

# BETWEEN CLOUDS

ANDI LICHT

To begin, take turns reading the overview and each of the game's elements aloud.

## OVERVIEW

Between Clouds is a game about a family of mutants and their beloved flying beast working to preserve fragile ecosystems among the sky. They will travel from one location to the next, rescuing precious wildlife, sabotaging industrialists, and finding acceptance in each other's company. The world is **post-collapse**, set in a time when humans have fled into the skies and away from a poisonous surface below. Now, old world technology lies in disrepair, requiring constant maintenance to be used. This is no grim apocalypse, however. Green, natural life grows wherever it can find purchase. The world is also **biopunk**, and through biology, all things are possible. Mutated animals, titanic trees, and flying sea life are all commonplace. In this world, our players will encounter sweeping vistas, campfire dinners, swashbuckling sword fights, storms, villains, jailbreaks, schemes, and supernatural abilities.

### THE STORYTELLER

One player must facilitate the game by assuming the role of Storyteller, typically the person who brought this game to the group. They will guide the player's journey across Empyrea, presenting them with new scenes and challenges along the way. They take on the role of the Kirin itself.

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### KIRIN

Between Clouds is centered around immense, flying mammals known as Kirin. They are creatures of mythical proportions and masters of the natural world, feared by humans and hunted for their resources. The Storyteller must create their own Kirin, consulting the group as they do.

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### SYMBIOTES

Players assume the role of Symbiotes, colorful outcasts who have forged symbiotic links with a Kirin. They are shunned by society, often labeled as miscreants and anarchists. Through their Kirin, the players gain access to biological abilities that will give them an edge against poachers and industrialists. **PAGE 50**

### THE FAMILY

The Symbiotes and their Kirin together create a found family, simply referred to as 'the family' throughout. They share a biological connection, as well as a spiritual bond. In a world that fears Symbiotes and Kirin, they are each other's home.

# HOW TO PLAY

To play *Between Clouds*, you will assume the role of a fictional character, known as Symbiote, and embody them through decision making, action and roleplay. **You may do the following at any point:**

- ◆ Ask what is happening in the scene
- ◆ State what your character is doing
- ◆ Contribute a detail to the scene, like a scent, sound, character or event

Whenever you attempt to do something particularly challenging, you must roll dice to determine the action's outcome. Follow the steps below:

- 1) State an objective.** What are you trying to accomplish?
- 2) Choose a skill.** How does the chosen skill apply to the situation?
- 3) Set the stakes.** The Storyteller determines how many successes (1, 2 or 3) are required and what the result of a failed roll will be.
- 4) Count penalties and bonuses.** Equipment, mutations, skill levels and trinkets all add dice to your roll. Conditions subtract dice.
- 5) Roll the dice.** Each 6 counts as a success. If rolling with advantage, each 5 and 6 counts as a success instead.

## INTERPRETING A ROLL

If you roll **no successes**, things are looking bleak. You have two options.

- ◆ **Push your roll** by spending a Unity Point and calling for the Kirin's aid. The Kirin may only push a roll if one or more of its traits are relevant to the action at hand.
- ◆ **Accept the failure** and mark a Condition of your choosing. How do things go wrong for you? What happens next?

If you roll **one success**, you achieve your goal. How do you do it? What happens next?

If you rolled **two or more success**, you achieve your goal and more. Choose flourishes from skill's corresponding list in the rulebook, one for each success beyond the first, or make up your own.

## THE SKILLS

### MIGHT

- ◆ **DUEL** - Fight in close quarters
- ◆ **FORCE** - Push or pull objects with brute strength, restrain foes
- ◆ **ENDURE** - Withstand harsh conditions and exercise willpower

### STYLE

- ◆ **COMMAND** - Make demands and coordinate groups
- ◆ **CHARM** - Bring joy, make friends, and win people's favor
- ◆ **HAGGLE** - Barter for goods and negotiate deals

## TRAVEL

Travel begins when the family is together in the saddle, flying towards a new destination, typically at the beginning of a session.

- 1)** Each player chooses a travel task to perform throughout the day.
- 2)** As a group, choose a new region to travel to that is connected to the current one.
- 3)** Roll for a random event from the new region's Biome. If anyone successfully rolled to Chart Course, roll two events instead and have the players choose between them.
- 4)** Overcome the event if necessary. Consider the event's leaves and draw a Progress Plant if needed.
- 5)** Arrive at the new location.

### POISE

- ◆ **MOVE** - Leap, dash and climb
- ◆ **SNEAK** - Move about unnoticed and perform sleights of hand
- ◆ **AIM** - Strike targets at a range, throw objects and catch fish

### FOCUS

- ◆ **INSPECT** - Search for clues, analyze objects, and discern motives
- ◆ **NAVIGATE** - Traverse the skies, make maps and follow trails
- ◆ **MODIFY** - Repair, alter and destroy objects and mechanical devices

## TRAVEL TASKS

As the family sets off towards a new destination, each Symbiote should select a task to perform during their journey. Unless specified, the same task may be taken by multiple players.

- ◆ **Cook lunch.** Gain a Unity Point.
- ◆ **Bond with the Kirin.** Gain a Unity Point. How do you bond?
- ◆ **Practice.** Train a specific skill for the journey ahead. This skill may be rerolled for free one time before the end of the session.
- ◆ **Work the radio.** Learn a piece of news from your destination. May not be taken by more than one family member.
- ◆ **Scavenge.** Roll **INSPECT**, and gain an Equipment Point for each success.
- ◆ **Go fish.** Gain one Fish for each success rolled to **AIM**. Fish may be fed to the Kirin to restore its marked Conditions.
- ◆ **Construct.** Build a new upgrade for the saddle by rolling **MODIFY**. Draw a Progress Plant with three leaves for the upgrade.
- ◆ **Repair.** Recover a lost saddle upgrade or remove a flaw by making a successful **MODIFY** roll.
- ◆ **Chart Course.** Survey the routes that lie ahead. Roll **NAVIGATE**. If successful, have the Storyteller generate two events for the region instead of one. Choose between the two.

# THE FAMILY



The Symbiotes and their Kirin together create a found family. This family shares its resources and gains its strength from mutual support.

## Visit this page:

- ◆ To gain or spend points of any kind
- ◆ When looking for solutions or aid
- ◆ To track the family's progress

## GOALS

What are the family's current goals? These could relate to any of the Symbiote's dreams or problems within the current location. Rewrite these goals as is appropriate for the family.

### Primary Goal

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### Secondary Goal

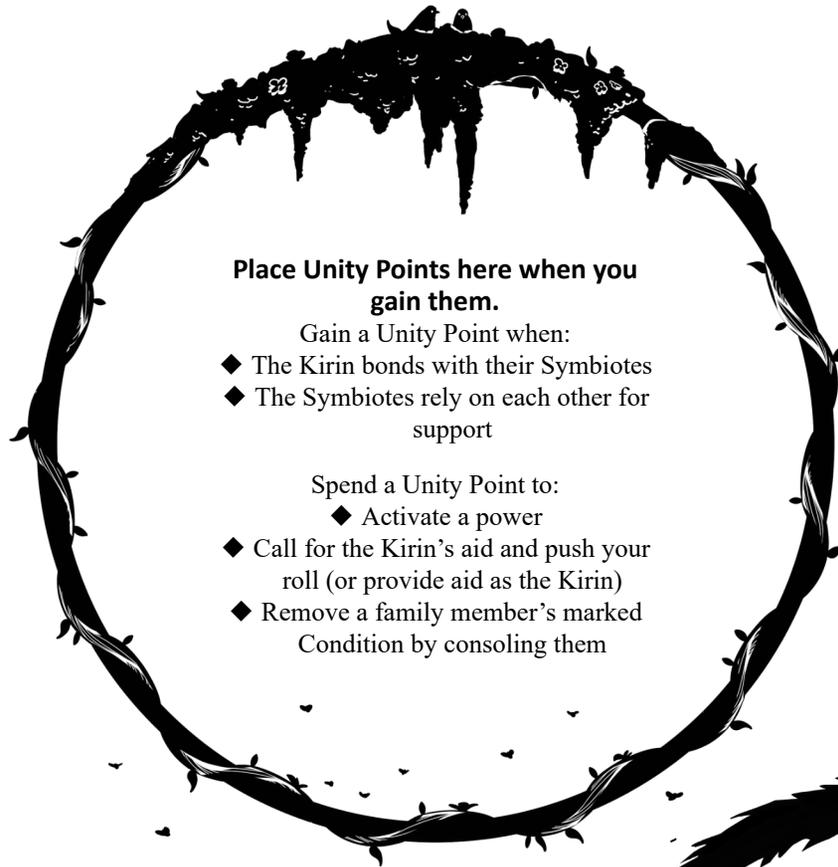
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### Place Unity Points here when you gain them.

Gain a Unity Point when:

- ◆ The Kirin bonds with their Symbiotes
- ◆ The Symbiotes rely on each other for support

Spend a Unity Point to:

- ◆ Activate a power
- ◆ Call for the Kirin's aid and push your roll (or provide aid as the Kirin)
- ◆ Remove a family member's marked Condition by consoling them

## UNITY POINTS

The family's greatest asset is the strength of their bond, tracked through Unity Points. The Kirin and Symbiotes can both gain and spend Unity Points.

## EQUIPMENT POINTS

The family carries all kinds of gear in their pockets and on their saddle, accounted for by Equipment Points. Only Symbiotes may spend Equipment Points.

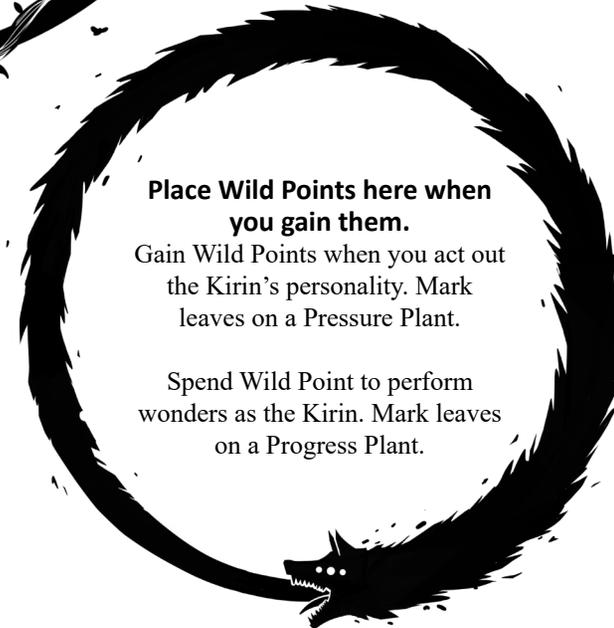
## WILD POINTS

Kirin are unexpected creatures that can produce wondrous magic, accounted for by Wild Points. Only Kirin may gain and spend Wild Points.



### Place an Equipment Point here for each player present.

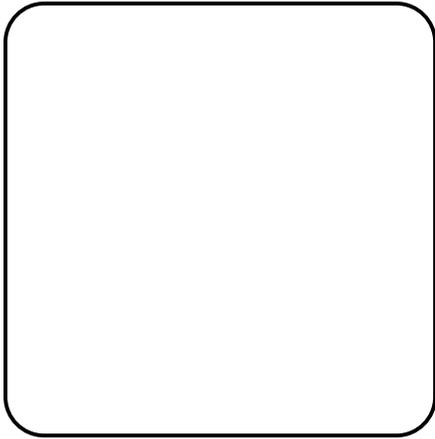
Spend an Equipment Point to produce any common item that would be found in your saddle or pockets and gain an extra die from it.



### Place Wild Points here when you gain them.

Gain Wild Points when you act out the Kirin's personality. Mark leaves on a Pressure Plant.

Spend Wild Point to perform wonders as the Kirin. Mark leaves on a Progress Plant.



# THE KIRIN



### Play to find out:

*Can you keep your family safe?*

*Is there room for you in this world?*

*Can human greed coexist with nature?*

## WILD POINTS

**Gain a Wild Point** and mark a Pressure Plant when you choose to:

### Aggressive

- ◆ Growl at strangers or guards
- ◆ Howl and reveal your location
- ◆ Tear something to shreds

### Protective

- ◆ Growl at strangers or guards
- ◆ Slow the family down
- ◆ Try following the family into tight spaces and break things

### Cautious

- ◆ Slow the family down
- ◆ Swat at harmless objects
- ◆ Hide in a place where you don't quite fit

### Curious

- ◆ Explore the wrong area
- ◆ Carry random objects in your mouth
- ◆ Put your nose where it doesn't belong

### Active

- ◆ Toy around with random objects
- ◆ Bother strangers for attention
- ◆ Prevent work from happening

### Calm

- ◆ Refuse to move
- ◆ Wander into the wrong area
- ◆ Take a nap at the wrong time

## HELPERS

Helpers are small critters that live within your fur. When you gain them, write their names here.

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## CHOOSE A NAME

Truffle, Cloud, Biscuit, Naga, Patches, Ginger, Fiona, Storm, Bo, Mom, Angel, Beef Stroganoff, make up your own!

## CHOOSE A BREED

deer, cow, horse, bear, cat, dog, rabbit, pig, goat, otter, elephant, rat

## CHOOSE A BUILD

little, blind or deaf, phocomelic, serpentine, twin, giant

## CHOOSE 2 PERSONALITIES

aggressive, protective, cautious, curious, active, calm

## CHOOSE A GENOTYPE

- **Nightshade** - Choose something batlike (Fangs, Wings) for a core mutation.
- **Tidekeeper** - Choose something fishy for a core mutation, like Aquatic Body.
- **Rootcaller** - Choose something woody or bug-like for a core mutation, like Floral Body.
- **Petalwing** - Choose something avian or floral for a core mutation, like Wings or a Beak.
- **Stormeater** - Choose something energetic for a core mutation, like Static Charge.
- **Starsoul** - Choose something illuminated for a core mutation, like Bioluminescence.

## CORE MUTATION

Write your core mutation below.

Core Mutation \_\_\_\_\_

## TRAITS

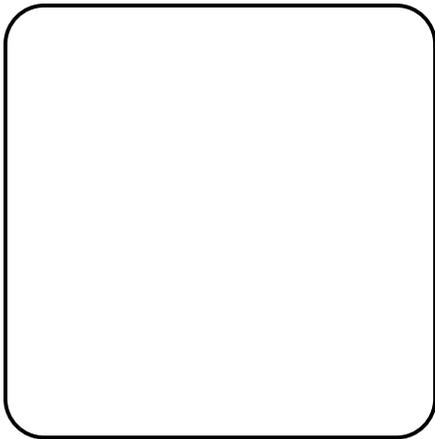
Mark 3 traits. Players may spend Unity Points to call for your aid and push their rolls if any of your marked traits apply.

- **AGILE** - React quickly, fly fast or keep your balance
- **CUTE** - Be adored by strangers and make faces they can't refuse
- **ELUSIVE** - Keep the family hidden or lose pursuers
- **FEROCIOUS** - Put on an imposing display or fight in combat
- **FISHER** - Catch wild fish and recover a marked Condition in the process
- **HARDY** - Ignore Conditions from physical threats and weather
- **PERCEPTIVE** - Use your keen senses to detect threats and locate clues
- **SCAVENGER** - Find something useful for a mechanical job and gain a Equipment Point in the process
- **STRONG** - Push heavy objects, fly encumbered or fight in combat

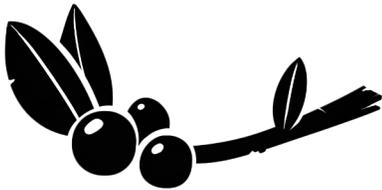
## CONDITIONS

Mark a Condition whenever you aid a player and their pushed roll fails, or as a consequence against a Progress Plant.

- **GROUNDING** - You may no longer fly
- **STUBBORN** - You may not aid your Symbiotes with pushed rolls
- **DETACHED** - Your Symbiotes may no longer use their powers
- **TIRE** - You may not wear your saddle for the time being
- **SULLEN** - You may not gain Unity Points by bonding with your Symbiotes



# THE APOTHECARY



**MIGHT**

ENDURE  
DUEL  
FORCE

**POISE**

MOVE  
AIM  
SNEAK

**STYLE**

HAGGLE     
CHARM     
COMMAND

**FOCUS**

NAVIGATE     
INSPECT     
MODIFY

FORAGE (FOCUS)

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Is in need of your potions, poultices and remedies
- ◆ Seeks your knowledge concerning the natural world

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Foraging for mushrooms together
- ◆ Taste testing ingredients together
- ◆ Making their coat nice and shiny using a special serum
- ◆ Concocting a variety of treats for them to try

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

EXHAUSTED  HEATED   
INJURED  WORRIED

## Play to find out:

*Do people respect your work?*

*What ailment has no remedy?*

*Do you look after yourself like you do for others?*

## CHOOSE A GENDER

Acorn, Moss, Toadstool, Spellbook, Basil, Willow, Pepper, Forest, Germ, Kiwi, Moth

## CHOOSE A LOOK

pocket-covered leather apron, cloak of leaves, over-magnified glasses, woven hat, alchemical tattoos, floral blouse

## CHOOSE A TRINKET

belt of jars and phials, harvesting tools, garland of dried plants and flowers, old tome of recipes, bottomless satchel

## CHOOSE A PAST

- ◆ I grew up in the woods
- ◆ I was exiled for practicing witchcraft
- ◆ I worked in a lab, until I saw something horrible
- ◆ I was kicked out of medical school for my approach to natural healing

## CHOOSE A DREAM

- ◆ I will heal my own condition
- ◆ I will create a cure for Brightlung
- ◆ I will find the key to immortality
- ◆ I will locate a rare ingredient that only appears once each decade

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Poise and Style.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**FORAGE (FOCUS)** - Gather components from the surrounding area and use them to create potions and powders. Roll **FOCUS**. Choose one per success.

### Concoctions:

- ◆ *Poisonous* - Induce sleep or paralysis
- ◆ *Flammable* - Ignite, combust
- ◆ *Spicy* - Assault the senses
- ◆ *Corrosive* - Rust away metals
- ◆ *Rejuvenating* - Restore conditions
- ◆ *Hallucinogenic* - Blur the senses

## CHOOSE A MUTATION

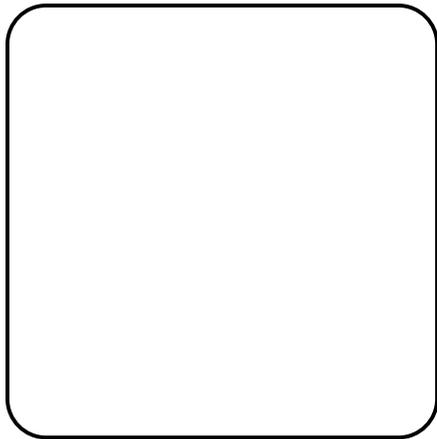
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, **gain an extra die**.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in small ways, or spend a Unity Point to gain advantage from it on a related roll.

*animal tongue, hive mind, pollinate, planted bugs, sense life, decay, rusting, webbing, sleep dust*



# THE BRAWLER



**MIGHT** 5 **POISE**

**ENDURE** ○○○ **MOVE** ○○○  
**DUEL** ○○○ **AIM** ○○○  
**FORCE** ○○○ **SNEAK**

**STYLE** ○ **FOCUS** ○

**HAGGLE** **NAVIGATE**  
**CHARM** **INSPECT**  
**COMMAND** ○○○ **MODIFY**

**PROTECT (MIGHT)** ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Comes to you for protection
- ◆ Needs to lift something heavy or reach something high

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Playing fetch with your trinket
- ◆ Playing rough together, despite our size difference
- ◆ Clipping and filing their claws and teeth

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

**EXHAUSTED** ○ **HEATED** ○  
**INJURED** ○ **WORRIED** ○

## Play to find out:

*Why do you put yourself in harm's way?  
Do actions speak louder than words?  
Are you a defender or a destroyer?*

## CHOOSE A GENDER

Brick, Sawtooth, Knuckle, Grizzly, Scar, Wrath, Boot, Leather, Mustang, Cinder

## CHOOSE A TRINKET

two-handed sword, sledgehammer, fire ax, pair of boxing gloves, painted baseball bat, quarterstaff

## CHOOSE A LOOK

gnarly facial scar, full sleeve of tattoos, faded leather jacket, fingerless gloves, bandaged nose, edgy haircut

## CHOOSE A PAST

- ◆ I was raised by cutthroat pirates
- ◆ I grew up on the streets, getting into brawls often
- ◆ I was expelled from work or school for my rowdy behavior
- ◆ I enforced unjust laws on those weaker than myself

## CHOOSE A DREAM

- ◆ I will learn to control my rage
- ◆ I will atone for my past
- ◆ I will locate the finest bladesmith in all of Empyrea
- ◆ I will find someone who can beat me in an arm wrestle

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Poise, Style and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**PROTECT (MIGHT)** - Defend your family members from physical danger and insults, placing yourself in harm's way as you do. Roll **MIGHT**. On a successful roll, you step in and defend them; deflect an attack, protect their dignity in conversation, prevent them from slipping over a ledge, or pull them away from the guard's vision. They no longer mark their Condition.

## CHOOSE A MUTATION

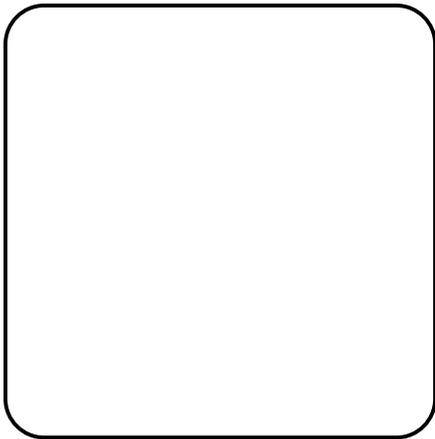
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*regeneration, bladed arms, controlled burn, reshape, plated armor, heat torch, electric shock, shriek, quill thrower*



# THE CAPTAIN



**MIGHT**  **POISE** 

ENDURE ○○○  
DUEL ○○○  
FORCE ○○○

MOVE ○○○  
AIM ○○○  
SNEAK ○○○

**STYLE**  **FOCUS** 

HAGGLE ○○○  
CHARM ○○○  
COMMAND ○○○

NAVIGATE ○○○  
INSPECT ○○○  
MODIFY ○○○

PARLEY (STYLE) ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Comes to you for guidance, leadership, or counsel
- ◆ Is in trouble, or has made a mess, and needs you to fix it

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Teaching them new tricks
- ◆ Flying as fast as we can, for fun
- ◆ Introducing them to new people
- ◆ Staring at the clouds together

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

EXHAUSTED ○ HEATED ○  
INJURED ○ WORRIED ○

## Play to find out:

*Are you fit to be a leader?*

*Why do people trust you?*

*Do you know when to let others take charge?*

## CHOOSE A GENDER

Fate, Beard, Ransom, Mercy, Starlight, Albatross, Crusty, Whiskey, Zenith

## CHOOSE A TRINKET

flip lighter, engraved silver cane, cursed silver coin, old pocket-watch, bejeweled hairpin, broken compass

## CHOOSE A LOOK

reading monocle, extravagant hat, ankle-length jacket, billowing cape, eyepatch, magnificent beard

## CHOOSE A PAST

- ◆ I traveled with a dangerous crew
- ◆ I served as a captain for one of Empyrea's power-hungry factions
- ◆ I was the neighborhood runt and people pitied me
- ◆ I was told the open skies were too dangerous and had to see for myself

## CHOOSE A DREAM

- ◆ I will locate the mother of all pearls
- ◆ I will get myself a nice, big boat
- ◆ I will locate a 'magic' amulet from the old world
- ◆ I will locate a fabled hoard of treasure

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Poise and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**PARLEY (STYLE)** - Negotiate your way out of dire circumstances by offering something from your vast network of information and allies. Select an offer from the list below and roll **STYLE**.

### Offers:

- ◆ I have the details on a big score
- ◆ I can find what you're looking for
- ◆ I have friends who will fight for you
- ◆ I'll lead you to an even bigger Kirin
- ◆ I know someone who can make your problems go away

## CHOOSE A MUTATION

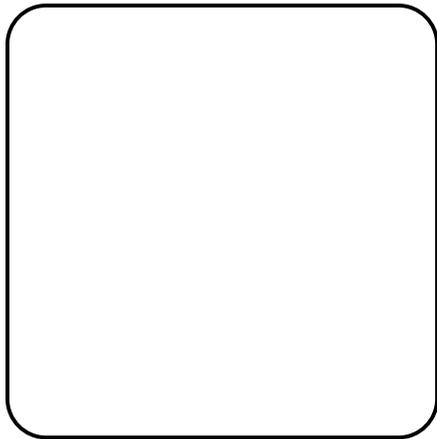
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*jet stream, maker of pearl, sea foam, sub zero, electric shock, wind thower, magnetism, flash bulb, shriek*



# THE DUELIST



**MIGHT** 5 **POISE** ○

**ENDURE**  
**DUEL** ○○○  
**FORCE** ○○○

**MOVE** ○○○  
**AIM** ○○○  
**SNEAK**

**STYLE** ○ **FOCUS** ○

**HAGGLE**  
**CHARM**  
**COMMAND** ○○○

**NAVIGATE**  
**INSPECT**  
**MODIFY** ○○○

**IMPROVISE (FOCUS)** ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Comes to you for protection
- ◆ Is in a pinch, and needs you for a daring rescue

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Teaching them new tricks
- ◆ Keeping them well-groomed and presentable
- ◆ Sharpening their claws so they're ready for battle

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

**EXHAUSTED** ○ **HEATED** ○  
**INJURED** ○ **WORRIED** ○

## Play to find out:

*Where does your honor stem from?  
 Is violence a necessary evil?  
 Are you different from your enemies?*

## CHOOSE A GENDER

Edge, Hawk, Whistle, Banner, Grenade, Honor, Glaive, Tranquil, Bullseye, X

## CHOOSE A TRINKET

ornate saber, hand-wrapped katana, pair of straight swords, mahogany harpoon rifle, engraved harpoon pistol

## CHOOSE A LOOK

patterned headwrap, single-shoulder cape, enormous belt buckle, cap with one big feather, cavalier's boots

## CHOOSE A PAST

- ◆ I was raised by nobles who asked me to commit an evil deed
- ◆ I was a town guard who failed to protect innocent people
- ◆ I was raised by a band of thieves and could no longer tolerate their crimes
- ◆ I was trained by a lone master who betrayed me

## CHOOSE A DREAM

- ◆ I will get my revenge
- ◆ I will train a pupil of my own
- ◆ I will be famous for my exploits
- ◆ I will regain my honor

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Poise, Style and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**IMPROVISE (FOCUS)** - Use the environment to your advantage during battle by swinging from ropes, puncturing steaming pipes, and dropping cargo on enemies. Name objects in the scene that you can use against your enemies, and gain a +1 bonus to your roll for each, up to a maximum of +3. Then, roll **FOCUS**.

## CHOOSE A MUTATION

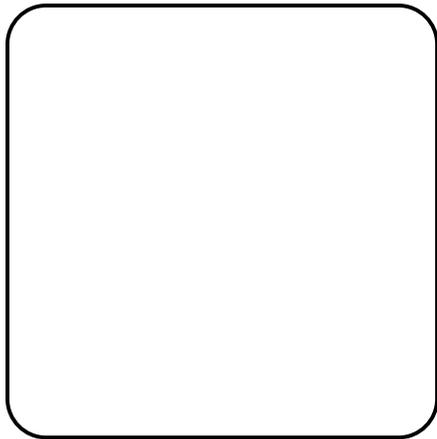
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

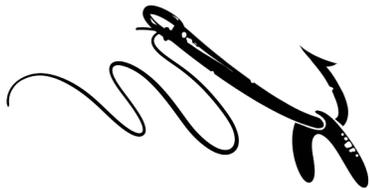
## CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*bladed arms, plated armor, sub zero, regeneration, electric shock, wind thrower, magnetism, ink cloud, venom*



# THE FISHER



**MIGHT** ○

**ENDURE** ○○○  
**DUEL**  
**FORCE**

**POISE** 5

**MOVE**  
**AIM** ○○○  
**SNEAK** ○○○

**STYLE** ○

**HAGGLE** ○○○  
**CHARM**  
**COMMAND**

**FOCUS** ○

**NAVIGATE** ○○○  
**INSPECT**  
**MODIFY** ○○○

**TRAP & BAIT (FOCUS)** ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Seeks your knowledge of sea life
- ◆ Needs your help laying a trap
- ◆ Comes to you for fish to feed the Kirin

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Feeding them all of the fishy scraps that you can find
- ◆ Sitting and staring at the clouds together for hours on end
- ◆ Preparing delicate rolls of sushi for their enjoyment

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend a Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

**EXHAUSTED** ○    **HEATED** ○  
**INJURED** ○    **WORRIED** ○

## Play to find out:

*What do you see that others don't?  
Do you prefer solitude or company?  
What happens when you can't provide for others?*

## CHOOSE A GENDER

Worm, Salt, Mist, Anchor, Lilypad, Chumbucket, Seaweed, Squid, Pearl, Crab, Shark, Tsunami

## CHOOSE A TRINKET

antique harpoon rifle, clam shell harpoon pistol, oak bow and fishing arrows, hooked net of woven flax, weathered fishing rod

## CHOOSE A LOOK

thigh-high rubber boots, pocket-covered outdoor vest, fishing lure earrings, shark tooth necklace, hook-filled bucket hat

## CHOOSE A PAST

- ◆ I fell overboard and into The Below
- ◆ I only ever made friends with fish
- ◆ I was unable to feed my family
- ◆ I worked on a sky-worthy whaling vessel

## CHOOSE A DREAM

- ◆ I will catch a fabled leviathan
- ◆ I will find the shark or beast who attacked me
- ◆ I will no longer have to worry about my peers going hungry

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Style and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**TRAP & BAIT (FOCUS)** - Use the environment to set traps for people and creatures alike, luring them in and keeping the captive. The trap's effectiveness isn't determined until an enemy is near it, at which point you roll **FOCUS** to see how successful and concealed the contraption was. If successful, the enemy is immobilized, although they still present a threat to anyone who draws too close.

## CHOOSE A MUTATION

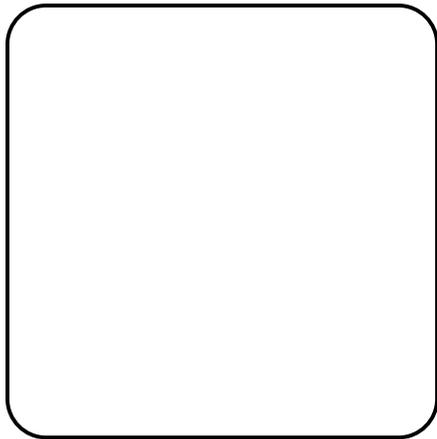
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in small ways, or spend a Unity Point to gain advantage from it on a related roll.

*ink cloud, jet stream, sea foam, sub zero, maker of pearl, rusting, cloud shaping, electric shock, sense life*



# THE JESTER



**MIGHT**  **POISE** 

**ENDURE** **DUEL** **FORCE** **MOVE** **AIM** **SNEAK** ○○○ ○○○ ○○○

**STYLE** **5** **FOCUS** 

**HAGGLE** **CHARM** **COMMAND** **NAVIGATE** **INSPECT** **MODIFY** ○○○ ○○○ ○○○

**PERFORM (STYLE)** ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Asks you to liven up the space
- ◆ Comes to you to understand their bottled-up emotions

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Dancing and stomping around whenever their saddle is off
- ◆ Watching their antics and laughing yourself silly
- ◆ Playing their favorite song or lullaby, which calms them down

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend a Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

**EXHAUSTED** ○ **HEATED** ○  
**INJURED** ○ **WORRIED** ○

## Play to find out:

*Are you expressing yourself honestly?  
Why can't you take things seriously?  
What impact does your art have on the people around you?*

## CHOOSE A GENDER

Pinstripe, Irony, Sparkle, Banjo, Cartwheel, Ribbon, Felicity, Humor

## CHOOSE A TRINKET

guitar with a missing string, dented brass instrument, journal of poems, juggling pins, metal dancing hoop, handheld microphone

## CHOOSE A LOOK

neon boots, absurd hairstyle, stage makeup, sequined jacket, dazzling pants

## CHOOSE A PAST

- ◆ I was bullied for my poetry
- ◆ I played in a band until we split
- ◆ I worked and lived with a traveling circus
- ◆ I cracked too many jokes and they kicked me out of town

## CHOOSE A DREAM

- ◆ I will be famous for what I do
- ◆ I will create my magnum opus
- ◆ I will write the perfect joke
- ◆ I will learn to love my own work
- ◆ I will prove the haters wrong

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Poise and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**PERFORM (STYLE)** - Evoke a specific emotion in others through dance, theater, poetry or music. Pick a performance type or make up your own, then roll **STYLE**.

### Performances:

- ◆ *Tragedy* - Instill guilt or grief
- ◆ *Comedy* - Liven spirits
- ◆ *Satire* - Poke fun at something
- ◆ *Anthem* - Uplift the audience
- ◆ *Romance* - Open hearts to love

## CHOOSE A MUTATION

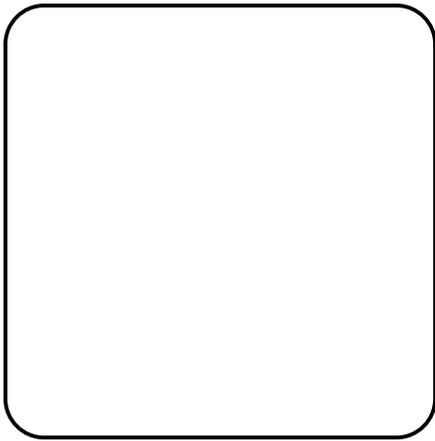
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*sleep dust, animal tongue, pollinate, shriek, cloud shaping, adhesive, flash bulb, hypnosis, telepathy*



# THE MECHANIC



ENDURE ○○○  
DUEL ○○○  
FORCE ○○○

MOVE ○○○  
AIM ○○○  
SNEAK ○○○



HAGGLE ○○○  
CHARM ○○○  
COMMAND ○○○

NAVIGATE ○○○  
INSPECT ○○○  
MODIFY ○○○

INVENT (FOCUS) ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Needs you to fix a broken thing of theirs or make them something new
- ◆ Seeks your knowledge of machines, science or technology

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Building them toys and laser pointers to play with
- ◆ Digging through scrap piles for treasure
- ◆ Turning off your power tools when they run and hide

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

EXHAUSTED ○ HEATED ○  
INJURED ○ WORRIED ○

## Play to find out:

*Do you prefer machines over people?  
What can't you fix with a toolbelt?  
What happens when technology is used for evil?*

## CHOOSE A GENDER

Rivet, Warship, Smokestack, Data, Static, Lugnut, Copper, Asphalt, Satellite

## CHOOSE A TRINKET

sturdy pipe wrench, painted crowbar, oily tire iron, industrial swiss army knife, leather tool belt, welding torch

## CHOOSE A LOOK

rubber work gloves, welding mask, greasy overalls, cassette player with headphones, weathered steel toe boots

## CHOOSE A PAST

- ◆ I read all of the books in town and needed more
- ◆ I made the perfect invention, but it was stolen
- ◆ I broke someone's irreplaceable machine while trying to fix it

## CHOOSE A DREAM

- ◆ I will find a more powerful, more sustainable fuel than Kirin hearts
- ◆ I will invent something that changes lives across Empyrea
- ◆ I will unlock the secrets of old world tech

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Poise and Style.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**INVENT (FOCUS)** - Create new gadgets, devices and saddle upgrades from salvaged parts. Specify what you would like the invention to do, and then specify what you will build it out of. Roll **FOCUS**. On a successful roll, you may use the invention like any other piece of equipment, granting you a +1 bonus to any relevant rolls made. Each additional success increases the quality of the item, allowing it to grant a +2 or +3 bonus instead.

### CHOOSE A MUTATION

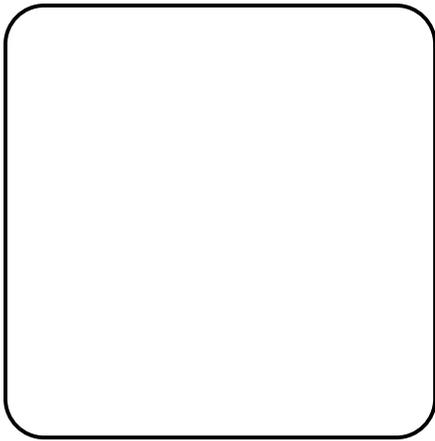
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

### CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*rusting, heat torch, flash bulb, electric shock, adhesive, plated armor, bladed arms, quill thrower, magnetism*



# THE SCOUNDREL



ENDURE ○○○○  
DUEL ○○○○  
FORCE ○○○○

MOVE ○○○○  
AIM ○○○○  
SNEAK ○○○○



HAGGLE ○○○○  
CHARM ○○○○  
COMMAND ○○○○

NAVIGATE ○○○○  
INSPECT ○○○○  
MODIFY ○○○○

SWINDLE (STYLE) ○○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Needs you for a job or task that they aren't necessarily proud of
- ◆ Comes to you to confess their evil deeds and guilty conscience

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Stealing food and fish for them
- ◆ Playing hide and seek
- ◆ Playing harmless pranks on them out of love
- ◆ Telling them secrets that nobody else knows

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

EXHAUSTED ○ HEATED ○  
INJURED ○ WORRIED ○

## Play to find out:

*Have you outgrown your old ways?  
Do the ends justify the means?  
How can misdeeds be forgiven?*

## CHOOSE A GENDER

Vodka, Arson, Scarlet, Twilight, Specter, Razor, Shadow, Lockpick, Zero

## CHOOSE A TRINKET

marked cards, weighted dice, stolen police badge, coin with two heads, wallet of fake ID's, cool switchblade, ornate lockpicking box

## CHOOSE A LOOK

shadowy cloak, rings on every finger, luxurious fur scarf, shiny golden tooth, wide-brimmed hat, fitted suit

## CHOOSE A PAST

- ◆ I had a fortune and blew it all
- ◆ I grew up on the streets as a petty thief
- ◆ I was mischievous, but everyone else was pure evil
- ◆ I went into serious debt with the wrong people

## CHOOSE A DREAM

- ◆ I will pull off the biggest heist that Empyrea has ever seen
- ◆ I will give away all of my possessions to those in need
- ◆ I will stop running and face my problems

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Style and Focus.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**SWINDLE (STYLE)** - Deceive others with a rigged bet, relying on your devilish good looks, silver tongue and stylish handiwork. **SWINDLE** is typically performed using a trinket, like marked cards or rigged dice, but could take the form of any competition or challenge. Roll **STYLE**. If successful, you gain something valuable for free while the target gains nothing.

### CHOOSE A MUTATION

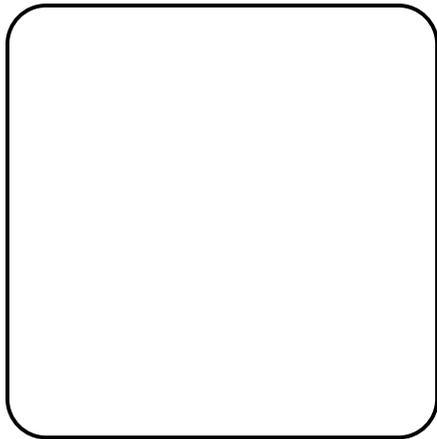
Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

### CHOOSE A POWER

Circle a power. Describe its function when you use it in smalls ways, or spend a Unity Point to gain advantage from it on a related roll.

*camouflage, sense life, sleep dust, venom, webbing, ink cloud, planted bugs, reshape, telepathy*



# THE WAYFINDER



**MIGHT** ○

ENDURE ○○○  
DUEL ○○○  
FORCE ○○○

**POISE** ○

MOVE ○○○  
AIM ○○○  
SNEAK ○○○

**STYLE** ○

HAGGLE ○○○  
CHARM ○○○  
COMMAND ○○○

**FOCUS** 5

NAVIGATE ○○○  
INSPECT ○○○  
MODIFY ○○○

GUIDE (FOCUS) ○○○

## UNITY POINTS

### Support

Gain a Unity Point when a family member:

- ◆ Comes to you for directions or to help them locate something
- ◆ Seeks your knowledge of the nine skies and distant locales

### Bonds

Gain a Unity Point when you bond with your Kirin by:

- ◆ Watching the sunrise each day
- ◆ Exploring in places that you shouldn't be
- ◆ Going on long walks with or without the rest of the family

### Spend a Unity Point to:

- ◆ Activate a power
- ◆ Remove a family member's marked Condition by consoling them
- ◆ Call for the Kirin's aid and push your roll
- ◆ Send the Kirin to aid someone else, allowing them to push their roll

### Spend an Equipment Point to:

- ◆ Produce any common item that would be found in your saddle or pockets and gain an extra die from it on a single roll

## CONDITIONS

Mark a Condition whenever you fail a roll. Each Condition results in a (-1) penalty to all rolls.

EXHAUSTED ○ HEATED ○  
INJURED ○ WORRIED ○

## Play to find out:

*Why are you always on the move?  
What is the world hiding from you?  
What happens when you finally arrive at your destination?*

## CHOOSE A GENDER

Hawk, Frost, Plaid, Echo, Condor, Sunset, Mustache, Horizon

## CHOOSE A TRINKET

gold-laid compass, silver spyglass, collapsible sextant, stained skymap in a leather tube, hi-tech binoculars

## CHOOSE A LOOK

alpine climbing goggles, two missing fingers, fur-lined jacket, windswept mustache or beard, billowing scarf

## CHOOSE A PAST

- ◆ I was abandoned in a remote place
- ◆ I stowed away at a young age
- ◆ I used to track down treasures for greedy elites
- ◆ I used to explore The Below until that fateful day

## CHOOSE A DREAM

- ◆ I will find my way back home
- ◆ I will uncover the lost city of legend
- ◆ I will find the green pastures of a fabled paradise
- ◆ I will locate the final resting place of Kiro, the original Kirin

## ATTRIBUTES

Distribute the values 2, 3 and 4 between your Might, Poise and Style.

## SKILLS

Mark one level in 3 different skills. Add an extra die for each level when you use the skill.

### Unique Skill

**GUIDE (FOCUS)** - Guide your family to local hubs and havens that you have previously visited during your travels. Roll **FOCUS**, and for each success rolled, pick a spot from the list below.

### I know a spot where:

- ◆ We can hide out for a bit
- ◆ The Kirin can safely hide
- ◆ We can get some good information
- ◆ We'll have a perfect vantage point
- ◆ They welcome Symbiotes and Kirin

## CHOOSE A MUTATION

Circle your family's core mutation as well as one of your own choosing. If any of your mutations benefit you during a roll, gain an extra die.

*antennae, aquatic body, beak, bestial ears, bestial eyes, bestial legs, bioluminescence, extra limbs, floral body, horns, quills, scales or fur, snout or fangs, static charge, tail, talons, tendrils, wings*

## CHOOSE A POWER

Circle a power. Describe its function when you use it in small ways, or spend a Unity Point to gain advantage from it on a related roll.

*wind thrower, sub zero, controlled burn, magnetism, heat torch, flash bulb, reshape, adhesive, rusting*

# THE SADDLE



The saddle is wearable structure that is affixed to the Kirin's back. As a family, it is your true home among the skies.

## Visit this page:

- ◆ After character creation
- ◆ At the beginning of each session
- ◆ When encountering weather
- ◆ When you need inspiration for Equipment Point items

## CIRCLE 3 UPGRADES

armory, balcony, bandanna, barding, cabin, cannon, canvas top, collar, costume chest, crow's nest, diving bell, fishing nets, flying vehicle, full kitchen, garden, gnarled tree, medical bay, spotlight, sweater, television, tow cable, upper deck, underbelly hammock, workbench

## CIRCLE 2 FLAWS

creaky boards, bug infestation, messy, foul odor, cramped, slippery, moldy, loose-fitting, splinters, haunted aura, barnacles, no railings, stained, noisy, dark history, rusted, poor visibility, hideous color, highly flammable

## DRAW A MAP

Sketch the layout of your saddle in the blank space to the right. Consider these questions as a group:

- ◆ Where do we eat?
- ◆ Where do we store our things?
- ◆ Where do we sleep?

At the beginning of **recurring sessions**, have each player draw another detail onto the map, reflecting new changes.

## ASK ONE TO THE LEFT

Ask one question to the player on your left. Repeat this for each player present.

- ◆ Where is your favorite spot to be?
- ◆ Where won't you go?
- ◆ Where do we cuddle?
- ◆ What did you break last week?
- ◆ What did you drop overboard?
- ◆ What private object of mine did you stumble across? Where?
- ◆ Where do you sit or stand to feel the wind on your face?
- ◆ Why do you sleep away from the rest of us?
- ◆ Why aren't you allowed in the kitchen anymore?
- ◆ Where do you keep your hidden stash of belongings?

## FISH HELD

**Gain fish** by taking the *Go Fish* travel task. **Feed a fish** to the Kirin to recover one of its marked Conditions.



## OUR SADDLE

# A NEW LOCATION



Locations are human settlements, places for the family to stop at and explore. Fill out this sheet using the rulebook, either alone as a Storyteller or together with the family.

## Visit this page:

- ◆ When you arrive at a new location
- ◆ When you need a map of the area
- ◆ When you need inspiration for scenery, people or problems

## WRITE A NAME

---

## CIRCLE A TYPE

Arboreal, Island, Tower, Cradle, Glacial

## CIRCLE A FACTION

The Crown, Artificers, Fell Hunters, Sylvans, The Magnate, Pirates, Other

## WRITE 3 TRAITS

---

---

---

## WRITE 3 PLACES

---

---

---

## WRITE AN ATTITUDE

This place tolerates Symbiotes:

---

---

## WRITE TWO PROBLEMS

Write a brief description of two issues that the settlement is faced with.

### First Problem

---

---

---

---

---

### Second Problem

---

---

---

---

---

## DRAW A MAP

Sketch a map of the location in the blank space to the right or on a larger sheet of paper. Consider:

- ◆ Where is the center of town?
- ◆ Where do marginalized folks live?
- ◆ Is the settlement in one spot, or spread out over an area? (i.e. multiple towers or islands)

## THE MAP

**Play to find out:**  
*Why are you always on the move?  
 What is the world hiding from you?  
 What happens when you finally arrive at your destination?*



Gain a Unity Point when you come to this family member:

- ◆ For directions or to help locating something
- ◆ For their knowledge of the nine skies and distant locales

**Play to find out:**  
*Have you outgrown your old ways?  
 Do the ends justify the means?  
 How can misdeeds be*



Gain a Unity Point when you come to this family member:

- ◆ For a job or task that you aren't necessarily proud of
- ◆ To confess your evil deeds or guilty conscience

**Play to find out:**  
*Do you prefer machines over people?  
 What can't you fix with a toolbelt?  
 What happens when technology is used for evil?*



Gain a Unity Point when you come to this family member:

- ◆ To have them fix a broken thing or make something new
- ◆ For knowledge of machines, science or technology

**Play to find out:**  
*Are you expressing yourself honestly?  
 Why can't you take things seriously?  
 What impact does your art have*



Gain a Unity Point when you come to this family member:

- ◆ To have them liven up the space
- ◆ To understand your bottled up emotions

**Play to find out:**  
*What do you see that others don't?  
 Do you prefer solitude or company?  
 What happens when you can't provide for others?*



Gain a Unity Point when you come to this family member:

- ◆ For their knowledge of sea life
- ◆ For help with laying a trap
- ◆ For fish to feed the Kirin

**Play to find out:**  
*Where does your honor stem from?  
 Is violence a necessary evil?  
 Are you different from your enemies?*



Gain a Unity Point when you come to this family member:

- ◆ For protection
- ◆ In a pinch, when you need them for a daring rescue

**Play to find out:**  
*Are you fit to be a leader?  
 Why do people trust you?  
 Do you know when to let others take charge?*



Gain a Unity Point when you come to this family member:

- ◆ For guidance or leadership
- ◆ When you're in trouble, or have made a mess, and need them to fix it

**Play to find out:**  
*Why do you put yourself in harm's way?  
 Do actions speak louder than words?  
 Are you a defender or a destroyer?*



Gain a Unity Point when you come to this family member:

- ◆ For protection
- ◆ For help with lift something heavy or reaching something high

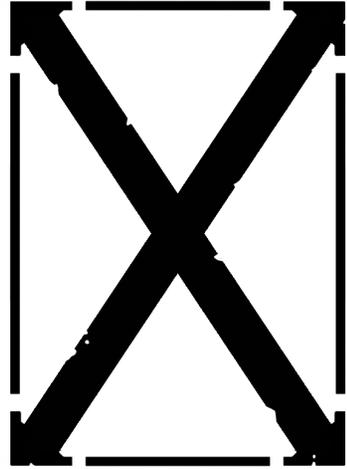
**Play to find out:**  
*Do people respect your work?  
 What ailment has no remedy?  
 Do you look after yourself like you do for others?*



Gain a Unity Point when you come to this family member:

- ◆ For their potions, poultices and remedies
- ◆ For their knowledge concerning the natural world

**X CARD**



**X CARD**

