

A Starter Set is a complete, playable game built on the engine. It picks a genre, settles the choices the core rules deliberately leave open, and ships with everything a table needs for a first session.

This is where the engine's vocabulary lives: Skills lists, Origins, Archetypes, Abilities, and gear, all specific to one setting.

Three Starter Sets ship with 1.0, one on each Ruleset, and each one now has a written adventure to go with it — a single session for four players that puts its Ruleset through the thing that Ruleset is actually for.

The Beta 2026-2 starter sets are still readable, but they run on 2026-2's terms and formulas rather than 1.0's. Play them as they are, or port them forward using the conversion reference.

The Sets

The Adventures

One for each set, and none of them is a sampler. Each runs in about four hours for a crew of four, and each is built around the pressure its own Ruleset applies.