

IN A WICKED AGE

Battlestar Galactica

Aboard the Daedalus

...a transport freighter separated from the colonial fleet during an emergency FTL jump during the first few weeks after the breaknig of the armistice and the Cylon attack on the twelve colonies.

Setup

This Oracle for Vincent Baker's In a Wicked Age assumes that at least some of the players have seen the new reimagined Battlestar Galactica TV show and can fill in any players who are unfamiliar.

For this version of In a Wicked Age you will create 2 decks of cards from a standard deck:

1. Separate out the diamonds into one deck...the Cylon Deck.
2. The other 3 suites make up the Oracle Deck.

To set up each chapter, four cards are chosen from the Oracle Deck as normal, from which Elements, Characters, NPCs and Strengths are created.

Determine ahead of time which chapter a Cylon Sleeper will get triggered in. A Cylon sleeper is a Cylon agent that looks and acts human but also their own Cylon agenda. A sleeper could know they are a Cylon all along, or they could remember suddenly...and traumatically. During the 'Cylong Chapter' deal out one card from the Cylon Deck face up. (This is in addition to the 4 Oracle cads.) This will determine the Cylon Agenda, which is what is In the Best Interest of the Cylon character when he or she becomes triggered. All players will see the Cylon Agenda just as they would any of the Best Interests for the chapter.

Each Cylon Agenda has two parts or goals. These goals are in *addition* to the best interests already established for that character.

Next take a number of cards from the Cylon Deck equal to the number of players minus one. Add in a Joker. Shuffle these cards and deal out one to each player face down. Players may look at their own card. The player who was dealt the Joker is the Cylon sleeper.

During the Cylon Chapter play one conflict as normal. Then the Cylon player reveals himself to the other players and frames a scene related to the first part of the Cylon Agenda. The other players may agree on a concession to that scene which is then played out. A concession is some element in that scene that would bring other players in conflict with the Cylon before their goal is complete.

Play then continues as normal until the end of that chapter.

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Oracle

Clubs

- A** A daring young pilot, eager to prove herself and taking on all comers.
- 2** A woman suddenly bereft of love and family, seeking revenge.
- 3** The boasting chief of a team of deck hands.
- 4** A squad of veteran soldiers with no leader.
- 5** A professional gunman, hired for his reputation, now the head of security.
- 6** A drunk refugee, witness to a crime not completely remembered.
- 7** A shy local youth, tagging along where no innocent should be.
- 8** A discharged soldier, with no friends, just trying to get by.
- 9** The rightful commander of the ship, hitting rock bottom.
- 10** The eyes of a coma patient, snapping open.
- J** A government official who once had great power in a city now reduced to dust.
- Q** A young woman with a hidden package given to her by her dead lover.
- K** The colonial officer facing off with a pardoned smuggler...and the woman in-between them.

Hearts

- A** A piece of machinery made by metal hands.
- 2** A nearby beacon sending an unrecognized signal.
- 3** An encrypted signal coming from somewhere on the ship.
- 4** The commander of the ship, found face down in a pool of blood.
- 5** Unfamiliar silence when the engines stall out.
- 6** A derelict Cylon Raider floating through space.
- 7** The arrival at an empty storage bay by three strangers. Each with an invitation.
- 8** A hidden pistol with 3 bullets left.
- 9** The arming mechanism for a bomb expertly made from makeshift parts.
- 10** A simple insult, casually inflicted, striking very deep.
- J** The aftermath of a terrible and devastating ambush.
- Q** A siren signaling the countdown for an airlock to cycle.
- K** The bridge of the Daedalus with nobody at the helm.

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Oracle

Spades

- A** The inexperienced guard standing in front of a makeshift brig.
- 2** An escaped prisoner hiding among the refugees.
- 3** The last bottle of wine and the woman drinking it without joy.
- 4** A political activist whose cause is now meaning less.
- 5** A pacifist, sweating, with gun in hand.
- 6** A scientist on the verge of a breakthrough.
- 7** A medic who just lost another patient.
- 8** A set of dog tags left behind in a brawl between Colonial soldiers and civilian workers.
- 9** The son of an important man, conspiring behind his back.
- 10** A priest of Kobol, gaining followers who are looking for hope and new home.
- J** A navigator, unsure if he entered the correct coordinates during the last FTL jump.
- Q** A maintenance crew rushing to patch a hull breach.
- K** A small group of activists who don't think finding the Colonial fleet is a good idea.

Diamonds (Cylon Agenda)

- A** Feed false coordinates into the FTL drive, then provoke a jump.
- 2** Gain access to the comms station, then send a message to a nearby Raider.
- 3** Sabotage the fuel supply, then point out a nearby source.
- 4** Assassinate a religious leader, then frame the military.
- 5** Steal a rare religious book and read it, then die.
- 6** Introduce an experimental drug into the water supply, then provide the antidote.
- 7** Contaminate the food supply, then incite a riot.
- 8** Execute a scientist, then destroy her work.
- 9** Take a child hostage, then steal a shuttle.
- 10** Deliver weapons to a hidden criminal, then turn him in.
- J** Cause a hull breach that isolates the bridge, then take control.
- Q** Observe an intense human emotion, then try to feel it yourself.
- K** Reveal yourself as a cylon, then try to become accepted.

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Chapter

Elements

Characters

NPCs

Cylon Agenda

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Owe List

IN A WICKED AGE

Character

Name

Forms

Player

Covertly
can be Injured

d _____

Description

Directly
can be Exhausted

d _____

for Myself

d _____

Best Interests

for Others
can be Injured

d _____

with Love

d _____

Particular Strengths

with Violence
can be Exhausted

d _____

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Particular Strengths

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IN A WICKED AGE

NPC

Name		Forms	
Description		Action can be Exhausted	d _ d _
Best Interests		Maneuvering can be Injured	d _ d _
Particular Strengths		Self-protection	d _ d _

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NPC

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Description		Action can be Exhausted	d _ d _
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Particular Strength

Name

Significance

- Potent Doubly
- Broad
- Consequential
- Unique
- Far-reaching

Description

Effects

die: d _____

Broad & Consequential Forms:

IN A WICKED AGE

Particular Strength

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- Potent Doubly
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