# Homeworld Project

By Mendel Schmiedekamp

## What is the Homeworld Project?

Shadows from out of mind began a journey long ago seeking a place to call home once again. Such a home cannot simply be discovered it must be forged and made whole. This great enduring quest is the Homeworld Project.

Homeworld Project is a game of telling an Astral Space Opera. The stories Homeworld Project tells are about world shattering and building, about heroes, villains, and a supporting cast of uncounted multitudes. Homeworld Project is space opera focusing on ideas, rather than technology. In Homeworld Project characters can literally achieve anything, if they are willing to struggle and sacrifice for it.

Homeworld Project is a game for 2-8 players to play in a dozen, or many more, sessions of at least one hour, although a player need not present at every session to participate in the game as a whole.

In Homeworld Project players take on the roles of the characters, ships, and forces of a universe of they build together while they play. Even when these roles are at odds, players are ultimately working together to reveal their ideas for the shared universe and craft the stories that will shake its very foundations.

## What is Astral Space?

Beneath and beyond the world of experience, is another place. Worlds spinning in a void whose expanse is that of humanity's hopes, fears, and dreams. And beyond lies something else, spaces as alien as any distant star. This is Astral Space, an inner realm as dangerous and wonderful as mankind dreams outer space to be. It is crafted from ideas, desires, and most importantly imagination.

In Astral Space to hope is to bring with you a seed of potential, and to strive is to seek to follow that path, step by step. Over the course of your journeys these seeds grow like pearls, becoming a world crafted by your dreams and your fears. Until you've left your mark indelibly upon the face of Astral Space, perhaps finding a homeworld of your own.

Astral Space is a complex place, as rich with life, as humans can be with ideas. Each character and manifest has a place in the spinning universe of Astral Space. This niche is called a Mode. Three of the modes are inhuman: *Natives* - beings from Astral Space, *Strangers* - beings from outside, and *Shadows* - immigrants searching for a home. The other four are modes of humanity encountered within Astral Space: *Dreamers* - those whose time in Astral Space is a lucid dream or vice versa, *Lunatics* - those who arrived in the wake of madness, *Guests* - intentional visitors seeking something, and *Lost* - who have been taken bodily into Astral Space.

## How do we begin?

Like a genre of fiction or poetry, Homeworld Project provides a language of terms, procedures and setting cliches which offer the players a tool box for creating their own stories. The ideas, procedures, and setting of Homeworld Project are laid out in a glossary over the next few pages.

First are the terms, specific ideas and ways of describing things in the game and the fiction it creates.

Second, building on those terms are the procedures of playing Homeworld Project. Some of these you will use all the time, while others are for special occasions, such as the beginning of the entire game or the culmination of a multi-session effort.

Third, is a description of the people, ships, and various other things which populate Homeworld Project's Astral Space.

Lastly, there are five sheets for playing Homeworld Project, to organize information and record the details of your stories.

Later sections may refer to earlier ones, but otherwise you can read or skim them in what ever way works for you. Once you have familiarized yourself with them, and have copies of the play sheets you are ready to start your first session of Homeworld Project. Follow the instructions in the procedure "Starting a Game" and make Homeworld Project your own.

# Homeworld Project Glossary:  Some Terms

## The Action

The action is where everything interesting occurs, a flow of events, people, ships, and plots. If you are in the action then you can be influenced by others in the action. If not, you are outside the story.

## Chapter

As you play Homeworld Project, you will have a series of chapters. A chapter is a segment of play which incorporates all of the action, but for an approximately hour-long section of play. *Short Chapters* are for when you have less than an hour to play, they last about half an hour.

## Turning Point

The moments that bridge from one chapter to the next are called Turning Points. In a Turning Point, the situation changes, offering new problems and opportunities, cleaning up and extending the situation from last chapter.

## Character

The main heroes and villains, scoundrels and saints of astral space are characters. They have the potential to change their universe.

## Ship

Ships are the most iconic spacecraft of astral space, like characters in their own right.

## Manifest

Manifests are the people, vehicles, events, and obstacles of astral space which fill out the rest of the action.

## Entity

Entity is the general term for a character, ship or manifest.

## Foundation

Foundations are basic truths of the universe of your story. Each Player gets to write down one Foundation, before you start playing, or at any point while playing.

## Path

Paths are crucial aspects of a characters and ships that drive them to action, growth, and conflict.

## Reflection

Reflections are the broad forces, causes, or groups of astral space tied to one or more paths, but only to one path per entity.

## Mirror

A player who takes responsibility for one or more Reflection is a Mirror. Part of their role is to make troubles for the other players, and possibly themselves.

## Steps

Both paths and reflections are made up of steps, each adding a bit of detail. The number of steps is the potency of a path or reflection. With no steps they cease to exist in astral space, a *Requiem*. With more than 12 steps, they leave as well but make a permanent mark, an *Aria*. Paths tied to a reflection always share the same number of steps with that reflection, as one increases or decreases, so do the rest.

## Detail

Each path and reflection step has room for a detail, a short sentence or phrase describing that path or reflection.

## Vignette

Vignettes are the spice of a chapter and the core of a Turning Point. A vignette is when a player describes a short moment, as part of the action. Each time you make a vignette reference or write an appropriate detail on your path or reflection.
• Introducing: When you create a new manifest.
• Elsewhere: Events in another place.
• Elsewhen: Events in the past or future.
• Reveal: A moment that changes our perception.
• Farewell: When an entity is destroyed.

# Homeworld Project Glossary:  More Terms and Basic Procedures

## Mode
Every entity in Homeworld Project has a mode. This is how that entity exists within Astral Space, whether they are a native, an outsider, the imprint of a human from our world, or more abstractly an obstacle or mystery.

## Panache
If a mode is how an entity exists, panache describe styles of affecting the action. An entity gets one panache for each importance past the first.

## Importance
Every entity in Homeworld Project has an importance, which describes how many consequences they can withstand while in the action. Characters and ships have importance 3, manifests vary from 1 to 6. For every importance past 1, an entity gets a panache. A manifest with more than 4 importance is a *Legend*, a special panache indicating this manifest is crucially important to the path or reflection it comes from.

## Consequence
Consequences are the aftermath of a bout. They are a few words that describe how the margin of the bout has changed the situation for one of its participants. It can describe injury (physical or otherwise), discoveries, progress, emotional states, etc. Consequences are rated by a number, with larger numbers being more affecting and persistent.

## Disabled, Doomed, Destroyed
Typical entities can take a total rating of consequences up to five times their importance before becoming *disabled* – they must work around a difficulty. Five further consequences makes them *doomed* – everything they do makes their situation worse. An additional five more (ten + 5 x importance) makes the entity *destroyed* – their next bout removes them from the action, possibly with a farewell vignette.

## Dice
The dice you use in Homeworld Project are all 12-sided. Each character, ship, and manifest have one die each chapter. Once that die has been used keep it on the table showing its top face until the end of the chapter.

## Setting Upper and Lower Bounds
Over a chapter there are two numbers which govern the dice. The *upper bound*, starting at 11 (or 9 for a short chapter) is the lowest value at which a die keeps increasing until it reaches 12. The *lower bound*, starting at 2 (or 4 for a short chapter) is the highest value at which a die keeps decreasing until it reaches 1. When the upper and lower bounds meet, a Turning Point occurs, ending the chapter

## Progressing Dice
When dice change in Homeworld Project theyprogress since sometimes they are rolled, and sometimes not.
• If a die hasn't yet been progressed this chapter or has a value between, but not including, the upper or lower bound, it is rolled.
• If a die shows a 1, it is rolled & the upper bound drops 1.
• If a die shows a 12, it is rolled & the lower bound drops 1.
• If it shows a value between the upper bound and 11, it's value is increased by 1.
• If it shows a value between 2 and the lower bound, its value is decreased by 1.

## Bout
Bouts are the meat of a chapter. A bout is a contest between any two entities in the action. The outcome of a bout is determined by both entities progressing their dice and comparing the values.

## Initiating a Bout
Chapters proceed by players using their entities to initiate bouts, challenging other entities in the action. The players loosely describe what each entity is trying to do and how. Bouts can involve entities at different places or even times, with an appropriate how. This description includes an entity being disabled, doomed, or destroyed.

# Homeworld Project Glossary:  Core Procedures

## During a Chapter
At any time during a chapter a player can
• Spend steps to introduce manifests
• Initiate a bout
• Make vignettes
• Use panache abilities

## Spending Steps to Manifest
One way to spend steps is to introduce a related manifest using an introducing vignette and spending from one path or reflection twice the number of steps as the importance of that manifest.

## During a Bout
During a bout, after progressing dice and before *determining the margin,* a player can
• Spend steps to progress their die
• Use panache and mode abilities

## Spending Steps to Progress
A step can be spent to let a related entity progress its die during a bout. It cannot generally progress past a 1 or 12. If this expenditure causes the die to progress to a 1, the path or reflection spent loses one step. If this expenditure causes the die to progress to a 12, the path or reflection gains one step.

## Determine the Margin
The difference between the higher and lower values of the two dice in a bout is the margin. The entity with the higher die has this margin to work with in resolving the bout. If the dice are tied, then both entities get a margin of 0.

## Inflicting Consequence
Inflicting a consequence during a bout means taking your entity's margin, adding modifiers from your and the other participant entity's abilities and (if the total is positive) describing a consequence rated at this total. The inflicted consequence must flow from the situation of the bout, whether directly or indirectly.

## Healing a Consequence
Healing a consequence during a bout is similar to inflicting one, except the modifiers used are those to the margin generally, or for healing and the recipient of healing can be any entity in the action. The healed consequence must also flow from the situation of the bout, whether directly or indirectly.

## Using Modes and Panache
Modes either have persistent effects or affect your first bout of a chapter. Each panache an entity has can be used once a chapter for a basic ability, or special ability for a character or ship.

## Right of Way
When players want two or more entities to do something at the same time, like initiating a bout, progressing a die, or spending a step, and there is a reason that it matters which one goes first, entities yield to each other according to the following rules (in order):
• Entities which didn't use a panache to *preempt* yield to those who did.
• Manifests yield to characters and ships.
• Reflection manifests yield to character and ship manifests.
• Entities who have done this more recently yield to those who have not. So, when in doubt, take turns.

# Homeworld Project Glossary: Advanced Procedures

## Handling a Turning Point

A Turning Point occurs when the upper and lower bounds meet. If a player spent a step causing this Turning Point, he or she gets a Seed.
• The Mirrors choose reflections to have a vignette. These vignettes should change the current situation in the action, and should usually introduce manifests. The Mirrors create at least one manifest for every two players. Each reflection having a vignette gains a step (up to 12 steps)
• Entities destroyed at the end of the chapter now leave the action, they may have a farewell vignette.
• All steps and Panache become unspent.
• Shake out Consequences that no longer apply.
• Spend steps for manifests that will continue or appear in the next chapter, they may be rewritten.

## Seeds

A Seed is used or given to another player to use. Using a Seed creates a new path and can return the entity receiving that path from destruction, remove a consequence, and/or change its mode or panache. These changes must be described as a result of this entity taking on the new path.

## Making New Paths and Reflections

A Seed can create a new path. This path can be tied to an existing reflection, in which case it starts with the same number of steps, or a new reflection at two steps and any player can become its Mirror. A new path (from a Seed), can form the core of a new character or ship, choose its mode and panache at this time. You can elevate a manifest into a character or ship in this way.

## Panache Vote

A character or ship has two panache, but can access the rest of the panache for a character or ship, respectively. Once per chapter, a different panache can be used for basic or special ability, called a panache vote. After five votes are recorded, if there is a single panache in majority, exchange it with a current panache at the end of the chapter. Either way, erase the votes. This is the way characters and ships evolve their panache over time.

## Starting a Game

When a group starts a saga of Homeworld Project:
1) Choose a Foundation sheet (either one with existing foundations or a blank one).
2) Each player who does not choose to be a dedicated Mirror gets four seeds, three of which must be used on their main character. Use one seed immediately and then have a Turning Point followed by your first chapter.
3) If you are introducing Homeworld Project to new players be the dedicated Mirror and have players spend one seed and pick a mode to start, and one seed after each of two introductory short chapters:
    1) No Panache, Don't Spend Steps during the chapter
    2) One Panache, Only Spend to Progress during the chapter

## Handling Arias and Requiems, and Codas

An *Aria* is when a path or reflection goes to 13. A *Requiem* is when a path or reflection goes to 0. In either case it can no longer be changed. The triggering player may hold the bounds on a 1 or 12 for the rest of this chapter, playing out the ending of the linked paths and reflection. After the chapter each linked path or reflection removed gives a Seed. The triggering player may remove a Foundation. In an Aria, that player may also add a Foundation.

## Book

A book is a large collection of chapters, ending with a *Coda* and a change to the foundations. You can end your game at the end of a book, or start another.

## Handling Codas

After an Aria, if all players agree, end the current book with a Coda, a special chapter where any player may hold the bounds on an 1 or 12. Afterwards all players can agree on a new Foundation, and gain a Seed.

## New Players

Players joining later get four Seeds, three to build their character and one for general use. New players also get to choose a new foundation, but need not do so before beginning play.

# Homeworld Project Glossary:   Human Modes of Astral Space

## Lunatic

Astral space is a place of beliefs and ideas, a sanctuary for those for whom the human world is insufficiently malleable. Chief among these are the lunatics, those troubled by insanity in the human world, but made into leaders and shapers of the astral space. Lunatics, generally take human form (though some have been known to exist as animals), typically a fixed and alluring form. They have regal bearing and have formed themselves into houses, based on their philosophies. They exude confidence and assurance, for everywhere they are in astral space, they are meant to be. The Lunatics champion causes, begin and end wars, and act as the aristocracy of the humans in astral space.

Lunatics are present in astral space by the gift of madness. If they are destroyed that blessed madness is ended, and they are healed for a time, or perhaps forever, perhaps able to participate once more in the human world. It is possible for a lunatic to return as another mode in that case, albeit somewhat rare. Dreamers are the most common route for a healed lunatics, but some can become guests or even lost.

Lunatic ships are crafted with care, lines and curves present a statement against the void these ships traverse. Within, these ships are epitome of man-made technology, the craft humans imagine traveling through the space beyond their world. The oldest ships may be constructed of stone and precious metals, but even these have a relentless modernity to them. The newest are positively futurist. But each is imbued with the ideal of humanity's progress toward the unknown.

*Ability*: On your first bout each chapter roll twice and choose one die to use.

## Dreamer

The most chaotic of the denizens of astral space, the dreamers are tourists and thrill-seekers. Each time they appear they will differ subtly, whether in clothing and physical appearance. Some will change genders or even species over time. Dreamers are free to behave as they will, and are the most common type of human within astral space. In the human world, they merely have vivid dreams occasionally retaining a tidbit of their adventures. But in the astral, it is the human world which is the dream. And without those cares, the dreamer is free.

Dreamers exist in astral space as they sleep. And when they sleep in the astral they awake in the human world. Time is flexible, but there are dangers. A dreamer who sleeps too long may become a lost or a lunatic, disappearing from the human world mentally or physically. But one who is destroyed in astral space becomes awakened, to traumatized to sleep, an insomniac suffering until rest can be found. Sometimes the will return as dreamers, but more likely, an awakened dreamer will only return in another mode.

Dreamer ships are as eclectic as their creators. Often making little sense, dreamer ships do not appear intended for space travel. Whether a modified sailing ship, a shuttle bearing the unmistakable profile of a snow globe, or a skyscraper with rocket engines attached to the base, each has a piece of mundane humanity as part of it. These ships are often found derelict, as their architects leave them for other, more interesting diversions.

*Ability*: -1 to Consequences you receive.

# Homeworld Project Glossary:   Human Modes of Astral Space

## Guest

Astral space is a place few choose to enter, but those few are the guests, marked by their faintly luminous bodies and the almost invisible thread leading back in a direction outside of all the normal ones in astral space. Guests manifest as idealized, self-images. They have delved into secrets, mediation, or rely upon natural talents, but they, alone among the modes, knowingly live in two worlds, the astral and the human. They come to astral to seek something that is not possible in the human world, a discovery of their inner potential. And that comes from applying their will upon astral space.

Guests are aware of both worlds, as so when they are destroyed in astral space they are punished. Their thread pulls them back forcefully, leaving them spiritually wounded. In time they may learn to undo the damage, but until then the astral space is bared to them, except perhaps as a dreamer. Sometimes guests are trapped in other ways. A guest who loses their cord is driven to madness in the human world, becoming a lunatic. Even more unfortunate a guest whose body is pulled into the astral by that cord becomes one of the lost.

Guest ships are particularly rare, and always exude a personal touch. Guest ships are homes, first and foremost. Created as sanctuaries, their outer design is often simple and functional, but their inner spaces are opulent and diverse. Some guest ships are memory mansions pulled from some world to travel the stars. Others are temples or monasteries thrust into space.

*Ability*: +1 to Consequences you inflict.

## Lost

Ragged and uncertain, the lost are the only humans bodily present within astral space. And with that presence is the immediate understanding of how precarious a place that is to be. Perhaps the lost was once another mode, whose body followed where the mind dwelt. Strangers have been said to abduct some from the human world, for purposes unknown, stranding some in astral space. A lost is trapped, imprisoned within their own body, as such they are depressingly human for a creature in the astral, nothing special or luminous exudes from them, they do not change except to grow old or injured. They wear what they can scrounge from natives, and are on perpetual guard, all other modes have something to fall back upon, the lost do not.

Lost often come from other modes, but rarely do they return if they can find that rare passage back to the human world. If a lost is destroyed, they are dead. There is no return or reprieve for the lost.

Lost ships are often more than they appear. On the outside they appear as collections of junk or small asteroids, but within is a paranoid's paradise of redundancy and safety. Pulled together from numerous pieces of debris and wreckage, the lost ship is joined together with an intense attention to detail. The chambers within lock securely, and often can act as small craft on their own.

*Ability*: You can withstand 5 more than normal consequences before being disabled.

# Homeworld Project Glossary:   Non-Human Modes of Astral Space

## Native

Born of human thoughts, natives are elemental beings of astral space. Native characters have arisen in the image of their creators. Their form is often human-like, but with a little something else - hooves and furry bent legs, green skin and fiery eyes, a body of sand, or even just pitch black eyes. A native almost always originates from one of the many worlds of astral space - typically each will be peopled by one or maybe a handful of native types, each distinctive in their personality, culture, and appearance. A native people born from the concept of mathematical proofs would be a very different people than ones born of memories of war. Native do not seek change, they desire stability as a rule. Even if they strive for chaos it is a constant, familiar chaos they seek.

Natives are part of the underlying fabric of astral space. Individuals may be destroyed, but the thoughts and beliefs that give rise to a native people do fade so easily. When destroyed, a native character becomes inherited. Some time later that character's player may choose to bring a spiritual or physical descendant of the destroyed character into the action. While the descriptions may change, the paths and their steps will remain the same.

Natives tend to build ships that are simple, resilient and large. Spheres, domes, and towers are a common motif. Native ships always feel very much like a ground-side building, reflecting the homes of those who made them. Nearly all native ships contain a small biosphere, reminiscent to the homeworld of the natives that crafted it. Sometimes these small nature reserves are essential to the ships operation, other times their benefits are more ephemeral.

*Ability*: On your first bout in a chapter choose an entity, gain -2 to any Consequences inflicted on you by that entity for the rest of the chapter.

## Shadow

The shadows are outsiders, immigrants, and refugees. Coming from some other place, but unable to go home, the shadows seek to build a home in astral space. The shadows exist as a number of clans - each presumably from some long lost world, but one facet remains the same for all of them. Each shadow has facade which lets them relate to the more human denizens of astral space. Beneath is something darker and more alien. One such clan are the fae, human forms both beautiful and terrifying, made too perfect. Another are the giants, beings whose unimaginably size is kept limited by their facade, merely tall they loom on the horizon when they show their true forms. A third clan are the ladies of secrets, and their consorts the whisperings, the former always veiled and the later always sheathed in shadow. The clans usually work together seeking homeworlds for a new beginning, although war is not unknown.

Shadows are only partially beings of astral space, and their hold on it is tenuous. If destroyed they fade, disappearing forever. Perhaps they return to an ancient homeworld, or more likely with their last hope gone, they are forever trapped outside.

Shadow ships mirror their creators in the facade, whether beautiful and graceful or harsh and battle-pocked, surrounding an architecture of an almost organic nature. Strange pulsing energy runs through them, glowing in unreal hues. Whispers can be heard when alone, as though the ship was speaking just below the consciousness. However, shadow ships are built as places to live, not merely pass through, while not always fancy they have large quarters and simple amenities.

*Ability*: Gain +2 to your margin when healing Consequences.

# Homeworld Project Glossary:   Non-Human Modes of Astral Space

## Stranger

Beyond astral space are other universes, vast and alien. The beings who dwell in them occasionally arrive in astral space. Their forms, purposes, and beliefs are varied and bizarre. A stranger could be a seven winged, seven eyed angels, a demon of fire and darkness, a large-eyed gray humanoid, a knife limbed arachnid, or marriage of squid, ape, and clockwork. However, each is united by one fact. You do not come to a place like astral space without a reason, something to find. Each stranger may seek something different, but that purpose is what drives them.

Strangers are not tied to astral space, instead they have a faint tie with some other universe, an alien place that calls to them as home and sanctuary. When destroyed a stranger is banished, cast out of astral space for a time. They may return, but only if someone else opens the way.

Strangers do not build one type of ship, instead their ships are as varied as they are. Some are flying saucers, with non-Euclidean nodules lying in their center, where the crew and pilots dwell. Others are built of millions of small interchangeable pieces, in constant flux, like a biomechanical organism. Still others appear as just glowing lights and shadow. Others are strange objects with doors in the wrong place and far too much space within.

*Ability*: On your first bout in a chapter choose an entity, gain +2 to Consequences you inflict on that entity for this chapter.

## Special Manifest Modes

### Incident
This manifest represents a pending event of significant importance. It will occur or definitely be stopped when destroyed, or during a Turning Point when it leaves the action. The outcome can be influenced, but not determined by defeating this manifest in a bout where it is or becomes disabled.

### Mystery
This manifest represents a mystery, a question which cannot readily be answered. It will be answered during the bout it is destroyed, or during a Turning Point when it leaves the action. The answer can be influenced, but not determined by defeating this manifest in a bout where it is or becomes disabled.

### Obstacle
This manifest represents an obstacle, a problem which prevents some goal or objective. It will be removed when it is destroyed, or during a Turning Point when it leaves the action. The obstacle can be evaded, but not eliminated by defeating this manifest in a bout where it is or becomes disabled.

### Prize
This manifest represents a person, place or thing being fought over. It will be claimed or left definitively unclaimed when it is destroyed, or during a Turning Point when it leaves the action. The prize can be grasped, but not kept by defeating this manifest in a bout where it is or becomes disabled.

# Homeworld Project Glossary:   Character Panache

## Mystic

Mystics are subtle and occult. They do things indirectly, often with careful plans or baroque rituals. Mystics are wise, knowing or finding secrets, remembering lore, and finding hidden patterns.
• *Basic*: +2 or -2 to any Consequence just inflicted
• *Special*: Heal part of a Consequence, replacing with a smaller one equal to the difference.

## Noble

Nobles are authority and elegance. They follow protocols and social conventions. They use intermediaries and employ others to do their dirty work. They are cultured and refined, appreciating and practicing the arts.
• *Basic*: -5 to a Consequence just inflicted on you.
• *Special*: Switch your die with one of your manifests

## Pilot

Pilots are risk takers, going to new places, and relying upon their wits and honed skills to achieve their goals. They fly ships, chart unknown systems, and cut everything to the wire. The technology they use is familiar, like an old friend.
• *Basic*: Preempt – others must yield to you this bout.
• *Special*: Roll while progressing regardless of die value.

## Rake

Rakes are seducers and tricksters, the sharks of social situations. They rely on charm and personality to get their way. To win, a rake will be more outrageous, more daring, and do it all with a smile.
• *Basic*: -3 margin to an opponent in a bout you are in.
• *Special*: Instead of inflicting a consequence on a disabled manifest, spend steps to re-introduce it as your manifest.

## Rogue

Rogues are the unseen, the underhanded manipulators, thieves, and assassins. They work behind the scenes, under the cover of darkness, or while others are distracted. Rogues will lie, cheat, steal, and betray whenever it suits their purposes.
• *Basic*: +5 to a Consequence you inflict on a disabled entity.
• *Special*: Shift a Consequence inflicted on you to one of your manifests.

## Tech

Techs are the logical thinkers and intuitive geniuses. They are the masters of new technology and outsmarting their foes. Techs are clever, creative, and prone to complexity, they rely on tools, theories, and sheer engineering brilliance.
• *Basic*: +4 margin to healing a Consequence.
• *Special*: Reroll any Ship's die when it progresses.

## Warrior

Warriors are direct and physical, whether using a fist, a space ship, or an armada. A warrior will solve a problem through violence or force if at all possible. They rely only on tried and true technology, but to them the tools are less important than the hand that wields them.
• *Basic*: +3 to any Consequence you just inflicted.
• *Special*: Take in their place a Consequence just inflicted to on another entity.

# Homeworld Project Glossary:   Ship and Manifest Panache

## Carrier

Carriers are workhorses and transports. They act by what they transport, whether those be troops, cargo, or fighters. They release what they carry, and sometimes take what others have left behind. Carriers capture, smuggle, support, and deploy.
- *Basic*: +2 or -2 to any Consequence just inflicted
- *Special*: Switch your die with one of your manifests

## Courier

Couriers are fast and agile. They respond to situations by movement, whether fleeing, closing, dodging, or outmaneuvering. A courier gets where its going as fast as it can, and avoids anything that might get in its way.
- *Basic*: Preempt – others must yield to you this bout.
- *Special*: Shift a Consequence inflicted on you to one of your manifests.

## Defender

Defenders are strong and resilient. They block aggression and hold the line against attackers. They absorb, shield, negate, and wear down their opposition. A defender is reactive, ready to halt others, to save, to protect.
- *Basic*: +4 margin to healing a Consequence.
- *Special*: Take in their place a Consequence just inflicted to on another entity.

## Destroyer

Destroyers are powerful and well-armed. They strike first, and keep up the pressure. They crush their foes with ferocity, filling the void with fire and death. A destroyer is proactive, ready to strike, to attack, to annihilate.
- *Basic*: +3 to any Consequence you just inflicted.
- *Special*: Roll while progressing regardless of die value.

## Explorer

Explorers are enduring and vigilant. They travel farther and longer than other ships. They see things coming and plan for them, playing the long game. They persistent, clever, and prepared, going where ever is needed.
- *Basic*: -5 to a Consequence just inflicted on you.
- *Special*: Heal part of a Consequence, replacing with a smaller one equal to the difference.

## Manifest Only Panache

### Berserker

Berserkers are manifests that will go out with a bang. This Panache is reserved for particularly vicious manifests.
- *Basic*: When destroyed, immediately initiate a bout with preempt and you may re-roll before progressing.

### Hazard

Hazards are things like minefields, asteroid belts, deadly storms, and other environmental dangers.
- *Basic*: -3 margin to an opponent in a bout you are in.

### Legend

Legend is a required panache for the any manifest of importance above 4, representing the biggest movers and shakers of a path or reflection. When destroyed, the destroying player may add or remove one step from the path or reflection spent to introduce it.