PHASERS & FEELINGS v 1.2

PLAYERS: CREATE CHARACTERS

1. **Choose a STYLE for your character**: Brainy, Dangerous, Heroic, Hot-Shot, Intrepid, or Savvy. With your chosen style you gain 1 *Style Ability.*
2. **Choose a SPECIES for your character:** Human, Klingon, Vulcan, Trill, Ferengi, Betazoid, Andorian (or something else). With your chosen species you gain 1 *Species Ability*.
3. **Choose a ROLE for your character**: Doctor, Envoy, Engineer, Explorer, Pilot, Scientist, or Soldier.
4. **Choose your NUMBER, from 2 to 5**. A high number means you're better at **PHASERS** (technology; science; cold rationality; calm, precise action). A low number means you're better at **FEELINGS** (intuition; diplomacy; seduction; wild, passionate action).
5. **Choose 3 FOCUSES that define your character**. These can be related to your role but can be anything that brings individuality to your character (Power Systems, Computers, Phasers, Poetry, Trombone, etc.)
6. **Define 2 VALUES that drive your character**. Your values are a guide to how your character navigates the galaxy. (No one left behind, always press the big red alien button, etc.)
7. **Define 1 GOAL for your character**. Choose one or create your own: Become Captain, Meet New Aliens, Shoot Bad Guys, Find New Worlds, Solve Weird Space Mysteries, Prove Yourself, or Keep Being Awesome (you have nothing to prove).
8. **Give your character a cool space adventure name**. Like Kirk Picard or something.

You have:

- A Starfleet uniform
- A communicator / tricorder
- A phaser (set to stun).

Your Agenda

- Fill your life with adventure and discovery.
- Always be in the captain chair contributing to the action.
- Include and share the spotlight with your crew members.

PLAYERS: CREATE THE SHIP

First, as a group, pick two strengths for your Starship: **Fast, Nimble, Well-Armed, Powerful Shields, Superior Sensors, Cloaking Device, Fighter craft**.

Second, pick one problem: **Fuel Hog** (always needs energy crystals), **Only One Medical Pod** (and it's always occupied), **Horrible Circuit Breakers** (in battle, consoles tend to explode on the bridge), **Grim Reputation** (Your crew did some bad stuff in the past).

Third, your ship is a supportive member in your adventure! **Give it a number from 2 to 5**.

Fourth, familiarise yourself with the many sections of your ship and carve out an area to call your home. This may be making yourself a special area where you perform your hobbies OR a friendly NPC crewmate that you spend time with.

The Bridge	*Sick Bay*
Officer's Quarters	*Transporter Room*
Engineering Bay	*Holo-Deck*
Warp Core	*Hangar Deck*
Mess Hall	*Engine Room*

Finally, give your vessel an inspiring name that defines your crews' intentions in the galaxy (USS Enterprise, USS Discovery, USS Chastity).

ROLLING THE DICE

When you do something risky that could have an interesting consequence, **roll 1d6.**

↓ If you're using **PHASERS** (science, reason, combat), you want to roll *under* your number.

↑ If you're using **FEELINGS** (rapport, passion, negotiation), you want to roll *above* your number.

Before you roll, the GM sets a **CHALLENGE NUMBER** (a value of 1-5 depending on how challenging the task is) and you roll the dice to find out how it goes. You may roll additional dice depending on how your character is acting in the narrative:

- Gain **+1d6** if you are performing an action that is within your character's **Role** (max 1).
- Gain **+1d6** if you are performing an action that relates to one of your character's **Focuses** (max 1).
- Gain **+1d6** if you are following your character's **Values** (max 1).

For each die roll that meets the requirement for **PHASERS** or **FEELINGS** you gain a **SUCCESS**. For each die roll that exactly matches your number you gain a **SUCCESS** and 1 Momentum. After rolling you count up the number of **SUCCESSES** and compare the total to the **CHALLENGE NUMBER**.

< CHALLENGE #	Things go spectacularly wrong and you gain **1 XP**.
= CHALLENGE #	You just barely succeed and the GM may introduce a new complication, a worse outcome, a hard bargain, or an ugly choice.
> CHALLENGE #	You pull it off in style and you gain **1 Momentum.**

Help

If you want to help someone else who's rolling, say how you try to help and make a **1d6** roll against your own number. If you succeed, they gain **1 SUCCESS**. If you fail, you are implicated in any consequences. The acting

character must roll at least 1 success before they can be helped.

If your ship is assisting you, have another player roll **1d6**. If the ship succeeds you gain **1 SUCCESS**. If it fails, a malfunction occurs and your ship is implicated in any consequences.

HARM

Through your adventures you and your ship may receive harm or inflict harm on others. Whenever you receive or inflict harm the GM dictates how much harm you receive or inflict based on the narrative.

- **1 Harm** = A bruise or scratch.
- **2 Harm** = A direct phaser hit.
- **3 Harm** = A volley of phaser fire.
- **4 Harm** = A massive explosion.

Whenever you reach **5 Harm** you are incapacitated and need immediate medical attention to adventure another day OR you sacrifice yourself in a glorious display of bravery.

Whenever your ship receives **5 Harm** it shuts down and needs immediate repair OR it explodes in a grand flash of fusion energy and you just make it to the escape pods.

If harm is inflicted on an NPC, the amount of harm they receive before they are incapacitated is determined by the GM. (**1 Harm** = Red Shirt, **3 Harm** = Henchmen, **5 Harm** = Villain).

A character performing the **Doctor** Role may heal 2 Harm with a PHASERS roll scoring 2 Successes or more.

MOMENTUM

Momentum represents your crew's drive to overcome the obstacles they are facing. Momentum may be spent at any time to:

- Roll an additional 1d6 (max 1).
- Reduce Harm received by 1.
- Ask the GM 1 specific question they must answer.
- Perform a Special Ability.

Momentum is a shared resource, and your crew may hold a maximum of 6 Momentum at a time.

ADVANCEMENT

At the end of each session go around the table and have each player answer the following questions. For each question they can answer they gain **1 XP.**

- Did you act on or advance your goal OR challenge your values?
- Did you learn something new about the galaxy?
- Did you overcome a notable enemy or danger?

If a player has **5 XP + their current level** they advance. If a player advances, they erase all their XP and choose 1 advancement option.

- You gain a promotion.
- You learn a new Focus.
- You gain a new Value.
- You improve the ship.
- You learn a new Special Ability

SPECIAL ABILITIES

Style Abilities

Every **STYLE** has a Special Ability. Special Abilities may be used at any time by spending 1 Momentum.

When using a Special Ability do not roll any dice, instead you and the GM narrate what occurs following the guidelines of the Special Ability.

Over time, as your character advances, you may create new Special Abilities with the assistance of the GM. New Special Abilities should always be tied to your character's Style, Role or Species.

- **Brainy -** Come up with a brilliant solution
- **Dangerous** - Put something or someone at risk
- **Heroic** - Stand firm and immovable
- **Hot-Shot** - Easily dodge an obstacle
- **Intrepid** - Pull off a risky maneuver
- **Savvy** - Ingratiate yourself with someone

Species Abilities

Every **SPECIES** also has their own Special Ability. Like Style Abilities, Species Abilities may also be used at any time by spending 1 Momentum. The same rules apply to Style Abilities and Species Abilities.

If you're playing as a species from this list, start off with the Special Ability listed below. Or, if you prefer, make up your own species and/or ability with the assistance of the GM.

- **Android** - Access your database to gain information
- **Human -** Change the circumstances to your favour
- **Klingon -** Perform a feat of valour in combat
- **Vulcan** - Perform a Vulcan Mind Meld
- **Trill -** Recall relevant information from a past life
- **Ferengi -** Strike a favourable deal
- **Betazoid -** Read someone's emotions or sense the presence of life nearby
- **Andorian -** Use your antennae to detect changes or anomalies in your surroundings

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness.

Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do.

"A Romulan Warbird has decloaked in front of you. What do you do?" "Cuellas pours you a glass of Andorian whiskey and slips her arm around your waist. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Play to find out what happens.

Ask questions and build on the answers. "Have any of you encountered a Q before? Where? What happened?"