setup ..... read this first

The Journey
You are on a generation ship, hurtling through space toward your new home. The players should answer the following together:

What was your home like? Why did you leave? What are the rumors regarding your destination?

Individually, answer: *What's the ship's name, and what makes it so special? Describe the ship. What is your favorite room? What room is most dangerous?*

Some examples:

- A High-Tech Utopia, Then It Died
- No Humans! It'll Be Great - For Now
- 250 Years, Give Or Take A Black Hole
- The Aurora Browning, Fastest In The Fleet
- Cylindrical, Planetarium, Engine Core

Pick a **profession**. **Moves** don't require a roll, **Skills** add **advantage** to rolls while **Tools** provide a fictional boon. Finally, choose a **division** available to your chosen **profession**, and embrace its **directive.**

profession ..... what you do

The Fixer
Moves: *Print All The Things & Let's Make A Bomb*
Skills & *Tools*: tech wizardry, sysadmin, *a gadget*

The Zoomie
Moves: *Let's Even The Odds & You Guys Need A Pilot?*
Skills & *Tools*: navigator, speed demon, *a music box*

The Shrink
Moves: *I Know Your Desires & We'll Talk Our Way Out*
Skills & *Tools*: coercion, medicine, *some contraband*

The Boffin
Moves: *I'm Too Important To Die & Wait, I Know This!*
Skills & *Tools*: discerning, xeno-specialist, *an artifact*

The Warden
Moves: *Shoots First & Saved By The Hero Spot*
Skills & *Tools*: the deadly arts, survival, *a hidden gun*

The XO
Moves: *Summon Redshirts & Go Over Their Heads*
Skills & *Tools*: authority, tactics, *a kill switch*

division ..... your directives

Choose a **division** from below and think about how your character will work to fulfill their **directives**. When acting to complete one of your **directives**, you may roll with **advantage.** If you act against one of your directives, roll with **disadvantage.**

Command: Preserve Order & Complete The Mission
Available To: The XO, The Shrink, The Boffin

Personnel: Ensure Happiness & Societal Well-Being
Available To: The Shrink, The XO, The Warden

Engineering: Maintain Ship Reliability & Health
Available To: The Fixer, The Warden, The Zoomie

Biosphere: Ensure Health & Survival Of Population
Available To: The Fixer, The Boffin, The Warden

Security: Provide Defense Against Enemies & Traitors
Available To: The Warden, The XO, The Zoomie

Sciences: Seek Knowledge & Freedom Above All Else
Available To: The Boffin, The Shrink, The Fixer

ROLLING THE DICE

Describe what your character is doing. Roll 2d6 if the outcome is uncertain (dogfighting with an alien ship, exploring a dangerous asteroid, evading pirates, etc).

- Roll +1d6 for advantage of any kind
- Roll -1d6 for disadvantage of any kind
- Never roll more than 3d6 or less than 1d6!
- A 5 or 6 on any die = success

Blunders
If you roll only 1s, something bad happens; the GM says what. If you can later explain to the GM how it was all part of your crazy plan, you may *reverse the* **Time Die** by one step (see below).

Failure leaves a character open to censure, injury, or even death. If you bet big and lose, you're Out Of Action (OoA) until another player can rescue you.

Time Die
Roll 2d6 and take the higher number. This represents the **Time Die**, which is the *duration* of the current **Cycle**. Every time a player rolls a **Blunder**, the **Time Die** loses 1, counting down. Once the die reaches 1, the current **Cycle** has ended, and a new one must begin at the completion of the current scene or scenario.

Name:
Profession/Division:
Character History:

Name:
Profession/Division:
Character History:

Name:
Profession/Division:
Character History:

Name:
Profession/Division:
Character History:

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Based on the minimalde system by Norbert G. Matausch
Image Credit: Arthur Layard, 1500 Miles An Hour (1895)

GAME MASTER (GM)

Play the world and everything in it. When a character tries something difficult, call for a roll. Don't roll if it's easy, & don't roll for the impossible!

After the roll, the fiction always moves forward! Don't allow second attempts unless something in the situation changes. Only call for a roll if it's interesting.

Push hard on **Blunders**; cause collateral damage to their division or their allies, use their **Moves** against them and create infighting between allies!

Failure
On a fail, consider using "fail forward" by granting a partial success, but with a drawback or complication. Trouble is often more interesting than failure!

Starting Scenarios
Consider an *en medias res* encounter to get the ball rolling. Alien ships firing mind-lasers at them, turning the crew into space zombies, or perhaps the ship encountered an unusual entity in space and now things are getting *weird*...

Cycles
At the beginning of each new **Cycle**, players create the descendants of their characters, then select a new **profession** along with a new **division**. There can be no more than 4 **Cycles** in one game. The ship should reach its destination in that time, unless the fiction demands a different outcome.

Useful Descriptions
Planets
artificial world • alien zoo • domed city • floating city • pleasure planet • asteroid • pirate utopia • jungle planet • moon colony • desert planet • cloud cities

The Ship
beat up • pristine • sleek • practical • rickety • alien • fast • tough • long-range • stocked • agile • roomy • sentient • cloaked • enigma • inhabited • top secret

Encounters
population civil war • cosmic rays • asteroid fungus• outside ship repairs• solar storms • closed ecologies • resource depletion • alien space junk • uprising

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