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— PRIMED BY —

cortex[™]
COMMUNITY

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Inspiration and Premise

Inspired by the Saturday Morning Cartoons and animated movies of the 90s like: Fievel Goes West, Swat Kats, and Rescue Rangers, Galacta Rats takes the adventures to a Gonzo James Webb Hexagonal Space Station.

Humanity set out to find a new home some 2 centuries or more ago. The Marie Experimental Generational Ark was the maiden ark launched for this mission. Part of its design included a separate module for further scientific exploration - the MKT. Conceived first as a dynamic kaleidoscopic telescope, engineers realized that the support frame for the proposed telescope was large enough to house small science labs, labs which could conduct experiments away from the many prying eyes of the functional floating mega city of the main ark body. Twenty years into its voyage a disaster struck destroying the umbilical arm which kept the module tethered to the ark.

Full recovery and reattachment was deemed impossible. Half of the scientists and researchers on board refused rescue attempts believing that continuing observations and experiments on board provided the most value to humanity. Over the course of the next year modifications and enhancements were made to ensure the datalink between the MEGA and MKT could continue indefinitely across the vast distances of space as the two drifted further and further apart.

The Founders have all died, most comfortably of old age. Their consciousness and genetic identities live on in the crystalline storage array of MKT. Attempts to expand JEAN-1's print capacity to be capable of human child printing *failed*. Thus wild experimentation lead to founding the Mouse Core. A crew of printed mice tasked with maintaining and preserving the station after the Founders passed on.

This is where you come in. You are a descendant of those original lab mice or reprints of them from the experimental genetic printer JEAN-1.



What You Need to Play

This document, a way to roll dice, a way to track characters and some familiarity with Cortex Prime are needed to play Galacta Rats.

Cortex Prime Rules and Variants

Distinctions, roles, and signature assets are prime sets. **6** and higher Stress only.

Tests and Action Resolution against nefarious Mobs who all feature at least one Vice trait which frames their motivations and behaviors are the core obstacles and resolutions in Galacta Rats.

Character Creation

Assign the values of the provided arrays to the roles and signature assets traits. Make any additional notes you may need to clarify your assets before moving on a defining your distinctions.

Mouse (roles)     

Muscle - skull knocker, blunt force problem solving, heavy lifting barrier remover

Organizer - planning, plotting, leading

Uplifter - friend, companion, supporter

Spy - behind the scenes, sneaking, observer

Engineer - maker and experimenter

Kit (Signature Assets)    or   

Key - an access card, password, physical key, or other to something on the station.

Invention - a repurposed gadget that sets you apart; Spring Powered Chicken Legs; Swiss Cheese Datapad, Specialized Holistic Experimental Rolling Exosuit(S.P.H.E.R.E), Cybernetic Roach Companion

Tool - pistol grip wrencher, literal bolt gun, external robotic arm, plain old screwdriver. satchel of circuit boards

Distinctions   

Your most influential human ancestor - In addition to the Founders a wide variety of other human genetic profiles are inside the memory banks of MKT which houses a backup of the MEGAs original databanks. Have fun choosing a historical figure or use something more simple like a doctor, tech guru, or football star.

- Gain a  when you switch out this distinction's  for a .
- Spend a  to step up a role when you tie it to your inherited genes.
- Take  stress to double your role die when tie in a familiar past experience.

Your approach/attitude - are you careful, brazen, or inquisitive?

- Gain a  when you switch out this distinction's  for a .
- Spend a  to reroll a hitch when your approach or attitude is on display.
- Take  stress to step up your kit die when you show it off.

Your experimental genes - beyond just blending human and mouse genes the Founders also pushed the boundaries further. Do you have another species mixed in? Can you breathe toxic air? What about you is beyond mouse and man?

- Gain a  when you switch out this distinction's  for a .
- Spend a  to double a kit or asset die when your experimental genes line up the assets purpose.
- Hitch on 1s and 2s to step up and double this distinction when you push your experimental limits. Any resulting hitches may be activated for free.

Don't Get Red (Stress)

When something bad happens to you it makes your RED. Choose the most appropriate category to apply stress too. Stress always starts at  and is removed if it steps down from there. Past  you are unable to further affect the scene. You'll need to step away and try to recover before getting back to it.

Roughed Up - Physically hurt, bruised, tired, those types of consequences land here.

Emotional - Big feelings clouding your judgment and impairing your discernment. Angry, Anxious,

Damaged - This is where impacts to your items and assets go

SFX - Good while it lasted. Shutdown a Signature Asset to negate incoming Damaged stress which would step you past d12.

Session Records

Session Records

At the end of each session, the players make a note of the session's name on their character file. This is the PC's personal session record, and over time it provides an account of the group's accomplishments and checkered past. Players can then use the session record to their benefit in play as a callback to do anything they would normally spend a **PP** to do, or they can spend sessions from their record in exchange for making permanent improvements to their character file.

Callbacks

Each player may use their own session record to make callbacks, references to events from other sessions that may be useful towards the current storyline.

To make a callback, have your PC make an in-character reference to a session in their session record while performing a task. When you use a callback, you may gain a benefit immediately for anything that a **PP** could be used for.

You can only make a callback to a specific session once per session. A checkbox next to each session is useful for this purpose. Erase checked boxes when a new session begins and add the last session's name to the record.

Training Up

1 session

- Turn an asset from a session into a signature asset **6**
- Switch out a distinction (or trait statement) for a new one

2 sessions

- Step up an existing signature asset or role

Mobs and Their Vice Traits

Not all Mobs are corrupt or actively destructive, but they do have the capacity and propensity to engage in a particular vice which is represented by their vice traits. A vice's die rating reflects the degree to which the Mob can exploit, act on, or present an obstacle to the PCs with that vice. Starting vice traits should be  or lower.

Mobs in Galacta Rats often have:

Indulgence, SFX: Whenever someone fails an action against a mob, step up one of the mob's vice die. If this would step the trait beyond d12 add a :d6: to the trait instead. Vice die may be spent similarly to doom die. Using the following list:

- Any die: creating a complication, asset, or scene distinction rated at the value of the spent die
- Any die: Interrupting the action order
- Any die: Adding a new extra GMC rated at the value of the spent die
- Any 2 die: Introducing a new minor GMC or major GMC
-  Splitting the group
-   Ending the scene immediately

Vices

Echoing the environmental decline which predicated an abandonment of Earth at the launch of the MEGA, Smog is the driving force of corruption on the station.

Saboteur - destruction which is methodical and deliberate

Mole - burrows and digs, hides, and sneaks

Originalist - wants to return things to their original design purposes

Glutton - Hoards and hogs resources

Sample Mobs

Spritz - Sentient Erlenmeyer Flask sized cloud/weather/elemental creatures. Product of an ion storm meeting a weather control experiment. The Spritz tend to display the least amount of sentience generally. They are particularly resistant to scientific means of corralling them, but respond well enough to more etheric attempts.



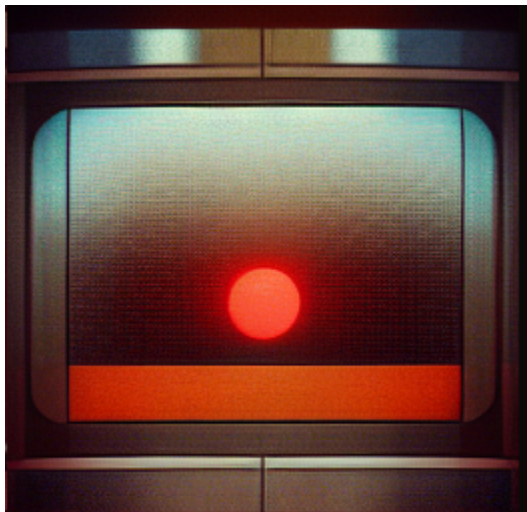
Marin Echo - clone line originally from the Mouse Core, genetically engineered for regeneration but capable of asexual reproduction, all other genetic modifications failed. Play on Marines, Got Robocoped to be an organic repair bot. Now sheds regenerative cells which gather as dust balls before reforming into new clone bodies. A little tribble like if you blast them up to bits which wouldn't really be a problem if they weren't always trying to blast you first. Not the brightest crayons on the station.



Gremlins - space pest who infest the station. It's an open debate about whether or not they landed on the station from some stray ship or tagged along from earth. Regardless they've made themselves a home here.



the Failsafes - robotic and automated redundancies of the station and array always trying to “fix” things by resetting them to factory standard.



Running Galacta Rats

Let's address scale. Lean into or out of the diminutive nature of the PC heroes to your tables preference. Galacta Rats assumes the PCs are capable of wielding and creating tools and parts for the space station. Like the cartoons which inspired them don't linger over long when the physics doesn't line up exactly.

What's Next?

Character Sheet Example and Explanation

Chicky - AT-AT legs

Ball - rolls around and smashes stuff in a robosphere



Hickey - builds doohickeys and has a bad case of the hiccups

The Station

There are 19 Hexagonal sections of the station. Each has a lab station section originally designed for a small team of human sized researchers. It is also the box the mirror array unfolded from. There were never originally any sleeping or rec areas on this array. An emergency decontamination shower or station in some sections, single toilet in all.

1: Mouse Core

Main entrance and umbilical connector. This section was not Current home of JEAN

2: the Garden

Originally the Botany Lab

3: the Playground

Originally a demonstration lab for public education and media relations

4: Hardlight Saloon

Early days holodeck

5: Radio Shack

Transmissions and Sensors research lab

6: Gravometrics

a Gravity lab, only section which has variable gravity. Other sections have standard grav

7: Medical

The original home of JEAN.

8: Crystal Core Library

Home to high density crystalline data storage, this was originally redundant storage for Main Station.

9: the Armory

the Marin E mouse clones have overrun the propulsion lab and it is now referred to as the Armory.

10: the Cafeteria

a total nutrition lifecycle experiment lab.

11: the Recycler

A Solid Material Sciences lab, home to the INEX printer capable of inorganic prints both inside and external to the station.

12: the Elephant Graveyard

Floating “tusk” bounce around this lab and it is often ignored or undiscussed at all. Generally viewed as a taboo topic among all the station's denizens. It is here where some of the original researchers were violently murdered in the chaotic aftermath of the asteroid storm.

13: the Docks

Meant to serve as an on boarding section for large cargo containers and berth dock for cargo that was too large to come through the umbilical. It now serves as a launch point for external repair launches for drone based repairs.

14: the Gym

Destroyed during the asteroid micro swarm that ruined the umbilical

15: the Spirograph

filled with floating holo glyphs and composed of slide puzzle confinement circles on all the walls. It is here that the Gremlins would first be summoned. Unseen by the acolyte researchers they would spread throughout the array for months before a proper detection spell was crafted.

16: Spritzville

A chemistry and micro biome weather lab. A strange space wave awaken some of the experiments here. They call this place home when they aren't squeezing out through ventilation to cause havoc elsewhere.

17: Frost Top

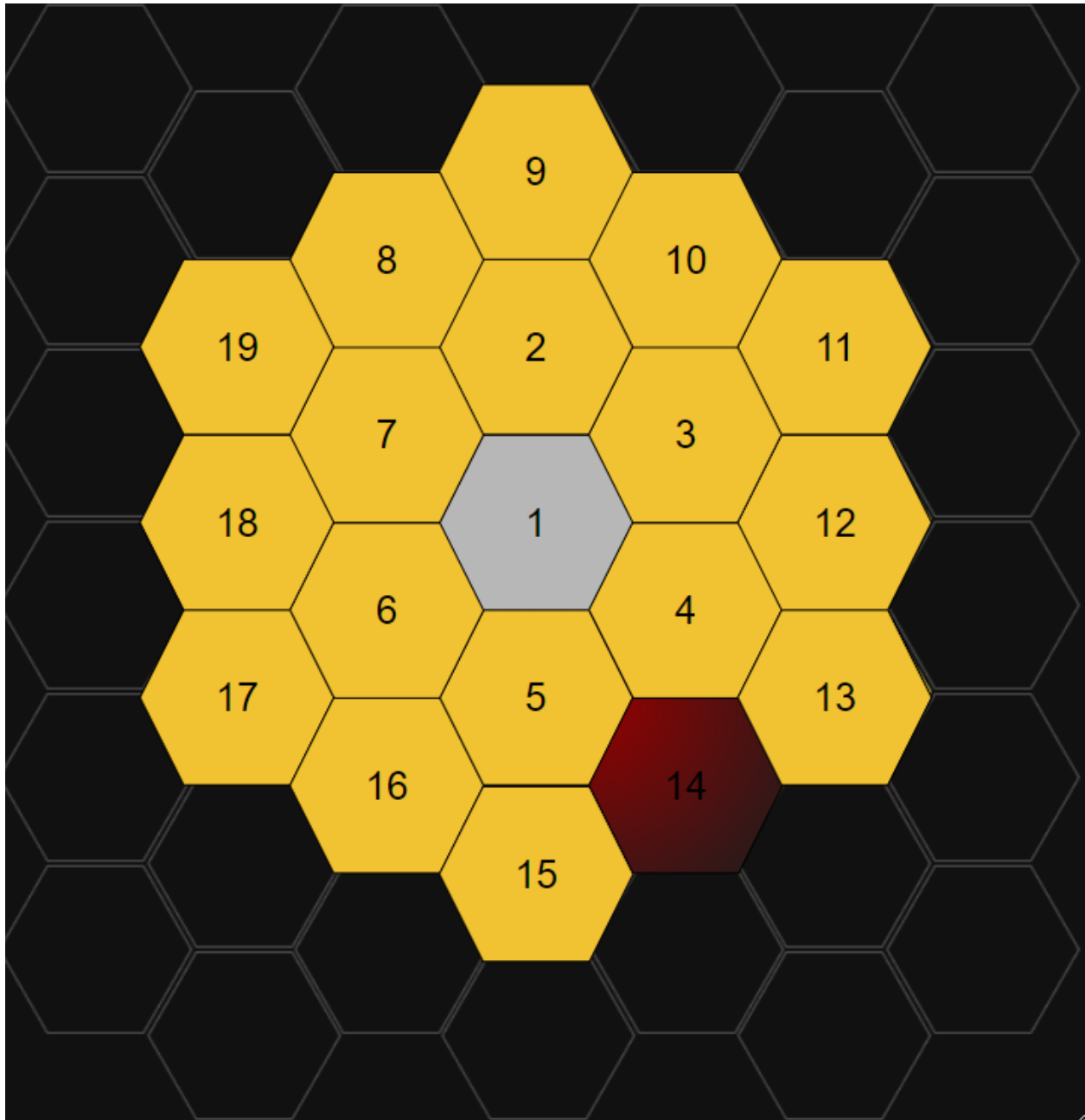
A cryogenics research lab. 3 human sized pods here were left forced open and the entire section is frozen over. Access is through connected ventilation. Main doors

18: Lower Gremville

Originally a robotics lab, this section and its connecting section are considered gremlin turf now. Not much current is known in these sections. Sensor readings and data from here are notoriously unreliable as if the Gremlins can get into the data itself.

19: Upper Gremville

Raw material storage and station spare parts, primarily for the two original printers JEAN



JEAN - 1 Genetic Material Printer from Section A. It prints animals for experimentation. Let's not dwell on it. We're here, we're alive, and we can't change where we came from. Originally provisioned as primarily a mouse printer. It's memory banks consisted mostly of Mouse prints and a smattering of other bits. Notables being, the researchers that were on the Array at impact, some spider monkeys, mantises, and the Nark's. They were part of a grade school Noah's Ark inspired time capsule event or something.