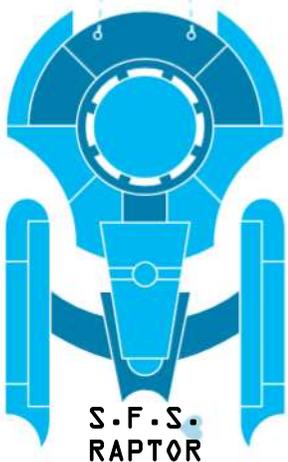


Lasers & Feelings

| | | | |
|-----------------------|--|--------------|---|
| Name: | | Your Picture |  |
| Motivation and Notes: | | | |

| ROLE | RANK | STYLE | NUMBER |
|------|------|-------|-------------------|
| | | | Lasers> <Feelings |

ROLLING: *The situation always changes after a roll.*

- When you do something risky, roll 1d6. Add 1d6 if you are prepared, add 1d6 if you are an expert. *If you help someone else, say how you want to help and roll. If you succeed, give them +1d.*
 - **LASERS:** roll under your number to succeed.
 - *Left brain, technology, science, reason.*
 - **FEELINGS:** roll over your number to succeed.
 - *Right brain, rapport, passion, instinct.*
 - **ROLLING YOUR NUMBER:** Get Laser Feelings: an insight into the current situation.
 - *Possible questions answered:* What are they really feeling? Who is behind this? How can I persuade them? What should I be looking for? What's really going on? What is the best way to succeed? What have we been missing all along?

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| SUCSESSES: <ul style="list-style-type: none"> • 0 success: Something goes wrong, the situation gets worse. • 1 success: You manage the task, maybe a cost or complication. • 2 successes: Good job. • 3 successes: Critical success! An extra advantage is added in. | INJURIES: <ul style="list-style-type: none"> ○ Roughed Up: -1 die on all rolls. ○ Badly Hurt: -2 dice on all rolls. ○ Incapacitated. |
|---|--|

Preparing to Play

The players make characters who are crew on the **Star Federation** interstellar scout ship **Raptor**.

1. Each player chooses, randomizes, or invents a style for their character. Duplicates are fine.
2. The group chooses a captain, who chooses a first officer. Others randomize or choose rank.
 - o If the group doesn't want a PC captain, an NPC captain can be active or incapacitated.
 - o If randomizing rank, roll 1d6: 1-3 Ensign, 4 Lieutenant, 5 Lt. Commander, 6 Commander.
3. Each player chooses, randomizes, or invents a role for their character.
4. Each player chooses or randomizes a number between 2 and 5 for their character.
 - o If randomizing, roll 1d4+1.
5. Each player chooses or randomizes a name for their character.
6. Each player chooses, randomizes, or invents a motive for their character. Duplicates are fine.

The group chooses 2 strengths and 1 weakness for the interstellar scout ship Raptor.

The group can consult this table for ideas. The group can also use the cut-outs provided for a more tactile experience. If the group wants to randomize, use 1d8.

| Styles | Roles | Ranks | Ship Strengths | Ship Weaknesses |
|--------------|---------------|-----------------|--------------------|---------------------------|
| Bloodstained | Captain | (Captain) | Fast | Fuel Hog |
| Hot Shot | First Officer | (First Officer) | Nimble | Horrible Circuit Breakers |
| Intrepid | Doctor | Commander | Well-Armed | Grim Reputation |
| Savvy | Engineer | Lt. Commander | Powerful Shields | Retrofitted |
| Sexy | Pilot | Lieutenant | Superior Sensors | Twitchy Hyperdrive |
| Rebel | Scientist | Lieutenant | Cloaking Device | Sketchy Life Support |
| Regulation | Security | Ensign | Super Transporters | Uncomfortable |
| Curious | Diplomat | Ensign | Backup Systems | Unreliable Com System |

Motives. What is your character's favorite part of the job? Choose, randomize (2d6), or invent one.

| | |
|---|--|
| 2. Become captain (or be a good captain). | 8. Uphold the family name with honor. |
| 3. Meet sexy aliens. | 9. Bond with fellow crew. |
| 4. Shoot bad guys. | 10. Tireless skill honing. |
| 5. Find new worlds. | 11. Spying and catching spies. |
| 6. Solve weird space mysteries. | 12. Playing with the <i>best</i> toys. |
| 7. Prove yourself. | |

As an optional step, prepared pictures of characters can be put out for players to choose from. Players are, of course, encouraged to draw their own character if they prefer.

Default Setting. Characters are employed by the Star Federation to project its will into the universe. When in doubt as to what technology should be able to do, fall back on Star Trek. Yeah, I said it. Probably the original era, but go with what's comfortable to you. Try not to pinch players by punishing them for assumptions after they act, instead offering options or warning them of likely consequences, to get assumptions on the same page. Don't worry about it too much, this is a casual game; if you want something with rules for everything, those games are easy to find.

Phase pistols incapacitate or kill (or disintegrate) when they hit. Most weapons do an injury point if they hit, or two on a critical success. Tricorders add +1d to scanning tasks. A medical pack erases a level of injury on a successful laser roll. That sort of thing.

Optional Star Federation Aliens

If the group wants to use aliens, make some up and add some abilities to them that are automatic (and also some weaknesses). If the differences are only cosmetic, no need for adjustment. In all cases, get GM approval before play.

- **Andorian.** +1d on aggressive or violent rolls.
- **Betazoid.** +1d on feelings rolls. Empathic and telepathic, sensing feelings from presence and images.
- **Changeling.** Able to assume shapes of $\frac{1}{2}$ to $+\frac{1}{2}$ mass over a full round action.
- **Ferengi.** +1d on rolls to acquire things, -1d on rolls to be social.
- **Klingon.** +2d on violent rolls, -1d on non-aggressive rolls. Ignore the first wound received from physical combat each round.
- **Vulcan.** +2d on lasers rolls, -1d on feelings rolls. Intensely logical, compute at computer speed, super human strength, represses feelings violently.

| STYLES | STYLES | STYLES | STYLES |
|---------------|--------|----------|--------|
| BLOOD STAINED | SEXY | INTREPID | SAVVY |

| STYLES | STYLES | STYLES | STYLES |
|----------|--------|------------|---------|
| HOT SHOT | REBEL | REGULATION | CURIOUS |

| ROLES | ROLES | ROLES | ROLES |
|---------|---------------|--------|----------|
| CAPTAIN | FIRST OFFICER | DOCTOR | ENGINEER |

| ROLES | ROLES | ROLES | ROLES |
|-------|-----------------|----------|----------|
| PILOT | SCIENCE OFFICER | SECURITY | DIPLOMAT |

| RANK | RANK | RANK | RANK |
|-------------|-------------------|-----------|------------|
| [[CAPTAIN]] | [[FIRST OFFICER]] | COMMANDER | LIEUTENANT |

| RANK | RANK | RANK | RANK |
|---------------|------------|--------|--------|
| LT. COMMANDER | LIEUTENANT | ENSIGN | ENSIGN |

| SHIP STRENGTHS | SHIP STRENGTHS | SHIP STRENGTHS | SHIP STRENGTHS |
|----------------|----------------|----------------|------------------|
| WELL ARMED | FAST | NIMBLE | POWERFUL SHIELDS |

| SHIP STRENGTHS | SHIP STRENGTHS | SHIP STRENGTHS | SHIP STRENGTHS |
|------------------|-----------------|-----------------|----------------|
| SUPERIOR SENSORS | CLOAKING DEVICE | SUPER TELEPORTS | BACKUP SYSTEMS |

| SHIP WEAKNESSES | SHIP WEAKNESSES | SHIP WEAKNESSES | SHIP WEAKNESSES |
|-----------------|------------------|-----------------|-----------------|
| FUEL HOG | CIRCUIT BREAKERS | GRIM REPUTATION | RETROFIT |

| SHIP WEAKNESSES | SHIP WEAKNESSES | SHIP WEAKNESSES | SHIP WEAKNESSES |
|--------------------|-------------------|-----------------------|-----------------|
| TWITCHY HYPERDRIVE | POOR LIFE SUPPORT | UNRELIABLE COM SYSTEM | DISCOMFORT |

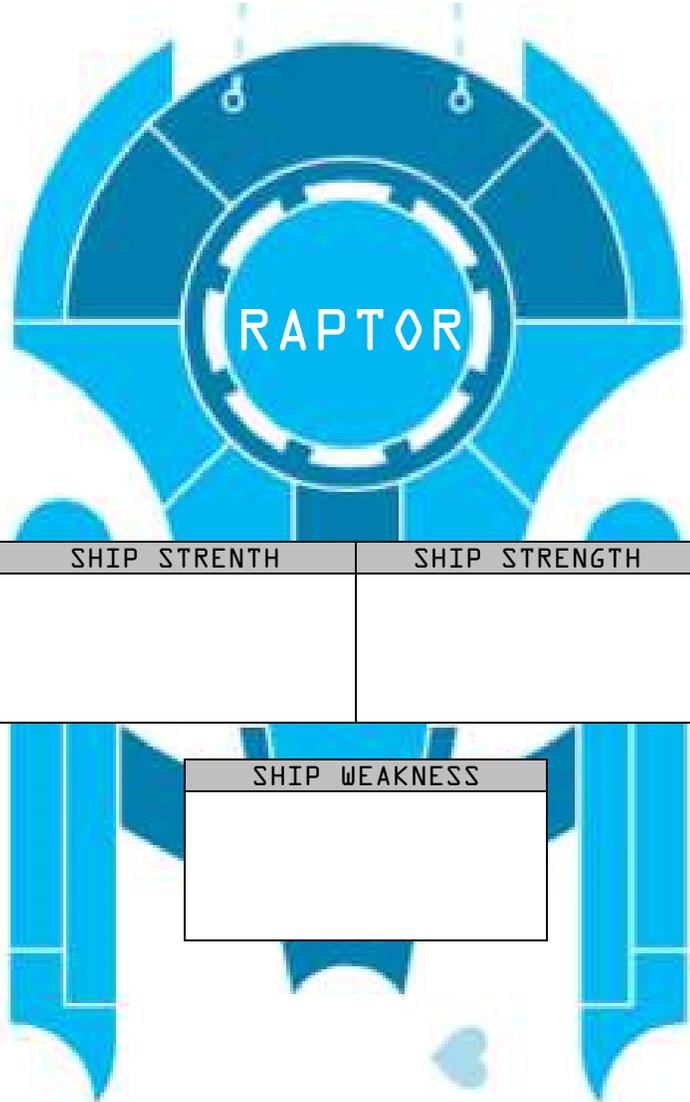
Crew of the

S.F.S RAPTOR

Captain:

First Officer:

Other Important Crew Members



| SHIP STRENGTH | SHIP STRENGTH |
|---------------|---------------|
| | |

| SHIP WEAKNESS |
|---------------|
| |