
Planet of the Week
Science Fiction Role-playing Game
JANUARY
35¢
MAC I
PLAYER'S GUIDE
by J. Alan Henning
EXPLORE UNCHARTED WORLDS
DISCOVER NEW LIFEFORMS
MAKE FIRST CONTACT
PbtA Dice Pool Design

Planet of the Week

Introduction

You're the away team of the starship *Endeavor Maru*, the only Farfleet ship in this star cluster. You're the initial group to land on each new planet, making first contact with aliens, investigating strange phenomena, and exploring. Can you draw strength from your inner conflict as you explore?

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Galaxy, February 1957

How to Play

Like other tabletop role-playing games, *Planet of the Week* is a conversation between the players, who are divided into two roles. Players explore the universe using their characters as members of a research vessel's away team, while the GM (let's define that as "Game Moderator") serves as their lens, describing the worlds and situations the characters encounter. Choose one person to be the GM; everyone else will take the role of the player characters (PCs) in the game.

Your character has five stats representing their capabilities: Diplomacy (DPL), Medical (MED), Operations (OPS), Science (SCI), and Tactics (TAC). Each stat has a value from 1 to 5, representing the base number of dice you can roll when using that stat.

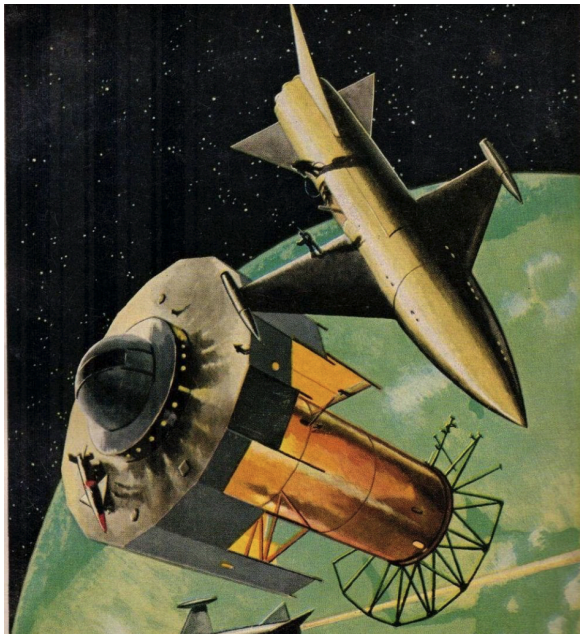
When it's your turn as a player, you narrate what your character feels and does. If your actions trigger a *move*, a predefined set of options, you'll roll dice and follow the move's rules.

For example, the *Technical Solution* move:

> When you **wish to repair or enhance systems or equipment**, the GM will tell you the requirements, the DIFCON [Difficulty Condition, see below], and how long it will take. Roll OPS up to the DIFCON. Choose one per hit (4+):
>
> - Add a new capability
> - Create a lasting fix
> - Don't permanently damage any equipment
> - Keep everything functioning safely
> - Prevent a cascading failure
> - Improve efficiency
> - Conserve energy or critical resources
> - It takes less time than expected.
>
> Unless you picked the last choice, cue a *Jump Cut*.

Most moves have three parts: a trigger beginning with "when" that describes what must happen in the game to activate the move, instructions on which stat to roll, and choices that you select from based on the results of the roll.

Moves are usually, but not always, triggered by things that happen in the game's fiction: what you or the GM narrate. If you want to use a move, best to describe what your PC does to trigger it, but you can name a move and work with the GM on what that means for your PC.



Galaxy, November 1952

For a typical move, you roll 1 to 5 dice, up to the value of your stat used by that move, plus a single potential bonus die. You can never roll more than five dice, but neither can you roll more dice than your Health (1-5) or the DIFCON level set by the GM (Difficulty Condition, from 1, critical, to 5, easy).

If you roll at least one 4, 5 or 6 (labeled "4+" as a shorthand), you can choose from the options provided by the move. Each 4+ that you roll earns you a choice, although you can't take the same choice more than once. If you have any applicable skills, you can turn one die from a roll of 1, 2 or 3 to a roll of 4.

You start each episode with three bonus dice, explained in more detail below. For instance, if you can narrate how you assist another PC make a move, you can give them your Teamwork die. On your own moves, you can put in Extra Effort (taking 1 Stress and reducing your Health) or tap into the Inner Strength your inner conflict gives you.

Health

Your health ranges from 1 (near death) to 5 (full health), representing both physical condition, mental health, and overall effectiveness. You start each episode at 5 Health. During challenges, you may suffer Harm that reduces your health by 1 per Harm taken. When your Health drops below 1, use the move *Famous Last Words*.

Your current health limits how many dice you can roll. For example, if you could roll three dice for a stat but you are at 2 Health, you can only roll 2.



Galaxy, April 1951

Play Example

Deep in a cave, the away team has discovered alien equipment of unknown purpose.

Kaylee's player: "I'll see if there is some way that I can adapt my scanner to interface with their system."

GM: "Sounds like you're attempting a *Technical Solution*. How are you doing that?"

Kaylee: "I'll use my engineering kit to adapt the scanner to connect to their systems. And, River, could you help?"

River: "Sure, I'll hold the engineering kit for you and give you tools as you need them: that's my Teamwork die."

Kaylee has OPS 3, so they roll 3 dice plus 1 bonus die (the Teamwork die). The result is 2, 3, 5, 6. Being at full Health (5), they can roll up to 5 dice on moves right now. With two results that are 4 or greater, they get two choices from the *Technical Solution* options.

Kaylee: "I'm using my Computer Programming skill to update the code on my scanner to better work with this equipment."

GM: "OK, that gives you three hits altogether."

Kaylee: "I'll take 'Don't permanently damage any equipment,' 'Keep everything functioning safely,' and 'It takes less time than expected.' I carefully establish a connection."

GM: "You quickly patch into their system without triggering any safeguards. It seems to be a surveillance system of some type…"

Turn Structure

While *Planet of the Week* doesn't have a strict turn structure, the conversation follows a basic pattern:

1. The GM describes the situation and asks "What do you do?"
2. The players respond, describing their characters' actions. Conversation between players and the GM may go on for a long time without triggering a move.
3. Once a PC's action triggers a move, resolve it.
4. Return to step 1.

Player Principles

As a player, *Planet of the Week* works best if you…

- ❖ **Embody your character**:
  - ➢ Embrace the fiction
  - ➢ Show us what's important to you
  - ➢ Have goals and pursue them.
- ❖ **Collaborate with the group:**
  - ➢ Connect with the other PCs
  - ➢ Build on what others have said
  - ➢ Give others a chance to shine
  - ➢ Participate in the conversation.
- ❖ **Play to find out**:
  - ➢ Be bold, take risks
  - ➢ Embrace difficulty, setback, and failure
  - ➢ Participate in worldbuilding.

Differences from Star Trek

Planet of the Week is almost at the tech level of *Enterprise,* without its throwback politics. Your PCs should embody the affirming cast of *Discovery*. Other touchstones are *Farscape*, *Stargate SG-1/Atlantis*, *Doctor Who,* and *Firefly*. Your PC may or may not come from a post-scarcity society like that of *The Next Generation*.

Away Team Focus

- The game focuses on away missions
- Players rarely control ship combat or bridge scenes
- The shuttlepod serves as your mobile base of operations, unlike *Star Trek*'s heavy reliance on transporters (no transporters here!)
- You're a science team of peers: specialists without military rank or hierarchy
- You have a high degree of autonomy, and Farfleet in these early days has no equivalent of the Prime Directive.

Equipment Limitations

- Choose equipment when you disembark from the shuttlepod
- Equipment is often limited to what you can physically carry (holstered, handheld, backpack, or crate items)
- Arms include a laser (deadly), a stungun, or stun grenades—no all-in-one phaser
- Handheld communicators call one another, not the ship (which requires the shuttlepod or satellite communicator)
- Universal Translator takes time to work
- Grapplers not tractor beams.

Comms Limitations

- Communication reliability varies by mission conditions (COMMS stat)
- No guaranteed contact with the ship
- Signal boosters matter mechanically.



Galaxy, November 1950

Core Mechanic

You have five stats, each with a value of 1 to 5, representing the number of dice you can roll for that stat. The stats are Diplomacy (DPL), Medical (MED), Operations (OPS), Science (SCI), and Tactics (TAC).

For a typical move, you roll 1 to 5 dice, up to the value of your stat used by that move, plus one potential bonus die. You can never roll more than five dice.

You can't roll more dice than your health: 1 (near death) to 5 (full health). You can never roll more dice than the DIFCON level (Difficulty Condition), if any, as set by the GM: 1 (critical) to 5 (easy).

If you roll at least one 4 or higher, you can choose from the options provided by a move. You get a choice for each 4+ that you roll, although you can't take the same choice more than once.

If you have one or more applicable skills, you can turn one die from a roll of 1, 2 or 3 to a roll of 4, or turn one die from a roll of 4 or 5 to a roll of 6 (a few moves provide an added benefit for a 6). Narrate how skill helped you.

If you don't roll a 4 or higher, and don't use a skill, take one XP (experience point). XP lets you learn additional moves, increase stats, or otherwise advance. (Imagine your character learning from this mistake.)

Even when the move grants you something, the GM can make a move against you or the other players as well. Whatever your roll, the GM may respond by reversing the options you didn't pick or may make another action that follows logically and narratively.



Imagination, October 1953

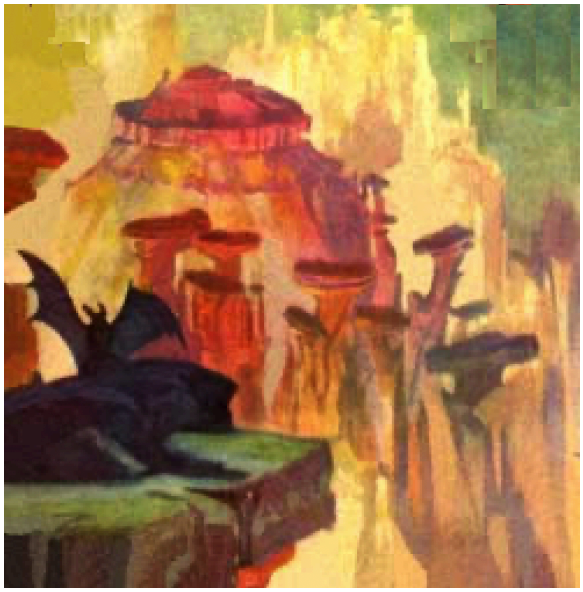
Bonus Dice

You start each episode with three bonus dice. Declare the use of a bonus die before rolling and then describe in the fiction how it applies (e.g., “I’m Investigating and tapping into my inner conflict of Trust vs. Paranoia by methodically reviewing all the logs, looking for anything suspicious or out of place”). The bonus die counts toward your maximum dice on a roll. Used bonus dice are spent for the rest of the episode.

The bonus dice represent extra effort, introspection, or assistance from others:

- ★ **Extra Effort** - Describe how you are pushing yourself to succeed. After your roll, take 1 Stress, reducing your Health by 1 if your Health is 2 or higher.
- ★ **Inner Strength** - Can you tap into the balance of your inner conflict? If so, describe how it helps with the task at hand.
- ★ **Teamwork** - You can spend this once as part of another player’s roll, before they roll. Describe how you are helping them.

A few moves let you reclaim dice or give you other bonus dice (e.g., *Take Cover* gives you a bonus die for *Return Fire*).



The Popular Magazine, August 1930

On Moves

You do not need to know all the moves in the game, just the moves for your character. There’s no expectation for any player to commit these to memory. You describe what your character wants to do, and then the GM might say “hey, there’s a move for that.”

Many of the moves are modular: if you’re not in combat, no need to worry about any of the Combat Moves; if you’re on the ship, no need to worry about any of the Planetside Moves, etc. Don’t know if any move applies? Just use the move *Sometimes You Gotta Roll the Hard 6*. Rarely, the GM may introduce new moves specific to a single adventure.

Stats

Character Stats

Characters have five stats, from 1 to 5, for how many base dice they roll on a move.

Diplomacy (DPL)

Diplomacy is about how well your character can get along with aliens and other NPCs. The basic Diplomacy move is *Negotiation*, with the trigger: "When you attempt to negotiate or influence others…."

Backgrounds that focus on DPL are Cross-cultural, Empath, Farfleet Brat, and the Telepath. Specialists include Counselor, Diplomat, and Translator.

Medical (MED)

MED governs how well your character can assist with others' medical needs. The basic Medical move is Medic: "When you treat someone else's injuries…"

While anyone can use the Medic move, only the specialty Doctor focuses on the MED stat.

Operations (OPS)

OPS is the engineering stat. The basic Operations move is *Technical Solution:* "When you wish to repair or enhance systems or equipment…"

OPS backgrounds include Space Boomer and Terraformer. The specialty is the Engineer.

Science (SCI)

Science is a practical stat in *Planet of the Week*. It helps you with the basic move *Investigation*: "When you analyze a situation, phenomenon, or culture…"

The SCI background is Android. Specialties include Anthropologist, Scientist, and Xenobiologist.

Tactical (TAC)

The tactical stat is about reacting well during moments of danger. TAC is also used for combat moves, including *Hand-to-Hand*, *Return Fire*, and *Take Cover*.

Backgrounds focused on TAC include Cross-cultural, Cyborg, Resistance Fighter, Uplifted, and Veteran. Specialties include Pilot and Security.



Galaxy, July 1951

Other Stats

COMMS - The difficulty of communicating and scanning varies from environment to environment.

DIFCON - The GM specifies the Difficulty Condition on a case-by-case basis, representing the most dice that can be rolled.

LEX - Each alien language has a LEX, starting at 1, representing how much of its lexicon the UT (Universal Translator) has mastered.

Create a Character

1) Select a Background

Pick your background, or roll a d12 (yes, a d12) if you can't decide:

1. **Android** (more SCI moves than for any other stat) - Good at interacting with alien tech and takes upgrades as well as skills.
2. **Bioformer** (your choice of stat) - Excellent management of your Health and takes grafts as well as skills.
3. **Cross-cultural** (DPL/TAC) - Social abilities from your dual human/alien heritages.
4. **Cyborg** (TAC) - Biomechatronic body parts boost your capabilities.
5. **Empath** (DPL) - Senses and influences emotions. Except when you're administering a nerve pinch.
6. **Farfleet Brat** (DPL) - Leverages connections and experience from growing up in the service.
7. **Merchant** (DPL/OPS/TAC) - Master of negotiation, showmanship, and trade.
8. **Resistance Fighter** (TAC) - Guerrilla tactics and inspirational leadership.
9. **Space Boomer** (OPS) - Leverages hard-won wisdom from having grown up in the void.
10. **Telepath** (DPL) - Learns to use telepathy, foresight, and telekinesis.
11. **Terraformer** (OPS) - Improvises with limited resources.
12. **Uplifted** (TAC) - Animal species raised to sapience.
13. **Veteran** (TAC) - Makes sure any fights that happen are over quickly.

Either select the move marked with the 🚀 rocket or review the specific moves for the background you chose and select one move to start with. Check the box next to its name.

2) Select a Specialty

Available classes/specialties include Anthropologist (more SCI moves than for any other stat), Counselor (DPL), Diplomat (DPL), Doctor (MED), Engineer (OPS), Pilot (TAC), Scientist (SCI), Security (TAC), Translator (DPL), and Xenobiologist (SCI). Decide your specialty.

Either pick the move marked with the 🚀 rocket or review the moves for the specialty you chose and select one move to start with. Check the box next to its name.

3) Stat Array

Considering the stats called for by your chosen moves, select a stat array:

Track	DPL	TAC	OPS	SCI	MED
Culture	3	2	1	1	1
Engineering	1	1	3	2	1
Medical	2	1	1	1	3
Science	1	1	1	3	2
Security	1	3	2	1	1

You can swap values for two stats if desired.

4) Select Skills

Where moves are typically menus of choices, skills are a way to take an extra choice from these menus, turning a miss into a hit. See the *Skill Summary* below. Choose 1 skill corresponding to your 3 stat (e.g., if your 3 stat is in Operations, choose an OPS skill). Choose 1 skill that represents your backstory before joining the *Endeavor Maru*. The PC with the highest TAC skill should, as a bonus, take Piloting as their third skill.

5) Choose an Inner Conflict

Your character has two core competing influences, representing their inner conflict or dilemma. For instance, for a Spock-like PC, it's balancing logic vs. emotion.

You'll get a bonus die each session for Inner Strength. If you can relate how you wrestle with your inner conflict when attempting something, you can spend this bonus die to use on your roll.

Select an inner conflict that will drive your character:

- ☐ Ambition vs. Anxiety [Boimler]
- ☐ Ambition vs. Loyalty [Riker]
- ☐ Companionship vs. Duty [Kirk]
- ☐ Competence vs. Authority [Mariner]
- ☐ Diplomacy vs. Action [Picard]
- ☐ Discipline vs. Discovery [Jellico]
- ☐ Expedience vs. Ideals [Janeway]
- ☐ Honor vs. Peacekeeping [Worf]
- ☐ Instinct vs. Civilization
- ☐ Logic vs. Emotion [Spock]
- ☐ Passion vs. Control [B'Elanna]
- ☐ Programming vs. Growth [Data]
- ☐ Technology vs. Humanity [Dr. McCoy]
- ☐ Trust vs. Paranoia [Odo]
- ☐ _____ vs. Human [Spock, et al]
- ☐ _____ vs. _____

6) Your Description

Think about your character's name, pronouns, and appearance. See the Names table below for ideas.

Don't worry about starting equipment. You'll take the equipment you need from the shuttlepod during each mission (see *Outfit* under Episode Moves).



Galaxy, April 1954, Ed Emshwiller

7) Safety Tools

Review the *Safety Tools* section. Discuss a "rating" for game content: "You can refer to standard film ratings for these, or create your own!" Feel free to call for a "rewind" or "pause" not just for topics but to discuss setting details as well or to reconsider an action you character was taking.

Everyone should direct message the GM requests for lines and veils. Review these together, not necessarily identifying who submitted what.



Space Stories, February 1953, Ed Emshwiller

8) Introductions

When everyone's ready, take turns introducing your characters. When someone reveals something, and you want to know more, ask them. When someone asks you a question, answer it from your character's point of view.

A: On your first turn, introduce yourself by your character's name, pronouns, and appearance. Answer any GM questions.

B: On your second turn, describe your background and speciality and how you see yourself contributing to away teams.

C: On your third turn, describe your inner conflict. Read the triggers of the moves you've taken. List the skills you've chosen.

D: This turn, ask your fellow PCs one question from one of the following. If no one feels it applies to them, ask another. When others ask a question, answer as you like. Feel free to say if something doesn't apply to your character.

Personal bonds:

- ☐ Who do I owe a debt that cannot be repaid?
- ☐ Who have I known since Farfleet Academy?
- ☐ Who intends to prove me wrong about "proper" scientific methods?
- ☐ Who secretly watches over me, and why?
- ☐ Who trusts me, even more than themself, in alien environments?
- ☐ Who followed me out here?

Professional relationships:

- ☐ Who recommended me for this voyage?
- ☐ Who have I trained in specialized procedures?
- ☐ Who craves my respect?
- ☐ Who shares my controversial theories about alien civilizations?
- ☐ Who quietly understands my unconventional approach to first contact?

Heavy history:

- ☐ Whose best friend died because of my first contact decisions?
- ☐ Who seeks my forgiveness after a failed mission?
- ☐ Who helped me cover up what happened on Rigel 6?
- ☐ Who stood by me during the inquiry into the incident on Rigel 7?
- ☐ Whose kindness helped me recover after a botched mission?

If you have four or more players in a campaign (rather than one-shot), go around a second time. Ask another question from D., or pass.



Galaxy, October 1954, Mel Hunter

E: This turn, ask your fellow PCs one of the following, based on either your background or from the list for "Any background." Ask another if no one answers. When others ask you, answer as you like.

Any background:

- ☐ Who believes in my theories, despite the evidence against them?
- ☐ Who can I trust to always have my back?
- ☐ Who is my closest confidant?
- ☐ Who is keeping secrets about a previous mission?
- ☐ Who most fears where my research is heading?
- ☐ Who trusts me not one bit with alien artifacts?
- ☐ Who saved my life during a first contact gone wrong?

Android:

- ☐ Who still treats me like I'm completely human, when others see me as artificial?
- ☐ Who witnessed me malfunction in a crisis?
- ☐ Who is secretly afraid of me?

Bioformer:

- ☐ Whose life did I save with a transfusion of my blood?
- ☐ Who envies my bioengineering?
- ☐ Who has overcome their fear of me?

Cross-cultural:

- ☐ Who helped me bridge a dangerous cultural misunderstanding?
- ☐ Who relies on my ability to navigate alien cultures?
- ☐ Who turns to me first when misunderstandings occur?

Cyborg:

- ☐ Who maintains my cybernetic systems?
- ☐ Who defended my rights when others questioned my humanity?
- ☐ Who has seen my systems glitch in ways I'd rather they forget?

Empath:

- ☐ Who helps ground me when others' emotions become overwhelming?
- ☐ Who doesn't trust me to keep secrets?
- ☐ Who accidentally triggered my abilities during their own emotional crisis?

Farfleet Brat:

- ☐ Who else went to Farfleet Academy with me?
- ☐ Who helped me navigate culture shock when I went planetside for the first time?
- ☐ Whose family knows mine?

Merchant:

- ☐ Who made a deal with me that went wrong?
- ☐ Who suspects me of skirting the rules?
- ☐ Who questions whether my profit motive affects my judgment?

Resistance Fighter:

- ☐ Who helps me trust again after years of justified paranoia?
- ☐ Who was there when I lost someone important to the cause?
- ☐ Who wonders whether I can ever leave the war behind?

Space Boomer:

- ☐ Who shares my distrust of planet dwellers?
- ☐ Who turns to me for my contacts when they need the right person for something from among all the crew?
- ☐ Who witnessed me freeze up during my first planetfall?

Telepath:

- ☐ Who trusts me with secrets they wish they hadn't?
- ☐ Who shields their thoughts from me to give me mental peace?
- ☐ Who survived a shared psychic trauma with me?

Terraformer:

- ☐ Who distrusts my technological solutions?
- ☐ Who survived a planetary emergency with me before joining Farfleet?
- ☐ Who respects my practical experience as a complement to their formal training?

Uplifted:

- ☐ Who respects me for who I am?
- ☐ Who has seen me at my most bestial and still treats me with respect?
- ☐ Who questions whether my species' uplift was truly successful?

Veteran:

- ☐ Who still calls me by my old military rank?
- ☐ Who helped me adjust to civilian scientific missions?
- ☐ Who questions my military approach to problems?

If you have four or more players in a campaign, go around a second time: ask another question from E., or pass.

Names

Choose any name you want, whether from these tables or at random (d100).

	First Names		Last Names	
1	Aeryn	Adam	Agyeman	Mal Doran
2	Aiden	Alan	Alazraqui	Mariner
3	Alison	Alexander	Anderson	Martin
4	Amanda	Anthony	Archer	Mayweather
5	Amy	Ash	Asha	McCoy
6	B'Elanna	Ben	Auberjonois	McFadden
7	Beckett	Benjamin	Baccarin	McKay
8	Beverly	Brad	Baldwin	Meaney
9	Bialar	Brandon	Barrett	Mitchell
10	Billie	Brent	Bashir	Mount
11	Carol	Cameron	Beckett	Mulgrew
12	Catherine	Carson	Black	Musiker
13	Celia	Chakotay	Blalock	Navia
14	Chiana	Charles	Boimler	Nemec
15	Christine	Christopher	Book	Nesmith
16	Clara	Cleveland	Brady	Newsome
17	Claudia	Cristobal	Brewster	Nichols
18	D'Vana	Dal	Bridges	Nimoy
19	Dawnn	Daniel	Briones	Noble
20	Deanna	Daryl	Brooks	Noonien-Singh
21	Denise	Data	Browder	O'Brien
22	Donna	DeForest	Burnham	O'Neill
23	Ella	Derrial	Burton	Olusanmokun
24	Erica	Drednok	Bush	Organa
25	Ezri	Elizabeth	Capaldi	Ortegas
26	Freema	Elnor	Carter	Oswald
27	Gates	Enrico	Chapel	Paris
28	Gigi	Fred	Chekov	Park
29	Gillian	Geordi	Chin-Riley	Peck
30	Gina	George	Chong	Picard
31	Gwen	Gray	Cobb	Pike
32	Hoshi	Guy	Coleman	Pill
33	Inara	Hank	Connor	Piper
34	Isa	Harry	Crais	Pog
35	Jadzia	Hemmer	Crichton	Pond
36	Jenna	Hikaru	Crosby	Potts
37	Jennifer	Hoban	Crusher	Purnell
38	Jeri	Hugh	Culber	Pygram
39	Jess	Jack	D'Argo	Pyle
40	Jewel	Jake	Dane	Quinn
41	Jodie	James	Darvill	R'el
42	Jolene	Janet	Davis	Ransom
43	Karen	Jankom	Dawson	Reed
44	Kate	Jason	Dax	Reynolds
45	Kathryn	Jayne	de Boer	Riker
46	Kaylee	Jean-Luc	DeMarco	Rios
47	Kes	John	Dex	Ripley
48	Kira	Jonas	Diviner	Romijn
49	La'an	Jonathan	Doctor	Rothery
50	Laliari	Joolushko	Doohan	Rutherford
51	Lani	Joseph	Dorn	Ryan
52	Laris	Julian	Eccleston	Sato
53	Linda	Justin	Edgley	Scott
54	Majel	Ka	Emmagan	Serra
55	Mandip	Leonard	Farrell	Shanks
56	Marina	LeVar	Fillion	Shatner
57	Martha	Malcolm	Fleegman	Sheppard
58	Mary	Mathesar	Ford	Shimerman
59	Melissa	Michael	Fraiser	Siddig
60	Michael	Miles	Frakes	Simcoe
61	Michelle	Montgomery	Francks	Sirtis
62	Millie	Murf	Freeman	Sisko
63	Missi	Narek	Frye	Spiner
64	Morena	Nathan	Gatwa	Spock
65	Nana	Neelix	Gibson	Staite
66	Nichelle	Odo	Gill	Stamets
67	Nicole	Patrick	Gillan	Stewart
68	Noël	Paul	Glass	Sulu
69	Nyota	Pavel	Glau	Sun
70	Orla	Phlox	Goddard	Sunday
71	Pa'u	Quark	Gooding	Takei
72	Pearl	Richard	Hammond	Tal
73	Rachel	Robin	Hardy	Tam
74	Raffi	Rodney	Hey	Tapping
75	Rainbow	Ron	Horak	Tate
76	Rebecca	Ronon	Hovalis	Tendi
77	River	Rory	Hurd	Tennant
78	Rok-Tahk	Rygel	Jackson	Tilly
79	Rose	Sam	Janeway	Torres
80	Roxann	Sarris	Jones	Troi
81	Ruby	Saru	Jorden	Tucker
82	Rylee	Scorpius	Judge	Tudyk
83	Samantha	Sean	Jurati	Tupu
84	Seven	Shaxs	Keller	Tyler
85	Sigourney	Simon	Kelley	Uhura
86	Soji	Stark	Khan	Vasquez
87	Sonequa	Teal'c	Kim	Vigman
88	Summer	Tim	Kirk	Visitor
89	Sylvia	Tom	Koenig	Washburne
90	T'Ana	Tommy	Kwan	Weaver
91	T'Pol	Tony	La Forge	Webber
92	Tasha	Travis	Landry	Weir
93	Tawny	Tuvok	Lewis	Wells
94	Terry	Walter	Lien	Wheaton
95	Teyla	Wayne	Lofton	Whittaker
96	Una	Wesley	Luttrell	Williams
97	Vala	Wil	M'Benga	Wiseman
98	Virginia	William	MacIntosh	Woolsey
99	Yasmin	Worf	Mackie	Yar
100	Zoe	Zero	Maher	Zhaan

Skills

Diplomatic

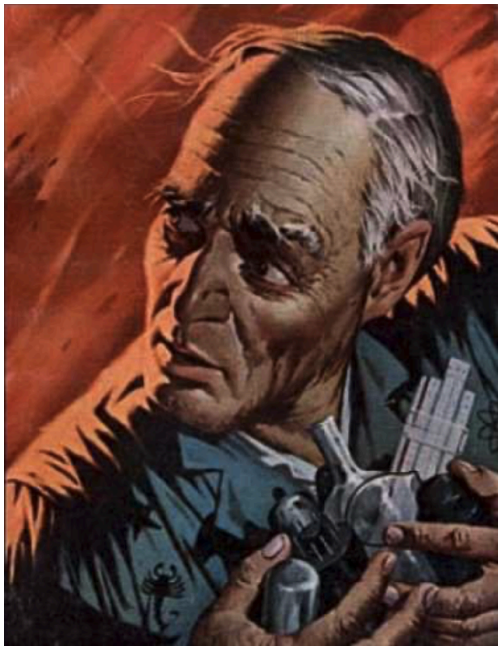
Cultural Anthropology: The cultural practices, customs, and beliefs of alien factions.
Negotiation Tactics: The techniques of persuasion, accommodation, and intimidation.
First Contact Protocols: Procedures for communicating with a newly encountered intelligent species.
Xenolinguistics: How alien languages and communications protocols are structured.

Medical

Emergency Medicine: The treatment of injuries from crashes, accidents, and disasters.
Field Medicine: The treatment of the battlefield injuries of wounded combatants.
Medical Technology: The operation, repair, and customization of medical devices.
Xenophysiology: Understand alien anatomy, physiological processes, and how to treat aliens medically.

Operations

Applied Engineering: Improvise, extend, and create new technical solutions.
Computer Programming: Develop new subroutines and hack existing code.
Maintenance Overhaul: Troubleshoot, service, and repair technology.
Systems Integration: Interface with alien systems; link together different hardware and software.



Astounding Science Fiction, December 1953

Science

Planetary Science: Interdisciplinary understanding of planetary formation, composition, and dynamics.
Quantum Physics: Calculation of the properties and behaviors of subatomic physical systems.
Subspace Theory: Understanding of the subspace dimension, its particles, and its anomalies.
Xenobiology: Study alien life forms, analyze creature's biological systems, and understand ecosystems.

Tactical

Close Combat: Techniques for hand-to-hand and close-quarters combat.
Piloting: Fly, operate, and land shuttlepods and other spacecraft under extreme conditions.
Search & Rescue: Search for and provision of aid to those in danger or distress.
Weapons Systems: Operate, maintain, and repair personal and ship-based armaments.

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Basic Moves

Sometimes You Gotta Roll the Hard 6

When as a group you **can't agree which move applies**, but agree that success is possible but not certain, brainstorm what aspects could go right. Roll a die. On a 4+, choose one aspect; choose an extra if you get a 6.

Investigation (SCI)

When you **analyze a situation, phenomenon, or culture**, roll SCI. Choose one per hit (4+):

- Spot a potential danger
- Discover an opportunity
- Identify a hidden connection
- Identify a recurring pattern
- Realize a potential solution
- Find an unexpected application
- Quickly complete your investigation.

If you didn't do it quickly, cue a *Jump Cut*.

Negotiation (DPL)

When you **attempt to negotiate or influence others**, roll DPL. Choose one per hit (4+):

- They reveal their true motivation or what they're hiding
- You determine what, if anything, you would really have to do for them
- You avoid cultural offense
- You don't arouse suspicion
- You don't let any secret slip
- They don't hear a threat.

Translation Matrix

When you **roll another move while using the UT**, you can't roll more dice than this alien language's LEX (which starts at 1). Whether a move succeeds or fails, add 1 to LEX for next time to represent the UT learning more of the language. You may spend one hit to instead increase LEX by 1 again. LEX can't exceed 5.



Galaxy, July 1957

Translation (DPL)

When you're using the Universal Translator before the UT has mastered the language of this group, roll DPL up to the current LEX. Choose one per hit (4+):

- They understand what you're saying
- You understand what they're saying
- You avoid cultural offense
- They don't hear a threat
- It takes less time than expected.

Unless you picked the last choice, cue a Jump Cut.

No matter the roll, increase the UT's understanding of this language (+1 LEX). Once LEX reaches 5, the UT has mastered this language.

Medic (MED)

When you **treat someone else's injuries**, roll MED. Choose one per hit (4+):

- Restore 1 level of Health to them
- Give them a transfusion: restore 1 Health to them and reduce by 1 the Health of you or a consenting character
- Diagnose which medicine they need to return to full Health
- Stabilize a critical condition so they don't get worse
- Minimize any side effects
- Don't suffer 1 Stress
- Act quickly.

Unless you picked the last choice, cue a *Jump Cut*.

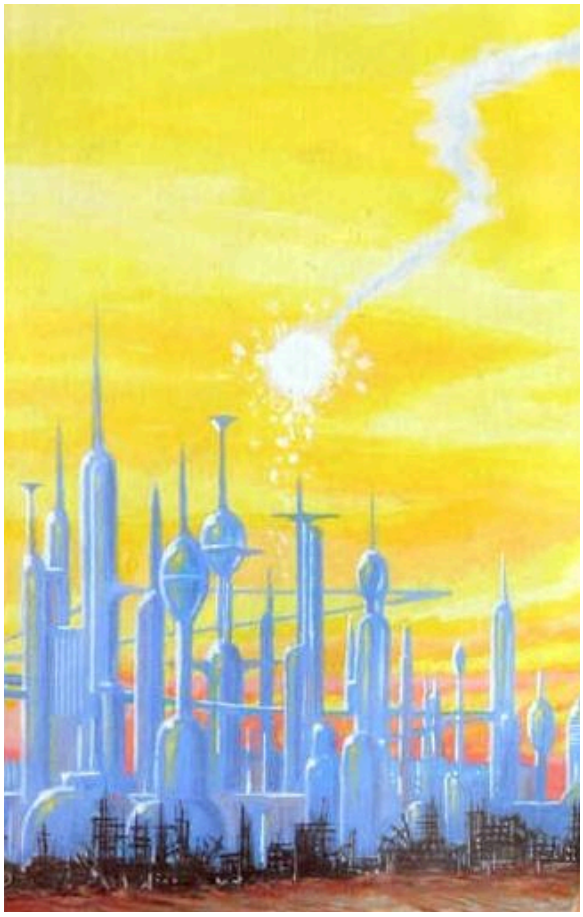
On a miss, there's nothing you can do for them. You need to get them back to the ship for treatment.

Technical Solution (OPS)

When you **wish to repair or enhance systems or equipment**, the GM will tell you the requirements, the DIFCON, and how long it will take. Roll OPS up to the DIFCON. Choose one per hit (4+):

- Add a new capability
- Create a lasting fix
- Don't permanently damage any equipment
- Keep everything functioning safely
- Prevent a cascading failure
- Improve efficiency
- Conserve energy or critical resources
- It takes less time than expected.

Unless you picked the last choice, cue a *Jump Cut*.



Thrilling Wonder Stories, Winter 1955



Planet Stories, July 1952

Struggle as One

When you **face danger as a team**, establish the party's approach, and each player rolls 1 die. Choose one per hit (4+); choose an extra if you rolled a 6:

- Protect yourself
- Shield a crew member from harm
- Create an opportunity for another crew member
- Share your equipment or resources effectively
- Turn individual actions into coordinated effort
- Turn your specialty into an advantage for the team (tell us how).

Make It So

When you **roll a single die and get a 6**, choose as if you rolled two hits.

Communications Moves

Phone Home

When you **consult the starship's crew or computer**, roll COMMS if using the shuttlepod or a satellite communicator otherwise take 1 hit if shipboard. Choose one per hit (4+):

- Provide vital information
- Pinpoint energy readings similar to previous encounter or technology
- Get a detailed life form analysis, including any unusual signatures
- Lock onto target for detailed scan
- Search all records for historical or cultural parallels
- Find out what's different about this area compared to surroundings
- Calculate time until an environmental, planetary, or stellar event.

Long-Range Scan

When you **scan for something elsewhere**, roll COMMS. Choose one per hit (4+):

- Determine the general direction where it can be found, if it all
- Determine the distance it is from you
- Determine how fast it is moving and in which direction
- Determine its power source
- Detect weapons or quantify the number of life signs (if using a security scanner)
- Maintain scans (if using a standard scanner)
- Don't need to *Phone Home* to tie into ship's computers
- Complete the scan without detection.

Short-Range Scan

When you **scan something next to you**, ask the GM one of the following:

- What is its composition or biological makeup?
- What is its current condition?
- What vulnerabilities or weaknesses does it have?
- What is its purpose?
- How does it compare to similar items in the database?

If using an **engineering scanner**, you may ask:

- What would I need to repair or customize this system?
- What components could be repurposed?

If using a **medical scanner**, you may ask:

- What is its medical condition and vital signs?
- What treatment would be most effective?

If using a **tricorder or science station**, you may ask:

- What unusual phenomena are present?
- What hidden features can I detect?

If using a **security scanner**, you may ask:

- Does it pose any immediate threat?
- How can it be countered?

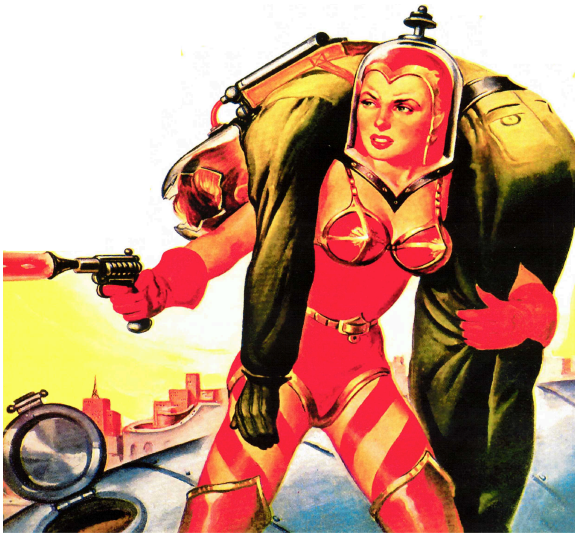
Depending how much time you spend scanning, the GM may cue a *Jump Cut*.

COMMS Stat

The COMMS stat varies by mission conditions and typically starts out at 3. The GM will tell you the COMMS stat.

All players are presumed to start the mission with a holsterable communicator. They can also choose to *Outfit* with a signal booster (crate, +1 COMMS).

Combat Moves



Future Science Fiction, November 1950

Take Cover (TAC)

When you **try to find a safe place in a violent encounter**, roll TAC. Choose one per hit (4+):

- Reach secure position
- Protect mission-critical equipment
- Protect someone from Harm
- Maintain tactical advantage
- Establish firing position: Take a bonus die when you next *Return Fire*.

Return Fire (TAC)

When you **shoot back at an attacker**, roll TAC. Choose one per hit (4+):

- Stun or kill an enemy (depending on your weapon)
- Hold a position or halt an advance
- Make an advance or force your enemy out of cover
- Impress, dismay, or frighten your enemy
- Outdistance them / lose them
- Close for hand-to-hand combat
- Take evasive action and take -1 Harm

If you have used the move *Take Cover*, take -1 Harm.

Han Shot First

When you **shoot to open hostilities,** take one choice from *Return Fire*.

Hand-to-Hand (TAC)

When you **engage an opponent in hand-to-hand combat**, roll TAC. Choose one per hit (4+):

- Take them down without injury
- Disarm them or prevent them from drawing a weapon
- Drive them back or push them where you want
- Create an opening for another
- Protect someone from Harm
- Protect yourself from their counter-attack and take -1 Harm.

Health and Harm

Your Health ranges from 1 (near death) to 5 (full health). You start each episode at 5 (full health).

You can't roll more dice than your Health.

Certain moves let you optionally reduce your Health for specific benefits. You can't choose these if your Health is at 1 (near death).

You may suffer Harm during combat and environmental challenges; you may suffer Stress from exertion and strain. For each Harm or Stress, reduce your Health by 1. If your Health drops below 1, cue *Famous Last Words*.

Suffer Harm

When **the GM inflicts Harm during combat**, reduce your Health as instructed and roll:

- d6 during ranged combat/firefights
- d12 during melee/hand-to-hand combat.

1. It's worse than you thought - take 1 more Harm
2. Blood (or oil, if an android) flows from your forehead, blinding you temporarily
3. An ally is caught in the mess - name them and the GM describes their injury
4. The environment shifts dangerously - the GM describes how
5. You're disarmed - your weapon skids or flies away
6. Essential equipment is destroyed - name what you lose
7. Your opponent pinned you with an incredible move: what was it?
8. You've broken a bone: describe it
9. You're thrown off balance and exposed
10. You're slammed through nearby cover or barrier
11. Your legs are swept out from under you
12. You're hurled bodily through the air.

If a result doesn't apply to the situation, use the next applicable result above it.

If your Health drops below 1, cue *Famous Last Words*.

Famous Last Words

When **your Health drops below 1**, roll a die. On a 4+, you live and your Health is at 1. On a 6, heal an extra Health. On a 3-, you are mortally injured, but choose one before you go:

- "The needs of the many…" - Your sacrifice saves those you care about
- "From hell's heart I stab at thee…" - Take your enemy with you into the dark
- "Today is a good day to die" - Choose the manner of your passing
- "I have been and always shall be your friend" - You have time to repair or strengthen a relationship
- "Time... a luxury you don't have" - You complete one final, crucial task
- "Remember…" - Pass on vital information or a cherished memory
- "A far better thing I do..." - Convert an enemy or teach them something
- "My character isn't important enough for a last name" - but, hey, your death shows that things are getting serious now.

Narrate your final scene.

Planetside Moves

Hard Landing (TAC)

When you **attempt to land a shuttlepod under dangerous conditions**, roll TAC. Choose one per hit (4+):

- Keep the passengers safe
- Protect vital cargo and equipment
- Minimize damage to the shuttlepod (otherwise cue *Shuttlepod Damage*)
- Land without being seen
- Land close to your intended destination.

Outfit

When you **depart from a well-supplied shuttlepod**, choose what you are taking with you. You can take one holsterable item, one handheld, and one backpack-sized item. If another player agrees, your PC may carry a crate with their PC. All players carry a pocketable communicator.

The GM will describe your costume and disguise. You can put on other wearables.

The GM may introduce a redshirt who will accompany your team on this mission. The redshirt takes only a stungun.

Survey the Environment (SCI)

When you **take time to assess your surroundings**, roll SCI. Choose one per hit (4+):

- Identify immediate threats
- Spot useful resources
- Find tactical advantages
- Notice environmental hazards
- Discover something hidden
- Map escape routes.

Environmental Challenge (TAC)

When you face **hazardous planetary conditions, attempt to traverse difficult terrain, or want to avoid detection from indigenous life forms**, roll TAC. Choose one per hit (4+):

- Spot warning signs before danger strikes
- Shield yourself or others from environmental effects
- Locate shelter or defensible position
- Evade the attention of alien life forms
- Preserve vital equipment despite conditions
- Identify a resource that helps you cope
- Find a shortcut / do it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

Compromised Cover (DPL)

When your **alien disguise or Farfleet technology raises suspicions**, roll DPL. Choose one per hit (4+):

- You convince them of a lie
- They're still willing to talk to you
- They aren't afraid of you
- They don't suspect you of being an enemy
- They don't think of you as being part of a conspiracy.

Rules of Acquisition (DPL)

When you **want something but lack local currency**, roll DPL. Choose one per hit (4+):

- You have an item they genuinely need or desire
- You get a better deal than expected
- You learn useful information during the haggling
- You avoid attracting unwanted attention from other potential "customers."

Episode Moves

*An **Episode** is a session of play. A **Mission** to a planet might take several episodes/sessions.*

Previously On

When **your group starts a new Episode**, go through the following list:

- Tell people about any leveling up you took between sessions.
- Briefly go over what happened in the last session, mentioning any highlights.
- Make a wish for what you'd like to see in this session. The GM may wish for one of you to demonstrate their inner conflict.
- If at least a day has passed for the PCs, each PC resets Health to 5. In any event, they start with all 3 bonus dice. The GM may give out one extra Teamwork die to each player if enough others are missing this session.
- The GM will read a Mission Log or set the scene for the beginning of this session and begin play.
- During the first scene of a new mission, possibly ending on a dramatic reveal or danger, the GM will cue the *Opening Credits*.

Opening Credits

When the GM **cues this move**, as part of a montage, each player will in turn name their character and then describe how and what they are doing. Examples:

- Getting ready for the mission
- Going about normal shipboard routine
- Friendly rivalry/confusion with another
- Pursuing a hobby
- Pursuing an NPC romantically
- Wrestling with their inner conflict
- Calling back to an aspect of their backstory.

Interstellar travel damages the ship. Have the player with the highest OPS cue the move *Starship Damage*.

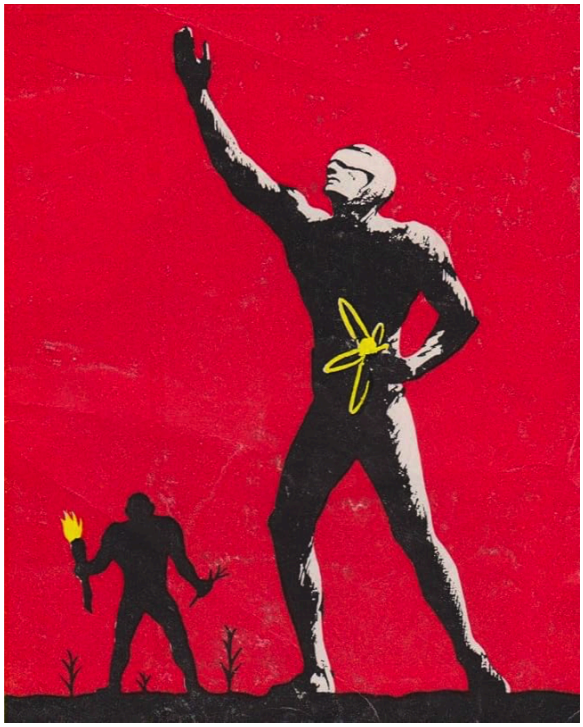
FOR THE GM: If a player's choices seem interesting enough to spark a scene, go for it! If more than one do, interweave them.

Outfit

When you **depart from a well-supplied shuttlepod**, choose what you are taking with you. You can take one holsterable item, one handheld, and one backpack-sized item. If another player agrees, your PC may carry a crate with their PC. All players carry a pocketable communicator.

The GM will describe your costume and disguise. You can put on other wearables. The GM may introduce a redshirt who will accompany your team on this mission. The redshirt takes only a stungun.

[Repeated in this section for convenience.]



Astounding Science Fiction, September 1952

Cameo

When **a player is absent for a session but you want to use a move their character is known for**, spend a Teamwork die and use their move as if they rolled a 6 (typically provides two hits). Any harm that might befall this character applies to your character instead.

Extra

When you want to **use a move from a background or specialty not in play**, ask the GM if an extra is available. If so, the GM will describe that NPC. Spend a Teamwork die and use the move as if you rolled a 6. Any harm that might befall this character applies to your character instead.

Jump Cut

When you **need time to complete a task**, the GM may ask other characters what they are doing in the meantime or have an NPC contribute to a B story. Regardless, the GM will then fast forward and choose one:

- Advance a countdown
- Have others discover the shuttlepod
- Have you attract unwanted attention.

A scanner may alert you to what is happening elsewhere.

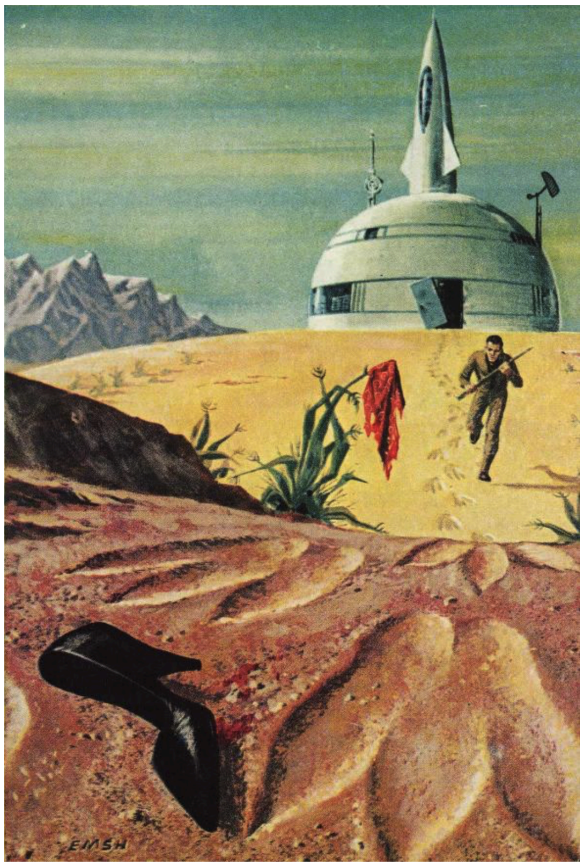
Flashback

When you **propose that you took some previously undeclared action in the past that can affect the current situation**, and the GM agrees, roll OPS. If your highest result is a 6, it's as you specified. On a 4 or 5, it's not quite what you specified; the GM can introduce a complication or a cost. On a miss, things have changed that you're only now learning about.

Commercial Break

When **anyone says "And now a word from our sponsors" or "insert commercial here,"** that's a cue to talk out of character, get refreshments, or take a bio break. Players may want to *Level Up*, if they have sufficient experience.

Resume the story by bringing up a B story established during *Opening Credits*.



Galaxy, August 1961, Ed Emshwiller



Galaxy, November 1951

Closing Credits

When **anyone asks "To be continued?"** that's a cue to wrap things up given the time. Bring a B story to a conclusion or cliffhanger.

When you **reach the end of an Episode**, go through the following list:

- If you wrote up or contributed to detailed episode notes between sessions, mark XP.
- Point out how you demonstrated or struggled with your inner conflict. If you did so, mark XP.
- Describe how your opinion of or relationship with another character has changed. If no one objects, mark XP.
- Which of you is not at full health and has the lowest health? (Ties allowed.) Mark XP.
- Remember to tally your XP from each of your rolls that missed.
- Ask the following questions, answer them as a group, and take an XP for each you answer yes:
    - Did we learn something new and important about ourselves as a team?
    - Was there a big moment that hinged on a crucial roll?
    - Did we complete a mission? (Cue *Next Week On…*)

Wrap up:

- Award a star to someone for a great moment of gameplay.
- Make a wish for what you'd like to see in a future session: more/less of something, an opportunity, handling something differently.

Next Week On…

When you **complete a mission**, decide what type of patrol you want to go on next:

- Diplomatic mission
- Emergency response
- Exploration
- First contact
- Science mission
- Space anomalies, or something else.

Level Up

Whenever you've **banked at least 5 XP**, subtract 5 XP from your balance and choose one:

- Increase one stat by 1 (up to a maximum of 5).
- Take a new skill.
- Take another move based on your Background or Specialty.
- Take a move from any Background or Specialty not in play.
- Work with the GM to develop a custom skill or move.

That's a Wrap!

When you **reach the end of a campaign or one-shot**:

- Award a star to someone for a great moment of gameplay.
- Make a wish for what you'd like to learn about another player's character.

Finally, have each player provide an epilogue for their character. This can take place over whatever time period they wish.

Shipboard Moves

Planet of the Week is designed to have most action take place planetside, with the ship serving not as a primary adventure location but as a support platform (see *Shipboard Details* below). As a reference, though, here are some moves that can be used from the starship, including two moves unique to shipboard situations.

Basic Moves

- *Sometimes You Gotta Roll the Hard 6* - any ambiguous shipboard situation
- *Investigation* (SCI) - using ship's sensors and databases; how many missions start
- *Negotiation* (DPL) - diplomatic communications
- *Technical Solution* (OPS) - ship repairs and modifications

Communications Moves

- *Phone Home* - consult with the crew
- *Long-Range Scan* - scanning from ship's sensor arrays
- *Short-Range Scan* - detailed scans of nearby objects

Background Moves

- *Spacer's Intuition* (Space Boomer) - specifically for investigating from the starship
- *Party Line* (Farfleet Brat) - leveraging personal connections

Specialty Moves

- *All She's Got* (Engineer) - pushing a system beyond normal limits
- *Great Scott!* (Engineer) - repairing shipboard devices
- *Scanner Darkly* (Engineer) - modifying ship's sensor arrays

Episode Moves

- *Previously On* - session opening, typically shipboard
- *Opening Credits* - character montage of shipboard activity

Delta Shift

When **your away team fills in for bridge staff during an overnight shift or an emergency**, each player chooses a bridge station.

When you can't **agree which move applies**, brainstorm what aspects could go right. As called upon, roll your bridge station's stat:

- Command (DPL)
- Navigation (OPS)
- Science (SCI)
- Engineering (OPS)
- Communications (DPL)
- Tactical (TAC).

For each hit (4+), choose one aspect that went right.

Battle Stations (TAC)

When you **engage in ship-to-ship combat**, roll TAC. If you roll two or more natural hits, you can destroy a ship. Otherwise, choose one per hit (4+):

- Target their weapons
- Target their propulsion systems
- Precisely target to avoid accidentally destroying their ship
- Create an opening for negotiation
- Warp away from them
- Divert power to shields to keep your ship from suffering damage.

Shipboard Details

Locations

While most scenes take place planetside, you often start an episode aboard the ship. As part of the *Opening Credits* move, you may want to refer to some of the following:

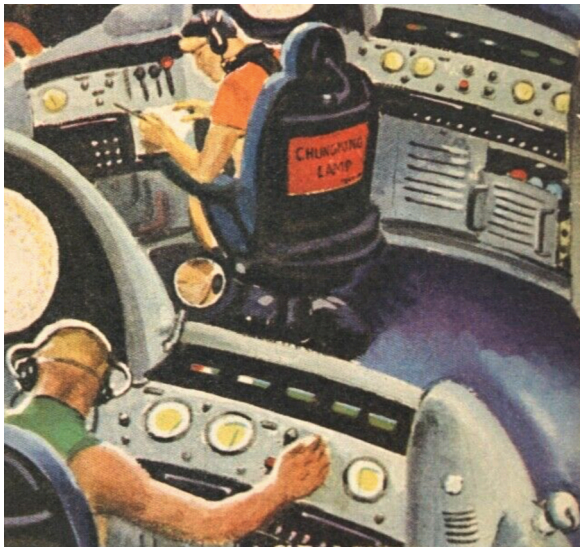
1. Access crawl
2. Airlock
3. Armory
4. Astrometrics lab
5. Auxiliary control room
6. Bar/lounge
7. Bridge
8. Briefing room
9. Brig
10. Cargo bay
11. Catwalk
12. Computer core
13. Crew quarters
14. Decon chamber
15. Engine room
16. Gym
17. Hydroponics
18. Life support control
19. Observation deck
20. Operations center
21. Machine shop
22. Mess hall
23. Ready room
24. Rec room
25. Science lab
26. Shield generator
27. Shuttlepod bay
28. Sickbay
29. Situation room
30. Storeroom
31. Theater
32. VR deck.

No doubt there are locations not specified in this list.

Starship Crew

The following are NPCs:

- **Bridge**
  - Captain
  - Second-in-Command
  - Staff Liaison
  - 3-4 Navigators
  - 1 Safety Officer
  - 1 Bosun
  - 8-12 Deck Crew
- **Engineering**
  - 1 Chief Engineer
  - 4-6 Engineering Officers
  - 8-12 Engine Room Crew
  - 2-3 Electricians
  - 2-3 Technicians
- **Security**
  - Security Chief
  - 20 redshirts
- **Science/Medical**
  - Science Director
  - 4-6 Research Assistants
  - 4-6 Doctors/Nurses



Astounding Science Fiction, August 1946

Repairs

Starship Damage

When **the starship takes damage**, roll a d10 to see what system was affected and what the impact will be. Check the box in pencil to indicate the system. If you roll a system that is already damaged, take no further damage.

d10	Dmg'd	System Affected	Material	Impact
1	☐ O	Comms Array	Neptunium	Away team can't *Phone Home*
2	☐ O	Computer Banks	Unbipentium	No *Investigation* from ship
3	☐ O	Deflector Dish	Technetium	When changing orbits or leaving the system, roll on this table
4	☐ O	Emergency Power	Promethium	Each *Jump Cut*, roll on this table and lose power to that system
5	☐ O	Hull Plating	Rodinium	When the ship would take damage, roll on this table twice
6	☐ O	Impulse Drive	Quantium	Can't travel anywhere else in this planetary system
7	☐ O	Laser Bank	Kyber Crystals	Can't target or destroy enemy ships using *Battle Stations*
8	☐ O	Medical Systems	Curium	Can't restore full Health during Opening Credits
9	☐ O	Sensor Array	Vibranium	No *Long-Range* or *Short-Range Scans* from ship
10	☐ O	Warp Coil	Beryllium	Can't leave the current planetary system

Until the system is repaired, certain moves or actions are limited.

Once the material has been secured, the GM can either have the PCs complete the repairs (using *Technical Solution*), if the repairs are needed for other actions they wish to take, or at the end of a session just have the engineering NPCs make the repair.

To track which systems have lost power when Emergency Power is out, fill in the circle of the corresponding system. Repairing Emergency Power restores power to all systems with outages.

Shuttlepod Damage

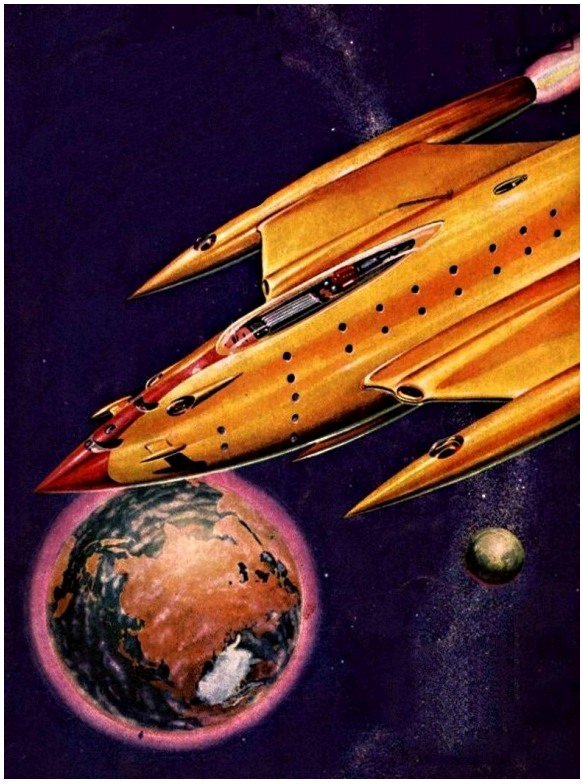
When **a shuttlepod takes damage**, roll a d10 to see what system was affected and what the impact will be. Check the box in pencil to indicate the system. If you roll a system that is already damaged, instead mark the next undamaged system in numerical order, wrapping around to #1 if needed.

d10	Dmg'd	System Affected	DIFCON	Impact
1	☐ O	Cargo Bay Doors	2	Can't *Outfit* with Diplomatic, Science, or Tactical equipment
2	☐ O	Comms Array	2	Can't *Phone Home*
3	☐ O	Computer Banks	4	No *Investigation* from shuttlepod
4	☐ O	Impulse Drive	2	Can't take off
5	☐ O	Laser Bank	3	Can't target or destroy enemy ships using *Evasive Pattern Paris*
6	☐ O	Life Support	3	Will have to wear EV suits on flight back to ship
7	☐ O	Medical Bay	2	Can't *Outfit* with medical equipment/supplies
8	☐ O	Navigation Sensors	3	When returning to the ship, you'll have to make a *Hard Landing*
9	☐ O	Power Cells	1	Each *Jump Cut*, roll on this table and lose power to that system
10	☐ O	Sensor Array	2	No *Long-Range* or *Short-Range Scans* from shuttlepod

Until the system is repaired, certain moves or actions are limited.

To repair a system requires using *Technical Solution*, rolling no more dice than the DIFCON.

To track which systems have lost power when Emergency Power is out, fill in the circle of the corresponding system. Repairing Emergency Power restores power to all systems with outages.



Other Worlds Science Stories
Malcolm Smith, July 1950

Shuttlepod Details

The shuttlepods are the only way to travel between the starship and the surface of planets, moons, and asteroids you'll visit. But EDL (Entry, Descent, and Landing) can be incredibly dangerous. Even the most skilled pilot often needs to make a *Hard Landing*.

Once you've landed, you'll find that shuttlepods are well stocked with the most common equipment you'll need for planetside missions. Use *Outfit* to prepare yourself, coordinating with the rest of the crew.

The shuttlepod cargo bay also holds a range of spare parts for maintenance and repairs. Use *Technical Solution* to get the shuttlepod flying again.

Combat is rare. You'll need a Pilot with *Evasive Pattern Paris* to disable attackers.

Communications

Should you need to *Phone Home*, you can't do that from your communicator. You'll need to either return to the shuttlepod and use the science/communications station or take the satellite communicator with you (see *Equipment*).

Exterior

The starship has 20 shuttlepods, named after the largest cities on Earth and Luna, each with a unique camouflage pattern, designed to obscure the shuttlepod from the sight of aliens. Patterns include arctic, desert, lunar, polar, swamp, tundra, and woodland.

Coastal camo	*Jakarta*
Desert camo	*Cairo*
	Delhi
	Karachi
	Mexico City
Grassland camo	*Buenos Aires*
Jungle camo	*Kinshasa*
	Manila
Lunar camo	*Tycho City*
Mountain camo	*Bogotá*
	Tehran
Polar camo	*Moscow*
Swamp camo	*Dhaka*
	Lagos
	Shanghai
Urban camo	*New York City*
Woodland camo	*Istanbul*
	Paris
	São Paulo
	Tokyo

Compartments

The crew compartment has two seats up front: one for a pilot, and the other configurable for use by a copilot or gunner.

The next row of seats includes a science/communications station and a navigation station, then two rows of two seats each, for a total complement of eight.

For longer stays planetside, the walls fold out into six bunks and the medical bay has two bunks of its own. The shuttlepod also has a narrow galley, a bathroom, and ample storage lockers.

Shuttlepods can't travel FTL and lack the conveniences required for long trips.



Imagination, December 1952

Weapons Systems

The shuttlepod is armed with lasers for ship-to-ship combat and a wide-beam stungun for crowd control.

The hull plating is designed to guard against micrometeorites more than to defend against alien weaponry.

A basic autopilot can be used via communicator when the shuttlepod is empty or the crew is incapacitated.

Equipment

Outfit

When you **depart from a well-supplied shuttlepod**, choose what you are taking with you. You can take one holsterable item, one handheld, and one backpack-sized item. If another player agrees, your PC may carry a crate with their PC. All players carry a pocketable communicator.

The GM will describe your costume and disguise. You can put on other wearables.

The GM may introduce a redshirt who will accompany your team on this mission. The redshirt takes only a stungun.

[Repeated in this section for convenience.]

Equipment Mechanics

Equipment is primarily handled in the fiction. The following are optional mechanics, should players find them useful:

- Equipment with relevant tags can be used to justify using skills
- Damaged equipment loses one tag (besides size) until repaired
- Destroyed equipment loses all tags and must be replaced
- Some moves may require specific equipment tags
- The GM may require specific equipment for certain tasks.



Galaxy, February 1960

Equipment Sizes

- Pocketable
- Holstered
- Handheld
- Backpack
- Wearable (Helmet, Suit, Boots)
- Crate (two people to carry, stored on shuttlepod until needed)
- Ship system (part of shuttlepod, immobile).

Universal Translator

How does the UT work? Think of it as conducting neural scans on humanoids and puzzling out their language centers. When the UT translates, it repeats its translation through bone-conduction headphones hidden behind the ears of every PC and Farfleet NPC.

Equipment List by Track

Standard Issue Equipment

- ★ All-Purpose Scanner (handheld; scans, maintains scans, flashlight)
- ★ Communicator (pocketable; communicates to away team, accesses offline databases)
- ★ Satellite Communicator (handheld; communicates to ship, accesses online databases)
- ★ Universal Translator (handheld; translates studied languages)
- ★ Environmental Suit (suit; limited air supply, flashlight)
- ★ Emergency Rations (backpack; weeks of food)
- ★ Lamp (handheld; illuminates area)

Diplomatic Equipment

- ★ Cultural Database (handheld; references)
- ★ Gift Package (backpack; customizable, formal)
- ★ Privacy Field Generator (backpack; blocks surveillance)
- ★ Spykit (backpack; gadgets)

Medical Equipment

- ★ Advanced Medkit (backpack; treats serious injuries, treats alien physiology)
- ★ Basic Medkit (holsterable; treats minor conditions)
- ★ Bio-containment Field (backpack; quarantine)
- ★ Medical Scanner (handheld; short-range, diagnostic)
- ★ Stasis Pod (crate; life support)

Operations Equipment

- ★ Engineering Kit (backpack; repairs, jury-rigs)
- ★ Engineering Scanner (handheld; scans, technical)
- ★ Mineral Assay Kit (backpack; excavation, prospecting)
- ★ Power Cell Array (backpack; portable power, recharge)
- ★ Shield Generator (crate; portable cover, emergency protection)
- ★ Signal Booster (crate; +1 COMMS)
- ★ Cutting Tools (crate; precise, powerful)
- ★ Weighted Boots (wearable; useful on low-G planets)

Science Equipment

- ★ Tricorder (handheld; scans, scientific analysis, flashlight)
- ★ Sample Collection Kit (backpack; preserves specimens, analyzes composition)
- ★ Portable Lab (crate; analyze, experiment)
- ★ Containment Field (crate; holds specimens, contains phenomena)

Tactical Equipment

- ★ Stungun (holsterable; stun, usually nonlethal)
- ★ Laser Pistol (holsterable; kill, heat)
- ★ Camp Gear (backpack; sleeping bag, one-person tent, heater)
- ★ Security Scanner (handheld; scans, detects weapons, detects life signs)
- ★ Tactical Suit (suit; prevents 1 Harm, allows 1 additional holsterable item, cannot be disguised)
- ★ Tactical Visor (helmet; night vision, targeting assist)
- ★ Stun Grenades (holsterable; 3 grenades, area effect, non-lethal)

Equipment List by Size

Pocketable

★ Communicator (communicates to away team, accesses offline databases)

Holsterable

★ Basic Medkit (treats minor conditions)
★ Laser Pistol (kill, heat)
★ Stungun (stun, usually nonlethal)
★ Stun Grenades (3 grenades, area effect, non-lethal)

Handheld

★ All-Purpose Scanner (scans, maintains scans, flashlight)
★ Cultural Database (references)
★ Engineering Scanner (scans, technical, flashlight)
★ Lamp (illuminates area)
★ Medical Scanner (short-range, diagnostic, flashlight)
★ Satellite Communicator (communicates to ship, accesses online databases)
★ Security Scanner (scans, detects weapons, detects life signs)
★ Tricorder (scans, scientific analysis, flashlight)
★ Universal Translator (translates studied languages)

Backpack

★ Advanced Medkit (treats serious injuries, treats alien physiology)
★ Bio-containment Field (quarantine)
★ Camp Gear (sleeping bags, tent, heater)
★ Emergency Rations (weeks of food)
★ Gift Package (customizable, formal)
★ Engineering Kit (repairs, jury-rigs)
★ Mineral Assay Kit (excavation, prospecting)
★ Power Cell Array (portable power, recharge)
★ Privacy Field Generator (blocks surveillance)
★ Sample Collection Kit (preserves specimens, analyzes composition)
★ Spykit (gadgets)

Crate

★ Containment Field (holds specimens, contains phenomena)
★ Cutting Tools (precise, powerful)
★ Portable Lab (analyze, experiment)
★ Shield Generator (portable cover, emergency protection)
★ Signal Booster (+1 COMMS)
★ Stasis Pod (life support)

Wearable

★ Environmental Suit (suit; limited air supply)
★ Tactical Visor (helmet; night vision, targeting assist)
★ Tactical Suit (suit; prevents 1 Harm, allows 1 additional holsterable item, cannot be disguised)
★ Weighted Boots (wearable; useful on low-G planets)

Safety Tools

Safety tools help ensure that you and your fellow players are always comfortable with the subject matter of the games you run, especially when that subject matter involves potentially troubling tropes or themes. The safety tools presented in this section can be used individually or together to make sure that everyone is comfortable with the material in the game, even as that material evolves during play. You can choose which safety tools work well for you and your group, and discuss their use early in your game. Usually this means discussing safety tools during your campaign's session zero, or at the beginning of a single-session game.

Hard Lines and Off-Screen Content

When you discuss safety tools, describe potentially sensitive topics that might come up in an adventure or campaign. Ensure that you identify which topics players are not comfortable with, so you can omit that material from your game.

The concept of hard lines and off-screen content allows you to set parameters for handling sensitive topics in your game. Once you've had a discussion with your fellow players on those topics, talk about whether individual topics should be a hard line (material that should never come up) and which can be described vaguely and handled off-screen.

Discuss hard lines and off-screen content in an open, nonjudgmental conversation with each other, and capture each player's individual hard lines and off-screen content along with your own.

[Adapted from "Safety Tools" by Michael Shea.]

Script Change

To get started, choose a "rating" for your game content. You can refer to standard film ratings for these, or create your own! Generally, you should know what audience you're playing for – is it going to be G-rated good fun for all ages, or is this more of an adults-only show?...

When you're in a game, sometimes elements change. Script Change helps address when troublesome elements come up in game, or when issues no one expected arise...

At any point during the game, if a player or GM finds that they are uncomfortable with the subject matter or actions happening in the game, they can call for a Script Change....

Just say "rewind," "fast forward," "pause," "frame-by-frame"... It's often best to integrate these phrases into a sentence, like "Could we rewind that statement? My character probably wouldn't actually say that!" or "I have to pause, this is a little intense" or even "It feels like the right place for the scene to end, could we fast forward?"

After calling any tool for use, once things are resolved, just say "resume."

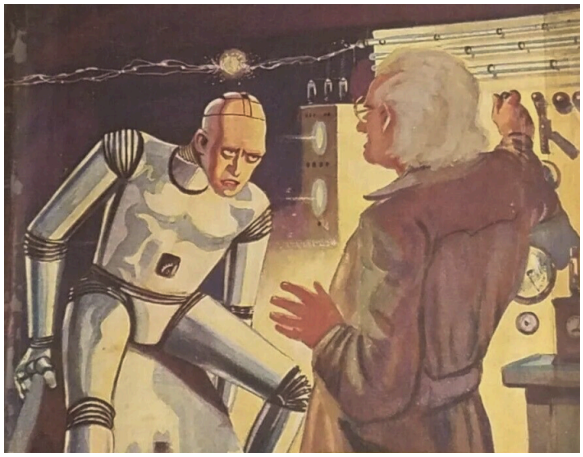
For more, see the Script Change RPG Toolbox.

GM Advice

Planet of the Week GM's Guide
(Warning: If you are a player and someone else is GM, this has spoilers!)

Background Moves

Available backgrounds include: Android, Bioformer, Cross-cultural, Cyborg, Empath, Farfleet Brat, Merchant, Resistance Fighter, Space Boomer, Telepath, Terraformer, Uplifted, and Veteran.



Fantasy Thrilling Science Fiction, 1938

Android

Good at interacting with alien tech and takes upgrades as well as skills.

Design Parameters

When you would **take a skill**, even during character creation, you can take one of the following upgrades instead. Upgrades work like skills: you can use them to turn a miss (1-3) into a hit (4) by describing how your upgrade helps you succeed.

- ☐ Accelerated processor
- ☐ Adaptive servo-mechanics
- ☐ Cultural database
- ☐ Emotion chip
- ☐ Ethical subroutines
- ☐ Nanite repair system
- ☐ Positronic brain
- ☐ Reinforced endoskeleton
- ☐ Voice mimicry
- ☐ Xenolinguistic database.

□Behavioral Subroutines (DPL)

When you **fail to get a natural hit after rolling DPL**, take a bonus die forward.

□Logical Synthesis (SCI)

After you ***Investigate***, if you didn't miss, choose one:

- What pattern or correlation here is not immediately apparent to others?
- Which emotional or cultural factor might be influencing the stated problem?
- How does this situation diverge from historical precedent?
- What apparently irrelevant detail might prove crucial?

The GM may tell you to ask a different one of these questions.

□Positronic (SCI) 🚀

When you **interface with alien technology**, roll SCI. Choose one per hit (4+):

- You learn how to use it
- You identify devices connected to it
- You extract corrupted or partially deleted data
- You understand potential side effects
- You filter out malicious code and defensive routines
- It doesn't take a lot of time.

Unless you picked the last choice, cue a *Jump Cut*.

□Protocol Droid

When **anyone is interacting with aliens**, spend your Teamwork die to change a 1, 2, or 3 to a 4 or to change a 4 or 5 to a 6.

□Backup Plan

After **another PC rolls any move**, if you still have your Teamwork die, you can spend it to let them roll an additional die. Narrate how you were able to help at the last minute.



Galaxy, November 1954

Bioformer

You bioengineered your body to survive on an alien world.

□Adaptive Physiology

After the **first *Jump Cut* on a planet's surface**, you can temporarily take one graft that helps you adapt to local conditions. You'll lose this graft when you next travel between planets.

□Adrenal Override

When you **spend your Extra Effort bonus die**, you don't need to reduce your Health.

□Illyrian Antibodies

When you **give another PC a transfusion of your blood**, they recover all their Health. (See *Medic*.)

□Illyrian Blood

When you **recover even 1 Health and haven't given a transfusion this episode**, instead recover all your Health.

Grafts 🚀

When you **would take a skill**, even during character creation, you can take one of the following grafts instead. Grafts work like skills: you can use them to turn a miss (1-3) into a hit (4) by describing how your biological modification helps you succeed.

Stat related

- ☐ Accelerated synapses (SCI: can think faster in scientific situations)
- ☐ Enhanced adrenal glands (TAC: can do more in tactical situations)
- ☐ Pheromonic transmitters (DPL: can influence others in diplomatic situations)
- ☐ Prehensile tail (OPS: can work faster in operational situations)
- ☐ Sympathetic resonance (MED: a diagnostic intuition helps you in medical situations)

Narrative focused

- ☐ Chambered stomach (can digest almost anything)
- ☐ Chameleonic skin (can mimic most humanoid aliens)
- ☐ Enhanced liver (can process environmental toxins)
- ☐ Extra lungs (can breath in low oxygen atmospheres)
- ☐ Inner eyelids (can see better in low and bright light situations).

□Hypoxic Metabolism

When your **oxygen supply is compromised**, you're able to act without breath for a time. Your next move starts at no higher than DIFCON 3. Reduce the DIFCON for each subsequent roll you make until oxygen is restored. If you fail when rolling on DIFCON 1, cue *Famous Last Words*.



Other Worlds Science Stories, May 1950

Cross-Cultural

Social abilities from your dual human/alien heritages.

□Better Part of Valor (DPL)

When **the away team has drawn unwanted attention or sparked a conflict**, roll DPL. Choose one per hit (4+):

- You mollify a potential belligerent
- Your apology ends the conflict
- You say just the right thing to allow for a graceful withdrawal
- You don't attract unwanted attention
- It doesn't cost you.

□Bridge Worlds (DPL)

When you **mediate between two perspectives**, roll DPL. Choose one per hit (4+):

- What common ground has gone unrecognized?
- What behaviors that seem strange can be explained?
- How can both cultural approaches be combined?
- What subtle cultural nuances or differences are causing friction?
- What misunderstandings are in play?

□Reading the Room (TAC) 🚀

When **you are in a gathering of aliens**, roll TAC. Choose one per hit (4+):

- You identify the key decision makers
- You spot signs of hidden tension
- You understand what they're really feeling
- You determine their intentions
- You know if they are lying or telling the truth.

□Upbringing

After **referencing lessons from your alien background when giving out the Teamwork die**, if any result was a natural 6, you can reclaim your die after the roll.

□Poker Not Chess (TAC)

When you **engage NPCs in a battle of wits or an actual battle**, roll TAC. Choose one per hit (4+):

- Convince an opponent of a bluff that makes them misdirect their resources
- Identify your opponent's "tell" that reveals their true intentions
- Turn an apparent weakness into a tactical advantage
- Make an unexpected move that bypasses your opponent's defenses
- Draw your opponent into revealing information they intended to keep hidden
- Provoke your opponent to react emotionally, rather than in their best interests.



Galaxy, September 1954

Cyborg

Biomechatronic body parts boost your capabilities.

□Integrated Systems (OPS)

When you **interface your cybernetic systems with alien technology**, roll OPS. Choose one per hit (4+):

- Use that technology to detect what others can't
- Control that technology to achieve your aims
- Decrypt data streams in real-time
- See through electronic camouflage or spoofing
- Track signal sources to their origin
- Map the local network architecture
- Filter out malicious code and malware
- Avoid a dangerous feedback loop with networked equipment.

□Overclock (TAC)

After you roll TAC, you can reduce your Health by 1 and change a die to a 6.

□Full Cyborg Mode (TAC)🚀

When you **use your cybernetic systems to overcome a challenge**, roll TAC. Choose one per hit (4+):

- Boost your physical capabilities beyond normal limits and recover 1 Health
- Process data faster than purely organic minds
- Use high powered sensors to detect what others can't
- Reroute power to enhance specific functions
- Filter out environmental hazards
- Keep cybernetic enhancements from conflicting with organic systems
- Avoid power drain or needing to reboot
- Don't suffer 1 Stress.

□Glitch

When you **miss on a roll**, take a bonus die.

□Newly Functional

When you ***Level Up***, you have a new choice: upgrade your systems permanently with the functionality of one piece of handheld equipment you select.

□Uplink (COMMS)

When **rolling COMMS**, roll with a bonus die.

□Walking Encyclopedia (SCI)

When you access your **internal databases to recall specialized knowledge**, roll SCI. On a 4+, the GM will tell you something interesting; on a 6, the GM will tell you something interesting and useful.

On a miss, don't mark XP… yet. The GM will tell you something inaccurate. If you later choose to act on that information, mark XP.



Astounding Science Fiction, May 1948

Empath

Senses and influences emotions. Unless you're administering a nerve pinch.

□Resonance (DPL) 🚀

When you **sense or influence emotions**, roll DPL. Choose one per hit (4+):

- Sense the presence of intelligent life
- Understand complex emotional states
- Detect deception or hidden motives
- Determine needs or goals
- Share emotional strength
- Shield yourself from overwhelming feelings
- Create emotional bonds
- Don't mirror their emotions
- Don't suffer 1 Stress.

□Emotional Echo (DPL)

When you **use the strong emotions of others to your advantage in a crisis**, roll DPL instead of TAC.

□Nerve Pinch (TAC)

When you **attempt to disable a humanoid opponent through pressure points**, if you have surprise, you do so and guide their unconscious body to the floor. Otherwise roll TAC. Choose one per hit (4+):

- Target falls unconscious
- You avoid harm
- You maintain the element of surprise on others.

□ Gem (DPL)

When you **choose to take on another's injuries or ailments through physical contact**, roll DPL. Choose one per hit (4+):

- Restore Health to them, from 1 up to your DPL stat, and reduce your Health a corresponding amount
- Purge a toxin or disease from their system and absorb it into yours
- Take away their pain, allowing them to function normally
- Shield them from environmental effects by suffering them yourself
- Form an empathic bond that allows them to ignore taking Stress for the rest of the episode.

On a miss, take 2 Harm, and the GM may tell you a complication.

□Star-Crossed

When you **reach the end of a session where a relationship with another PC or NPC intensified**, mark an XP if you:

- Acted on their emotions
- Accidentally shared their private thoughts or memories
- Mirrored their physical symptoms or sensations.



Amazing Stories, October 1947

Farfleet Brat

Leverages connections and experience from growing up in the service.

□Copilot

When **anyone else rolls a *Hard Landing***, spend your Teamwork die to change a 1, 2, or 3 to a 4.

□Not Your First Rodeo (OPS)

After **someone else rolls OPS**, you can spend a Teamwork bonus die as if you rolled a 6 and pick a choice related to minimizing:

- *Time* - "I know what the book says, but you're fine skipping these steps"
- *Harm* - "It's the EPS manifold you have to watch out for"
- *Resources* - "The TLA matrix can almost always work around the need for that."

□Party Line (COMMS/DPL)

When you **draw on your connections having grown up in Farfleet**, roll DPL if shipboard, roll COMMS if planetside using the satellite communicator or shuttlepod communications. Choose one per hit (4+):

- Call in a favor with a member of the bridge crew
- Contact an obscure specialist in a relevant department
- Find your way to the right person through past connections
- Get through without drawing attention
- Get through to them quickly.

Unless you picked the last, cue a *Jump Cut*.

□Darmok and Jalad (DPL)

When you **attempt to communicate without a shared language**, roll DPL. Choose one per hit (4+):

- Successfully convey your primary message or intent
- Correctly interpret their response or reaction
- Avoid causing offense or confusion
- Get through to them quickly.

Unless you picked the last, cue a *Jump Cut*.

□Cross-Department Rotation 🚀

When a **Specialty move not in play would be useful, and you've leveled up since doing this last**, you can use that Specialty move. Regardless of whether you succeed, cue a *Jump Cut,* as it takes you time to do. The Specialty move selected must be the next advance you take when leveling up, nor can you use this move again until you level up.



Galaxy, April 1959

Merchant

Master of negotiation, showmanship, and trade.

□Bountiful Hunting (OPS)

When you are **trying to discover how to acquire a hard-to-find item on this planet**, roll OPS. Choose one per hit (4+):

- You discover exactly where to find it
- You're the only one looking for it
- Nobody else knows you want it
- You can get to it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

□Takes One to Know One

When you **think someone is trying to deceive you**, ask the GM, and they'll tell you.

□Lobes for Business (TAC)

When you **seek to make a trade**, tell us what you need, what you want, and roll TAC. Choose one per hit (4+):

- You exploit their desperation to get what you need
- You squeeze extra value from the deal and get what you want
- You learn a secret worth selling later
- You keep other buyers away from your mark
- You maintain the option for future exploitation.

□The Outrageous Okasion (DPL) 🚀

When you **create a diversion through outrageous showmanship and dubious commerce**, roll DPL. Choose one per hit (4+):

- No one notices what the rest of the away team is up to
- Your sales pitch draws a large, noisy crowd
- You cause an amusing but harmless accident with your merchandise
- Security focuses on controlling the chaos you've created
- Someone important gets drawn into your demonstration
- Your "special offer" causes a bidding war or argument.

□Know Your Customer (DPL)

When you **roll *Negotiation***, you can always take this choice for free: "You determine what, if anything, you would really have to do for them."



Galaxy, August 1953

Resistance Fighter

Guerrilla tactics and inspirational leadership from fighting as underdogs.

□Guerrilla Warfare (TAC) 🚀

After you've **planned an attack**, take a bonus die on each TAC roll until combat ends.

□Improvised Arsenal

You **always have access to makeshift weapons and equipment**. When you need a tool for the job, fashion one from what's available. Describe what you create and how your time in the resistance taught you to make it.

□Cell Leader

When you **use your Teamwork die to assist another PC during combat**, if any result of their roll was a natural 6, you can reclaim your die.

□Sabotage (OPS)

When you **disable or disrupt enemy equipment or infrastructure**, roll OPS. Choose one per hit (4+):

- The damage looks like an accident
- It will fail at the worst possible moment for them
- You plant evidence pointing to someone else
- The sabotage spreads to connected systems
- You don't leave any clues that you did it
- You do it quickly and quietly.

Unless you picked the last choice, cue a *Jump Cut*.

□Hearts & Minds (DPL)

When you **rally others before or during combat**, roll DPL. Choose one per hit (4+):

- Ask the party which PC was inspired; give them a bonus die for use in combat
- A PC can immediately *Take Cover* as if they rolled two 6s
- A companion will fight beyond their limits; they regain 1 Health now
- A neutral NPC will join the fight on your side
- An opponent will abandon the fight.

□Resistance Stories (TAC)

When you **encounter a tactical situation and can tell everyone about a similar resistance operation you survived**, roll TAC. Choose one per hit (4+):

- “That's exactly how we lost our safe house” - Identify a critical security vulnerability
- “Classic occupation tactic” - Predict the enemy's next move
- “Here's an old resistance trick” - Give someone an immediate practical solution
- “They always forget about the sewers” - Spot an infiltration route others missed
- “Never trust the obvious approach” - Identify what the enemy expects you to do
- “Just like the raid on Kemlak Base” - Give someone a bonus die when they act on your insight.

□Can’t Stop The Signal

When you **miss on a COMMS roll**, change one die to a 6.

□You’re My Only Hope (DPL)

When you **miss on a DPL roll**, you can instead spend your Teamwork die to change one die to a 6.



Galaxy Volume 3, Number 9

Space Boomer

Leverages hard-won wisdom from having grown up in the void.

□Anything Can Be a Hammer (OPS)

When **implementing a *Technical Solution***, cannibalize any equipment to turn a 1, 2, or 3 into a 6.

□Boomtown (OPS) 🚀

When you **draw on your long-term experience in outer space**, roll OPS. Choose one per hit (4+):

- Navigate space lanes from memory
- Have a contact at the next stop
- Know an old spacer trick that will help
- Handle long-duration space effects
- Spot maintenance issues early
- Don't attract unwanted attention.

□Crash Test Dummy

When the **shuttlepod you are on makes a *Hard Landing***, you suffer no Harm.

□Spacer's Intuition (SCI)

When ***Investigating* from the starship**, roll with a bonus die.

□Zero-G Dance (TAC)

When you **maneuver in low or zero gravity**, roll TAC. Choose one per hit (4+):

- Accomplish what you need to
- Move efficiently without propulsion
- Help others adjust to weightlessness
- Avoid obstacles
- Spot environmental hazards
- Stay safe.



Science Fiction Quarterly, August 1956

Telepath

Uses telepathy, foresight, and telekinesis.

□Esper Reading (DPL) 🚀

When you **try to read the thoughts of someone at a distance**, roll DPL. Choose one per hit (4+):

- Detect thoughts without being noticed
- Sense deception
- Understand true needs
- Don't leave yourself open to being read
- Don't alert others to your presence
- Don't suffer 1 Stress.

□Foresight

After a roll, spend an available bonus die for a guaranteed result of 4. Tell us what your character decided to do at the last minute, and why.

□Disturbance in the Force

Whenever you are **ambushed**, you can take a combat move before your opponent strikes.

□Not the Droids You're Looking For (DPL)

Whenever you **get a 6 on a DPL move**, you can take "Convince them of an obvious lie" as a choice.

□Mindmeld (DPL)

When you **touch someone and reach into their thoughts**, roll DPL. Choose one per hit (4+):

- Share thoughts or memories clearly
- Uncover buried memories or feelings
- Create an ongoing mental link
- Restore 1 Health to them
- Prevent them from taking any Stress the rest of the episode
- Don't suffer 1 Stress yourself
- Don't become aggressive or emotional.

□Psychic Link (DPL)

When you **attempt to contact another member of the away team telepathically**, roll DPL. Choose one per hit (4+):

- You can hear their thoughts
- They can hear your thoughts
- The connection lasts long enough to ask/answer a number of questions up to your DPL stat
- You can give or receive a Teamwork die.

□Telekinesis (TAC)

When you **move or manipulate objects you can see without touching them**, roll TAC. Choose one per hit (4+):

- Precisely manipulate one object
- Move or lift a number of small objects up to your TAC stat
- Move or lift an object the size of a crate
- Push, pull or throw objects you are levitating
- Break an object
- Don't suffer 1 Stress.



Astounding Science Fiction, October 1955

Terraformer

Improvises with limited resources.

□Folk Medicine (MED)

When you **treat someone else's injuries or conditions using folk remedies**, roll MED. Choose one per hit (4+):

- Restore MED levels of Health to them
- Neutralize an environmental toxin
- Improvise a medical tool others can use
- Minimize any side effects
- Prevent complications.

On a miss, there's nothing you can do for them. You need to get them back to the ship for treatment.

□Survival Instinct

When **your Health drops below 1**, ask the GM if you could save yourself by sacrificing a piece of equipment you carry. If so, your Health stays at 1. If not, cue *Famous Last Words*.

□Grit & Gumption (OPS)

When you **deal with resource scarcity or harsh conditions**, roll OPS. Choose one per hit (4+):

- Improvise with limited supplies
- Spot potential problems early
- Find hidden resources
- Don't use up any resources
- Don't damage any equipment
- Don't suffer 1 Stress.

□Stone Knives and Bearskins (OPS)

When you **repurpose outdated technology**, roll OPS. Choose one per hit (4+):

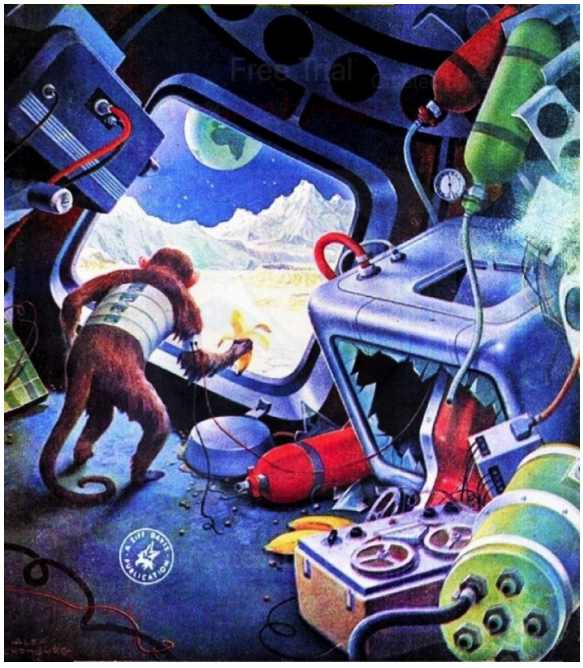
- Create a working substitute
- Find an unexpected advantage
- Make it last longer than it should
- Double its normal output
- Don't consume other equipment or resources
- Prevent permanent damage
- Get it working in half the time.

Unless you picked the last choice, cue a *Jump Cut*.

□Wasteland Diplomacy (DPL) 🚀

When you **negotiate with anyone who distrusts outsiders**, roll DPL. Choose one per hit (4+):

- Set common ground (take a bonus die)
- Find out what it would take to convince them to become an ally
- Determine something they genuinely need but wouldn't ask for
- Offer assistance that doesn't wound their pride
- Exact a promise backed by subtle implications of consequences
- Display strength that commands respect without triggering hostility.



Amazing Stories, February 1961

Uplifted

Animal species raised to sapience by another species.

□Primal Senses 🚀

When you **use your natural sensory advantages**, ask the GM one question based on your heritage:

- What scents tell the story of this place?
- What do I hear that others miss?
- What do I see in the darkness/distance?
- What vibrations do I feel?
- What does the air/water tell me?
- What electrical/magnetic fields do I sense?

□Fang & Claw (TAC)

When you **engage an opponent in hand-to-hand combat**, roll TAC. Choose one per hit (4+):

- Deal 2 Harm
- Knock them out and deal 1 Harm
- Disarm them or prevent them from drawing a weapon and deal 1 Harm
- Terrify them with primal ferocity so that they flee
- Coordinate with another PC instinctively; give them a bonus die
- Take the Harm intended for another.

□Hackles (TAC)

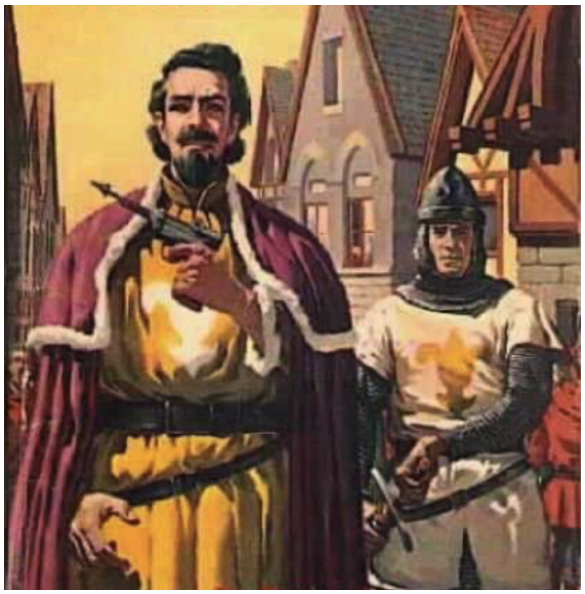
When you **raise your hackles in response to a threat**, roll TAC. Describe how your fur stands on end, your feathers ruffle, your quills extend, etc. Choose one per hit (4+):

- Opponents back down rather than escalate
- Opponents turn tail and flee
- You appear significantly more dangerous than you actually are
- Your threat display doesn't accidentally challenge allies or neutrals
- You can lower your hackles and de-escalate without losing face.

On a miss, you appear more afraid than dangerous, encouraging aggression.

□Animal Magnetism (DPL)

When you **miss on a DPL roll**, change one die to a 6.



Astounding Science Fiction, May 1956

Veteran

Ensures any fights that happen are over quickly.

□Flow Like a River (TAC)🚀

When you **engage multiple opponents in close combat**, roll TAC. Choose one per hit (4+):

- Flow through their attacks without taking Harm
- Take down multiple opponents (up to your TAC stat) in a single fluid motion
- Dam them by using their numbers against them
- Disarm them or use their own weapons against them
- Create an opening for an ally (give them a bonus die)
- Don't take 1 Stress from flashbacks to your time in service.

Tell us how you accomplish each of these.

□Live to Fight Another Day

When your **Health drops below 1 during combat**, you may restore your Health to 1 but you are unconscious and out of the fight.

□Vera

You have a signature weapon. It's not standard issue, but you always have it on you, even when it wouldn't be obvious that you would, even after you've been searched. Describe it. Name it: _____.

□Interrogation (TAC)

When you **engage in a *Negotiation***, roll TAC instead of DPL. You can't choose "They don't hear a threat."

□Shape Up or Ship Out

When you **try to impose military discipline**, gain a bonus die for *Negotiation*.

□War Stories (TAC)

When you **roll 3- on a TAC move**, turn one miss into a hit if you can tell us a tale of a past fight with a lesson that helps you succeed now. Take 1 Stress.

□Second Wind

After you **roll any move**, if you still have your Extra Effort die, you can spend it to roll an additional die. Take 1 Stress as usual. Narrate what extra effort you went to.

Specialty Moves



Galaxy, August 1952, Ed Emshwiller

Available classes/specialties include Anthropologist, Counselor, Diplomat, Doctor, Engineer, Pilot, Scientist, Security, Translator, and Xenobiologist.

Anthropologist

□Birds Aren't Real

Whenever you **look at your communicator**, you may ask the GM where your autonomous bird drone is. The GM will tell you what it sees and hears. You have no control over this anthropological research device otherwise.

□Hidden in Plain Sight

When **you are somewhere you clearly don't belong, by yourself**, no one notices.

□Immersed (DPL) 🚀

When you **immerse yourself in an alien society to better understand them**, roll DPL. Choose one per hit (4+):

- Learn something they hide
- Gain the trust of a local informant
- Identify the culture's core values
- Recognize signs of internal conflict
- Notice a taboo before anyone breaks it
- Know which gift will be most appreciated
- Identify the real power structure beneath the formal one.

Cue a *Jump Cut*.

□Technical Exchange (OPS)

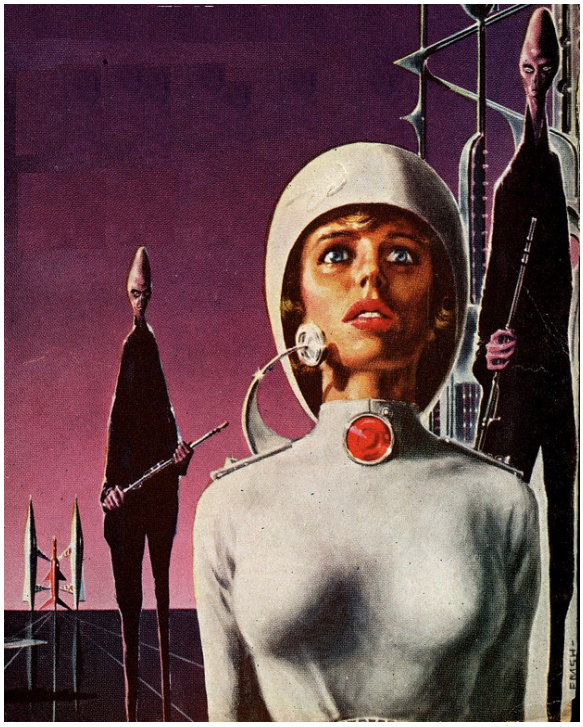
When you **adapt alien technology or methods for human use (or vice versa)**, roll OPS. Choose one per hit (4+):

- Bridge the technological gap
- Find unexpected synergies
- Don't consume other equipment or resources
- Prevent permanent damage
- It doesn't take a lot of time.

Unless you picked the last choice, cue a *Jump Cut*.

□Ethnography (SCI)

When you **get a 6 when doing an *Investigation* of an alien artifact or machine**, ask the GM a question about it. They will answer truthfully.



Infinity Science Fiction, June 1951

Counselor

□Psychological Insight (DPL)

When you **attempt to understand or help someone through psychological distress**, roll DPL. Choose one per hit (4+):

- Recognize underlying trauma
- Help them process difficult emotions
- Identify potential security risks
- Maintain crew morale
- Help them make a breakthrough.

□Active Listening (DPL)

After you **roll *Negotiation***, you can take an additional choice by spending an unused bonus die (Inner Strength, Teamwork, etc.).

□Captain, I'm Sensing...

When you **think someone is hiding something** from you, ask the GM, and they'll tell you.

□Supportive Presence (DPL) 🚀

When you **provide another player character psychological insight**, roll DPL. Choose one per hit (4+):

- Help them process trauma and recover 1 Health (once per PC per episode)
- Give them clarity (they restore a Teamwork or Inner Strength bonus die)
- Empower them to leverage your insights (when they next roll DPL, they can use your stat instead of theirs)
- Maintain professional distance (don't suffer 1 Stress).

□Know Your Enemy (TAC)

When you **study an opponent in a tactical situation**, roll TAC. Choose one per hit (4+):

- Predict their next move (ask the GM what they'll do)
- Identify their greatest strength and how to counter it
- Take a bonus die forward against this opponent
- Share your insight: give an ally a bonus die against this opponent.

□Straight Shooter (TAC)

When you ***Return Fire* after having had a chance to study your opponent**, make an added choice from among the following:

- Hold a position or halt an advance
- Make an advance or force your enemy out of cover
- Impress, dismay, or frighten your enemy.

□Inner Light

After you **roll any move**, if you still have your Inner Strength die, you can spend it to roll an additional die. Narrate how your own Inner Conflict helps you understand the situation.



Astounding Science Fiction, April 1949

Diplomat

□Voice of Reason (DPL) 🚀

When **tensions are high and you speak up to prevent immediate conflict**, roll DPL. Choose one per hit (4+):

- De-escalate the situation
- Find shared interests or values
- Sell a face-saving alternative
- Redirect anger toward a productive exchange of views
- Frame the issue in a new, less threatening way.

□Summit (DPL)

When you **arrange for two opposing factions to meet**, roll DPL. Choose one per hit (4+):

- They will meet where you choose
- They bring proposals, not just complaints
- They share crucial information beforehand
- They agree to a temporary ceasefire
- They allow humanitarian aid during talks.

Cue a *Jump Cut*. On a miss, your intervention escalates the situation.

□The Corbomite Maneuver (DPL)

When you **try to bluff an opponent**, roll DPL. Choose one per hit (4+):

- They de-escalate the situation
- They open a negotiation
- They reveal something they would have rather kept hidden
- You buy time for something to change.

Unless you picked the last choice, cue a *Jump Cut*.

□Diplomatic Pouch

When you **wish to secure anything pocketable, handheld or holsterable**, do so in your diplomatic pouch, which is biometrically sealed and can only be opened by you. This does not count against your equipment limit and is hidden on your person.

□Tinker, Tailor, Diplomat, Spy (OPS)

When **infiltrating a location**, roll OPS. Choose one per hit (4+):

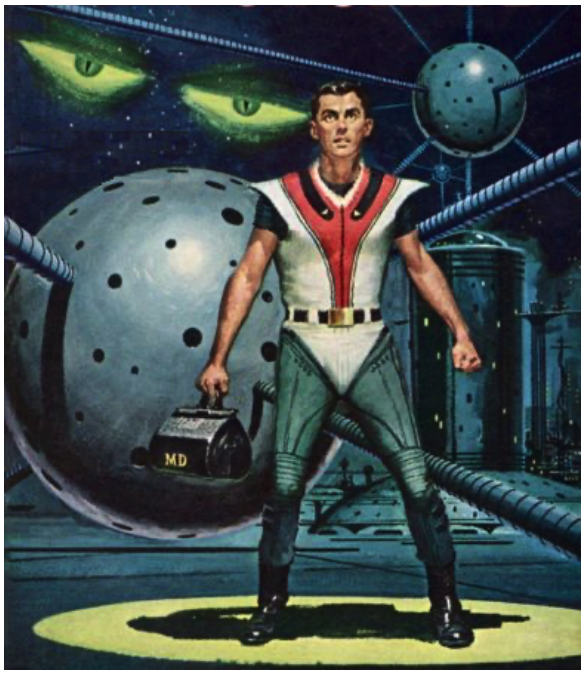
- Learn something useful
- Learn something interesting
- Create ease of future access
- Make an ally
- Do it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

□Draw Fire (TAC)

When you **make yourself the center of attention**, roll TAC. Choose one per hit (4+):

- No one notices what an ally is doing
- No one notices an ally has left
- No one notices something is or has gone missing
- Don't take Harm or Stress from the consequences.



Dr. Futurity, Ed Valigursky, 1960

Doctor

□Denobulan Menagerie (MED)

When you **apply an unconventional treatment using your collection of medicinal creatures or knowledge of alien medicine**, roll MED. Choose one per hit (4+):

- Apply symbiont for healing
- Adapt a natural healing process
- Use a creature's defensive/regenerative abilities
- Prevent excessive side-effects
- Manage allergic/immune response.

□Emergency Medicine (MED) 🚀

When you **perform critical emergency care in the field**, roll MED. Choose one per hit (4+):

- Restore 2 levels of Health to the patient
- Extract or neutralize toxins, pathogens, or foreign objects
- Perform complex field surgery with minimal equipment
- Treat the psychological trauma along with the physical injury
- Apply long-lasting analgesics that allow full function without impairment
- Identify underlying conditions that would have caused future complications
- Salvage and recycle medical supplies, maintaining your inventory.

On a miss, there's nothing you can do for them. You need to get them back to the ship for treatment.

□I'm a Doctor, Not...

When rolling with SCI and leveraging your medical training to play at being a scientist or surveyor, declare how you do so and change a die to a 6.

□Stimulant Injection

If **another player character consents to getting stimmed**, and you have a medkit, you can reduce their Health by 1 and give them a bonus die.

□Research Protocol

When **researching a cure**, tell the GM what you need next:

- More samples, bloodwork, etc. from patients
- Meetings with alien physicians or other experts
- More time in the shuttlepod's lab
- Computer simulations run on the starship
- Raw materials for synthesizing medicine
- A willing test subject.

Start to do that. Cue a *Jump Cut* if needed.

□Research Progress

When **completing a research protocol**, mark 1 PROGRESS and then roll PROGRESS. Choose one per hit (4+):

- Reduce patients' pain and suffering
- Slow the progress of the disease
- Develop a vaccine or preventive measure
- Identify the transmission vector.

Once all four options have been selected, you've developed a cure for the disease. The GM will tell you what *Research Protocol* you need next.

□State the Nature of Your Medical Emergency (MED)

When you **attempt a risky or experimental medical procedure because conventional treatment isn't an option**, roll MED. Choose one per hit (4+):

- Prevent others from being affected
- Keep them stable despite unknowns
- Adapt human medicine to alien physiology or vice versa
- Create a new treatment protocol
- Work around limited equipment
- Formulate a solution quickly.

Unless you picked the last choice, cue a *Jump Cut*.



Astounding Science Fiction, August 1956



Amazing Stories, September 1943

Engineer

□The A-Team Away Team (OPS) 🚀

When you **lead the away team to build a device or vehicle**, say what you mean it to do. Each player rolls OPS and narrates how they help in a montage. Choose one per hit (4+):

- It will do exactly what you want
- It works more than once
- It works without side effects
- It can take a hit (ignore the first Harm)It doesn't draw unwanted attention
- It doesn't need special equipment
- It won't cause any unintended Harm or damage.

Cue a *Jump Cut*. (No one marks XP on a miss.)

□She Cannae Take Much More (OPS)

After you roll OPS, you can sacrifice the last of a piece of equipment to change a die to a 6. (You can declare this is the last piece of equipment planetside. Explain how sacrificing it helps.)

□Great Scott! (OPS)

When you **repair a device or vehicle**, say what you mean it to do and roll OPS. Choose one per hit (4+):

- It will do exactly what you want
- It works more than once
- It works without side effects
- It won't cause any Harm or damage
- It won't take long to do it.

Unless you picked the last choice, cue a *Jump Cut*.

□All She's Got (OPS)

When you **push a system beyond its normal limits**, roll OPS. Choose one per hit (4+):

- Double its normal output
- Maintain it longer than should be possible
- Repurpose it for an unintended use
- Prevent permanent damage
- Get it working in half the time.

Unless you picked the last choice, cue a *Jump Cut*.

□Miracle Worker (OPS)

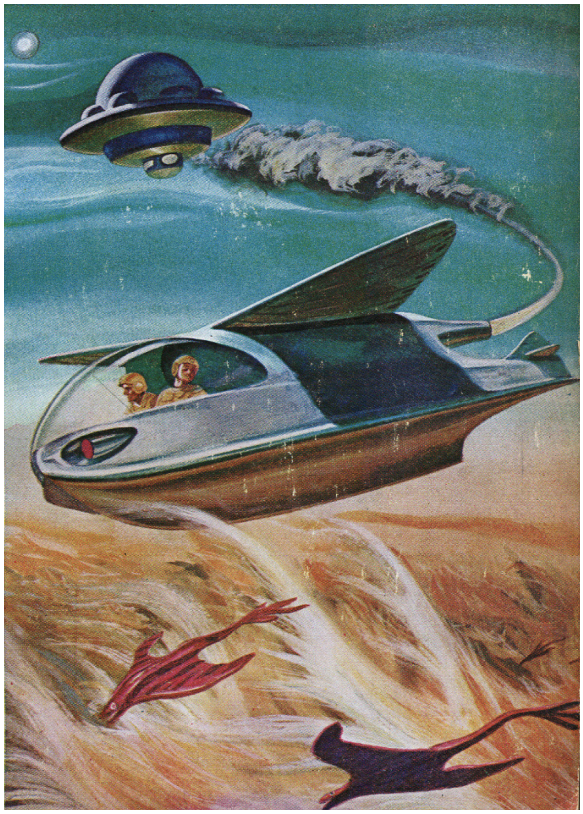
When you **get a 6 on an OPS move**, you can skip the need for a *Jump Cut*.

□Get Me a Spanner, Stat! (OPS)

When you **provide medical treatment to an android or cyborg**, you may roll with OPS instead of MED.

□Rudimentary Lathe (OPS)

When you **apply engineering know-how to a tactical issue**, declare how you do so and roll OPS instead of TAC.



Galaxy, December 1958

Pilot

□Evasive Pattern Paris (TAC) 🚀

When you **engage in combat while piloting a shuttlepod**, roll TAC. If you roll two or more natural hits (4+), you can destroy an attacker. Alternatively, you can choose one per hit (4+):

- Disable an attacker
- Outdistance your foe
- Land without them seeing (take 1 bonus die to *Hard Landing*)
- Minimize damage to the shuttlepod.

□Eagle Eye

When you **roll on *Survey The Environment* or *Environmental Challenge***, change a roll to a 6.

□Close Encounters of the Third Gear

When you **pilot an alien vessel or drive an alien vehicle**, roll TAC. Choose one per hit (4+):

- You can go fast
- You can operate its weapons (if any)
- You discover a capability not immediately obvious
- You don't draw attention from observers familiar with its typical operation
- You don't damage it.

□Low Altitude Run (TAC)

When you **fly dangerously close to terrain for tactical advantage**, roll TAC. Choose one per hit (4+):

- Avoid ground fire
- Break sensor contact
- Find natural cover
- Maintain speed
- Spot ground targets
- Create pursuit advantage.

□I Am A Leaf On The Wind

After you **roll when piloting or making a *Hard Landing***, you can reduce your Health *to* 1 and change a die to a 6 for each step of Health you lost.

□Starbuck

After **any move's roll**, re-roll as many dice as you wish, up to your Health-1. Reduce your Health by one for each 3 or less that you roll then use the new results with that move.

□Maximum Impulse (TAC)

When you **get a 6 on a piloting move**, take an option related to speed for free.



Amazing Stories Annual, 1927

Scientist

□Eyebrow Raise (SCI)

When you **apply scientific knowledge to an engineering problem**, declare how you do so and roll SCI instead of OPS.

□Eureka Moment (SCI)

When you **apply scientific knowledge in an unconventional way**, roll SCI. Choose one per hit (4+):

- Create a surprising solution
- Prove a theory correct
- Make a breakthrough discovery
- Reveal why conventional wisdom is wrong
- Turn opposition's strength into a weakness
- Define parameters needed for success
- Connect seemingly unrelated phenomena.

□Fascinating (SCI) 🚀

When you **analyze a phenomenon or opponent**, roll SCI. Choose one per hit (4+):

- Determine its weakness or how it might be countered
- Calculate precise timing or requirements
- Discover its true nature
- Determine how it works and how you can use it
- It doesn't require specialized equipment
- It doesn't take too long to study.

Unless you picked the last choice, cue a *Jump Cut*.

□Highly Illogical (SCI)

After you **roll SCI and integrate emotion or intuition into your decision-making**, declare how you do so and turn one die into a 6.

□Art of War (SCI)

When you **apply scientific knowledge to a tactical issue**, declare how you will do so and roll SCI. For each hit (4+), give one bonus die to a different player, for use on their next TAC roll.

□Never Tell Me the Odds

Before **another player rolls one or two dice on a move**, tell them the odds. If no die is a hit, describe your contingency plan. Spend an Extra Effort die (taking Stress) or Teamwork die to choose from the move's option list.

□No Bedside Manner (MED)

When you **get a 6 rolling *Medic***, take one of these as an extra option:

- Stabilize a critical condition so they don't get worse
- Minimize any side effects
- Prevent complications.



Astounding Science Fiction, August 1950

Security

□The Needs of the Many (TAC) 🚀

When you **actively defend others from harm or danger**, roll TAC. Take 1 Harm for each roll you change to a 6. Choose one per hit (4+):

- Protect someone from Harm
- Protect someone additional from Harm
- Create a defensive position for others
- Hold your position despite opposition
- Reduce the effect or impact of a threat
- Create an opening; an ally takes a bonus die forward.

□Infiltration (OPS)

When **infiltrating a location covertly**, roll OPS. Choose one per hit (4+):

- Learn something useful
- Plant or retrieve materials
- Create ease of future access
- Make an ally
- Don't alert others
- Do it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

□Let This Be Your Last Battlefield

When you **face otherwise impossible odds**, spend all your Health to save the away team. Cue *Famous Last Words*.

□Rescue Op (OPS)

When you **attempt a dangerous rescue**, whether from prison, a hostage situation, or a natural disaster, roll OPS. Choose one per hit (4+):

- Free someone
- Protect someone from Harm
- Escape yourself
- Don't alert others
- Prepare for it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

□Tactical Alert (TAC)

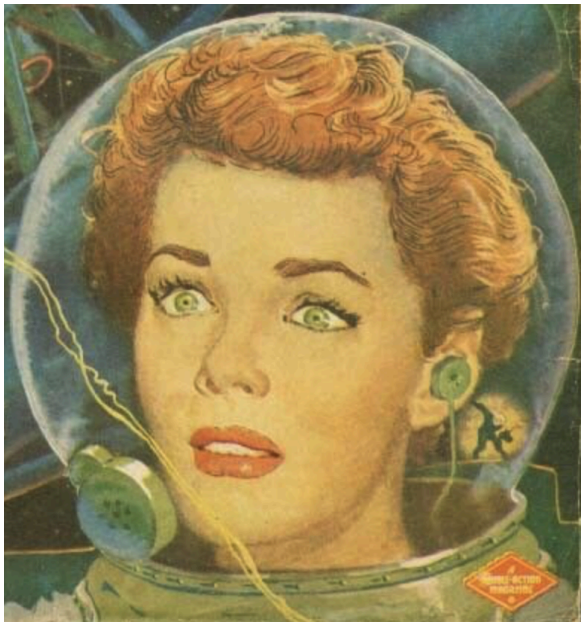
When **fighting a group of opponents**, roll TAC. Choose one per hit (4+):

- Spring a trap
- Have them pursue a decoy
- Disable half the opponents
- Use them against one another
- Use the environment against them
- Defend a critical position
- Protect someone from Harm
- Keep equipment safe.

Tell us how you accomplish each of these.

□Bodyguard (TAC)

When you **get a 6 when rolling TAC**, take the option "Protect someone from Harm" for free.



Future Science Fiction, July 1952

Translator

□Xenolinguistics (DPL) 🚀

When you **attempt to decipher alien or encrypted communications**, roll DPL. Choose one per hit (4+):

- Learn something useful
- Learn something interesting
- Detect subtleties
- Identify patterns
- Don't draw unwanted attention
- It doesn't take a lot of time.

Unless you picked the last choice, cue a *Jump Cut*.

□Hidden Subtext (DPL)

When you **get a 6 when rolling DPL**, take an option related to subtleties or detecting deception for free.

□Lost in Translation (DPL)

(Available after *Xenolinguistics* has been taken.)

When you **make a DPL roll involving aliens speaking another language**, turn any resulting die to a 6. Describe what happened:

- Your stumbling attempt at speaking their language endeared you to them
- You recognized an approach you've learned in another language
- You were able to reconfigure the Universal Translator.

□Rosetta Stone (DPL)

When you **facilitate understanding between different species or cultures**, roll DPL (not capped by LEX). Choose one per hit (4+):

- Catch non-verbal cues
- Detect any deception or hidden meaning
- Convey complex concepts
- Bridge technological gaps that would otherwise limit communication
- Keep the dialogue open.

□Tech Support (OPS)

When you **analyze alien systems to assist others**, roll OPS. Choose one per hit (4+):

- You can explain how to use it
- You can explain what not to do
- You understand potential side effects and subtleties
- You don't hurt yourself while doing so
- Give another player a bonus die
- It doesn't take a lot of time.

Unless you picked the last choice, cue a *Jump Cut*.



The Original Science Fiction Stories, November, 1958

Xenobiologist

□Speak with Animals (SCI) 🚀

When you **closely observe alien fauna**, roll SCI. Choose one per hit (4+):

- Learn something useful about the surrounding area
- Convince them to leave you alone
- Get them to follow a simple command
- Understand what has recently frightened or excited them
- Learn about nearby predators or threats
- Establish yourself as non-threatening
- Bond temporarily with an individual animal.

□Organic Integration (OPS)

When **anyone is doing technical repairs or building**, spend your Teamwork die to change a 1, 2, or 3 to a 4 or to change a 4 or 5 to a 6.

□Speak with Plants (SCI)

When you **closely observe alien flora**, roll SCI. Choose one per hit (4+):

- Determine what resources lie beneath the soil
- Learn what's happened here recently
- Learn about recent visitors to the area
- Identify unusual environmental changes
- Extract enhanced medicinal compounds
- Create a temporary botanical barrier or bridge.

□Medicinal Purposes (MED)

When you **analyze alien organisms for pharmaceutical potential**, roll MED. Choose one per hit (4+):

- Create a remedy that treats physical injury or illness
- Discover a pleasant intoxicating effect
- Extract compounds that enhance natural abilities temporarily
- Develop a countermeasure for environmental toxins
- Preserve the sample for future analysis and replication
- Identify potential long-term applications beyond immediate use
- Create enough doses for multiple people
- Avoid harmful side effects
- Do it quickly.

Unless you picked the last choice, cue a *Jump Cut*.

□Babble Earworm

(Available after you've encountered aliens with this.)
When **face to face with aliens**, you can understand their language immediately but not speak it.

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