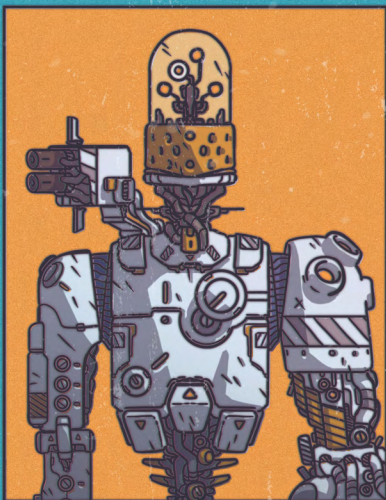


# NOTORIOUS



Hardscrabble  
bounty hunting  
amid  
intergalactic war.

A game by  
Jason Price.

# NOTORIOUS

*A game of hardscrabble bounty hunting amid intergalactic war.*

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Species list inspired by **ORBITAL** by **JACK HARRISON**.

Themes inspired by **STAR WARS**, especially  
**THE EMPIRE STRIKES BACK** (1980), **SHADOWS OF THE EMPIRE** (1996),  
**TALES OF THE BOUNTY HUNTERS** (1996) and **THE MANDALORIAN** (2020).

Game resources available online at  
**ALWAYSCHECKERS.ITCH.IO**

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# USING THIS BOOK

Welcome to **Notorious**. Here's how to use this book:

## THE RULES

To start playing **Notorious**, you should first read through the **green section** of this book which introduces:

- » The **premise** of the game.
- » **Key terms** that you'll see throughout the game.
- » The **Reactions**—how you interact with people you meet.

## THE SETUP

Once you've read through the rules, you can move on to the **blue section** of this book. This section guides you through the process of setting up your game and creating characters, including:

- » The **Nomad** profiles—different hunters you might play.
- » **Species, names** and **personalities** for characters you create.
- » **The contract**—the **Target**, and the client who hired you.
- » The **Planets** and **Factions** that shape the setting of your story.

## PLAYING THE GAME

With your story established, you can move on to the **purple section** of this book. This is where you'll tell your story, rolling dice and answering prompts as you hunt the Target. It includes:

- » The core loop of the game—**the hunt**.
- » Tables of events to roll on as you **Explore** the wilderness, **Search** for assets or information and reach **Destinations**.
- » Tables for creating **Leads, Targets** and **Showdowns**—the dramatic highlights of your story.
- » An **Epilogue**, with results dependent on your choices.

# INTRODUCTION

**Notorious** is a sci-fi tabletop roleplaying game for one player. It can be played as a short one-shot adventure or as a series of anthology stories.

Play to tell stories of the Nomads; notorious bounty hunters who strike fear among the scum and villainy of the universe and follow a dubious code of honour.

## THE LIFE OF A NOMAD

In the midst of an intergalactic war, you've been given a lucrative contract by one of six factions. The job is simple: bring the target back, dead or alive—no disintegrations.

You've tracked your quarry down to a single planet where you must land and explore its backwater settlements, sprawling spaceports and hostile environments in search of leads.

Interact with the locals and observe how the factions compete for control. If you make yourself useful, you may even recruit helpful companions to repay the favour when your back's against the wall.

## A COMPLICATED PROFESSION

Your presence won't go unnoticed. Your growing reputation will attract a series of hostiles. Suspicious locals who simply don't like you (*and their friends might not either*), rival Nomads or faction agents working against you.

Survive these encounters and face off against your elusive target. Finish the job and receive credits and infamy or fail to live up to the code and face the consequences.

# THE GUILD CODE

If you want to earn the Favour of the Nomad's Guild, you'll need to follow their code.

When a prompt gives you the option to bend or break this code, it will often result in you losing Favour—your respect and reputation within the Guild.

A serious breach might even end with the revocation of your Nomad's license and **you** becoming the next Target.

Proceed with caution. Follow the code.

## FINISH THE JOB

The Guild always fulfils a contract.

## ONLY KILL WHEN NECESSARY

The Guild is a blade, not a hammer.

## NOMADS DON'T FIGHT NOMADS

The Guild values a fair competition.

## YOUR EMPLOYER'S BUSINESS IS THEIR OWN

The Guild remains neutral.

## DON'T GET ATTACHED

The Guild doesn't deal in good deeds.

# BEFORE YOU PLAY

## First, a note on the writing & mechanics of this game:

The content of Notorious is intended to be no more explicit than anything you'd see in a film with a PG-13/12A rating.

However, it's still worth highlighting the focus on established sci-fi tropes around bounty hunting, war, deception and flashbacks to past trauma.

Nomads may assist overtly fascist or criminal organisations in their goals and be rewarded for capturing or killing targets. To be clear; this is simply a love letter to a specific genre.

## Real-life fascists are not welcome.

### PLAY MATERIALS

To play Notorious, you'll need:

- » a printout of the player sheet
- » a pencil
- » an eraser
- » two six-sided dice (*optionally in different colours*)
- » somewhere to write your story (*e.g. a notebook—optional*)

### ONLINE RESOURCES

Most of the tables in this book are available online, allowing you to generate results quickly and without dice. You're welcome to use these tables in place of those in the book if you'd like.

A full list of the online resources can be found in the game's digital files. You're welcome to use these resources on-screen as part of streaming content.

# WAYS TO PLAY

In a chapter of Notorious, you'll explore your story through choices and improvisation, while rolling dice to discover scenarios and resolve situations.

Every chapter starts the same way: you receive some basic information about the Target, including their name, species and why your employer has put a bounty on their head. It's your task to track down Leads in the wilderness of a Planet, while interacting with Locals, Hostiles and Factions.

There are two ways to play, depending on how you want to record your story as you move through the chapter:

### ARCADE MODE

**Write basic notes on your player sheet to track your attributes and encounters and simply roll dice to resolve combat or events.** You may consider the prompts and questions you're presented with, but there's no need to document your answers. You'll be left with a short artefact of play that represents who your Target was, how your hunt unfolded and the allies and enemies you made along the way.

### STORY MODE

**Create and write a short story as you play, responding to the prompts and questions you're presented with during each encounter.** You'll still roll dice to resolve combat or events and it may help to write basic notes on your player sheet. But you'll be left with a longer artefact of play where you've explored how the intergalactic war affects a Planet and considered your Nomad's place in the galaxy.

# KEY TERMS

There are a few key terms that you'll see throughout every game of Notorious.

It may help to familiarise yourself with these before you start playing, or use this section as a quick reference.

## NOMAD

A professional bounty hunter. Must be registered with the Nomad's Guild to gain contracts but are then bound to follow a dubious code of honour when pursuing Targets.

## NOTORIETY, FAVOUR AND MOTIVATION

Your three main attributes, used to represent your growing reputation on a Planet, your adherence to the Nomad's Guild honour code and your will to succeed.

## REACTIONS: SPEAK, ATTACK, THREATEN, RECRUIT

These four Reactions are used to interact with Locals, Assets, Hostiles, Leads and Targets. Your choice of Reactions is limited by who you have encountered on a Planet.

## FACTIONS

The six competing powers in the galaxy, who take part in the intergalactic war directly or somehow benefit from the fallout. One of them has provided your contract.

## LOCALS

The neutral denizens of a Planet, who are often dealing with problems caused by the competing Factions. As you play you'll hear their opinions about the intergalactic war.

## ASSETS

Locals who have something valuable to offer your Nomad, providing special single-use bonuses. You may Recruit them after saving them or successfully seeking them out in Destinations.

## HOSTILES

The soldiers, spies, thugs and other aggressors you'll inevitably encounter on every Planet. As you play you'll hear their opinions about encountering a Nomad.

## LEADS

The people you've managed to hunt down on the Planet with a known connection to your Target. As you play you'll hear their opinion on your Target's supposed actions.

## TARGET

The person with a bounty on their head. A Faction has hired you to hunt them down on a Planet. As you play you'll learn more about their actions and motivations.



# SPEAK

Nomads don't always shoot first: the **Speak Reaction** lets you talk plainly with Locals or coax evidence out of Leads.

## ROLL MODIFIERS

- » **NOMAD DIE:** Add half of your Favour, rounded up.
- » If you're speaking with a Lead or Target, you **automatically succeed**—no need to roll.

## SPEAKING WITH LOCALS & ASSETS

**1 They hate the war and dream of its end.** What small comfort can they no longer find and how does it drive their actions?

*"I wish this war would end so we could go back to how things were..."*

**2 The Old Empire or New Uprising are irrelevant to them.** Who exploited the chaos of war, and how does it affect the community?

*"I don't care who wins the war, it's not them I'm worried about..."*

**3 They have no choice but to stay loyal to a Faction.** What's preventing them from speaking their true feelings about the war?

*"I've gotta be careful what I say, you never know who's listening..."*

**4 They had a past encounter with a prominent Faction leader.** What history do they share and how have they both changed?

*"I met one of them a long time ago; they were different then..."*

**5 Their support for the Old Empire or New Uprising is unwavering.** Who do they champion and what benefit would victory bring them?

*"They have to win the war, it means everything to me..."*

**6 They once fought in the ongoing intergalactic war.** Which side did they fight for and why do they regret taking part?

*"I gave up everything for them and look where it got me..."*



## OUTCOME

**SUCCESS:** They talk—revealing interesting, even useful, information. Roll on the relevant table below to determine what you learn.

**FAILURE:** The conversation goes poorly. They don't reveal anything, and aren't interested in talking further at this time.

## SPEAKING WITH LEADS & TARGETS

**1 Your Target's actions were driven by revenge.** What terrible act did they witness that drove them to exact retribution?

*"Don't try and tell me you wouldn't have done the same..."*

**2 Your Target was coerced into their actions.** How were they held to ransom or otherwise made to do it?

*"Sometimes good people can be made to do bad things..."*

**3 A Faction is ruthlessly covering up your Target's actions.** What happened to the last person who revealed too much information?

*"Talking to you would only make things worse for me..."*

**4 Your Target acted to prevent something much worse.** What repercussions would have been felt across the galaxy had they failed?

*"You have no idea of what was at stake..."*

**5 Your Target zealously pursued their goals, no matter the cost.** What collateral damage have they chosen to ignore?

*"It was a small price to pay..."*

**6 Your client lied to you about your Target's actions.** What part of your client's accusations are a complete lie or wild exaggeration?

*"You need to know there's two sides to this story..."*

# THREATEN

A Nomad's reputation often precedes them: a subtle movement, confident attitude or menacing stare may be all they need.

You may try to **Threaten** any Hostiles you meet to warn them off without resorting to violence or causing a scene.

## ROLL MODIFIERS

» **NOMAD DIE:** Add half of your Notoriety, rounded up.

## OUTCOME

**SUCCESS:** The Hostile backs down, no longer an immediate threat.

Roll on the Threat Neutralized table. After a few terse words they leave or move aside, allowing you to continue on your way.

**FAILURE:** You're not as scary as you thought you were.

The Hostiles start a fight with you. Resolve the Attack reaction and add 1 to the Challenge die on the first roll.

## THREAT NEUTRALIZED

- 1 **A Nomad killed somebody they loved.** Who was taken from them? Were they a Target, or simply collateral damage?  
*"I won't rest until the Guild pays for what they've done..."*
- 2 **They walk away, muttering about their disdain for Nomads.** What aspect of bounty hunting do they disagree with and why?  
*"We don't need scum like you around here..."*
- 3 **They back down when they realise they're not the Target.** What past misdeed did they think had earned a bounty on their head?  
*"Go on your way Nomad and I hope we don't meet again..."*
- 4 **Their anger turns to genuine curiosity about the life of a Nomad.** What aspect of bounty hunting are they envious of and why?  
*"I considered joining the Guild myself...what's it really like?"*
- 5 **They grumble about someone they knew who became a Nomad.** Why did that person join the Guild and what became of them?  
*"You know who you remind me of...?"*
- 6 **They owe an old favour to an infamous Nomad.** Why did this Nomad spare this person's life or what local problem did they solve?  
*"You're lucky this time Nomad, I owe a great debt to the Guild..."*



# ATTACK

Nomads can bring their Targets in warm, or they can bring them in cold: but they've still got to earn the right to choose.

The **Attack Reaction** is your chance to incapacitate or kill a Hostile, Lead or Target.

## ROLL MODIFIERS

- » **NOMAD DIE:** Add Attack modifiers (+X ✖) from your equipment and any additional bonuses, such as Assets.
- » **CHALLENGE DIE:** Add the Attack modifier (+X ✖) listed for your opponent (if any) and any additional bonuses.

## RANGE SITUATION

Attacks can happen in melee or at range, often specified by prompts. If not, you may choose how you fight—whatever benefits you or feels narratively appropriate.

Most of your equipment will only work at certain ranges.

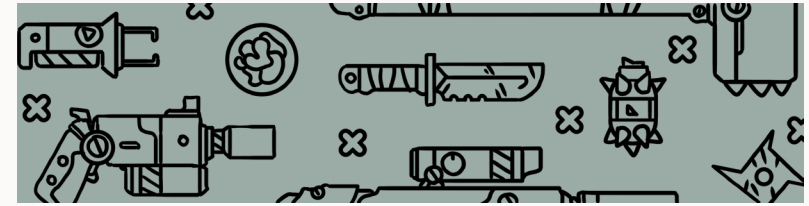
## USING DEFENCE

Your equipment and Assets may provide Defence (+X ♥). Your opponent might also have one or more points of Defence.

Each point of Defence allows a successful Attack to be blocked once, avoiding the consequences of failure. Repeat the Attack roll.

## MULTIPLE OPPONENTS

If you're using the Attack Reaction on multiple opponents, resolve the Attack against the weakest opponent first and work your way up. Choose whether you spare or kill them as a group, gaining a maximum of either 1 Favour or 1 Notoriety.



## OUTCOME

*Attack works a little differently than the other Reactions, in that you might repeat it multiple times to defeat one or more opponents in an encounter. Once one side is defeated, move to this stage.*

**SUCCESS (HOSTILE OR LEAD):** Choose your opponent's fate:

- » **SPARE:** Gain 1 Favour.
- » **KILL:** Gain 1 Notoriety.

**SUCCESS (TARGET):** Choose their fate and move to the Epilogue:

- » **SPARE:** Lose 2 Favour.
- » **KILL:** Gain 1 Favour.
- » **CAPTURE:** Gain 2 Favour.

**FAILURE:** If you fail an Attack (after exhausting Defence and Motivation), it's time to roll for your fate. Roll a die:

- » **1-2:** Choose whether to die and end the game or get badly beaten up, leading to an injury or some damage to your equipment. Gain -1✖ or -1♥ for the rest of the game.
- » **3-4:** Local law enforcement somehow interrupt the fight just as your opponent prepares to deliver a decisive blow. They leave or escape. Lose 1 Notoriety.
- » **5-6:** You flee from the confrontation or hide somewhere unusual. Lose 1 Notoriety or 1 Favour.

*Only once the entire Attack reaction has been resolved, win or lose, do you refresh your Defence to its original value.*

# RECRUIT

Assets are Locals who have something valuable to offer you. When you successfully **Recruit** them, you gain access to their special single-use ability.

This could be bonuses to your Reaction rolls, increased Motivation, medical aid or even turning up to fight for you.

## ROLL MODIFIERS

- » **NOMAD DIE:** Add half of your Favour, rounded up.
- » Sometimes a prompt will explain that you **automatically succeed**—no need to roll.

## OUTCOME

**SUCCESS:** Roll on the **Assets table**, choosing one of the two options, to determine who they are and the bonus they provide.

Then **roll on the species<sub>36</sub> and personality<sub>38</sub> tables** to determine the rest of your new Asset's key information.

Some of this information might already be established by the prompt—just roll for what you need.

Record your new Asset on your Nomad sheet.

**FAILURE:** They aren't interested in helping you at this time. You may try to Recruit them again if you encounter them later in the story, but for now you're on your own.

## ASSETS

**1 Scrap Vendor or Beast Herder.** You spend some time with them acquiring a pack beast or personal transport.

It provides **+1♥** against your next Lead or Target, then requires rest or repairs and may not be used again.

**2 Crop Farmer or Tribal Elder.** They gift you a charm, necklace or other small memento of your time together.

When you next encounter a Lead or Target, find comfort and strength in the memory of their simple hospitality. Gain 2 Motivation.

**3 Healer or Doctor.** You gain access to a network of medical facilities.

If you lose a fight, do not roll to determine your fate. You instead wake up in a tank of gelatinous liquid in a Destination, being tended to by a med bot. Lose 1 Favour or 1 Notoriety.

**4 Master Artisan or Endearing Mascot.** You may spend some time helping them to craft or upgrade a piece of equipment.

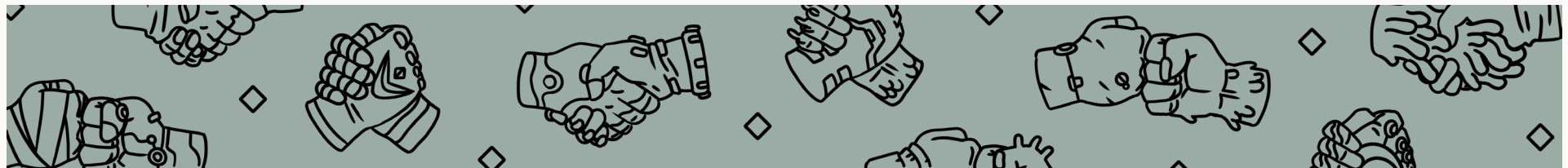
It provides **+1♥** against your next Lead or Target, then requires repairs and may not be used again.

**5 Mystic Mentor or Tribal Shaman.** You spend some time taking part in an ancient ritual, giving you insight into a coming conflict.

It provides a vision that gives **+1✕** against your next Lead or Target, then the vision ends.

**6 Unaffiliated Mercenary or Rebellious Civilian.** They Attack the next Hostile, Lead or Target you encounter before you can react.

They have **+1✕**. If they win, lose 1 Notoriety and their debt is repaid. If they lose (and die or get captured), gain 1 Motivation.





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# THE NOMAD

At the start of the game, the first thing you'll do is create your bounty hunter—your **Nomad**.

## NOMAD PROFILE

First, **roll on the table** below to determine the type of Nomad you'll play. You can choose a profile instead if you prefer.

Each profile has its own unique description, equipment and tables to determine your background—your **Origin**, **Scar** and **Trigger**. These will come up during play and will help to shape your connection to the world and your gameplay choices.

## SPECIES AND PERSONALITY

Once you've finished setting up your background, **roll on the species**<sub>36</sub> and **personality**<sub>38</sub> tables to determine the rest of your key information. Again, you can choose these instead if you prefer.

## NOMADS

- 1 **The Armour.** Your calm exterior and inscrutable helmet hide your fearsome arsenal and zealous adherence to a sworn oath.
- 2 **The Assassin.** Your unassuming nature and modest attire hide a killer instinct, honed through years of intense training.
- 3 **The Bot.** Your cold exterior and fearless personality hide logical calculations steering every decision you make.
- 4 **The Brute.** Your fearsome appearance and intimidating glare hide a feral cunning and fierce dedication to your craft.
- 5 **The Scoundrel.** Your stylish exterior and cocky personality hide a mercurial talent for scraping your way out of precarious situations.
- 6 **The Uncanny.** Your unusual look and esoteric techniques hide a unique talent, belief or genetic trait that gives you an edge.

## THE NOMAD SHEET

Record your Nomad's information on the **Nomad sheet**, which you'll find at the back of this book and is also available to download and print at [ALWAYSCHECKERS.ITCH.IO/NOTORIOUS](https://ALWAYSCHECKERS.ITCH.IO/NOTORIOUS).

You'll record your Nomad's information in the top two sections:

The **Nomad Profile** records your name, background and three attributes—Favour, Notoriety and Motivation. Set Favour and Motivation to 2, and leave Notoriety at 0. Use a pencil to record these, as they'll change over the course of the game.

The **Mission Suite** records your starting equipment and, later, the assets and leads you'll meet along the way.

## NOMAD PROFILE

## THE ARMOUR

*Your calm exterior and inscrutable helmet hide your fearsome arsenal and zealous adherence to a sworn oath.*

*Success often lies in expert planning and overwhelming opponents with powerful weapons, well-honed talent or pure determination.*

## LOADOUT

**Ranged:** Modified laser rifle, rocket launcher  
(+3✖, +4✖ VS. VEHICLES OR MONSTERS)

**Melee:** Vibrating blade (+2✖)

**Outfit:** Battered helmet, heavy breastplate, jetpack  
(+2♥, +3♥ VS. RANGED ATTACKS)

## ORIGIN

**Consider how this influences your attitude to others.**

- 1-2:** Your home planet maintains an elite mercenary army and you wear their armour.
- 3-4:** You were born into a warrior cult and earned your armour by slaying a huge beast.
- 5-6:** One of your parents was an infamous Nomad and you've inherited their armour.

## SCAR

**Consider how other people react to this.**

- 1-2:** You were severely burned when an escape pod malfunctioned in the atmosphere.
- 3-4:** You have a large, jagged scar across your chest from partaking in ritual combat.
- 5-6:** You never remove your helmet or armour in front of others, so nobody can truly know you.

## TRIGGER

**Consider how this influences your choices.**

- 1-2:** You watched, hidden away, as your parents were slain by a hooded figure from the Mystic Order.
- 3-4:** Thugs from the Targ Cartel ransacked your peaceful village, and you were the sole survivor.
- 5-6:** Your parents abandoned you on a desolate planet to join the New Uprising, promising to return one day.



## NOMAD PROFILE

# THE ASSASSIN

*Your unassuming nature and modest attire hide a killer instinct, honed through years of intense training.*

*Success often lies in subtle planning and taking opponents out with long-range weaponry or spectacular martial arts.*

## LOADOUT

**Ranged:** Precision-scope laser rifle  
(+4 ✖ FOR THE FIRST ROLL, THEN +2 ✖)

**Melee:** Concealed blade, martial arts training  
(+3 ✖ AND OPPONENT HAS -1 ♥)

**Outfit:** Hooded cowl, mysterious insignia, padded armour (+1 ♥, +2 ♥ VS. LEAD OR TARGET)

## ORIGIN

**Consider how this influences your attitude to others.**

- 1-2: You were employed by Red Moon Syndicate until you angered their capricious leader.
- 3-4: The Trade Alliance uses you to blackmail local politicians and smooth acquisitions.
- 5-6: You helped the Old Empire target prominent Mystic Order leaders in a famous attack.

## SCAR

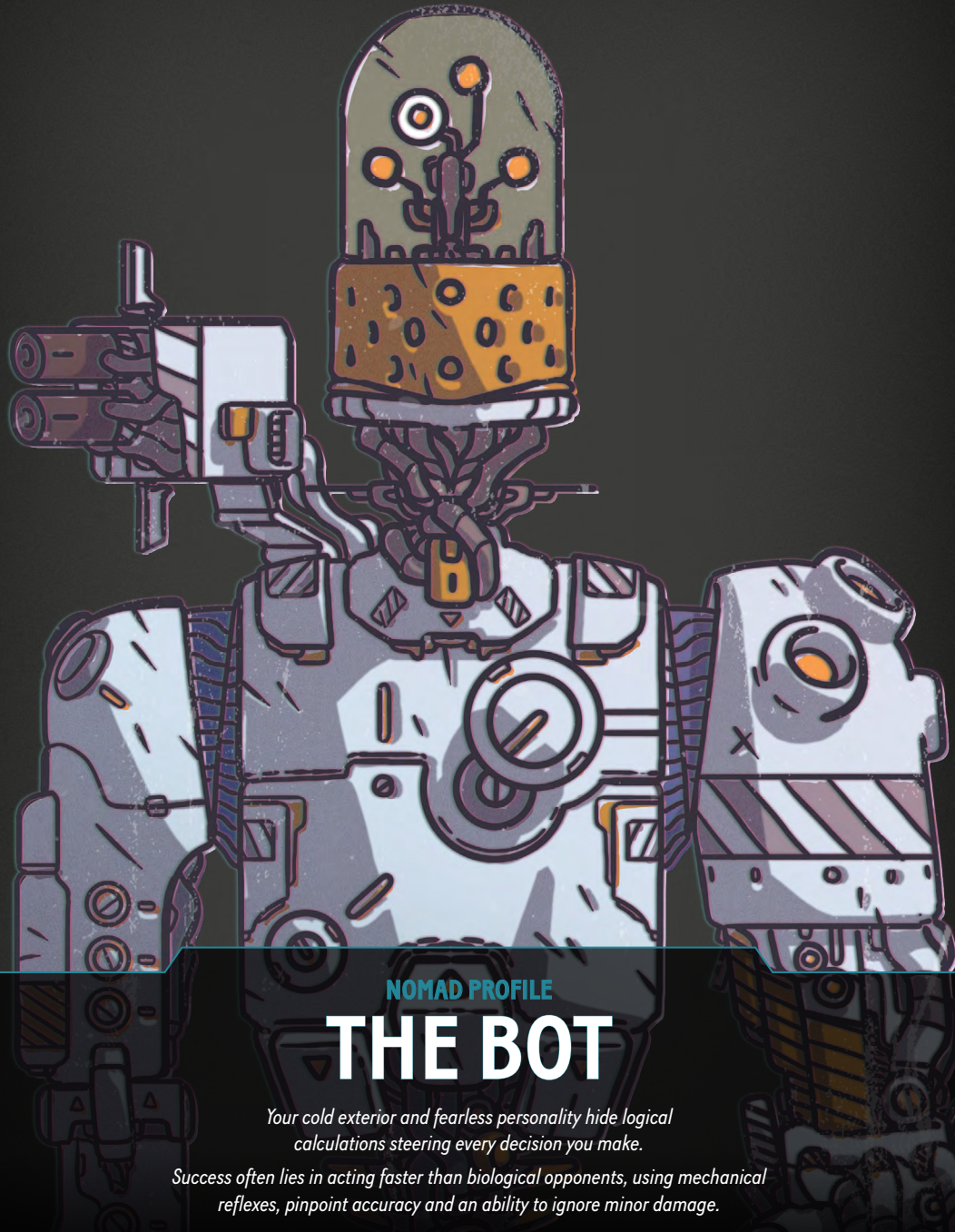
**Consider how other people react to this.**

- 1-2: Most of your internal organs have been replaced by a set of visible cybernetic parts.
- 3-4: You lost three fingers on one hand in an altercation with a warrior of the Mystic Order.
- 5-6: You rely on an expensive cocktail of injected stims and meds to operate at your peak.

## TRIGGER

**Consider how this influences your choices.**

- 1-2: You missed the crucial sniper shot when someone you loved was relying on you.
- 3-4: A would-be ally betrayed you during a disastrous heist, leading to your incarceration.
- 5-6: You were orphaned at a young age and inducted into a harsh agent training school.



## NOMAD PROFILE

## THE BOT

*Your cold exterior and fearless personality hide logical calculations steering every decision you make.*

*Success often lies in acting faster than biological opponents, using mechanical reflexes, pinpoint accuracy and an ability to ignore minor damage.*

## LOADOUT

**Ranged:** Auto-tracking laser rifle

(+2✖, +3✖ WHEN FIGHTING MULTIPLE OPPONENTS)

**Melee:** Sharp metallic limbs (+2✖), self-destruct sequence

(+5✖ AND IGNORES DEFENCE, ENDS YOUR GAME IMMEDIATELY)

**Outfit:** Glowing eyes, whirring pistons, blast plating (+2♥)

## ORIGIN

**Consider how this influences your attitude to others.**

**1-2:** You're one of several identical, factory-produced Bots, but you gained higher sentience.

**3-4:** You were the sidekick of the infamous Nomad Ritzi Shafe, until they no longer served your needs.

**5-6:** You served as a translation bot for the Trade Alliance, until your software corrupted.

## SCAR

**Consider how other people react to this.**

**1-2:** Try as you might, you cannot remove the factory serial number printed on your torso.

**3-4:** At some point you chose to fight in the intergalactic war and bear the logo of the New Uprising.

**5-6:** Your once-shiny exterior is absolutely covered in filthy grime and oil due to neglect.

## TRIGGER

**Consider how this influences your choices.**

**1-2:** You killed your genius creator amid the confusion of your first factory awakening.

**3-4:** You share consciousness with your factory siblings and regularly witness their deaths.

**5-6:** You once felt something approaching respect for a biological adversary and hated it.



NOMAD PROFILE

# THE BRUTE

*Your fearsome appearance and intimidating glare hide a feral cunning and fierce dedication to your craft.*

*Success often lies in relentlessly hunting your quarry, then overpowering them with ferocious attacks and oversized weaponry.*

## LOADOUT

**Ranged:** Rapid-fire laser rifle (+1✖ FOR THE FIRST ROLL, THEN +2✖)

**Melee:** Power hammer, natural strength (+4✖)

**Outfit:** No helmet, chest bandolier, ill-fitting jumpsuit (+1♥)

## ORIGIN

**Consider how this influences your attitude to others.**

**1-2:** Raised on your peaceful and beautiful home planet, long since lost to the war.

**3-4:** Your whole life has been dedicated to pursuing victories in worship of a fickle god.

**5-6:** You worked as an enforcer for the Red Moon Syndicate until you refused a cruel demand.

## SCAR

**Consider how other people react to this.**

**1-2:** There's a crescent-shaped bite mark on your torso, caused by a carnivorous beast.

**3-4:** Your wrists still bear cuff marks from a long stint in an Old Empire detention centre.

**5-6:** You proudly wear a belt flaunting teeth, pelts and other morbid hunting trophies.

## TRIGGER

**Consider how this influences your choices.**

**1-2:** You spent years being paraded as a gladiator in the fighting pits of a mining planet.

**3-4:** A New Uprising leader thwarted your most glorious and lucrative bounty capture.

**5-6:** You, very publicly, lost a duel against a strong opponent and the shame drives you on.



## NOMAD PROFILE

# THE SCOUNDREL

*Your stylish exterior and cocky personality hide a mercurial talent for scraping your way out of precarious situations.*

*Success often lies in besting opponents with quick reactions, improvised solutions and seat-of-the-pants fortune.*

## LOADOUT

**Ranged:** Trusty laser pistol—or two (+4 ✖)

**Melee:** Stun baton (+2 ✖ FOR THE FIRST ROLL, THEN +1 ✖)

**Outfit:** Wide-brimmed hat, thigh holster, duster coat (+1 ♥)

## ORIGIN

**Consider how this influences your attitude to others.**

**1-2:** Former starfighter pilot, ingloriously expelled from the Old Empire's vast navy.

**3-4:** Former sheriff of a peaceful town, plagued by raids from Targ Cartel hoverbike gangs.

**5-6:** Raised and mentored from birth by the infamous Nomad Kell Woe, who has gone missing.

## SCAR

**Consider how other people react to this.**

**1-2:** Your left hand is now cybernetic after it was cut off by a gangster chasing a debt.

**3-4:** You wear a patch over one eye after you were seriously injured in a tense duel.

**5-6:** The skin on your chest is still branded with a prominent tattoo you now regret.

## TRIGGER

**Consider how this influences your choices.**

**1-2:** You failed to pull a trigger that would have saved hundreds of innocent lives.

**3-4:** You were involved in an illegal hoverbike race that led to a friend's death.

**5-6:** You were exiled by your people for a heinous crime you did not commit.



NOMAD PROFILE

# THE UNCANNY

*Your unusual look and esoteric techniques hide a unique talent, belief or genetic trait that gives you an edge.*

*Success often lies in utilising your abilities to understand your opponents, track them down and take them out with exotic weaponry.*

## LOADOUT

**Ranged:** Shock rifle, mystic powers (+2 ⚡, +4 ⚡ VS. LEAD OR TARGET)

**Melee:** Electrostaff (+2 ⚡, +3 ⚡ VS. LEAD OR TARGET)

**Outfit:** Ornate mask, rebreather, flowing robes (+1 ❤️, +2 ❤️ VS. LEAD OR TARGET)

## ORIGIN

**Consider how this influences your attitude to others.**

**1-2:** You were born into an oppressive Mystic Order cult but left to explore the galaxy.

**3-4:** You witnessed a cathartic vision that led you to abandon your pursuit of wealth through the Trade Alliance.

**5-6:** You were an advisor to Foonta the Targ until their untimely death let you escape.

## SCAR

**Consider how other people react to this.**

**1-2:** You're sensitive to extreme temperatures and must avoid prolonged exposure.

**3-4:** You only speak in a rare or ancient language, translated through crackling speakers.

**5-6:** You cannot breathe the atmosphere of most worlds and rely on imported gas.

## TRIGGER

**Consider how this influences your choices.**

**1-2:** As a child you did not understand your powers and caused great harm to someone.

**3-4:** Your extrasensory perception causes you to hear the lost voices of your ancestors.

**5-6:** You spent years wandering on a remote planet after your partner betrayed you.

# SPECIES

Every Planet in Notorious hosts a diverse range of characters.

To generate a character's species, roll two dice and add the results together. Choose a name from the corresponding list.

## 2 – ON'CIET (MANY-EYED)

- » Raz'mahs
- » Chi'loka
- » Daz'hak
- » J'oh
- » Thad'lakat
- » Aya'pato

## 3 – PELLUCID (CRYSTALLINE)

- » Aura Day
- » Malachi Das
- » Navi Mod
- » Silar Noon
- » Meena Vai
- » Ayana Fay

## 4 – KIMANO (AMPHIBIOUS)

- » Vimm Kilo
- » Mako Suds
- » Quila Hatt
- » Frico Lillei
- » Caper Vrill
- » Tas Ackbo

## 5 – MURIAN (RAT-LIKE)

- » Niff Rolan
- » Dart Shalor
- » Quira Piang
- » Yuchu Balon
- » Tulu Saluun
- » Akulo Juyor

## 6 – TALOK (REPTILIAN)

- » Zeek A'bass
- » Nass G'rassk
- » Khaan H'saal
- » Gollo S'vaako
- » Hukkh R'aand
- » Ivey V'uush

## 7 – HUMAN (APE-LIKE)

- » Danica LaFoe
- » Eli Joch
- » Halley Luang
- » Sol Starlander
- » Itsuki Itsch
- » Kwame Devine

## 8 – GHOL (HORNED)

- » Djali Lupay
- » Isha Capray
- » Rals Rhenay
- » Djed Kebay
- » Rudi Vallay
- » Chedo Robay

## 9 – LEK'TOK (INSECTOID)

- » Tiki Dokk
- » Nahki Kkash
- » Picto Klikk
- » Sulli Slakk
- » Madi Thokk
- » Gretta Nahakk

## 10 – VALK (BIRD-LIKE)

- » Quip Emwis
- » Besc Fimoz
- » Aiki Yuukr
- » Cesme Uratt
- » Kamm Irsyd
- » Fezz Tallon

## 11 – CHERRIN (BEAR-LIKE)

- » Moshunn
- » Bindyy
- » Amurrsa
- » Khurrsabuck
- » Errlokke
- » Juffie

## 12 – SSAMBORN (SHAPESHIFTER)

- » Sim Arrel
- » Jarl Barroh
- » Zell Korah
- » Tal Videt
- » Quom Maru
- » Kam Vessel

## BOT

- » TAZ-24
- » DD-360
- » EC-H0
- » ZX-99
- » RED-14
- » C4-DNG

# PERSONALITY

Although each species in Notorious has a unique look, they all share a common set of personality traits.

To generate a character's personality, roll a die and choose one of the three corresponding traits. Then, choose one of the two questions to answer about the character.

## 1 – VAIN / COCKY / ARROGANT

What do they believe they're famous for? **OR**  
What garish item of clothing draws attention to them?

## 2 – SKITTISH / NERVOUS / TENSE

What do they worry is going to go wrong again? **OR**  
What small item do they carry to provide some comfort?

## 3 – ALOOF / SARCASTIC / RUDE

What stuffy formality do they insist on enforcing? **OR**  
What unusual item of clothing marks them out?

## 4 – ANGRY / ARGUMENTATIVE / LOUD

What do they constantly complain about? **OR**  
What blunt item do they brandish to intimidate others?

## 5 – SOLEMN / SINCERE / THOUGHTFUL

What past misdeed are they trying to atone for? **OR**  
What treasured item do they always keep close?

## 6 – ASSURED / CALM / FOCUSED

What weakness are they trying to hide from others? **OR**  
What potent item is the source of their confidence?

# THE CONTRACT

With your Nomad established, it's now time to determine who the Target is—the person you're hunting.

## THE TARGET

The Nomad's Guild provide key information about the Target:

- » Their name
- » Their species
- » Their personality
- » The Planet they're rumoured to be hiding on
- » The Faction who posted the bounty
- » The reason for the bounty

As you play, you'll learn more about the Target's actions and motivations as you move towards a final Showdown.

## CREATING A CONTRACT

Follow these steps to create a contract and determine your Target:

1. Roll for their species<sub>36</sub> and choose a name.
2. Roll for their personality<sub>38</sub> considering how this detail would be posted on a bounty.
3. Roll for the Planet<sub>40</sub> where your story takes place.
4. Choose a Faction<sub>44</sub> that's present on the Planet as the client.
5. Choose one of that Faction's reasons for posting the bounty.

Record the information on the lower two sections of your Nomad sheet —the **Planet Report** and the **Target Dossier**.

# PLANETS

As part of your contract, you'll learn which Planet your Target is rumoured to be hiding on. The entirety of your story will take place on this Planet as you seek out your Target.

**Roll to determine the Planet.** You can instead choose one freely if it appeals to you, or if you're replaying the game. As well as some flavour text about where you land and the terrain you'll encounter during Exploration, a Planet's profile establishes several things to record on your player sheet:

## PREDOMINANT SPECIES

When you meet a Local or Hostile, roll on this table to determine their species instead of using the full species<sub>36</sub> table.

## PROMINENT DESTINATIONS

When you reach a populated area<sub>36</sub>, you'll roll on the Destination table to find out where you've arrived.

You'll get a brief description such as **"YOU ARRIVE IN A SMALL OUTPOST RUN BY THE CHALLENGING FACTION"**. You should also look up the die result on the Planet's **Prominent Destinations** table to find the Destination's name and the Faction who controls it.

Consider what these places look like, who lives, works or visits there and how they might tie into subsequent Destination events.

## COMPETING FACTIONS

Each Planet has a controlling, challenging and minor Faction, all vying for power amid the intergalactic war. Consider how these Factions<sub>44</sub> maintain or disrupt the order, and how a person's allegiances may influence their actions or opinions.

## 1 – UTOV (FROZEN PLANET)

**YOU LAND YOUR SHIP IN A CAVE UNDER A GLACIER TO SHIELD IT FROM THE RELENTLESS BLIZZARD.**

### Terrain

icy tundra, endless snow, untamed wilderness, destroyed vehicles

### Predominant Species

1-2: Humans

3-4: Kimano

5-6: On'ciet

### Prominent Destinations

1. Cargo Ship TA-422
2. Wrecked Walker SN-WK4
3. Cyan Ridge Fish Market
4. Storm's Rest Outpost
5. Arlight Spaceport
6. Icefloe Military Base

### Competing Factions

**CONTROLLING:** New Uprising

**CHALLENGING:** Old Empire

**MINOR:** Trade Alliance

## 2 – TALUS (DESERT PLANET)

**YOU LAND YOUR SHIP IN A CANYON ON THE EDGE OF THE DUNES TO AVOID CAUSING A SCENE.**

### Terrain

arid desert, endless sand, deep ravines, crashed starships

### Predominant Species

1-2: Murians

3-4: Humans

5-6: Lek'tok

### Prominent Destinations

1. Quan's Moisture Farm
2. Modular Garrison LS-78
3. Murian Scrapcrawler
4. Vas Remas Town
5. Vas Babas Spaceport
6. Skab the Targ's Palace

### Competing Factions

**CONTROLLING:** Targ Cartel

**CHALLENGING:** Old Empire

**MINOR:** Mystic Order

**3 – IYAMA (MEGAURBAN PLANET)**

YOU LAND YOUR SHIP IN THE RUINS OF AN OLD FACTORY ON THE OUTSKIRTS OF A MAJOR CITY.

**Terrain**

sparse wasteland, a sea of junk, menacing depths, underground tunnels

**Predominant Species**

1-2: Humans

3-4: Ghol

5-6: Pellucid

**Prominent Destinations**

1. Outreach Embassy
2. Red Moon Towers
3. Lek'tok Junktrawler
4. Skyway Train Station
5. Sunblot Spaceport
6. The Old Empire Palace

**Competing Factions**

**CONTROLLING:** Old Empire

**CHALLENGING:** Red Moon

**MINOR:** New Uprising

**4 – Veltari (Aquatic Planet)**

YOU LAND YOUR SHIP ON A DIMLY LIT FLOATING PLATFORM WITH CONNECTIONS TO THE MAIN HUB.

**Terrain**

wave-battered bridges, drilling platforms, stormy seas, disused starships

**Predominant Species**

1-2: Kimano

3-4: Talok

5-6: Valk

**Prominent Destinations**

1. Doon'la, Smuggler's Rest
2. Cargo Ship TA-42
3. Kimano Bargecrawler
4. Joota Research Station
5. Kraketh Spaceport
6. Gilloth, the Floating City

**Competing Factions**

**CONTROLLING:** Mystic Order

**CHALLENGING:** Trade Alliance

**MINOR:** Red Moon

**5 – OCERON (VERDANT PLANET)**

YOU LAND YOUR SHIP IN A SWAMP AND EMERGE TO THE STRANGE SOUNDS OF ALIEN WILDLIFE.

**Terrain**

lush jungle, open plains, peaceful islands, technological marvels

**Predominant Species**

1-2: Cherrin

3-4: Valk

5-6: Pellucid

**Prominent Destinations**

1. Koocha the Targ's Den
2. Rico Disused Spaceport
3. Hyokko Trading Post
4. Valkan, the Treetop City
5. Freed City Spaceport
6. Sphere, Viceroy's Retreat

**Competing Factions**

**CONTROLLING:** Trade Alliance

**CHALLENGING:** New Uprising

**MINOR:** Targ Cartel

**6 – STORIX (INDUSTRIAL PLANET)**

YOU LAND YOUR SHIP IN A HOLLOWED-OUT CRATER THAT PROVIDES SHELTER FROM PRYING EYES.

**Terrain**

mountain passes, colossal machinery, dark tunnels, active volcanoes

**Predominant Species**

1-2: Lek'tok

3-4: Murian

5-6: Ghol

**Prominent Destinations**

1. Jantus Temple
2. Gur the Targ's Spice Mines
3. Hex, the Execution Arena
4. Zuuko, the Hive Caverns
5. Nuuka Spaceport
6. Dusk, Red Moon fortress

**Competing Factions**

**CONTROLLING:** Red Moon

**CHALLENGING:** Targ Cartel

**MINOR:** Mystic Order

# FACTIONS

Your story takes place amidst an intergalactic war between the established Old Empire and the greatly outnumbered New Uprising. This fight impacts every planet in the galaxy.

In the background, the turmoil of this conflict provides countless opportunities for various criminal and trade organisations to flourish, establishing bases on many worlds.

## THE SIX FACTIONS

While there are many of these groups across the galaxy, there are six Factions that have become dominant players.

- » The Old Empire
- » The New Uprising
- » The Targ Cartel
- » Red Moon Syndicate
- » The Trade Alliance
- » The Mystic Order

The Nomad's Guild provides services to these Factions, authorising bounty contracts that are undertaken by Nomads.

## CLIENTS

Each Planet has a Controlling, Challenging and Minor Faction on its profile. **Choose one of these to be the client for your contract**—the Faction who posted the Target's bounty.

Then, **choose the reason for the bounty**—the Target's crime or misdemeanour that has attracted the Factions ire.

As you play, you'll hear opinions that might make you consider if the client's accusations are true. Or, you may simply follow the Nomad's Guild code and finish the job anyway.

## THE OLD EMPIRE

The dominant power in the galaxy, ruled by a mysterious leader who commands a vast military. Their war machines & faceless troops are garrisoned on most planets.

### Reasons for bounty

- » The Target killed the Governor of a planet while they gave a speech passing new laws.
- » The Target stole and supplied highly classified blueprints to the New Uprising.
- » The Target helped a legendary warrior of the Mystic Order to escape interrogation.

## THE NEW UPRISING

A growing force in the galaxy, consisting mostly of citizens from oppressed worlds who wish to see an end to the Old Empire's harsh dictatorship. Brave, skilful & resourceful.

### Reasons for bounty

- » The Target killed the leader of a cell of rebellious citizens on their home planet.
- » The Target smuggled weapons through a blockade to reinforce a Trade Alliance spice mine.
- » The Target helped to engineer and construct a devastating Old Empire superweapon.

### THE TARG CARTEL

A smuggling ring, run by a family of gluttonous Targs (a slug-like species). They pay well but are cruel & quick to hold a grudge. The Cartel favours employing Nomads for all their dirty work.

#### Reasons for bounty

- » The Target killed Zarrok the Targ to avoid repaying a large debt they owed.
- » The Target dropped a shipment of lucrative cargo when threatened by Old Empire officials.
- » The Target released Skab the Targ's beloved pet monster, which is still currently missing.

### RED MOON SYNDICATE

A secretive but influential crime organisation run by Zix XIII, a manipulative & intelligent aristocrat. The Syndicate favours using agents, assassins and spies over open warfare where possible.

#### Reasons for bounty

- » The Target attempted to assassinate Zix XIII, the leader of Red Moon Syndicate.
- » The Target sold shipments of spice for the Targ Cartel in Red Moon Syndicate territory.
- » The Target gave the order to destroy Zix XIII's home planet many years ago.

### THE TRADE ALLIANCE

A fickle conglomerate of the largest corporations in the galaxy. Wealthy enough to employ their own army of bots to defend their interests & pressure local governors.

#### Reasons for bounty

- » The Target destroyed a large merchant freighter to sabotage a valuable spice deal.
- » The Target stole and supplied Trade Alliance weapons to a powerful criminal.
- » The Target leaked plans of a blockade to the New Uprising, allowing the ruling monarch to flee.

### THE MYSTIC ORDER

Once a powerful force in the galaxy, with warriors of light & dark wielding improbable powers & ancient weapons. Those that still remain aim to exert subtle influence over the war.

#### Reasons for bounty

- » The Target killed a prominent warrior of the Mystic Order during a diplomatic mission.
- » The Target kidnapped a promising young apprentice of the Mystic Order.
- » The Target is a rogue warrior of the Mystic Order, who has switched allegiance to the light or dark.



WAS REMOVED

WAS REMOVED

I WANT TO BELIEVE

# THE HUNT

The story of your hunt for the Target is told through a loop, with you rolling on a series of tables and reacting to prompts.

You'll Explore the wilderness of a Planet until you reach a Destination, then you'll set out once more to Explore.

## EXPLORATION

Roll on the **Exploration** table<sub>52</sub> and complete the prompt. It may ask you to roll for an Exploration event<sub>53</sub> that occurs as you travel, or you might introduce a new Lead.

When you've completed the prompt, move to **Destinations**.

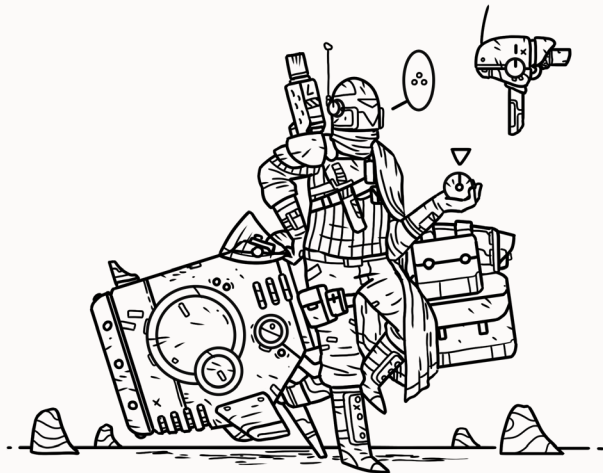
## DESTINATIONS

Roll on the **Destination** table<sub>56</sub> and complete the prompt. It may ask you to roll for one or more Destination events<sub>58</sub> that occur in the locale or present a choice of activities.

When you've completed the prompt, return to **Exploration**.

SET OUT TO EXPLORE

REACH DESTINATION



# PROGRESSION

As you alternate between Exploration and Destinations, you'll interact with people, observe events and engage in combat.

These activities and how you react to them will alter your three attributes—Favour, Notoriety and Motivation.

## GETTING NOTORIOUS

When your **Notoriety**, your reputation on the Planet, reaches a certain threshold it will start to **change the results** on the Exploration and Destination tables.

Hostile guards from aggrieved Factions might start to apply pressure when you try to enter Destinations, and you'll begin to encounter **Leads**<sub>62</sub>—people you've managed to hunt down on the Planet with a known connection to the Target.

You'll roll to create Leads when you catch up to them and engage in a cinematic confrontation—a Showdown<sub>66</sub>.

## A FINAL SHOWDOWN

You'll keep moving between Exploration and Destination activities **until you encounter your third Lead**.

This person instead **becomes the Target**<sub>64</sub>, and you'll face off against them in one last, dramatic Showdown<sub>66</sub>.

**Your game ends after you confront the Target.**

You'll choose how you deal with them, before moving to the Epilogue<sub>68</sub> to calculate your final score.

LEAD I → LEAD II → TARGET → EPILOGUE

# EXPLORATION

You've hidden your ship and must travel on foot across the wilds of the Planet unless you acquire a vehicle or pack beast.

## ROLL TO EXPLORE

Roll on the Exploration table below to find out what happens to you as you travel. It may ask you to roll for one or more Exploration events<sub>53</sub>, or you might introduce a new Lead<sub>62</sub>.

## EXPLORATION EVENTS

To use the Exploration Events table, roll two dice. One determines which of the three tables you'll roll on and the other is the event.

If you get repeat events as you play, it may be fun to fit them into your story. Otherwise, reroll for a different prompt.

## EXPLORATION TABLE

- 1 There's no sign of your Target, but something interrupts your hunt. Roll once on the Exploration Events table.
- 2 If your Notoriety is **6 or higher**, you encounter a Lead<sub>62</sub>. Otherwise, roll once on the Exploration Events table.
- 3 If your Notoriety is **5 or higher**, you encounter a Lead<sub>62</sub>. Otherwise, roll once on the Exploration Events table.
- 4 If your Notoriety is **4 or higher**, you encounter a Lead<sub>62</sub>. Otherwise, roll once on the Exploration Events table.
- 5 If your Notoriety is **3 or higher**, you encounter a Lead<sub>62</sub>. Otherwise, roll once on the Exploration Events table.
- 6 Nothing eventful happens. **Gain 1 Motivation** and **roll a die**:
  - 1-2: What peaceful local activity do you spend time observing?
  - 3-4: What destruction do you see, caused by the intergalactic war?
  - 5-6: What dangerous terrain do you successfully navigate?

## EXPLORATION EVENTS 1-2

- 1 You're offered shelter for the night in the home of a harmless-looking Local. Try to **Speak** to them by the campfire, then **roll a die**:
  - 1-2: You disagree about something trivial and they become Hostile. How did you clumsily disrupt their nocturnal routine?
  - 3-6: They warm to you as you sit together. You have a quiet night and may try to **Recruit** them. What secret about your past do you share with them?
- 2 Exploring a remote area, you spot a wounded figure stumbling over the ground pursued by a pack of three snapping beasts. **Choose one**:
  - » Defeat all three beasts (+1 ✖), then you may try to **Recruit** the person you've saved. How did they end up on their own out here?
  - » Turn away from the scene and gain 1 Favour. Why did you feel it was not your place to intervene?
- 3 The journey is long and you succumb to exhaustion. You wake up being dragged behind someone riding a vehicle or beast. **Roll a die**:
  - 1-4: They're Hostile. You can only **Attack** using the rope binding your hands (you both only have +1 ✖). Where were they taking you?
  - 5-6: They have saved your life. You may try to **Recruit** them. What threat often claims the lives of unwary travellers on this Planet?
- 4 A speeding vehicle appears out of nowhere and two Hostiles who work for a powerful crime boss leap out to confront you. **Roll a die**:
  - 1-3: They're Besniks (a pig-like species, +2 ✖). What criminal activity does their boss control and why do they feel you threaten it?
  - 4-6: They're masked Humans (+1 ✖, +1 ♥). What do their masks look like and where have you seen them before?
- 5 You catch the attention of a hoverbike gang, who ride up at speed and swiftly encircle you. **Roll a die**:
  - 1-4: Their leader is Hostile and fights in melee (+2 ✖, +1 ♥). What tall tale do the gang spread about your encounter?
  - 5-6: They're just Locals patrolling their turf and mean you no harm. Why did they feel the need to form a gang and protect their town?
- 6 Some Locals ask you to help them hunt down a monstrous creature. They seem reluctant to give you too many details. **Choose one**:
  - » Defeat the monster (+3 ✖, +1 ♥) to gain 1 Notoriety but lose 1 Favour. What item or resource are they trying to retrieve from its lair?
  - » Watch them fail to take it down and gain 1 Favour. What surprising ability did this monster display to ensure the hunt failed?

## EXPLORATION EVENTS 3-4

- 1** You see smoke rising on the horizon and discover a burning building. The tracks outside suggest the residents left in a hurry. **Roll a die:**
- 1-2:** This was the work of your client. Lose 1 Motivation. Why do the flames remind you of your Trigger as it all turns to ash?
- 3-6:** This was done by a different Faction. Gain 1 Motivation. What smouldering clue left among the ashes gives away the perpetrators?
- 2** You find a torn backpack bearing the logo of the challenging Faction. It contains an ID card, datapad and a stack of credits. **Choose one:**
- » Vow to return the owner's belongings to their Faction to lose 1 Favour but gain 1 Motivation. What useful details about the owner are in the datapad?
  - » Discard the backpack and pocket the credits to gain 1 Favour. What do the ragged tears in the backpack reveal about the owner's likely fate?
- 3** Two Hostile scouts from the Old Empire speed past you on screeching hoverbikes. **Roll a die:**
- 1-4:** They circle back to Attack from their vehicles (+1 ⚔, +1 ♥). What lie has someone told them about your reason for being here?
- 5-6:** They notice you and dismount to ask a few questions (+1 ⚔). Why do you get the sense they're just bored and looking for trouble?
- 4** A Hostile from the minor Faction has found your ship. You can communicate through your ship's speakers. **Choose one:**
- » Try to Speak with them to gain 1 Favour. Lose 1 Motivation if you fail. What do you learn has gone missing from your ship after they leave?
  - » Try to Threaten them to gain 1 Notoriety. Lose 1 Motivation if you fail. What do you tell them your ship does to strangers who try to mess with it?
- 5** You find a stubborn Local arguing with two Hostiles from the controlling Faction. They fight at range (+1 ⚔). **Choose one:**
- » Successfully intervene to Recruit the Local automatically. What valuable possession or commodity were they trying to keep safe?
  - » Observe the argument play out and gain 1 Favour. What loud or destructive machinery are they guarding that led to the argument?
- 6** You find a New Uprising starfighter half-buried in the ground. The pilot is a Local, alive in the cockpit but unconscious. **Choose one:**
- » Wake the pilot and try to Speak to lose 1 Favour. Why is there a starfighter battle happening in the skies above this planet?
  - » Loot the ship to gain 1 Motivation. What does the crackling radio chatter reveal about how the starfighter battle is going?

## EXPLORATION EVENTS 5-6

- 1** You hear a strange but familiar sound and find yourself drawn away from your intended path to investigate the source. **Roll a die:**
- 1-2:** A hooded figure turns and a sonorous voice in your head compels you to leave. Lose 1 Motivation. Where have you heard a voice like that before?
- 3-6:** A Local is singing a haunting tune as they work. You may try to Recruit them. What were they doing and why does the tune remind you of home?
- 2** You stumble upon an unusual statue that looks like it's been here forever and pick up a broken weapon that's lying nearby. **Roll a die:**
- 1-3:** It reminds you of your Trigger and you lose 1 Motivation. Where have you seen a weapon like this before and what does the statue depict?
- 4-6:** You witness a vision of the previous owner's fate and gain 1 Motivation. What do you learn from this place about a fallen warrior of the Mystic Order?
- 3** To make progress, you must trek through a dark place. You can feel a set of glowing eyes following your every move. **Roll a die:**
- 1-3:** A monstrous creature Attacks you at range (+2 ⚔, +1 ♥). There is always a bigger one—what even larger monster preys on this one?
- 4-6:** You're swarmed by three small creatures in melee (-1 ⚔). How did you accidentally cause them to hatch from their eggs?
- 4** You discover one of your Assets, thrown from a moving vehicle and severely injured. It's no accident that you found them. **Choose one:**
- » Try to Speak with your dazed Asset to comfort them and gain 1 Motivation. What threatening message has been scrawled on their back?
  - » If you have no Assets, you may try to Recruit the person you've found. Where have you seen them before and why were they targeted?
- 5** You find a locked crate painted with the logo of the controlling Faction. It's probably fallen off the back of a speeder. **Roll a die:**
- 1-2:** Trying to open it triggers an explosive trap. Lose 1 Motivation. What pre-recorded voice message played when you failed to break the lock?
- 3-6:** You find a useful stash of ammo and fuel canisters. Gain 1 Motivation. Who was this crate intended to resupply and why did the pickup fail?
- 6** You wake up in your camp to find something personal has been stolen. A clear set of tracks extends off into the distance. **Roll a die:**
- 1-2:** The thieves are long gone and you lose 1 Motivation. What has been taken from you and how was it related to your Origin?
- 4-6:** Hunt down and confront three small Hostiles wielding shock rifles. How have the scavengers put your possession to much more inventive use?

# DESTINATIONS

Destinations can include simple markets, hidden dens, crashed starships, military walkers, bustling spaceports and capital cities.

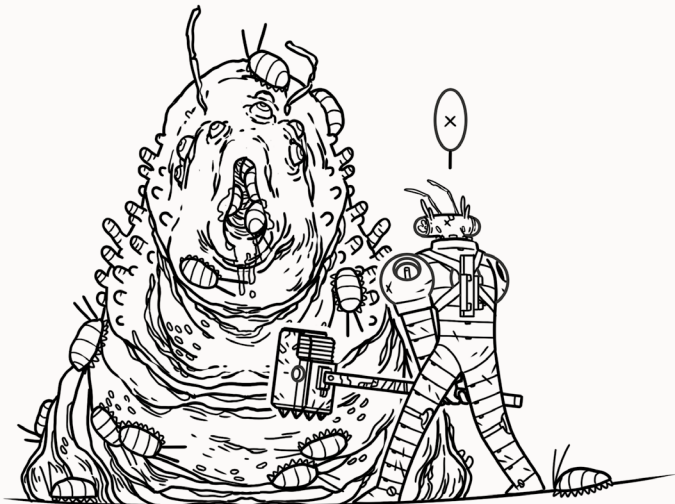
## ROLL FOR A DESTINATION

Roll on the **Destination** table, opposite, to find out where you arrive. You'll get a brief description of the Destination, which you'll use with the list on the Planet profile to create a named location. You may have previously visited the Destination, in which case this information will already be known.

The prompt may ask you to roll for one or more Destination events<sub>58</sub> that occur in the locale, or present a choice of activities, or you might just run into trouble right away.

## DESTINATION EVENTS

To use the Destination Events table, roll two dice. One determines which of the three tables you'll roll on and the other is the event.



## DESTINATION TABLE

- 1 You arrive in a small outpost or enclave run by the minor Faction. **Choose one:**
  - » Search<sub>61</sub> for anyone who might know your Target to gain 1 Favour.
  - » Speak with a Local who works here then rest to gain 1 Motivation.
- 2 You arrive in a small outpost or enclave run by the challenging Faction. **Choose one:**
  - » Search<sub>61</sub> for anyone who might know your Target to gain 1 Favour.
  - » Speak with a Local who works here then rest to gain 1 Motivation.
- 3 You arrive at a bustling market or travelling scrap crawler run by Locals. **Choose one:**
  - » Roll once on the Destination Events table.
  - » Speak with a Local then rest or barter for supplies to gain 1 Motivation.
- 4 You arrive at a small town run by Locals. **Choose one:**
  - » Roll once on the Destination Events table.
  - » Speak with a Local then rest or barter for supplies to gain 1 Motivation.
- 5 You arrive at a small spaceport run by the challenging Faction. **Resolve both:**
  1. Gain 1 Notoriety. If it's 5 or higher, a Hostile guard approaches (+1✖).
  2. Roll twice on the Destination Events table.
- 6 You arrive at a fortified base or palace run by the controlling Faction. **Resolve both:**
  1. Gain 1 Notoriety. If it's 4 or higher, a Hostile guard approaches (+2✖).
  2. Roll twice on the Destination Events table.

*If you're asked to roll twice, resolve the first Event fully before rolling for a second.*

*If you get repeat events as you play, it may be fun to fit them into your story. Otherwise, reroll for a different prompt.*

## DESTINATION EVENTS 1-2

- 1** Some Locals enthusiastically direct you to a nearby Scrap Vendor or Beast Herder. You wonder if they're mocking you. **Roll a die:**  
**1-3:** You ignore them, as something about being here sets off your Trigger. What about your appearance really suggests you could use a mount?  
**4-6:** You find the Asset you're searching for and may try to Recruit them. How are personal transports or pack beasts put to good use around here?
- 2** An elderly Crop Farmer or Tribal Elder lives nearby. You get drawn into a conversation with them, despite your best efforts. **Roll a die:**  
**1-3:** You're delayed by their small talk but something about them reminds you of your Origin. Why do you assume they won't be any use to you?  
**4-6:** You realise they could be an Asset and may try to Recruit them. Why did they pursue you so persistently and how did you fail to shake them off?
- 3** People travel from all over to visit the clinic of a renowned Healer or Doctor. It seems their services are in demand. **Roll a die:**  
**1-3:** You join the line but someone reacts to your Scar and you feel it's not worth the hassle. What bothered someone about your appearance?  
**4-6:** You eventually get to meet the Asset and may try to Recruit them. What miraculous deeds or specialist knowledge draws in these crowds?
- 4** You discover a working forge here, run by a Master Artisan and their Endearing Mascot. Their shop is cramped and cluttered. **Roll a die:**  
**1-3:** You enter the forge but something about the smell here reminds you of your Origin and you leave. What distinctive scent brings back memories?  
**4-6:** You observe the Assets at work and may try to Recruit one of them. What unfinished project sits in a dusty corner or on top of a junkpile?
- 5** You've heard that a reclusive Mystic Mentor or Tribal Shaman lives nearby. They don't receive many unexpected visitors. **Roll a die:**  
**1-3:** They open their door but take one look at your Scar and refuse to let you in. What word did they keep repeating as they ushered you away?  
**4-6:** You're allowed into the Asset's modest home and may try to Recruit them. Why have they chosen a life of solitude, or what are they hiding from?
- 6** You see an Unaffiliated Mercenary or Rebellious Civilian being intimidated by a Hostile soldier or guard (+2 ✖, +1 ♥). **Roll a die:**  
**1-3:** Something about the scene sets off your Trigger and you walk away. What building or statue were they defacing and what did the graffiti depict?  
**4-6:** If you successfully get rid of the Hostile, you may try to Recruit the Asset. How do they try to help you take down or scare off their tormentor?

## DESTINATION EVENTS 3-4

- 1** You visit a dingy cantina where the Locals eye you suspiciously. The barkeep offers you a drink to avoid any trouble. **Roll a die:**  
**1-3:** Two inebriated Hostiles at the bar say they don't like your kind in here. How do the onlookers in the cantina react to this sudden confrontation?  
**4-6:** A Hostile approaches your table and pulls a laser pistol (+1 ✖). Why have they been tracking you and how do you secretly prepare to fight?
- 2** A large group of soldiers from the controlling Faction are here. There's no way to avoid catching their attention. **Roll a die:**  
**1-4:** A number (equal to your roll) of Hostile soldiers approach you (+1 ✖, +1 ♥). Why have so many soldiers gathered here right now?  
**5-6:** Your Nomad's Guild licence holds up to inspection. Move along. Why are they checking every person's ID who passes through here?
- 3** You visit the local Nomad's Guild rep to report on your progress. They've chosen a quiet place, but you're not alone. **Roll a die:**  
**1-3:** A cloaked figure is recording your conversation. Gain 1 Notoriety. What symbol or logo do you catch a glimpse of under their cloak as they leave?  
**4-6:** A cloaked Hostile pulls a concealed laser pistol and Attacks (+2 ✖). Who has paid them to ambush you at the Nomad's Guild?
- 4** A Murian (rat-like species) agent or thief tries to steal from you. They wait for the right moment, when you're distracted. **Roll a die:**  
**1-2:** They take something important to you. Lose 1 Motivation. What valuable information about you has fallen into the wrong hands?  
**3-6:** You catch them in the act. They're Hostile (-1 ✖, +1 ♥). Why did you seem like an easy or valuable target to the Murian?
- 5** Two sneering thugs notice your Scar and shout insults at you. They must be brave, stupid or extremely confident. **Roll a die:**  
**1-3:** They're Hostile and take pot-shots at you with laser pistols (+1 ✖). What do they find insulting or amusing about your appearance?  
**4-6:** They're Hostile and follow you into an alley to brawl (+2 ✖). How do their movements give away that they're professional pit fighters?
- 6** You enter a bar and immediately bump into another Nomad. This isn't the first time you've encountered them. **Roll a die:**  
**1-4:** There's bad blood between you and they immediately Attack (+2 ✖). Lose 1 Favour. How did you interfere with their previous bounty?  
**5-6:** They catch your eye, nod, then go their own way. Gain 1 Favour. Where did you and several other Nomads gather to accept your current contract?

## DESTINATION EVENTS 5-6

- 1 A panic-stricken Lek'tok (insectoid species) pleads for help getting off this planet. They offer a small wedge of credits. **Choose one:**
  - » Direct them to your ship and try to Recruit them. Lose 1 Favour. What are they carrying on their back that they're desperately trying to protect?
  - » Ignore their offer as you need to focus on finding your Target. Gain 1 Favour. What will happen to them if they don't escape this Planet soon?
- 2 The environment here has become more dangerous than usual. The Locals gesture at you to seek shelter immediately. **Choose one:**
  - » Help the Locals battle the elements to gain 1 Notoriety but lose 1 Favour. How do you put your skills to good use in helping them to prepare?
  - » Ignore the Locals and find your own makeshift shelter to gain 1 Motivation. Where do you hunker down and what do you see when you emerge?
- 3 You find yourself being jostled by a growing crowd of Locals. They're all trying to catch a glimpse of something nearby. **Roll a die:**
  - 1-3: You're stuck watching a long convoy for the leader of the controlling Faction. Lose 1 Motivation. How does the crowd react to their presence?
  - 4-6: You see a prominent figure from the challenging Faction battling a group of assailants. Gain 1 Motivation. How do they manage to escape?
- 4 Locals here are acting strange with glazed expressions. A low hum emanates from a nearby building and you investigate. **Roll a die:**
  - 1-3: Encounter a Hostile with mystic powers (+2 ✖) and two guards (-1 ✖). How are they creating the sound and what happens when it stops?
  - 4-6: A crowd is singing and swaying in time to a drum beat. The mesmeric rhythm washes over you. Gain 1 Motivation. What is this ritual celebrating?
- 5 A monster is loose and the Locals are struggling to contain it. It's unusual to see these creatures in populated areas. **Choose one:**
  - » Attack and subdue the monster to gain 1 Notoriety (+4 ✖, +1 ♥). How do you get the monster to focus on you?
  - » Simply watch the chaos unfold to gain 1 Favour. Where has this monster come from and what has enraged it?
- 6 Something about this place feels familiar, like you've been here before. You wander aimlessly for a while. **Roll a die:**
  - 1-3: It's a bad memory related to your Origin. Lose 1 Motivation. How do you find comfort or distraction by observing some local activity?
  - 4-6: It's a happy memory related to your Origin. Gain 1 Motivation. What familiar object or place do you spend some time interacting with?

## SEARCHING

Some Destinations will give you the option to **Search** for someone connected to the Target.

If so, roll on the Search table below and follow the prompt.

## SEARCH

- 1 Nobody's seen your Target but you encounter a Hostile (+1 ✖, +1 ♥). How do you end up confronting or annoying someone here?
- 2 Nobody's seen your Target but your presence is noted. Gain 1 Notoriety. Who lurks in the shadows, observing your investigation?
- 3 Nobody's seen your Target and you've wasted precious time. Lose 1 Motivation. Why can't you find anyone here who's willing to talk?
- 4 Find a Hostile who's been paid to try and slow you down (+1 ✖). How do they make the confrontation seem like it was your fault?
- 5 Find a Local who's been paid to keep an eye out for Nomads. Gain 1 Notoriety. What blatant lie do they tell you to hide their true motive?
- 6 Find a Local who recalls meeting your Target. Speak to them but use the Speak table for Leads instead of Locals. Gain 1 Motivation.



# LEADS

Before you can finish the job, you'll need to find a few Leads—known associates of the Target. Leads may provide clues about the Target's goals and offer an opinion on their actions. Or they may simply be another person in the way.

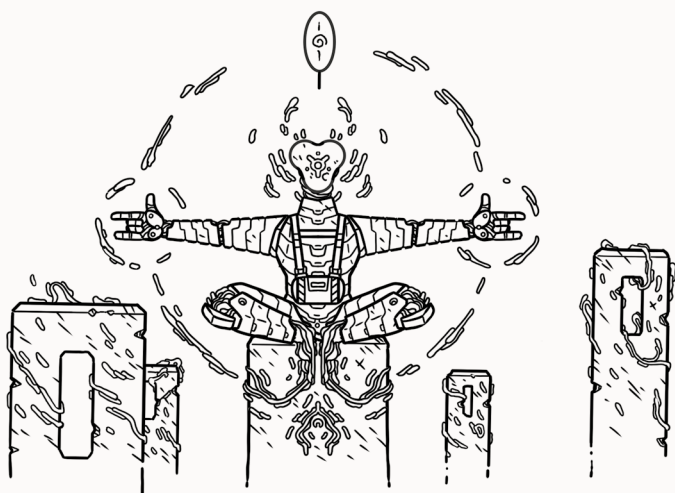
As soon as your Notoriety hits 3 or more, you might be prompted to create a Lead when you Explore. As your Notoriety increases, so does your chance of encountering a Lead.

## CREATING A LEAD

To create a Lead, first roll for a **Showdown**<sub>66</sub> to establish the location where you encounter them in the wilderness.

For the first and second Leads, **roll on the species**<sub>36</sub> and **personality**<sub>38</sub> tables to determine their key information. Then roll on the **Leads** table to discover who they are.

Your third Lead isn't a Lead at all—they instead **become the Target**<sub>64</sub>. Follow the instructions on page 64.



## LEADS

- 1 They're a cowardly bureaucrat, somehow aiding your Target. Roll for their Faction (1-3: Controlling, 4-6: Challenging). **Resolve all:**
  1. How do their actions help to further their political goals here?
  2. Speak with them.
  3. They Attack you at range (+1 ✖, +3 ♥).
- 2 They're a dangerous accomplice of your Target. Roll for their Faction (1-3: Challenging, 4-6: Minor). **Resolve all:**
  1. How have they gained a reputation as a particularly brutal fighter?
  2. Speak with them.
  3. They Attack you in melee (+3 ✖, +1 ♥).
- 3 They're desperate for money and were hired by your Target. Roll for their Faction (1-2: Challenging, 3-6: Minor). **Resolve all:**
  1. What job were they hired to do and why did they need the fast credits?
  2. Speak with them.
  3. They Attack you (+2 ✖, +1 ♥).
- 4 They're talking with a holographic image of your Target. Roll for their Faction (1-3: Controlling, 4-6: Challenging). **Resolve all:**
  1. What do you overhear them saying that reminds you of your Trigger?
  2. Speak with them.
  3. They Attack you with mystic powers (+3 ✖, +1 ♥).
- 5 You once teamed up with them for a lucrative job, but they betrayed you. Something about their appearance has changed. **Resolve all:**
  1. How did this person betray you and how is it related to your Scar?
  2. Speak with them.
  3. They Attack you in melee (+3 ✖, +2 ♥).
- 6 They're a rival Nomad, vying to get to the Target first to capture or protect them. Roll for their Nomad profile<sub>22</sub>. **Resolve all:**
  1. What connection does this Nomad have to your Origin?
  2. Speak with them.
  3. They Attack you using the Loadout on their profile. Lose 2 Favour and gain 1 Notoriety if you kill them.

# TARGET

The most successful Nomads are relentless in their pursuit of a Target. It's only a matter of time before they track them down and face off to earn their bounty.

As soon as your Notoriety hits 3 or more, you might be prompted to create a Lead when you Explore. The third time this happens, **create the Target instead.**

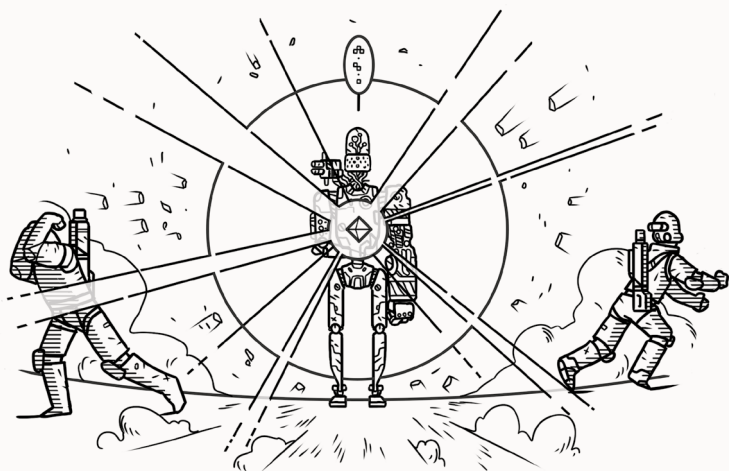
## CREATING THE TARGET

To create the Target, first roll for a **Showdown<sub>66</sub>** to establish the location where you encounter them in the wilderness.

Then, with their key information (species, personality, name) already established as part of the contract, all that remains is to roll on the **Target** table and discover who they really are. You may get to hear their side of the story before they fight for their life.

If you manage to defeat them, choose to capture them to gain 2 Favour, kill them to gain 1 Favour or let them go and lose 2 Favour.

Then move to the **Epilogue<sub>68</sub>**.



## TARGETS

- 1 Your first Asset (if you have none, the first Hostile you let survive) reveals themselves to be the Target. Lose 1 Motivation. **Resolve all:**
  1. How have they maintained this deception since their bounty was set?
  2. Speak with them.
  3. They Attack you in range or melee—whichever benefits them the most as they know your weaknesses (+2 ✖, +2 ♥).
- 2 They're revealed as the first Lead you encountered. Your original Target was a decoy or may not even exist at all. **Resolve all:**
  1. How has their personality changed now they speak as their true selves?
  2. Speak with them.
  3. They Attack you as before, with an extra +1 ✖. If you thought you had killed them last time, they instead have cybernetic parts and an extra +1 ♥.
- 3 You recognise them as a significant figure from the challenging Faction. They're surrounded by a group of bodyguards. **Resolve all:**
  1. How would defeating them affect the challenging Faction's morale?
  2. Speak with them.
  3. Their three bodyguards Attack you first. If you defeat them, the Target pulls a laser pistol and Attacks at range (+3 ✖, +1 ♥).
- 4 You recognise them as a significant figure from the controlling Faction. They're well-prepared for your arrival. **Resolve all:**
  1. How would defeating them affect the controlling Faction's authority?
  2. Speak with them.
  3. They climb onto a large assault vehicle or trained monster and Attack you at range with a powerful weapon (+3 ✖, +3 ♥).
- 5 You confront a ghost from your past who you thought was long gone. Gain 1 Motivation if you defeat them. **Resolve all:**
  1. Why do they revel in bringing up your Origin, Scar or Trigger?
  2. Speak with them.
  3. They Attack you with a familiar weapon (+4 ✖, +1 ♥).
- 6 Bathed in light or shrouded in shadow, they wear the robes of the Mystic Order. They appear calm, despite the situation. **Resolve all:**
  1. What is the Order trying to achieve by maintaining a presence here?
  2. Speak with them.
  3. They Attack you in melee with a distinct, glowing weapon (+2 ✖, +3 ♥).

# SHOWDOWNS

Like any good film, your key confrontations should happen somewhere memorable. Your growing reputation on this Planet means your quarry and their associates know you're after them.

You'll have to venture into the wilderness to try and find them.

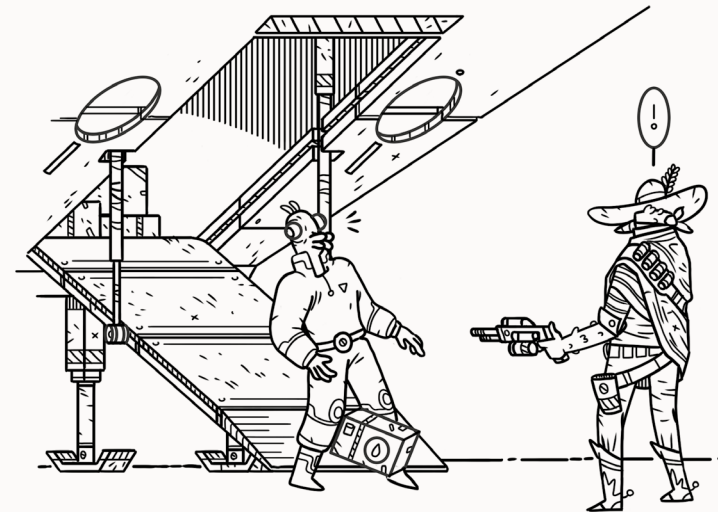
## ROLL FOR A SHOWDOWN

Before you create a Lead or Target, roll once on each of these **site** and **setting** tables to determine where you encounter them.

This cinematic Showdown will inspire your story and provide further jeopardy to tense conversations and desperate combat.

### SITE

- 1 You find them in the ruins of a gigantic, crashed starship, searching for something.
- 2 You meet on a precarious bridge or platform, high above a canyon or river.
- 3 You know they're aboard a speeding freight hovertrain, rapidly approaching you.
- 4 You track them into a densely packed forest, rock formation or junkyard.
- 5 You feel drawn to them in the ruins of a mystic temple, full of whispers and strange symbols.
- 6 You catch up to them at their starship, just as they're preparing to board and leave.



### SETTING

- 1 You're both caught in a heavy rain, wind or sandstorm, obscuring your vision.
- 2 The temperature is rapidly becoming dangerously high or freezing cold.
- 3 It's night-time and you're both lit only by the moon(s) or artificial light sources.
- 4 One of you has enraged a large herd of native beasts, causing a stampede that rushes towards you.
- 5 A large machine awakens, resuming its duties but constantly getting in the way.
- 6 A starfighter battle breaks out in the sky above, bombarding the area with debris and stray laser fire.

# EPILOGUE

Once you've confronted the Target and decided their fate, you're ready to end this chapter of your Nomad's story.

To determine your **Epilogue** and finish the game, multiply your Motivation by 2 and add it to your Favour.

Look up the result on these pages, and answer the final question. This chapter is then complete.

If you choose to play again with the same Nomad, you'll have a new set of starting attributes and some history to build on.

## 3 OR LESS

The Nomad's Guild put word out that you've somehow broken their code. Even if it's not true, you'll struggle to get another job until you make amends or clear your name.

What could have caused this and what will your next move be?

If you continue your story with the same Nomad, start your next game with 0 Notoriety, 0 Favour and 4 Motivation.

## 4 – 6

Your actions have caused harm to the population of this Planet, either directly or inadvertently. You've become a Trigger in someone else's story now.

What is their defining memory of your time here?

If you continue your story with the same Nomad, start your next game with 0 Notoriety, 1 Favour and 3 Motivation.

## 7 – 9

You've infuriated the Faction that the Target was aligned with and they place a substantial bounty on your head.

You're now the Target of an infamous rival Nomad.

Who is this Nomad, and how do you plan to deal with them?

If you continue your story with the same Nomad, start your next game with 1 Notoriety, 1 Favour and 2 Motivation.

## 10 – 13

Your work has greatly pleased the Faction that hired you. They ask to meet with you again, offering a retainer contract and a much larger assignment to take out their new Target.

Why were they especially pleased with your work?

If you continue your story with the same Nomad, start your next game with 1 Notoriety, 2 Favour and 1 Motivation.

## 14 OR MORE

Word of your deeds has spread throughout this sector of the galaxy. Your name strikes fear in your future quarries—but it will be much harder to carry out your work discreetly.

Which famous figure gets in contact now  
your reputation has grown?

If you continue your story with the same Nomad, start your next game with 2 Notoriety, 1 Favour and 1 Motivation.





### THANKS FOR PLAYING NOTORIOUS!

I'd love to hear about your stories. You can leave feedback and find my other games here:

<https://alwayscheckers.itch.io/>

If you're a fan of solo RPGs, Jack has you covered. Check out his games here:

<https://mouseholepress.itch.io/>

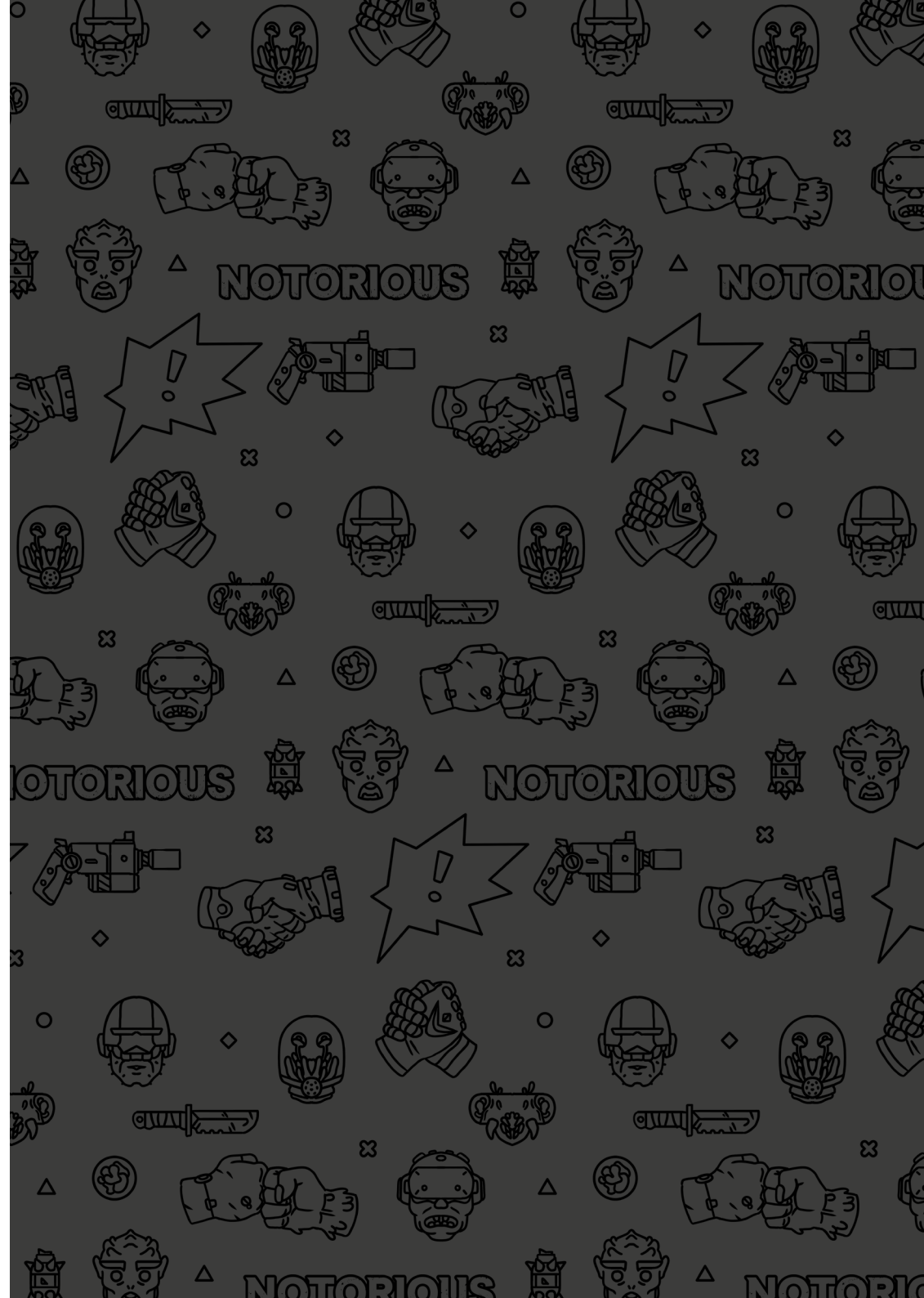
More of Torben's amazing artwork is available to view here:

<https://torbenboekemeyer.me/>

Finally, Will's range of awesome games are also available here:

<https://goodluckpress.co/>

*Special thanks to all of the Kickstarter backers who helped bring **NOTORIOUS** to life.*



# NOTORIOUS

**Notorious** is a sci-fi tabletop roleplaying game for one player. It can be played as short one-shot adventures or as a series of anthology stories.

Play to tell stories of the Nomads; notorious bounty hunters who strike fear among the scum and villainy of the universe and follow a dubious code of honour.

In the midst of an intergalactic war, you've been given a lucrative contract by one of six factions. The job is simple: bring the target back, dead or alive—no disintegrations.

Search for leads on planets affected by the ongoing war and make helpful allies or bitter enemies. Piece together the truth about who your target is and what motivates them while confronting your own murky past.

*Average play time: 1-2 hours*

