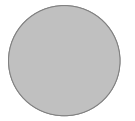


Character Name:

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

Grain:

Grain:

Reflection:

Reflection:

	Lyr	Spnt?	Detail
1	<input type="radio"/>		
2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

	Lyr	Spnt?	Detail
1	<input type="radio"/>		
2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

Grain:

Grain:

Reflection:

Reflection:

	Lyr	Spnt?	Detail
1	<input type="radio"/>		
2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

	Lyr	Spnt?	Detail
1	<input type="radio"/>		
2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

Consequences

lv

lv Total Consequences

*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 ○○○

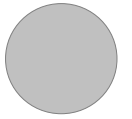
+3 to inflicted Cons.

Re-roll when Progressing

Explorer ○○○

-5 to a received Cons

Heal part of a Cons



Grain:

Grain:

Reflection:

Reflection:

	Lyr	Spnt?	Detail
1	<input type="checkbox"/>		
2	<input type="checkbox"/>		
3	<input type="checkbox"/>		
4	<input type="checkbox"/>		
5	<input type="checkbox"/>		
6	<input type="checkbox"/>		
7	<input type="checkbox"/>		
8	<input type="checkbox"/>		
9	<input type="checkbox"/>		
10	<input type="checkbox"/>		
11	<input type="checkbox"/>		
12	<input type="checkbox"/>		
13	<input type="checkbox"/>		

	Lyr	Spnt?	Detail
1	<input type="checkbox"/>		
2	<input type="checkbox"/>		
3	<input type="checkbox"/>		
4	<input type="checkbox"/>		
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9	<input type="checkbox"/>		
10	<input type="checkbox"/>		
11	<input type="checkbox"/>		
12	<input type="checkbox"/>		
13	<input type="checkbox"/>		

Grain:

Grain:

Reflection:

Reflection:

	Lyr	Spnt?	Detail
1	<input type="checkbox"/>		
2	<input type="checkbox"/>		
3	<input type="checkbox"/>		
4	<input type="checkbox"/>		
5	<input type="checkbox"/>		
6	<input type="checkbox"/>		
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9	<input type="checkbox"/>		
10	<input type="checkbox"/>		
11	<input type="checkbox"/>		
12	<input type="checkbox"/>		
13	<input type="checkbox"/>		

	Lyr	Spnt?	Detail
1	<input type="checkbox"/>		
2	<input type="checkbox"/>		
3	<input type="checkbox"/>		
4	<input type="checkbox"/>		
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9	<input type="checkbox"/>		
10	<input type="checkbox"/>		
11	<input type="checkbox"/>		
12	<input type="checkbox"/>		
13	<input type="checkbox"/>		

Consequences

lv

lv Total Consequences

Disabled – 15*

Doomed – 20*

Destroyed – 25*

+5 if you are a Lost

Reflection Sheet

Reflection:
Images:

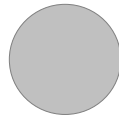
Reflection:
Images:

	Lyr	Spnt?	Detail
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2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

	Lyr	Spnt?	Detail
1	<input type="radio"/>		
2	<input type="radio"/>		
3	<input type="radio"/>		
4	<input type="radio"/>		
5	<input type="radio"/>		
6	<input type="radio"/>		
7	<input type="radio"/>		
8	<input type="radio"/>		
9	<input type="radio"/>		
10	<input type="radio"/>		
11	<input type="radio"/>		
12	<input type="radio"/>		
13	<input type="radio"/>		

Key Manifests:

Manifest:
Source:
Import.: Mode:
Panache:

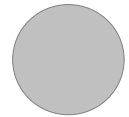


Legend

 lv

Key Manifests:

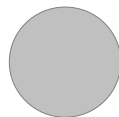
Manifest:
Source:
Import.: Mode:
Panache:



Legend

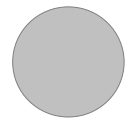
 lv

Manifest:
Source:
Import.: Mode:
Panache:



lv

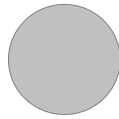
Manifest:
Source:
Import.: Mode:
Panache:



lv

Manifestation Sheet

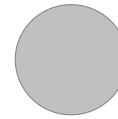
Manifest:
Source:
Import.: **Mode:**
Panache:



lv

Legend

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

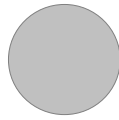


lv

Legend

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

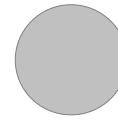
Manifest:
Source:
Import.: **Mode:**
Panache:



lv

Legend

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

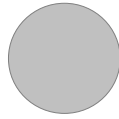


lv

Legend

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.

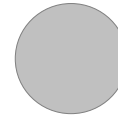
Manifest:
Source:
Import.: **Mode:**
Panache:



lv

Legend

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



lv

Legend

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+.

Foundation Sheet

Foundation:	Foundation:	Foundation:	Foundation:
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.

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

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 Gift.
- 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 a manifest is destroyed.

Special Chapters

- An **Aria** is when a grain or reflection goes to 13.
- A **Requiem** is when a grain 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 grains and their reflection, and between either and their manifests. These connections can be supporting or antagonistic. A Freedom Fighter grain 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..