

Plot Playbook for Galactic 2e Draft and Design Doc

Plot Playbook Draft

About this Supplement

This is a supplement to Riley Rethal's [Galactic 2e](#), which guides players through a fast paced, tightly plotted, single session adventure. The game and story will play out over three acts, with each act in a different location. Follow the instructions below as you play the game.

Session Setup

Before creating the characters, do the following:

1. Read the description of the Mandate from its playbook
2. Fill out the Opening Situation Template (see below)
 - a. Define the Threat
 - b. Define the Antagonist
 - c. Define the Flaw
3. Pick why the player characters have been working together:
 - a. They are a spy ring working for the Liberation
 - b. They are officials, seeking help for a planet under Mandate attack
 - c. They are fugitives, fleeing from the Mandate
 - d. They are researchers trying to better understand the Space Between
 - e. Make up your own
4. Create one character each by doing only the following:
 - a. Pick a character sheet
 - b. Choose one relationship
 - c. Ask 1 Left
 - d. Start with one token
 - e. Note: the rest of the character background is optional. You may fill it out during play or glance at it for inspiration
5. Define the location for the first act by:
 - a. Picking a non-Mandate pillar
 - b. Creating a location that embodies both this pillar and the Mandate. Examples:
 - i. Mandate + Liberation: a Mandate attack on a Liberation base
 - ii. Mandate + Scum and Villainy: the illicit markets on the Mandate's homeworld
 - iii. Mandate + Space Between: a Mandate excavation of an ancient Nova city

6. Read the Opening Situation using your answers from Part 2 of the setup to fill in the blanks

Acts and Scenes

The story will play out over three acts, with each act in a key location. Instead of Idle Dreaming, collectively pick a scene from the current act or choose to move on to the next act.

Scenes can be as short or long as you like. Some scenes say STR or VLN after them, indicating that a character needs to make at least one strong or vulnerable move during the scene before you end it.

You may choose to play as many scenes as you like but you must play out the bolded scenes before ending the act.

After each act is an interlude where the characters are traveling through hyperspace and have a chance to reflect and bond.

Act 1 Scenes

Key beats:

- **The characters arrive at the location / reveal what they're up to**
- The characters learn about the threat and the Mandate's plans
- The threat is demonstrated to be personally relevant to the characters
- The characters are involved in a chase VLN
- The characters have a skirmish with the Mandate
- The characters meet the ANTAGONIST
- The characters commit to facing the threat together
- The characters lose their means of travel VLN
- **The characters learn that one of their RELATIONSHIPS has a way to help them face the threat, though that RELATIONSHIP is at another location STR**
- **The players leave this location (and the act ends) STR**

Interlude

The characters

1. Ask 1 Right question from your playbook
2. Create a new location for the second act by combining a different setting pillar with the Mandate, as you did in the set up. This location should be appropriate for where the players meet the RELATIONSHIP and get whatever help they need.

Act 2 Scenes

Key beats:

- **The characters arrive at the location**
- The characters are captured VLN
- The characters are betrayed VLN
- An ally is killed VLN
- The characters gain an unlikely ally
- The characters face an opportunity that would involve compromising their values
- The threat is revealed to be larger than anticipated
- The Mandate demonstrates the danger of their threat
- The characters meet the ANTAGONIST
- **The characters meet up with a RELATIONSHIP**
- **The characters attain what's needed to leverage the flaw and overcome the threat STR**
- **The characters leave this location and the act ends STR**

Interlude

1. Ask 1 Left question from your playbook
2. Create a new location for the third act by combining a different setting pillar with the Mandate, as you did in the set up. This location should be appropriate for the climax where the characters overcome the threat.

Act 3 Scenes

Key beats:

- **The players characters arrive at the location**
- The characters infiltrate a Mandate position STR
- The main plan fails VLN
- A character makes an enormous sacrifice VLN
- Unexpected help arrives
- The characters discover a new way to overcome the threat STR
- The Mandate is on the verge of fulfilling their threat
- **The characters have a showdown with the antagonist STR**
- **The players overcome the threat and the act ends STR**

Epilogue

As a group describe:

1. What is the immediate impact of your actions
2. What do your characters plan to do next

Opening Situation Mad Libs

Instructions

Pick an option from each of the three categories of Threat, Antagonist, and Flaw, then read the opening situation with the blanks filled in by your choices.

Threat:

- Planet destroying super-weapon
- New type of super soldier
- A proposed alliance that would undermine the Liberation
- Powerful bioweapon
- Make up your own

Antagonist:

- Corrupted Nova
- Cruel General
- Callous Inventor
- Traitorous Ex-Liberation Leader
- Make up your own

Flaw:

- A critical weak spot in the designs
- A well placed spy in the Mandate
- A limited window for a successful ambush
- A rare resource critical for the threat to work
- Make up your own

Opening Situation

The galaxy is at war as the upstart Liberation seeks to overthrow the Mandate's cruel regime.

The Mandate is close to completing a new threat which might end the war in their favor:

THREAT

This effort is led by ANTAGONIST a dangerous foe who will do anything to ensure the Mandate's plans succeed.

There is a vulnerability in the Mandate's plans which give the Liberation a chance to undermine this grave threat: FLAW

Now, a small group of heroes is all that stands between the Mandate and galactic domination...

Design Noodling and Meta

Design Goals and Constraints

A supplement to Galactic 2e that guides players through a fast paced, tightly plotted one-shot

Details:

- One or two page in length
- Focused on one-shot play (maybe ~2 hours in length)
- Assumes full player knowledge of Galactic 2e
- Compatible with existing moves system
- Values plot arcs > character arcs

Design References

- [Galactic 2e](#)
- [Balikbayan](#) – reckoning / homecoming track for overarching plot
- [Orbital](#) – tightly structured BoB one-shots
- [Dragonslaying on a Timetable](#) – guide for running tight oneshots in Dungeon World
- [Behind the Magic](#) – foregrounds key plot beats in each act

Major Design Forks / Questions

- Should I limit the main pillar / antagonist to just the Mandate?
- Should I have partly-pre-generated characters / playbook questions?
- Should I have an example Plot filled out for even-faster one-shots?
- What would it look like if the structure here replaces all of Idle Dreaming?

General Design Notes

Setup

How is set-up different than in standard Galactic 2e?

- Define plot arc first, so that players can craft characters that resonate with it
 - Pick one pillar to be the central
 - Fill out only that pillar, in the usual way
 - Define the key threat/ goal that revolves around that pillar
 - Ex: The Mandate's new super weapon must be destroyed
 - Maybe: create an antagonist that embodies the threat / goal
 - Create characters
 - Is there a way to speed this up?
 - Is there a way to tie them more closely to the plot during setup?

- Maybe:
 - Prelude scene with the antagonist plotting?
 - Playbooks and pillars all start with a token
 - **Creation and recital of a Star Wars crawl via MadLibs?**

Play

- Play is divided into three acts
 - Act 1: characters learn about and commit to the goal
 - Act 2: characters gain an advantage in trying to accomplish their goal
 - Act 3: characters succeed at their goal
- In each act:
 - Act Setup
 - A new location will be created from a combination of the main pillar and one secondary pillar that is different each act
 - Maybe: decide on a sub-goal that must be accomplished by the end of the act
 - Act Play
 - Maybe: each act kicks off in the middle of a tense situation
 - E.g. characters are under attack, in a chase, captive, etc
 - Each act will have unique moves that tie to act-appropriate plot beats
 - These moves will directly interact with the token economy
 - Using at least some of these moves is necessary to advance to the next act
 - Each act will have a Progress Track, the completion of which signals the end of the act
 - Act Resolution (maybe? While in hyperspace between locations?)
 - A cut-away to the antagonist at work
 - An interpersonal scene with the characters
 - A moment of character change
 - Maybe done via a series of ask-left moves?
- Epilogue (if different from Act 3 resolution)