

STAR TRAVELS

By Emmett O'Brian

INTRODUCTION

You never graduated from collage. Not because you weren't smart, you were the smartest in your high school class you just didn't have the discipline needed. Maybe you just didn't want the discipline. In the year 2414 it's hard to get a job without going to collage.

Most people can't stand the Innus, their race is far older than ours but they act like children, they're immature and unprincipled. They look at a human with awe if they can multiply without a calculator or use sine cosine and tangent in a sentence. They're wimpy because they come from a low G world and the biggest sissies you've ever met. In short they make you look like a god.

You signed up for their "Star Boats" academy, aside from some of the professors getting offended that you knew their subjects better than they did and cried home to their mommies (yes literally) acing their tests were a breeze.

THE INNUS

The Innus are dominated by emotion. Although a human may feel the same kinds of emotions, the Innus cannot control even their slightest emotional reaction. They frequently scream in fear or cry inconsolably at the

slightest upset. This makes deep thinking difficult and complex notions are very difficult to master.

The low G planet they come from, also called Innus, is wet and lush with every resource the people on it could need. There was very little need for competition except when someone called someone else a mean name. Then horrid slap fight wars would decimate entire cities. The Innus normally are very loving, but they're also somewhat proud of their accomplishments in war, a practice humankind has worked very hard to end on their planet.



Biologically, the Innus appear like humans with the only outwardly notable features are the lack of ear lobes and

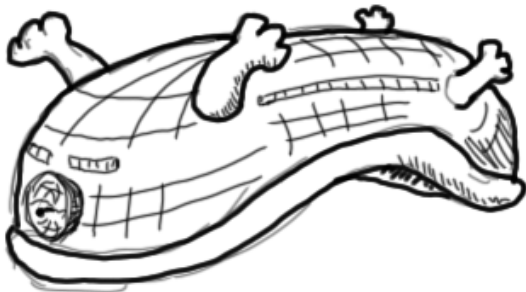
drooping eyebrows. Inside the differences are quite significant, their blood is blue, they have very little stamina or strength and they have a hard time breathing in anything but a highly oxygenated environment.

Although they can occasionally work up the discipline to think deeply and do occasionally think intelligently, the Innus have a penchant for lateral thinking. One of the greatest examples of this is Captain Keeton who broke the evil Moldar's embargo by threatening to ram his ship, the Gimme Gimme into the Emperor's ship. The Moldar empire figured he might just be crazy enough to do it and they relented.

STAR BOATS

Star Boats is the Innus' "making friends" fleet, although it's vessels are also armed to the teeth. Star Boat's mission is to go out and find "buddies" for the Innus and blow up mean people.

THE GIMME GIMME



You've been assigned to the prestigious Gimme Gimme captained by the famous Keeton. Named for a long

line of ships that have brought new shiny and sparkly things to the Innus.

Although the ship is the largest in the Star Boats fleet, the constant drama of 400 emotional Innus and their constant fighting and making up leaves very little space for you to clear your head long enough to regain your sanity. You're not too sure about the maintenance on the ship either, panels regularly fly off and the engineering crew hasn't done a thing about all those micrometeor strikes. One day this tub is going to fly apart.

The Bridge - The center of the insanity. The decor is like a 2345 hippie revival full of gaudy colors and indecipherable blinking lights.

The Engine Room - The chief engineer Mahonky is very proud of his engine room. He calls it the crown jewel of the galaxy. You don't dare tell him it's the crosswired firehazard that it is.

Sick Bay - Doc's care can be a little frightening. You do your best to avoid his scalpel. It's true, he's never lost a patient but you weren't filled with confidence when he cut out crewman Cheezit's tongue because they had a disagreement. He was nice enough to sew it back on, even if it was upside down.

The Galley - You try to avoid the galley, it's where the Innus socialize and there

are so many ways that being around that can get you into trouble.

The Brig - The brig is quiet, and it's a nice change from your room. Sometimes you improve it's containment systems just so you can feel you've done something productive.

CHARACTER CREATION

Making a character in Star Travels is done by allocating 5 points to the race template they choose. The maximum of any attribute is 9. One Player should play a human that has the job of Science Officer. Innus Characters can take the role of any of the ship's command positions except Captain Keeton.

Human Template

Strength	6
Reason	6
Agility	4
Empathy	3
Incoherence	2

Innus Template

Strength	2
Reason	2
Agility	4
Empathy	6
Incoherence	7

How To Play An Innus

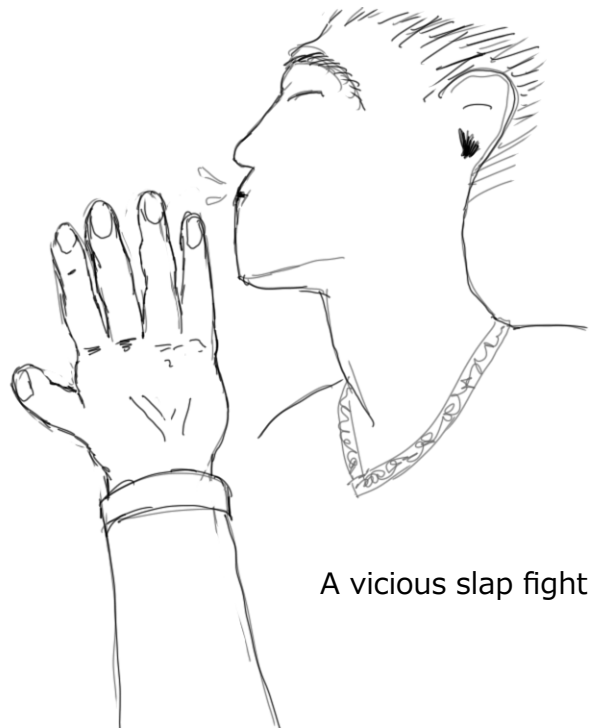
Any player portraying an Innus should be prepared to act on the slightest feelings they have. Anything

that would normally be suppressed is let out in the open. Of course this often leads directly to other Innus having openly hurt feelings.

Innus act like silly children most of the time, they may decide to go make out instead of performing their duties or may start a feud with another department because of the slightest perceived wrong. Fortunately the Innus don't think too deeply about how to keep the feud going and will probably be best friends again in an hour or two.

ATTRIBUTES

There are five attributes in Star Travels.



A vicious slap fight

Strength - This attribute is used whenever a character needs to apply muscle power to a task or endure physical or emotional pain or injury.

Reason - This is used when a character must think clearly, interpret findings and understand the world around them



Agility - The physical accuracy, flexibility and athletic ability of the character.

Empathy - This attribute is used to understand another character's inner feelings. It can also be used to influence others and calm them down when they break down crying inconsolably.

Incoherence - Otherwise known as being silly, this attribute is used to make other beings laugh but can also be used to solve problems that everyone else has failed to solve with Reason. Incoherence is used to think laterally, make random guesses, stubbornly stick to dumb plans and find unorthodox solutions.

CHALLENGES

Challenges like technical problems or negotiations with planetary councils

are given a difficulty number. The players are not given the difficulty numbers. Games may consist of multiple challenges or one large challenge. Small challenges may have a value of anywhere from 50 to 100. Big challenges can have a difficulty from 100 to 300. It's best to start with lower values for difficulty numbers until you get a good feel for how hard it is to reach them.

Example - The Gimme Gimme has been boarded by hostile aliens and they have disabled the controls. The Innus are running around screaming with their hands flailing. She is drifting toward a nebula that will corrode the hull and expose everyone to the harshness of space. The GM gives the challenge of getting control of the ship a difficulty of 200 and a 50 to the challenge of beating the aliens. Harold will have to try using all his abilities to prevent the ship from falling into the nebula.

ATTRIBUTE CHECKS

When a character wants to take an action and the result is in question, the player rolls two differently colored d10s. One d10 represents the tens place and the other represents the ones place. Which dice is the tens place and which is the ones place should be declared at the beginning of the game and cannot be changed throughout the game.

The action the player wants to take is fit with the best matching

attribute. The attribute value replaces the highest die value.

The player must narrate what each roll of the die accomplishes. Without this narration, the die roll does not count. If a roll to overcome a challenge fails, the GM narrates the result.

Example - Harold has an Agility of 5, he tries to tumble past some aliens and getting to the controls. He rolls a 3 in the tens place die and a 2 in the ones place, normally this would result in a 32. The 3 is the highest die value so it is replaced by the 5 making the result a 52. He successfully beats the difficulty number for the aliens, gets past them and shuts the bulkhead door, sealing the aliens into a corridor.

Doubles

Doubles remain as they are. If the player rolls 11, 22, 33, 44 etc the value of the roll remains unchanged Two zeros (00) equals 100.

Chaining

The characters can get higher results by chaining rolls together. To successfully chain, each roll must have a higher value than the last. If a roll in the chain is lower than the last, the chain fails and the attempt fails. As long as each roll in the chain is one higher than the last, roll the results of the rolls add onto each other. The player can stop the chain at any point they wish.

Each roll must be narrated and how it is being used to defeat the challenge. If a chain fails, the GM narrates the result.

Example - Harold rolls for his Incoherence of 2 and gets a 43 which becomes a 23. The player narrates that Harold must enter a highly radioactive chamber to restore control.

He's reasonably sure he can beat that value so he rolls again for Agility (5) and gets a 78 which becomes a 75. This is narrated as Harold diving in between neutron radiation emitters. The player isn't confident that the next roll will beat the 75 so he decides to stop the chain. The final score is 98. Not enough to beat the difficulty.

The GM narrates that Harold finds the control board's circuitry burnt out by a laser. He must find another way to access the system.

CHARACTER VS. CHARACTER

A character can challenge another character by having both roll for an attribute check on an attribute of their choice. The winner is the character with the highest score and gets to narrate what happens in the contest up to the point of injuring the other character. When injuring a character their Strength attribute is reduced by one.

A visit to the Sick Bay can restore all the character's original strength.

CAPTAIN KEETON

Strength	3
Reason	5
Agility	7
Empathy	7
Incoherence	7

Often seen makin' out with the ladies (yes plural) in between battle maneuvers, James J Keeton is the best the Star Boats has to offer. He's smart and unorthodox and a big hit with the ladies.

EXPERIENCE

For each minor challenge a character beats, they get one experience point. For each major challenge a character beats, they get three experience points. For each bad guy the character beats, they get one experience point.

Advancing attributes costs ten experience points multiplied by the value the attribute is moving to.

ADVENTURE IDEAS

What amazing voyages will the intrepid crew of the Gimme Gimme encounter this week? If you need plot ideas, watch a similarly themed Sci-Fi show from the seventies and imagine the Innus encountering the situation in it. When you're done giggling at the carnage, let the players in on the fun.

EPILOGUE

This game was designed under a 24 hour period for the Tiny Spaces 24 hour challenge. I had a goofy dice mechanic that was turning up frustratingly random results and I decided to apply it here.

The core concept is to imagine what it would be like to be the logical disciplined hyper-intelligent science officer on a star ship but slide the intelligence scale down instead of up.

Now you know why the hyper intelligent aliens never leave their planet.

CHARACTER PORTRAIT

NAME _____

RACE _____

COMMAND POSITION

ATTRIBUTES

STRENGTH _____

REASON _____

AGILITY _____

EMPATHY _____

INCOHERENCE _____

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