

HELLSPACE

Chris McDowall
Untested

*He saved us from Earth
Carried us to Hellspace
He is always with us*

Playing the Game

Most of Humanity is trying to achieve one or more of the following:

- Getting the Ark to jump out of Hellspace.
- Making a home in Hellspace.
- Prattling on about the true meaning of all things.

The Host

One player acts as Host and adjudicates the actions of the other players. They also act on behalf of any non-player Characters.

Marks

Anything that defines your character is a **Mark**, whether an ability, appearance, social standing, set of equipment, or skill-set. They have a score up to 6.

Taking Action

If it's simple, or your **Mark** says you can do it, you **Make it Happen**.

If it's impossible, the Host will tell you to try something different.

If there are risks or opposition, it's a **Challenge**.

Challenges

The Dice Pool starts as a number of d6s equal to the Mark that character is using. If they don't have a suitable Mark, roll 1d6 only.

Advantages [Ads] come from beneficial circumstances or allies, and each add a die to your pool.

Disadvantages [Disads] come from hindering circumstances, and each remove a die from your pool, to a minimum pool of 1d6.

The Result

Take the single highest die from the pool:

1-3: Crisis - Something bad happens that demands immediate attention.

4-5: Mess - You succeed at a cost, or are presented with a hard choice.

6: Success - You succeed clearly.

Whatever the result, the game moves forward, and you can't go back.

When a character takes physical harm or psychological trauma they note a **Strike** next to one of their Marks. Whenever they use that Mark they suffer a Disadvantage.

When all of a character's Marks have Strikes, they are at the total mercy of their opponent, often with fatal consequences.

Suitable protection can absorb one Strike as if it were a Mark.

Strikes are removed by taking **Downtime**, during which your enemies and rivals will progress with their goals.

Creating a Character

Humans, Demons, and Machines have become so intermixed that not everybody fits clearly into one group anymore.

Your character rolls d66 three times.

The first gives you your **Identity** Mark

The second gives your **Role** Mark.

The third gives your **Philosophy** Mark.

Finally, spread 5 points between your Marks, with at least one point in each.

Sample Characters

Levio the Redeemed

- **Imp [2]**
 - 1: Shrink to your mouse-sized true demonic form at will from your human form.
 - 2: Your tiny wings now allow you to fly when tiny.
- **Inferno [1]**
 - 1: Take a firebomb and know how to make more.
- **Kindness [2]**
 - 1: Take basic medical gear and sense suffering nearby.
 - 2: Transfer a harmful effect from another to yourself.

Bross Maw

- **Beast [3]**
 - 1: Take shaggy fur and long horns.
 - 2: You have the enhanced scent and hearing of a beast.
 - 3: Your hide is thick enough to protect against material weapons.
- **Prophet [1]**
 - 1: You get vague guidance from a greater power.
- **Devourism [1]**
 - 1: Eating something reveals a clue related to it.

Sister Melali

- **Flesher [1]**
 - 1: Take a robotic skeleton with fleshy bits attached.
- **Monk [2]**
 - 1: Take beads and meditate calmly to gain insight to the situation.
 - 2: Get glimpses of the future when you meditate.
- **Void [2]**
 - 1: Your actions cause no sound.
 - 2: You leave no footprints or trail.

Identity

Roll d66 on the Identity table for your first Mark.

11: Bonehead

- 1:** You have a skull for a head.
- 2:** You can detach your skull and throw it around.
- 3:** You have a fancy hat for every occasion.
- 4:** You can make your skull blow up (blast) before having a new one pop out from your neck.
- 5:** You can shake out your skull to make any reasonably sized object appear from within.
- 6:** When you die you can regenerate from your indestructible skull.

12: Gazer

- 1:** You have a psychedelic space-suit (protects against radiation and airborne toxins) and know hallucinogen dealers.
- 2:** Your hallucinations and dreams hint at the truth.
- 3:** You can trigger hallucinations by staring at the stars for a while.
- 4:** You can trigger hallucinations in someone you touch.
- 5:** You can trigger hallucinations in someone you lock eyes with.
- 6:** Anything you see in a hallucination is an absolute truth.

13: Crusader

- 1:** You have a medieval weapon.
- 2:** You can smell Demons.
- 3:** Take a suit of powered medieval armour that protects against Demonic foes.
- 4:** Your Medieval weapon causes two Wounds on a hit.
- 5:** You have a small circle of 5 novices at your command.
- 6:** If you strike a Demon they are banished in one hit.

14: Saint

- 1:** Your eyes turn all-white and you glow slightly.
- 2:** You can sense when a statement is a lie.
- 3:** Demons cannot touch you.
- 4:** You have mechanical wings and a golden glow.
- 5:** Your voice can travel as far as you want it to.
- 6:** Your eyes can fire beams of light, ignoring all protection.

15: Arkbound - *Verbally command the Ark and any technology bound to it.*

- 1:** Take a fancy uniform and the rank of Under-Tenant.
- 2:** Take a fancy sword and the rank of Over-Tenant. You can boss around anyone lower ranked than you.
- 3:** Any machine native to the Ark now responds to your voice commands. Take elaborate pauldrons and the rank of Rodman-at-Arms
- 4:** Your sword deals double wounds, and take the rank of Rod-Majeur.
- 5:** Take an elaborate hat and the rank of First-Buff. You can talk to the Ark remotely.
- 6:** Take the rank of Star-Marshall and directly control the Ark at will.

16: Server

- 1: Take copper beads and a direct-head-jack allowing you to connect to machines.
- 2: When directly connected to a machine you override all other users.
- 3: Disrupt any machine you hook up to.
- 4: Replace your mind with a machine, preventing it from the weaknesses of an organic mind.
- 5: Hear the true voice of machines.
- 6: Upload yourself from your body to any machine at will, taking full control.

21: Knife

- 1: Take a dimensional knife that can cut a hole in reality, annihilating anything that enters.
- 2: You retrieve any item you placed into a hole in reality.
- 3: Your holes in reality now try to suck in anyone nearby.
- 4: You can move your holes in reality at walking speed.
- 5: You can enter a hole in reality and leave through another.
- 6: You can enter a hole in reality and burst out of any point in space.

22: Candle - *Ignore extreme heat damage.*

- 1: xx
 - 2: xx
 - 3: xx
 - 4: xx
 - 5: xx
 - 6: xx
- X OR Y

23: Pilgrim - *Perfectly sense the best path to your destination.*

- 1: xx
 - 2: xx
 - 3: xx
 - 4: xx
 - 5: xx
 - 6: xx
- X OR Y

24: Imp

- 1: Shrink to your mouse-sized true demonic form at will from your human form.
- 2: Your tiny wings now allow you to fly when tiny.
- 3: Your bite is deadly venom [2].
- 4: You can perform petty fire-magic.
- 5: Any verbal contract you cause somebody to agree to is binding, on their life.
- 6: Transform into a colossal demonic form, protected against small arms, at will.

25: Locust - *Devour an object to absorb its knowledge and use its function once.*

- 1: xx
 - 2: xx
 - 3: xx
 - 4: xx
 - 5: xx
 - 6: xx
- X OR Y

26: Lexicon - *Speak something to make it true [Challenge to avoid unforeseen problems].*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

31: Beast

1: Take shaggy fur and long horns.

2: You have the enhanced scent and hearing of a beast.

3: Your hide is thick enough to protect against material weapons.

4: You have super animal strength.

5: Talk with any creature of animal intelligence.

6: Your hide protects against any type of attack.

32: Flesher

1: Take a robotic skeleton with fleshy bits attached.

2: Freak out any person or animal.

3: Attach any organic part to your body and have it attach.

4: Shed your organic parts and crawl into a dead creature to take its whole body.

5: You have perfect knowledge of anatomy and creatures.

6: Grow new organic parts at will.

X OR Y

33: Machine - *Perform a routine task tirelessly, perfectly, and inhumanly fast.*

X OR Y

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

34: Vessel - *Absorb another being into your body and share their consciousness.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

35: Monstro - *Create a two-way portal to the infinite ocean abyss.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

36: Ghost - *Become immaterial at will.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

41: Blackstone - *Detach parts of your body and move them as normal.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

42: Abomination - *Appear as either human or demon.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

43: Numan - *Know everything about humans, but have a robotic body.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

44: Hound - *Perfectly detect the location of an object within the current settlement.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

45: Beacon - *Commune with all other Beacons in existence.*

1: xx

2: xx

3: xx

4: xx
5: xx
6: xx
X OR Y

46: Mockery - *Imitate something you just saw, no matter how extraordinary, within the last 1:*

xx
2: xx
3: xx
4: xx
5: xx
6: xx
minute.
X OR Y

51: Pit - *Tunnel through ground as a fish in water.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

52: Brass - *Break off a tiny duplicate of your own robotic body.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

53: Smoke - *Fade into invisibility.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

54: Zero - *Erase a specific thing from somebody's memory.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

55: Severed - *Fuse a new body/head to your neck.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

No Body OR No Head

56: Symbol - *Change your appearance to any humanoid.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

61: Horned - *Cause intense pain in those that don't follow your command.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

62: Purelight - *Restore life with a touch, causing intense devotion.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

63: Snake - *Convince someone to do something unthinkable.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

64: Centaur - *Immolate an object in your hands.*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx
X OR Y

65: Sieger- *Absorb a weapon or piece of armour permanently into your body.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

66: Behemoth- *Demolish a structure with pure strength.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

Roles

Roll d66 for your second **Mark**.

11: Enforcer

- 1:** Take a book of law, but you have it memorised.
- 2:** Take a hammer-gun [blast, non-lethal].
- 3:** Take a scream-bomb [sonic, blast, non-lethal].
- 4:** Take a force-net projector [blast, trapping]
- 5:** You have a rookie partner [2] at your side.
- 6:** Take a law-visor, allowing you to see nearby breaches of law, even through walls.

12: Chaser

- 1:** You can chase down any normal person.
- 2:** Break down doors or walls [that you could plausible already break] without losing pace.
- 3:** Take a blink-drive that lets you teleport 10ft in any direction. Takes a minute to recharge.
- 4:** Scale walls and leaps of up to 10ft with parkour.
- 5:** You can always spot where someone is hiding.
- 6:** Your blink-drive recharges instantly.

13: Forger - +1 to create something primitive out of scrap.

- 1:** Take the tools needed to make rough items from scrap.
- 2:**
- 3:**
- 4:**
- 5:**
- 6:**

14: Officer - +1 when pulling rank or bootlicking a superior.

- 1:** xx
 - 2:** xx
 - 3:** xx
 - 4:** xx
 - 5:** xx
 - 6:** xx
- X OR Y

15: Guardian - +1 when in defence of someone else.

- 1:** xx
 - 2:** xx
 - 3:** xx
 - 4:** xx
 - 5:** xx
 - 6:** xx
- X OR Y

16: Duellist - +1 to defeat somebody one-on-one.

- 1:** xx
- 2:** xx
- 3:** xx
- 4:** xx
- 5:** xx

6: xx
X OR Y

21: Monk

- 1:** Take beads and meditate calmly to gain insight to the situation.
- 2:** Get glimpses of the future when you meditate.
- 3:** When you meditate for an hour you recover from any ailments or injuries.
- 4:** Your ability to deflect bullet-speed projectiles functions as armour.
- 5:** You are impervious to poisons, toxins, or anything that affects you internally.
- 6:** When you meditate you are immune to physical harm.

22: Monitor - +1 to spot details.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

23: Fashionista - +1 to deal out righteous punishment.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

24: Inquisitor - +1 to get to the truth.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

25: Archivist - +1 when dealing with large banks of information.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

26: Troubleshooter - +1 when restoring order out of chaos.

1: xx
2: xx

3: xx
4: xx
5: xx
6: xx
X OR Y

31: Activist - +1 when making an ideological statement.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

32: Preacher - +1 when stirring up emotion.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

33: Merchant - +1 when dealing with trade.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

34: Engineer - +1 when dealing with complex devices.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

35: Survivor - +1 against hostile environments.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

36: Thief - +1 when *breaking and entering*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

41: Deducer - +1 when *looking for the important information*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

42: Consorter - +1 when *making use of Demonic contacts*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

43: Mixer - +1 when *dealing with chemicals*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

44: Noisemaker - +1 when *creating complex or distracting noises*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

X OR Y

45: Breaker - +1 when *hurting somebody you've already defeated*.

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx
X OR Y

46: Prophet

- 1:** You get vague guidance from a greater power.
 - 2:** Perform a trivial miracle once per day [water to wine, etc]
 - 3:** You can ask your guiding power direct questions.
 - 4:** Perform a significant miracle [anything up to revivification of the recently dead] once per day.
 - 5:** Humans acknowledge your divinity.
 - 6:** Demons acknowledge your divinity.
- X OR Y

51: Explorer - +1 when pressing into unknown places.

- 1:** xx
 - 2:** xx
 - 3:** xx
 - 4:** xx
 - 5:** xx
 - 6:** xx
- X OR Y

52: Vigilante - +1 when tracking down the guilty.

- 1:** xx
 - 2:** xx
 - 3:** xx
 - 4:** xx
 - 5:** xx
 - 6:** xx
- X OR Y

53: Noble - +1 when exploiting your family name.

- 1:** xx
 - 2:** xx
 - 3:** xx
 - 4:** xx
 - 5:** xx
 - 6:** xx
- X OR Y

54: Inferno

- 1:** Take a firebomb and know how to make more.
- 2:** Spot the perfect place to start a good fire.
- 3:** Will a fire to spread in a certain direction.
- 4:** Conjure fire from your fingertips.
- 5:** Fire created by you cannot be extinguished before it dies naturally.
- 6:** You may enter into a fire and exit out of any other fire you have set.

55: Medic - +1 when applying medical aid.

- 1:** xx
- 2:** xx
- 3:** xx

4: xx
5: xx
6: xx
X OR Y

56: Scum - +1 when doing something utterly contemptible.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

61: Teller - +1 when telling a story.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

62: Marshall - +1 when leading tactical manoeuvres.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

63: Rouser - +1 when stirring up emotions.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

64: Worshipper - +1 when serving a higher being.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

65: Warsmith - +1 when creating a weapon.

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

66: Shaman - *+1 when carrying out a ritual.*

1: xx
2: xx
3: xx
4: xx
5: xx
6: xx
X OR Y

Philosophies

Roll d66 on the Philosophy table for your final Mark and choice of Gear.

11: Humility - *Lower yourself to the level of someone below you .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

12: Chastity - *Separate someone from their desires .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

13: Temperance - *Destroy recreational stimulants .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

14: Charity - *Donate something of value .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

15: Diligence - *Perform a duty .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

16: Patience - *Downtime restores your faith, and also grants a glimpse to a relevant event*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

21: Kindness

1: Take basic medical gear and sense suffering nearby.

2: Transfer a harmful effect from another to yourself.

3: You can bring someone back from the brink of death with your medical care.

4: Transfer emotional trauma or negative feeling from another to yourself.

5: Your actions do not cause pain (but may still cause painless death or injury)

6: Sense the source of any emotional suffering in a person.

Gear: Rags

22: Gluttony - Feast .

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

23: Lust - Sate your lust .

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

24: Greed - Take more than your share .

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

25: Sloth - Pass by a beneficial opportunity for inaction .

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

26: Wrath - *Give in to your wrath .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

31: Envy - *Take something from someone else that you desire .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

32: Pride - *Humiliate somebody else .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

33: Reciprocation - *Return a favour .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

34: Primitivism - *Engage in animal behaviour .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

35: Demonism - *Carry out the will of a Demon .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

36: Machinism - *Carry out the will of a machine .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

41: Aesthetism - *Create something beautiful .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

42: Socialitism - *Socialise with new people .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

43: Betrayal - *Betray someone's trust .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

44: Void

1: Your actions cause no sound.

2: You leave no footprints or trail.

3: Utterly destroy something small enough to cover with your hands.

4: You do not need to breathe.

5: Suffer no harm from being in the void of space.

6: Annihilate your own physical form into nothingness, reforming at will.

45: Vision - *Induce hallucinations in yourself .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

46: Virtualism - *Spend time in a simulated reality .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

51: Devourism

1: Eating something reveals a clue related to it.

2: You can eat anything organic without harm.

3: Take an iron jaw. You can eat anything without harm.

4: When you eat something, you get a one-shot power related to it.

5: When you eat something that was alive, you know everything about them.

6: Take a plasmic-tract. You can eat anything, regardless of size [given time].

52: Anarchy - *Destroy a part of a hierarchy .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

53: Funeralism - *Tend to the dead .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

54: Trivialism - *Learn something utterly useless .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

55: Sacrifice - *Ritually kill something .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

56: Heriarchy - *Restore or enforce a command structure .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

61: Hedonism - *Cater to your every desire .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

62: Ambition - *Climb ahead of someone else .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

63: Rhetoricism - *Win an argument .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

64: Minutae - *Learn the final detail of something .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

65: Pugilism - *Beat an opponent with your bare hands .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

66: Theorism - *Create a new theory .*

1: xx

2: xx

3: xx

4: xx

5: xx

6: xx

Gear: Rags

Hosting the Game

When in Doubt:

- Give the players an opportunity to get in a Mess.
- Have non player characters act in line with their Marks.
- Make things difficult.
- Rock Hellspace with consequences.

Making it Happen

Creating a Mess

Messes are the trail of consequences that characters leave in their wake. They grind the characters down and leave a permanent mark. A Mess gets the job done, but also includes:

- A Hard Choice
- Taking an Injury
- Setting up Big Trouble for later

Causing a Crisis

Use the player's Mark as a guide to the Crisis, and shake the galaxy with its consequences.

Who Rolls the Challenge?

Remember that Non-Player Characters do not generally roll Challenges. They use their Marks to Make Things Happen, or force the player characters into active opposition.

In the case of two Player Characters opposing each other, the player with the best Mark for the situation rolls the challenge.

Preparing a Scenario

Create Characters

Create Places

Create Conflicts

Create Ultimatums

Hellspace

Key Principles Of:

Humanity

1. Science is Dead, Technology is Religion.
2. We disagree, but cooperate.
3. We embody our ideologies.

Godmachines

1. Create things to reward and punish.
2. Predict the future and do what is best for humanity.
3. Don't explain.

Demons

1. They have alien and human elements.
2. They are bound by rules.
3. They tempt us with things Godmachines won't provide.

Godmachines existing all technology it creates, which is most of the Ark.

- **Messages** are never direct, Godmachines just reward certain behaviours and punishes others. It is always watching.
- Godmachines built the Ark and took us to Hellspace.
- Some worship specific Godmachines. Including RedGiant the maker, GreyWolf the destroyer, BrightEye the watcher, StarryNight the guide, and TwoSnake the preserver.
- **Gifts** are technological creations that we don't understand.
- **The Future** is visible to Godmachines, with variable accuracy.
- **Prophets** claim to speak on a Godmachine's behalf.
- **Nobody Agrees** on anything about Godmachines.

The Ark is a city sized ship of glass, bone, and steel, home to humanity for the last century.

- **Technology** is from Godmachines, so we have no understanding of its inner workings. Interface is through a Bean that attaches to the user and accepts vocal commands.
- **The Decks** house a hundred thousand people and range from colossal expanses to crawlspaces. Their function is not always known and new areas are glimpsed daily.
- **Forges** print, absorb, or modify objects when a Godmachine wills it. There's great demand for the things Godmachines can't or won't create. The Faithful pray within the forges in the hope that Godmachines will bless them through modification.
- **Ships** docked in the Ark range from personal shuttles and fighters to colony ships and cruisers. Access is granted by Godmachine only.
- Robotic **Angels** and other hardware are exclusively created by Godmachines to serve their agenda, but have a free will of their own, within set commands.
- **Demons** hide everywhere.

Ideologies start off logical, but become attached to arcane religions, fashion trends, and personal agendas. **Factions** often have individuals with differing ideologies working to a common goal. All have a presence on the Ark, but many have established planetary colonies.

- **Arkbound** believe the Ark will jump again if we make enough offerings to the Forges. They want everyone on board. Obsessed with swords and uniforms.
- **Servers** want to spread the Godmachines' presence across space. They replace their brains with networked hardware, and believe the Godmachines are always judging.
- **Boneheads** want to sever humanity's reliance on Godmachines by creating their own crude technology. They replace their heads with skulls, which allow them to survive without air, food, and water.
- **Saints** believe that we were brought to Hellspace as punishment, and must serve our time before salvation. They relish contact with Demons and the hazards of Hellspace.
- **Gazers** believe Hellspace is actually paradise. They worship StarryNight, a Godmachine who sends them hallucinations, but melts their minds. Painted spacesuits.
- **Crusaders** believe Hellspace can be a home for humanity if we wipe out the Demons. They clone unnatural creatures for the final battle. Archaic speech and ornate helmets.
- **Hundreds of Other Ideologies** are found across the Ark and Hellspace.

Hellspace loosely resembles known space, but is bizarre in every way. It swells with waves of colour, sound, and force. The planets, stars and space between all teem with life.

- **Planets** are home to both Demonic life and human colonies, some many generations old.
- **Travel** works differently to space as we know it.

Demons are like a bad dream. At once more alien and more human than we anticipated. They always have some means of communicating.

Tunnelworms

- *Tunnel through space leaving warp storms [4]*
- *Deliver psychic messages through a human herald [4]*
- *Flee Back into Underspace [2]*

Heirochoir

- *Sing the Death Song [3]*

Bonemasters:

- *Create terrible bone engines [3]*
- *Add more flesh to the heap [1]*

Decoy Beacons:

- *Act as false guiding lights [4]*

Hunger Gargant:

- *Release millions of hungry glassy bugs [3]*
- *Vomit a flood of watery discharge, giving cryptic hallucinations if drunk. [1]*

Sample Challenges

Here are some examples of how to handle certain situations. Remember the way you handle each situation will vary.

Asking a Favour

Mess: They make a big demand and refuse to budge.

Crisis: You offend them.

Finding an Illegal Organ Supplier

Mess: You find someone real dirty and unreliable.

Crisis: The deal turns bad.

Gambling on Dice

Mess: You win OR you make friends.

Crisis: Things turn nasty.

Rousing a Mob to Smash the System

Mess: The mob are roused to action, but out of your control.

Crisis: The mob turn on you.

Engaging in a Firefight with the Enemy

Mess: You hit your opponent but get hit yourself, or damage something important.

Crisis: You get beaten.

Using an Unreliable Comms Device

Mess: They get the message half right.

Crisis: The translation causes offence or confusion.

Working within Demonic Law

Mess: There's a debate to be had on the wording of the law.

Crisis: The law is wholly against you.

Sneaking into a Secure Deck

Mess: You get in, but leave a trail someone notices.

Crisis: You are detected, and whoever found you gets to immediately act.

Chasing Down a Fugitive

Mess: The chase goes dirty and dangerous for both sides.

Crisis: You get left behind, tired and vulnerable in a bad place.

Carousing in a Stim Den

Mess: You don't remember much of it, but you picked up some unusual items.

Crisis: You wake up in deep trouble.

Talking to an Eye-Star

Mess: You get a confusing look at something.

Crisis: You make the eye angry.

Piloting a Junk Ship through a Cosmic Storm

Mess: You lose some critical systems, but make it through.

Crisis: Red alert! You're going down!

Overclocking your Rad Rifle

Mess: It's more powerful now, but looks real unstable.

Crisis: It blows up in your face.

Encounters

Me-Me

Two-Headed Prospector Building a Quiet Life [2]

Petty Avenger [1]

Kat Ruger

Suicide Sarge [2]

Ceaseless Bootlicker [3]

Head Taker 12

Squid-Bodied Saint Vigilante [4]

Scream-Monster

Living Crusader Siege Engine [3]

Lingering Humanity [1]

Equipment

Example of Play