Character Name:
Ships & Allies:
Mode: **Ability:**
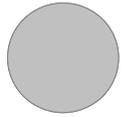
Panache	Chosen	Votes	Basic Ability:	Special Ability:
Mystic	○ ☐	○○○	+2 or -2 to any Cons.	Heal part of a Cons.
Noble	○ ☐	○○○	-5 to a received Cons.	Switch standing die with your manifest
Pilot	○ ☐	○○○	Preempt	Re-roll when Progressing
Rake	○ ☐	○○○	-3 to Opponent's margin	Steal a disabled manifest you defeat.
Rogue	○ ☐	○○○	+5 Cons. vs disabled	Shift received Cons. to your manifest
Tech	○ ☐	○○○	+4 to healing a Cons.	A Ship re-rolls when progressing.
Warrior	○ ☐	○○○	+3 to inflicted Cons.	Take another's Cons on yourself

Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13

_____
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_____
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_____   _____
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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13

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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13

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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13

_____
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_____   _____
_____   _____

Consequences   **lv**   **lv** **Total Consequences**

	lv		lv	

Disabled – 15*
Doomed – 20*
Destroyed – 25*
+5 if you are a Lost

Ship Name:
Owner(s):
Mode: **Ability:**

Panache	Chosen	Votes	Basic Ability:	Special Ability:
Carrier	○ ☐	○○○	+2 or -2 to any Cons.	Switch standing die w/ your manifest.
Courier	○ ☐	○○○	Preempt.	Shift received Cons. to your manifest
Defender	○ ☐	○○○	+4 to healing a Cons.	Take another's Cons on yourself
Destroyer	○ ☐	○○○	+3 to inflicted Cons.	Re-roll when Progressing
Explorer	○ ☐	○○○	-5 to a received Cons	Heal part of a Cons
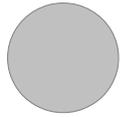
Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13
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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13
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Path   Its Reflection

5 6 7 8
4   9
3   Details   10
2   11
1   12
0   ☆13
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Consequences	lv		lv	**Total Consequences**
				Disabled – 15*
				Doomed – 20*
				Destroyed – 25*
				+5 if you are a Lost

Reflection Sheet

Reflection

Its Paths
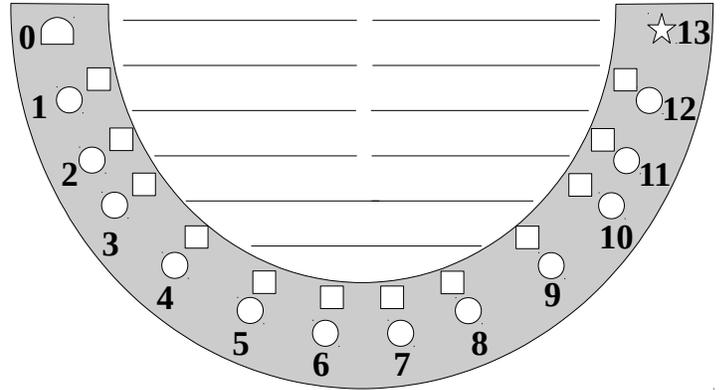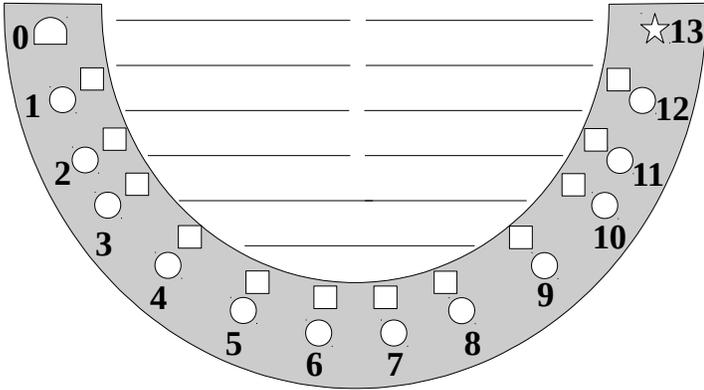
Details

_____ _____

0 1 2 3 4 5 6 7 8 9 10 11 12 ☆13

Key Manifests:

Manifest:
Source:
Import.:   **Mode:**
Panache:

Legend

☐
☐
☐

☐ **lv**

Manifest:
Source:
Import.:   **Mode:**
Panache:

☐
☐ **lv**

Reflection

Its Paths

Details

_____ _____

0 1 2 3 4 5 6 7 8 9 10 11 12 ☆13

Key Manifests:

Manifest:
Source:
Import.:   **Mode:**
Panache:

Legend

☐
☐
☐

☐ **lv**
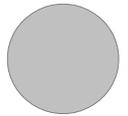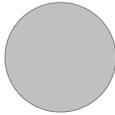
Manifest:
Source:
Import.:   **Mode:**
Panache:
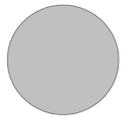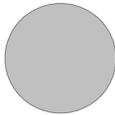
☐
☐ **lv**

Manifestation Sheet

Manifest:
Source:
Import.:   **Mode:**
Panache:

Legend

☐
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☐

☐ **lv**

Manifest:
Source:
Import.:   **Mode:**
Panache:

Legend

☐
☐
☐

☐ **lv**

Manifest:
Source:
Import.:   **Mode:**
Panache:

☐
☐ **lv**

Manifest:
Source:
Import.:   **Mode:**
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Manifest:
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Import.:   **Mode:**
Panache:

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Manifest:
Source:
Import.:   **Mode:**
Panache:

Legend

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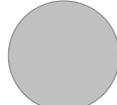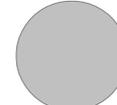
Mode (tangible)
Native: -2 Cons from entity chosen first roll.
Shadow: +2 margin on healing Cons.
Stranger: +2 Cons vs. entity chosen first roll.
Lunatic: Roll twice, pick one, on first roll.
Dreamer: -1 to Cons. you receive.
Guest: +1 to Cons. you inflict.
Lost: Take +5 Cons. before Disabled.

Mode (abstract)
Incident: withhold outcome till destr./TP
Mystery: withhold answers till destr./TP.
Obstacle: withhold option till destr./TP
Prize: withhold victory till destr./TP

Panache (basic)
Mystic: +/-2 on any one Cons.
Noble: -5 to a received Cons.
Pilot: Preempt.
Rake: -3 to opponent's margin.
Rogue: +5 to a Cons you inflict on Disabled opponent.
Tech: +4 to healing a Cons.
Warrior: +3 to a Cons. you inflict.

Panache (ship-like)
Carrier: +/-2 on any one Cons.
Courier: Preempt.
Defender: +4 to healing a Cons.
Destroyer: +3 to a Cons. you inflict.
Explorer: -5 to a received Cons.
Hazard: -3 to opponent's margin.

Panache (special)
Berserker: Preempts and may re-roll on a progression, when destroyed .
Legend: When destroyed, destroying player may raise or lower its source, by one. *Req. for Import. 5+.*

Fight for Freedom -- Foundation Sheet

Foundation: The Silver Empire has ruled the Galaxy for centuries.	Foundation: The Guilds control trade and enslave entire worlds.	Foundation: The Lunar Knights defend the Empire while trying to protect all of its people.	Foundation: The slave world Camelot will be the key to the Revolution.
Foundation:	Foundation:	Foundation:	Foundation:
Foundation:	Foundation:	Foundation:	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. After that, Foundations change due to Requiems, Arias, and Codas, or when a new player joins the game.

12	11	10	9	8	7	6	5	4	3	2	1
	Upper		Short Upper					Short Lower		Lower	

Turning Point Steps

A Turning Point happens when the upper and lower bounds meet. If a player spent a layer to cause this Turning Point, he or she gets a Seed.
• Each Mirror (reflection player) chooses one or more reflections to have a vignette. These vignettes should change the current situation in the action as the Mirror deems appropriate.
• Elements destroyed at the end of the chapter now leave the action, they may have a Farewell.
• All layers and Panache become unspent.
• Shake out Consequences that no longer apply.
• Spend layers for manifests that will continue in the next chapter, they may be rewritten.

Vignettes:

A vignette is a short description or aside during or between a chapter. Each time you make a vignette reference or write an appropriate detail on your grain or reflection. Types of vignettes:
• 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.

Special Chapters

An **Aria** is when a path or reflection goes to 13.
A **Requiem** is when a path or reflection goes to 0.
The special chapter at end of a book is a **Coda.**

Tying Things Together:

A subtle but important part of Homeworld Project is the connection between paths and their reflection, and between either and their manifests. These connections can be supporting *or* antagonistic. A Freedom Fighter path could reflect in a Rebellion or in the Evil Empire you fight against. Likewise, both Rebellion and Evil Empire could manifest rebels or imperial agents – these are tools for the Mirror to make things interesting. The crucial difference is if the Evil Empire reaches 13 layers it will be preeminent, while a Rebellion reflection would most likely have defeated the Empire at 13 layers..

The Homeworld Project – Foundation Sheet

Foundation: Shadows are eventually driven off by the very worlds they settle.	Foundation: The secret to crafting worlds has long since been lost.	Foundation: The Interstellar Bureau controls transit through civilized space.	Foundation: Astral Space has not seen all out war for hundreds of years.
Foundation:	Foundation:	Foundation:	Foundation:
Foundation:	Foundation:	Foundation:	Foundation:

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12	11	10	9	8	7	6	5	4	3	2	1
	Upper		Short Upper					Short Lower		Lower	

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House Politics -- Foundation Sheet

Foundation: Houses Magra, Dwelix, and Undersin divided the galaxy among themselves.	Foundation: The Slain Register lists 11 dead houses, but some are alive.	Foundation: Lesser houses and independents are left only meager scraps.	Foundation: There is no hope for those who seek to overthrow the Houses.
Foundation:	Foundation:	Foundation:	Foundation:
Foundation:	Foundation:	Foundation:	Foundation:

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12	11	10	9	8	7	6	5	4	3	2	1
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Foundation Sheet

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Foundation:	Foundation:	Foundation:
Foundation:	Foundation:	Foundation:

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12	
11	Upper
10	
9	Short Upper
8	
7	
6	
5	
4	Short Lower
3	
2	Lower
1	

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