, they could be asked to handle a particularly disdainful task in The Slide and they must perform it, but they can ask to be given a weapon to do so.

The Immortal Ones (3-point Quality)

The Elite stand apart and above others, their always striking figures cutting into the hearts of those around them. Others whisper they gained this power through dark dealings with the Theocytes of the Dead Star that, somehow, they came away with immortality. This rumor could be true, or it could just be the advances of science providing you with fresh parts or a bodily clone. Once per session, if you are Knocked Out of the Story, you can return to play after one hour or sooner if the Director feels it is appropriate. You return to play with your Consequences in every Attribute set to 2, even if you previously had no Consequences in the Attribute category. This represents the time and effort required to heal yourself or form a new body, no matter its source.

Outsiders

Planetary Advantage (1-point Quality)

Those used to living on Cassiopeia tend to look at the Outsiders as one group, they come from numerous planets and planetary bodies, bringing with them a variety of skills. You can choose three skills at character creation which you can purchase at half their normal cost, rounded up. At character creation, you receive 6 extra skill points to distribute to applicable character skills. .

Amnesty (2-point Quality)

The Outsiders came to Cassiopeia with many of their own cultural traditions and social structures intact. While they attempt to respect the political and social order of Cassiopeia, they don't inherently understand it nor do they have the religious indoctrination that makes them subservient to the Elite or the Theocytes. You are either a leader in your culture or your culture has no such hierarchy. You are immune to Reach effects and receive an additional +2 Wild Card Bonus when anyone from The Elite or the Theocytes of the Dead Star try to socially or politically overrule your free will.

Natural Evolution (2-point Quality)

For an Outsider, their life on other planets shapes them in ways that contribute to their unique form. Whether you have extra arms, ethereal beauty, or a connection to a collective consciousness, your body, mind, or soul has adapted itself to life on your planet. You may choose any Attribute and add +2 to it, even if it brings you above the Genre cap.

Reclaimers

Rough Riders (1-point Quality)

Life Planet-side presents a number of dangers, forcing the Reclaimers to always be ready to take a hit and keep on going, regardless of how much it hurts. You can take one Heart consequence in order to remove two Body Consequences.

Squad Tactics (2-point Quality)

Reclaimers depend on each other. Even when they're in the middle of undermining each other, they know that safety in numbers keeps them alive and helps them fight their way out of dangerous situations. You receive a +1 Wildcard bonus per Reclaimer in your group to resolve Dramatic Moments, up to a maximum of +3.

Mutagenic Ancestry (3-point Quality)

Countless generations of Reclaimers changed and evolved under humanity's experimentation with perfect adaptation. You stand as one of the pinnacles of success in that pursuit. Once per story, you can swap out any and all Qualities at the cost of setting all of your Consequences to two. These changes must be logged with a Director and do not revert at the end of the Episode. All changes are considered permanent until you use the Quality again.

Theocytes of the Dead Star

Grasping the Reach (1-point Quality)

One thing the Theocytes of the Dead Stars hold above all others is their ability to use the Reach-- as a weapon, as a shield, and as a way to open up new worlds. Whether a quirk of nature, a result of a traumatic experience, or because the Reach itself marked you for a greater destiny, you are attuned to the Reach. You gain 1 point of Genre Skill: Magic and the Magical Dabbler Quality for free; however, the Quality cost still counts

toward your Quality ceiling. The Qualities Sorcerer, Master of the Mystic Arts, and Reality Warper are reduced by 2.

Unveil Ingenuity (2-point Quality)

The Reach has much to offer someone who is willing to walk its roads. Power, mysteries, and knowledge come to those who Reach. By pulling knowledge from the Reach, you can take one Soul Consequence to gain a +3 Wildcard bonus to a Skill, even if your character does not have points in it.

Scion of the Reach (3-point Quality)

Darkness lingers in the Reach. Every Theocyte knows this-- that every time they cross through this “Other” place, they risk dragging a bit of it back with them. You refined your ability to use the Reach so that you can even escape death. If you are Knocked Out of the Story, you can instead accept one permanent Soul Consequence, step into the Reach, and emerge at any other existing location in the Story. At the Director's discretion, you can remove these Consequences through intense purification rituals (which can be more harrowing than the Reach itself) which permanently cost you one Mind Attribute. Once you accumulate Soul Consequences equal to your maximum Soul, your character becomes completely tainted by The Reach, becoming something terrifyingly other. Once this happens, you must turn your character over to a Director.

Voidstriders

Inherently Savvy (1-point Quality)

Life on Cassiopeia requires layers-upon-layers of technology. Without it, the ship's systems wouldn't run, the humans wouldn't have food or water, and all life aboard Cassiopeia would eventually die off. You receive the Super Science Quality for free. In addition, you have a +1 to all skills related to technology that you do not already possess points in. You also gain a +3 Wildcard bonus to all technology related skills you do possess points in.

Fury of a Dead Star (2-point Quality)

While the Theocytes possess understanding of the Reach beyond all others, the Voidstriders see the darkness for what it is. The Voidstriders learned how to channel the rage that seethes in the stars. Your character can also manifest the reach as a blade formed from its essence. If you succeed at a Dramatic Moment (page XX) against a target, you inflict 2 Mind Consequences.

Celestial Stride (3-point Quality)

Voidstriders connect to the space between the stars in a way no other beings can. They tune into the humming of the engines and the flow of recycled air, becoming “other” in a way. Even when you venture Planet-side, it's as though you really aren't there. This Quality allows you to pass through solid objects less than three feet in depth at the cost of 1 Mind Consequence. In addition, your mere presence near objects that afford protection

(vehicles, armor, shields, other objects determined by the Director) allows you to add your rank in the Technology skill to their Body Attribute.

General Qualities

The following Qualities are available for purchase for any character:

Cerebral Interface (1-point Quality)

You had a jack surgically implanted in your character's skull that allows you to directly interface with any computer. You have a +2 Wildcard bonus on all Computer skills.

Familiar (1-point Quality)

You bonded with a companion creature from one of the many worlds you've colonized. Your Familiar can absorb up to 3 Heart or Soul Consequences per Story.

Iron Lungs (1-point Quality)

Technology or genetics give you an advantage when it comes to respiration. As a result of your biology, implants, or some other reason, you can adapt to any atmosphere except a pure vacuum. You take no penalties from environmental hazards that would otherwise cause you to be unable to breathe. In a pure vacuum you can hold your breath for up to an hour, but after that time expires, you lose one body for every additional minute you are in the vacuum until you either exit it or are Knocked Out of the Story.

Star Speaker (2-point Quality)

Maybe your parents donated to the Theocytes to infuse you with some portion of the Reach, or perhaps it was just a quirk of birth, you can communicate via short range telepathy. You can have a conversation with someone and receive responses, but you and your target must be within normal conversational distance with each other.

The Loyal Faction (2-point Quality)

All must serve. This is the mantra you've known since you were old enough to pick a side. You are loyal to the Elite, the Theocytes of the Dead Star, and the Council on Carcosa, carrying out their will on Cassiopeia and Planet-side. You receive a +2 Wildcard bonus when performing tasks that uphold the codes and laws of Cassiopeia, or when you follow an order from the Theocytes, the Elite, or the Council. You can only buy one Faction Quality.

The Adamantine Heart Faction (2-point Quality)

The Theocytes, the Council, the Elite: the food chain's been set in stone for too many years to count. The Adamantine Heart recruited you because you, too, believe there has to be another way. You and your fellow rebels are subversives, working against the established order on Cassiopeia and all of the other Fafnir class stations across the galaxy. The Heart hasn't escalated to open rebellion or violence, yet, but unless the entrenched ruling structures start recognizing the need for political and social change,

insurrection isn't too far off the horizon. As a member of the Adamantine Heart you receive a +2 Wildcard bonus whenever a member of the Elite or Theocytes try to impose their will on you. You can only buy one Faction Quality.

The Light and the Way Faction (2-point Quality)

The Council, the Theocytes, and the Elite rule. All others serve, even if they quietly plan rebellion in their hearts. You, however, you know that something is terribly wrong, that corruption runs through Cassiopeia that is deeper than it's iron-fisted politics and common unrest. The Reach is a darkness no human should ever tap into, and you fear the power it opened up. You are part of a new religious order, seeking to understand what the Reach is, what dark mysteries and monsters it contains, and finding ways to prevent it from overwhelming and taking over humanity. You receive a +2 bonus when either studying the nature of The Reach or undermining its control over the people on Cassiopeia. You can only buy one Faction Quality.

I, Spy (2-point Quality)

On Cassiopeia, most people choose a side or remain neutral in the affairs of the rich, the faithful, or the uneasy. You, however, found a way to play everyone off one another. You may be a spy from another faction, someone with multiple loyalties, or you just enjoy the profit you gain when no one really knows what team you play for. You can buy two Faction Qualities. You can have a separate identity for each that stands up under standard scrutiny or perhaps one side thinks you are a spy for their team. However, if someone digs too deeply into one of your identities, they may find out your ulterior motive and turn on you, revealing your multiple loyalties to others.

Bio-mechanically Engineered (3/4/8-point Quality)

Your character underwent surgery that implanted technological devices in your body, over and above a data jack.

3-point Quality: You have a simple implant - a flashlight, UV lenses in your eyes, a chip reader, or some other small modification.

4-point Quality: You have a storage compartment large enough to hold a handgun, telecommunications and recording equipment, poison filters, or another moderate modification.

8-point Quality: You have replaced your skeleton with high grade surgical steel or some other equally durable metal, added sub-dermal armor, or another modification that completely overhauls your human body making you a blend of human and machine.

The equipment from Bio-mechanically Engineered Quality acts as a McGuffin of the same point value, except it is implanted in the body and cannot be removed or lost unless it is physically removed via surgery, dissection, or another traumatic incident.

Note: Theocytes of the Dead Star cannot purchase this quality above level 2.

Technosavant (4-point Quality)

You have an affinity for science, especially that involved in creating Cassiopeia and other stations like her. You can perform mechanical repairs with basic tools and ignore any penalties associated with not using the otherwise appropriate tool. In any Dramatic Moment requiring you to diagnose a technical issue, you can ask the Director one question regarding the issue and start working on it immediately.

Xenobiologist (4-point Quality)

You extensively studied most of the species humanity encountered as it expanded throughout the galaxy. You can identify habits, dietary necessities, and other cultural information at a glance, providing you a +3 Wildcard bonus when dealing in any way with Xeno Species. You can also render medical aid to Outsiders without penalty, even if you do not have the relevant specialty.

Anabolism (6-point Quality)

Whether you're an Outsider, underwent a mutation as a Reclaimer, or were blessed by the Reach, you have an unnaturally fast metabolism. When you suffer any Consequences to your Mind, Body, Soul, or Heart Attributes you can scrounge up an edible meal, spend ten minutes of play consuming it, and remove one Consequence from each Attribute.

Bit Rider (6-point Quality)

You implanted a specialized data jack into your character's skull. You receive the benefits of the Cerebral Interface Quality; however, you can also transfer your consciousness into any ship, vehicle, piece of equipment, or robot that has the appropriate hardware for hosting a human mind. When you do this, you can control of the vessel provided it is not inhabited by an Artificial Intelligence or another human consciousness. If it is occupied, the transfer fails. You can possess a piece of technology this way for a number of hours equal to your Mind Attribute. After you exceed this amount of time, you must return to your body to rest. If your body is destroyed while you inhabit a piece of technology, your character is Knocked Out of the Story unless you are uploaded to Cassiopeia or another space station before the time permitted by your Mind attribute expires.

Solid State (9-point Quality)

Normally, only the very rich can afford to have clones. However, whether you obtained it through a backroom deal, a generous gift from one of the Elite, or through something far more illegal, you have several clone bodies in storage and your consciousness has been backed up Cassiopeia's vast data storage facility. Once per Story you can return from death as you are downloaded into your new body. This techno-resurrection comes with a price however - your Body Attribute is lowered by 2 for the rest of the current Story.

Wild Magic (11-point Quality)

The Theocytes claim to have an iron hold over the Reach, commanding the dark magic there to do their bidding. However, there are some who studied years, or even decades, to

grasp some small part of psychic energy. You may be an Outsider, a studious Voidstrider, or eve, a failed Theocyte, but you possess the ability to perform magical feats. You receive Magical Dabbler for free. The Reach does not power your skills, so you cannot perform the great feats of the Theocytes, but you know enough to enchant weapons, influence others, or perform a few psychic “tricks”. Openly displaying such skills on Cassiopeia subjects you to possible arrest or death under the laws of heresy. You cannot purchase any other Qualities permitting additional schools of magic